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Raid on Sartar ! – A 2 player game for DP/NG by Joe Mills

One of the Praxian tribes is preparing to plunder neighbouring Dragon Pass. Will the citizens of Sartar repel the raiders before they lose too much of their harvest and wealth ? The game is played using the southern half of the eastern map board of DP and counters from both DP and NG. Duck Point is in play, but no other half hex.

Sartar Starting Battalia and Set Up

- 1) Argrath and the Dragon Tooth Warriors go in Boldhome
- 2) The Colymar, Two Ridge Farm and six mounted militia are placed in any fortress
- 3) The six foot militia are placed in any stockade or in Apple Lane
- 4) The three duck units in Duck Point
- 5) The Wasps are on the Wasps Nest and the Sylphs in their temple

Praxian Battalia and Set Up

All units on the easternmost line of hexes except as indicated below.

- 1) Jaldon Toothmaker on Jaldon's Rest
- 2) The shaman, khan, and all the clans of the chosen tribe.
- 3) A Medicine Bundle. One chosen spirit (not Great Spirit!)
- 4) *The Lost Souls*. This is a new counter representing the spirits of the Praxians killed in Dragon Pass and thus not reborn. They can be summoned by Jaldon or a Praxian shaman once inside Dragon Pass, and therefore begin the game stacked with either Jaldon or the tribal shaman, and must be "carried" by either. If ever unstacked with either of these units, the *Lost Souls* are eliminated. The *Lost Souls* counter is an 8-6-0-1.

Other Set up Counters

- 1) Grab 32 blank counters and number them 1-8 (4 times) on one side -- these will be plunder counters. Put three of them randomly and upside down on each Old Sartar fortress and similarly one on each Old Sartar stockade and one on Apple Lane. (I couldn't resist!) There will be five counters left over, which are removed from play.
- 2) Put three SDT units on their temples and two random dinosaurs in their Old Sartar abodes.

Special Rules

- 1) Only a player with a unit stacked on a Plunder counter may look at that counter. He need not reveal its value to his opponent.
- 2) The Praxian player moves first, and may force march on the first turn.
- 3) The Praxian spirit is held in the Medicine Bundle. It may be summoned on the Exotic Magic Phase of any turn and remains in play only until the rally phase of the Praxian players *next* turn. See the article *Shaman, Spirits and Bundles Abroad* in this booklet.
- 4) The shaman cannot be flipped to his fetch side, and is immune from disruption. See the article, *Shaman, Spirits and Bundles Abroad* in this booklet.
- 5) The Sartar player may ally the SDTers by having a Sartar unit end its turn stacked with those units, and paying a random Plunder unit at the end of the game. These units are also activated as Sartar allies if they ever come into the ZOC of a Praxian unit.
- 6) The Dinosaurs may be allied as per normal by either side.
- 7) On any Sartar turn, Argrath may promise a Plunder Unit to ally a Giant. The Giant will appear on the northern edge of the playing area before the Sartar movement phase two game turns later. The Plunder Unit is randomly selected from those held by Sartar at the end of the game.

- 8) Any unit entering a Dragonewt city, Delecti's Marsh or Beast Valley is eliminated.
- 9) Praxian units returned to Prax may not re-enter the game.
- 10) On turn 5, the Barbarian Horde (minus Jaldon!) enters the board from the Southern Edge as Sartar allies and can force march.
- 11) Plunder counters have no effect on movement, but individuals cannot carry plunder counters, and no unit may carry more than one plunder unit. Disrupted units cannot carry plunder.
- 12) A Plunder counter can be eliminated by a Praxian unit at the beginning of his turn.
- 13) The game length is ten turns, or until all Praxian units have exited off board.

Victory Conditions

The Praxian player gets one point for each Plunder Factor exited off the eastern map edge. The Sartar player gets one point for each Plunder Factor not sacrificed or carted off by the Praxians.

Shamans, Spirits and Bundles Abroad -by the Gloranthaboard list

The tribal shamans of Prax are powerful and deadly within their realm of influence where they know the local spirits intimately. But the power of such shamans is severely restricted on foreign ground. Outside of Prax and the Wastes, a tribal shaman cannot activate his fetch, and can be eliminated by spirit magic. If stacked with a Praxian medicine bundle he may use OSM at the shaman side's MgF and RF1. The foreign outposts of Pavis, the Sun Dome Temple and Knight Fort emanate a strong aura of "not-Prax" that limits the shaman in the same manner within their "ZOC". This disruption of the Praxian traditional cultural magic helps explain why these foreign enclaves survive, and why the traditional Praxians are fearful of change.

Praxians raiding abroad cannot rely on their traditional spirit allies in the manner they do in Prax. The normal tribal spirits of Protectress, Founder and the Ancestors cannot leave Prax. The spirits of former Praxian raiders that followed Jaldon into Dragon Pass may be summoned at Jaldon's Point, and these may enter Dragon Pass (but not Prax). These "Lost Souls" are represented by an 8-6-0-1 counter (see *Raid on Sartar* in this booklet).

Other non-tribal spirits may be carried abroad in medicine bundles. These spirits may be evoked in the exotic magic phase of the Praxian players turn and remain on the board until the rally phase of the Praxian players *next* turn when they are removed from the game. Each bundle may only hold one such spirit at a time and can only be "recharged" by a successful summoning at a Praxian holy place. Great Spirits, Spirits of Pavis, Spirits of the Paps, and Tribal Spirits cannot be carried outside of Prax in this manner.

Stop that Caravan! – A 2 player scenario for NG by Joe Mills.

The Lunars are sending their annual supply caravan to Pavis, but this year the Llamas shamans say the Omens are Bad if the caravans complete their journey!

Lunar/Sable Order of Battle

Sable Shaman and Kahn [Paps].
Sable clans and herds [Sacred Ground or within 2 hexes of Pavis or Moonbroth]
Silver Shields, Wyvern Riders, Antelope Lancers and 2 *Supply Caravans* [Moonbroth]
Axe Brothers and *Beryl Phalanx* [Pavis]





Talfort Militia,(initially disrupted, must be placed on Talfort.) 2 units
 Goldedge Militia, initially disrupted, must be placed on Goldedge. 1 unit
 Dunstop Militia, initially disrupted, must be placed on Dunstop. 1 unit
 Slavewall Militia, initially disrupted, must be placed on Slavewall. 1 unit
 Filichet Militia,initially disrupted,must be placed on Filichet (off board), or Borni’s Landing. 1 unit

MAJOR INDEPENDENTS

POL JONI - The Pol Joni in this period are fanatically anti Praxian. They will not look favourably on any faction that deals with them peaceably...
 DP advantage needed to ally: 10
 Deployed: any eastern board edge hex, south of the Indigo Mountains.
 Players may not allocate Diplomacy cards to Pol Joni if they have any Praxian allies.
 If any Praxians allied all picture cards are removed from the Pol Joni allocation. This may result in them ‘de-allying’, in which case they stop moving, an become inactive, until allied.
 Pol Joni may not stack with Praxians, even if they are allied.
 [Derik Pol]joni leader of Pol Joni, Hero, candidate (use Jaldon counter)
 The rest of the DP barbarian horde is used as is.

THE QUIVINI- *The Quivini were the tribes that had settled around the Quivini Mountains in South Eastern Dragon Pass. They originally came into the Pass from Heortland, to the South, where they had been persecuted by the Pharaoh.*
 The Quivini are all selected from the Sartarite DP counters. Use any Free Army or City Militia counters, except the Ducks, the Telmori, and Pavis Royal Guard. These units should be put into a ‘Quvini Pool’ and random units picked out as the assorted Tribes get allied.

Colymar Tribe²: *The Colymar were eager to fight in the wars of Tarsh, on whoevers side.*
 DP advantage needed to ally: 1
 Deployed: Between The Creek, The Stream, West of Quivini Mountains, but not in Lismelder or Malani land. 6 units for Quivini Pool + [King Intagern] leader, [1]! -5- 6 -0 a Hero.

Balmyr Tribe: DP advantage needed to ally: 2
 Deployed: Crossline to Stream 5 units from Quivini Pool

Torkani Tribe: DP advantage needed to ally: 3
 Deployed: Guardian Hills 6 units from Quivini Pool

Lismelder Tribe: DP advantage needed to ally: 7
 Deployed: Duck Vale, near Marsh. 4 units from Quivini Pool

Malani Tribe: DP advantage needed to ally: 3
 Deployed: Within 2 hexes of Two Ridge fort. 4 units from Quivini Pool

² [King of Sartar 205 Intagarn was the eighth (King of the Colymar). He was of the Hiording clan, He gained his greatest fame when he led the flight which stormed Bagnot (c1440..1450) Rastoron was ninth. He was of the Woodpecker tribe)
 [KoS 203. When the Quivini tribes raided the Kingdom of Tarsh, the Colymar always had volunteers among the army. They were often allied with bands of Praxian animal riders at this time (1440+). One king, Intagarn, led his weaponthanes in a flight which went over the walls of Bagnot at night. The enemy slew most of them, but they opened the great gates to the army, and Bagnot fell. From that the tribe got the ivory throne.

Dundealos Tribe: DP advantage needed to ally: 8
 Deployed: South East corner 3 units from Quivini Pool
Culbrea: DP advantage needed to ally: 7
 Deployed: Any hex within 4 north or east of the Quivin Mountains.5 units from Quivini Pool

MOONHATERS³-These ally with whoever opposes the Lunars, and will change sides to do this. They consist of a Magician unit and a couple of warrior units. AKA the Mitchuinni Confederation.: DP advantage needed to ally: 6, but if ally gets alliance with Lunars then they will change sides and ally with the next highest faction. If both are equal then whoever first attacks, or is attacked by, the Moon friends.
 Deployed: either stacked with a unit, or they appear next to any Lunar unit; a surprise attack.
 Moonhaters - as per DP Exiles unit [Moonhaters agent] spirit
 Mitchuinni - use 5 7 7 Black Horse Troops Kynnellfing Refugees - use 3 44 Black Horse Infantry

THE GRAZERS⁴-The grazers are powerful at this stage. Only raiding war bands take part in the war and if they are destroyed there are more waiting at home. The Grazers become available for alliance again if all of the counters on the board are eliminated. Diplomacy points count from previous alliance in the same way. DP advantage needed to ally: 15
 Deployed: The Grazers appear in any Grazeland hex - Black Horse County, Sikithi Vale.
 Chief (1st appearance Dastaldarin, 2nd appearance Jardanroste,] use FHQ counter
 [Dastaldarin] leader of Grazers, candidate. [Jardanroste] leader of Grazers. candidate
 All units as per DP except they have no Feathered Horse Queen, but rather a Chief.

SYLILANS- DP advantage needed to ally: 10
 Deployed: any north edge hex west of Travelling Stone.
 Dog Soldiers 4units, use Thunder Delta Slingers
 Vanchites 3units, use Standfast, Hadrian’s Dragoons, and Red Dragoons.

MINOR INDEPENDENTS

Unlike DP, any unit can be used as an emissary. Thus an allied Balazaring could be used as an emissary to more Balazarings.

Tuskers - allied as per normal from the Ivory Plinth.

³Enclosure 2 “The Mitchuinn were ever foward in war against the Empire. As more and more refugees from the Kynellfing and other tribes and clans who could not endure the rules of the Empire came south, their support increased. King Arim of Tarsh attempted to stay their hand from war but the Mitchuinnsons lusted for vengeance for their father and were driven by an oath to his memory and spirit. Always his spirit aided them and advised them against the Empire” from an article by Martin Laurie

⁴KoS226 Dastaldarin Avenger, whose handmaid was the Queen of Tarsh Jardanroste Ring-jewel, Companion to Kings, betrayed and buried alive.
 KoS111 Fortunes for the Grazers changed for the better when the Tarsh civil war began. Dastaldarin Avenger captured the entire family of one of the contenders for the Kingship, and made himself an important force in the war. Jardanroste Ring-jewel was even more important. Once he even forced his way to being a member of the Tarshite King’s Ring. But they betrayed him, and he was buried alive.





[Blacktusk] Tusker Hero, candidate. (Use the Bison Khan counter in *tRD* or a tribal khan from *NG*)

Balazarings⁵ - An emissary must go to any northern mapboard edge that isn't mountain. Balazarings are not generally powerful enough to kill an emissary unit. If that is the result on the table, then roll as if the Balazarings had attacked the emissary unit. Note that any unit can be used to emissary the Balazarings. If there are no more counters, no more Balazarings can be allied.

Balazaring counters: use Unriver, Wingtemple, Winedance and Riverfork.
Dragonewts⁶ - may supply mercenary units. Send an emissary to their cities and use the emissary table to receive a random dragonewt counter. Note that neither the Priests or Inhuman King will appear. Also note that they will not use their roads, and will not return after they have been killed. (Although they can be emissaried again)

Beasts and Ducks⁷ - Beastmen and Ducks inhabit Old Salor, Falling Ruin, Beast Valley, Sun County and the part of Sartar West of Old Sartar, and South of the Upland Marsh. May supply mercenary units. Send an emissary to Old Salor, Falling Ruin, Wild Temple, Duck Point, Sun Dome Temple, Stone Cross, and receive a random Beast or Duck unit. (Although Ironhoof will not appear)

Dinosaurs , Delecti, Spirit of Movement, The Dwarf, and Hydra As per DP

Praxians⁸ - May be emissaried by any allied unit that is within 2 hexes of 'Chaparral' or Jaldon's Point. A random Praxian Unit is selected from the 'Praxian Pool'.

If Jaldon is gained then also pick five more counters! The 'Praxians Pool' includes any unit from Nomad Gods except: Border Knights, Tribal Spirits, Sun Dome Templars, Red School of Masks, Great Spirits, Watchdog of Corflu , Father of Independents, Spirits of the Paps, Spirits of Pavis, Medicine Bundles, Grisley Portions, Great Magics, Tada's Warriors, Eternal Battle
If creatures of chaos, or parts of the devil are selected then they should be placed in Snake Pipe Hollow, on the Giant's Table, and moved at random.

Lunar Empire⁹ - The Empire can only be allied by a leader who has previously allied the Syllilans. They are allied by Emissaries, sent off the northern mapboard edge for two full turns (place the counter on the turn track on the turn they should reappear).

[Blond Arim] leader, Candidate. [L]- 6- 6 -0

Women's Regiment - use Hell Sisters

Lunar Magicians¹⁰ - use all Minor class magicians.

⁵ (Griffin Mountain: p7 - Balazar savages might be sought as skirmishers by any of the combatants, whether Lunar, Tarsh or Nomad.)

⁶ The Dragonewts were a mysterious race but they would occasionally fight for or against one side or another in return for gifts, because they had been asked, or for no apparent reason.

⁷ The Beastmen had been powerful in Dragon Pass during the Inhuman Occupation and still had powerful forces.

⁸The nomad beast riders of Prax, to the East of Dragon Pass, were enthusiastic raiders during this period as the Pass was really their only source of metal goods, the oceans being Closed, and Pavis occupied by Trolls.

⁹ Note that this is a low point for the Empire; the Emperor has been killed and is in hiding, Sheng Seleris is ransacking the Moon and searching for the Emperor

Assassin - use Lunar Assassin.

Imperial Troops - use 4 units picked randomly from Imperial Bodyguard. (Except the Hell Sisters)

GAME LENGTH: 8 years ! The civil war lasted 8 years. This was not eight years of battles but rather eight years of skirmish, threats, counter threats, diplomacy and tension. In the interests of simplicity this game does not try to simulate the entire eight year conflict and is not, in that sense, an accurate historical simulation.

SEQUENCE OF PLAY- as per full game. In the Diplomacy segment, players are dealt their allocation of cards. Cards are allocated to different Major Independants, face down, in order of the Player Turns. (i.e. first player plays first, then second player, then third) Note that the cards are dealt in order of who should receive the least allocation, this matters because there may be a shortage of cards. In each player's alliance phase, the player declares any alliances that he wants to make, by revealing his cards for that independant.

SPECIAL RULES

Blond Arim:

A Lunar General who initially came to command the Lunar armies but got involved in the politics of the region and ended up with a faction of his own.

He is a potential candidate for King but, initially, has no faction. If a player is ever 'candidateless' and Blond Arim is on the board, then he takes over that faction, and takes his Lunar Army with him! [This may be an incentive to get your original candidate killed!] Lunar units stacked with other units immediately attack them. If the Lunar units survive then they also immediately move to an adjacent hex. Blond Arim, although not a Hero, gets a Heroic Escape, if he dies during a 'turncoat' encounter

Map changes:

No Glowline, Temple of Reaching Moon, Muse Roost, towns in Grazelands, cities or roads in "Sartar", or "Far Point". All other roads are Minor. Furthest just a town. Ruin of 'Old Salor' where Alda Chur will be, inhabited by Beastmen. Youfish hill fort ruin where Ironspike is/will be
Map should really reach Filichet if possible.

Diplomacy Points:

Factions gain diplomacy cards at the start of the game and some each turn. These are recieved in the form of cards dealt from a standard deck, with a value of the number of on the card, or 10 for picture cards. The player does not hold them in his hand but must allocate them to a Major Independant during his alliance phase. They are played face down in front of the player in piles representing the eleven different factions, they are turned face up if an alliance is tried.
To get an alliance the player must announce which major independant he is trying to ally, and then turns his cards allocated to that independant face up. The other players then state whether the alliance is successful or not. If 'not' then they must turn enough of their cards face up to prove it. If the alliance is successful then the other players cards allocated to that independant are put in a discard pile, to be reshuffled when the deck is exhausted.

Major Independants, advantage required:

Grazers	15	Syllilans	10	Poljoni	10
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¹⁰ The Glowline has not yet been established, so Lunar Magicians are always cyclical.





Moonhaters	6	Colymar	1	Culbrea	7
Malani	3	Lismelder	7	Torkani	3
Dundealos	8	Balmyr	2		

RANDOM EVENTS:

- 11 Initiative shifts. 1st becomes second, second becomes third, last becomes first.
- 12 Extra Diplomacy card allocated to each player, face up, must be allocated immediately.
- 13 Sylilans ally with whoever has offered the most diplomacy points.
- 14 to 16 Rain falls for the rest of the game turn
- 21 to 26 A Giant appears.
- 31 Warlords of Pent threaten trouble, all Sylilan diplomacy points zeroed (discard cards) If already allied, then a unit must move northward until it leaves the board. Each turn that there is a northward moving unit on the board at the book keeping segment means another unit must also be chosen to move off board, as the threat has not been diverted.
- 32 Plague
- 33 Troll trouble - Aldachuri must move 1 unit toward Dagori Inkarth until it leaves the board. This escalates as per event no.31.
- 34 Undead uprising, Lismelder and Ducks return home, diplomacy cards allocated to them are discarded
- 35 Twin Stars appear and ally with whoever has allied the Lunars, or with Blond Arim, or with the enemies of the Moon Haters, or with any faction allied with the Grazers.(in thast order of preference)
- 36 Creatures of Chaos, or Parts of the Devil, appear in Snake Pipe Hollow
- 41-46 Temple Politics - Leader of Shaker faction must move toward Shaker Temple this turn, or to attack another unit.
- 51-56 Cities in turmoil - Leader of Urban faction must move to a city this turn
- 61-66 Prince accused of cowardice! - Leader of Aldachuri faction must move to attack another unit.

(The purpose of events '4,5 and 6 is to keep the Leaders actively involved rather than having them hiding out in some obscure location)

VICTORY CONDITIONS

The winner is whichever player has the most Victory Points. These are assigned as follows:

Leader of Faction is legitimate King of Tarsh: 3pts (Eranthea Gor, Blond Arim, Huge Tarkalor , Tovtarsar, Jornkalor)

Leader of Faction is illegitimate King of Tarsh: 2pts (Derik Pol Joni, Dastaldarin, Jardanroste, Black Tusk, Jaldon Toothmaker)

The game becomes a draw if there are no candidates remaining.

So if Eranthea Gor is alive and Huge Tarkalor, Tovtarsar, Jornkalor, Derik Pol Joni, Dastaldarin, Jardanroste, Black Tusk, Blond Arim are not (or have not appeared, or are allied with Eranthea) then the faction that controls Eranthea Gor is the outright winner.

If Eranthea Gor is alive and so is Blond Arim, then the game is unfinished, or is a draw, as there are two candidates.

Historical Outcome:

*In 1455 Erantha Gor was defeated and killed by **Blond Arim**, the general of the lowland armies. Erantha Gor was surprised by a regiment of women, who were immune to her best magic , which was for man killing. The army marched on the Shaker Temple, which closed itself up. Under the diversion of an attack, some Lunar sorcerers sneaked into the Temple and murdered the*

daughters of Eranthea Gor and many others. Then Blond Arim made peace with the priestesses, who were sorry they had entered politics, and began a faction of his own.

In 1449 there was a Chaos invasion out of Snake Pipe Hollow, which was thwarted by the Black Thunderbird, the Wrath of Orlanth.

In 1458 an army from Sylila plundered Talfort and other important cities. Jornkalor was captured and sent to the Empire in chains. Blond Arim was slain by treachery. Tovtarsar Gaptooth, a Tovtaros tribesman and the Prince of the Aldachuri, seize the opportunity and attacked, but took heavy losses. Some of the cities rose in rebellion and killed their Sylilan occupiers, while Filichet declared itself a dependant of the Lunar Empire.

New Counters for the Tarsh Civil War:

Blond Arim	[1]! -6 -6- 0	Eranthea Gor	[2] -4*-4 -0
Huge Tarkalor	[1]! -6-5- 0	Tovtarsar	[1] -5 -4-x
Jornkalor	[1]! -4 -5- 0	King Intagern	[1]!- 5 -6 -0 (a Hero).

Counter Chaos! – New Units for Dragon Pass and Nomad Gods

- Vampire Legion (Lunar College of Magic). *The feared undead legion.* The vampires act as if they were the agents of their coffins, they attack similar to a physical agent but during the exotic magic phase (the night before battle). They attack using their CF but may select casualties by the enemies CF or MgF (vampires choice). Structures give their usual defensive bonus to units attacked by vampires, but no other terrain type is effective. They may not attack across a river, but may move around a river by using a ford hex or marsh hex. The vampires are not subject to DSM. Dragons, superheros, the Sword Brothers, Delecti, zombies and ducks may not be selected as casualties of vampire attacks. The Sword Brothers and Delecti protect their stacks from the vampires and get a free counterattack using their combined CF and MgF against the vampires CF. Delecti may “capture” the vampires as if he were a magical leader. If this occurs the coffin counter is removed from the board, the vampires subsequently using Delecti’s ruin in place of their coffins and the vampires will then be eliminated by any enemy units occupying Delecti’s Ruins. In all other cases eliminating the coffin eliminates the vampires and vice versa. The coffin unit acts as a Treasure that can only be carried by a major unit. Vampires 6-3*-*-8. Coffin T-3*-0-8. by Joerg Baumgartner
- The Iron Boot Legion (Lunar Heartland Corp). *The Legion of the Iron Boot razed the rebellious city of Rone using their regimental earthquake magics to destroy the city's walls. The Iron Boots are still based at the ruins of Rone in Kostaddi.* Iron Boot Legion 5-3*-3-x. Special: once per game the Iron Boot Legion may reduce a structure they are attacking to rubble. The defensive bonus of that structure is reduced by one level ie treat cities (x2CF) as ruins (x1.5) and hill forts lose bonus etc. This occurs during the exotic magic phase. by Joerg Baumgartner and Peter Metcalf
- Elurae (Demi-Beasts). *The secretive and elusive Fox Women of Beast Valley.* Special ability: add +2 to the MF of all units in their stack for purposes of retreat rules.1-4*-3- 4. by Joerg Baumgartner and Stephen Martin
- Cattle Herds (Pol Joni). For Nomad Gods games featuring the Pol Joni 2h- 3-4-x. – everyone thought of this one !





- “Prince of Sartar” (Sartar Historical Scenarios) useful for all periods except Euglyptus’ and Fazzur’s reigns (1!) -4-5-x. by Joerg Baumgartner
- Yo-Mils the Outcast (Friendless Spirit) : *A foolish and mistaken missionary from Dragon Pass who sought to convert the Praxians from the One True Path of Waha ! Yo-Mils is doomed to eternal re-incarnation and retorture at the hands of the insulted and offended Praxians.* If drawn from the spirit pool, Yo-Mils acts as a universal Bad Omen until the bookkeeping phase of the turn in which his counter is eliminated. (1)-1-1-x. by Daniel Fahey
- Ballunes (Lunar College of Magic / Independent) *Monstrous creatures that float through the air with their tentacles hanging below their gas filled bodies (like an upside down squid).* Factors are 4-4*-1G -x . The 1 in their MF makes their movement subject to the phase of the moon if they are outside the glowline or glowspot. Not being very smart they are controlled by a Lunar Magician, which is designated at the start of the game. The Magician can still make use of all it's other abilities while acting as Ballune controller. As long as the Ballunes are within the Magicians MgF they are controlled. If for any reason they are outside their controllers MgF during the Random Movement Phase they commence to move randomly. If the Ballunes are destroyed by magic or missile fire their fiery remains rain down on the other units in their hex. Resolve as an 8 CF attack on the units they are stacked with. If destroyed in melee resolve an additional 8 CF attack against their attackers. by Don Finlayson (inspired by “Kree Mountain”)
- Chaos Maggots (Independent Chaos)*From Snakepipe Hollow* . Each round a unit occupies Glasswall, including the first, there is a 1 in 3 (roll 1 or 2 on a d6) that chaos ooze will emerge from Snakepipe Hollow. There is one chaos unit that can issue forth - Huge Chaotic Maggot 5-1-3-0 counterback 2-0-1-X. It appears in hex 3110 and always moves towards the nearest stack, determined each turn just before it moves again in the random movement phase. It cannot be allied normally. It can be temporarily controlled by a superhero. When ridden by the superhero (ie. Stacked with it) the worm safely becomes part of the stack. When killed the first time, by any means, the maggot come back in the same round during the rally phase as two other units - Baby Chaotic Maggots 2-3-2-0. If the baby maggots are disrupted or killed, they are removed from play. The is only one appearance of the Huge maggot each game. Any unit which kills the huge maggot, or either or both of the baby maggots, is penalised from their brush with chaos and suffer a non-cumulative penalty of -1 on all dice rolls - whether being attacked or attacking - from that moment on. Only another superhero is unaffected by killing the maggot(s). by Robert McArthur

Tribal Khans by Don Finlayson

A thought I've had is that each tribes Khan should have some unique factor or ability in line with the nature of their tribe. So here we go:

- Impala Khan, (1!*)-4-7-x. The Impala Khan's Leadership bonus is a missile bonus. The first three units stacked under the Impala Khan gain an additional missile factor.
- Morocanth Khan, (1!)-4-7-0. The Morocanth Khan can use defensive spirit magic.
- Bison Khan, (2!)-4-6-x. The Bison Khan has an increased combat factor and a decreased movement factor.

- High Llama Khan, (1!)-4-8-x. The Llama Khan has an increased movement factor.
- Sable Khan, (1!*)-4-7-x. The Sable Khan's Leadership bonus can be used either as normal or as a missile bonus like the Impala Khan's. Either way the Sable Khan can only use his Leadership bonus once per player turn.

KoD Pieces - by Keith Nellist

Thanks to David Dunham for permission to use this list. Here is my attempt at a conversion of treasures from *A Sharp's* computer game *King of Dragon Pass* into *Dragon Pass* counters. Note that these are unlikely to duplicate the items from *KoDP* but they have the same names and are supposed to at least have the same general effect.

At set up place a blank counter in any unoccupied ruins. Whenever a ruin is occupied the player concerned may choose try to find a treasure. The player designates an explorer unit and rolls on the following table. 1- Exploring unit lost; 2-3 nothing found; 4-6 Random treasure found from the list below. Regardless of the result, following the exploration the blank counter is removed, each ruin can only be explored once per game. Reroll any duplicate treasures.

- 1-1 Amulet of Consolation:** Avoid death by emissary, can be used once.
- 1-2 Bag of Winds:** absorbs the first 3CF loss, does no damage itself. Placed anywhere in a stack.
- 1-3 Baggpipes of Ronskei:** demoralises (disrupts) trollkin in ZOC.
- 1-4 Beard of Lhankhor Mhy:** may be used instead of one die roll affecting the stack that it is in. Declared before the roll is made. Result is always a 4.
- 1-5 Bell of Uralda:** when used, plus one to one die roll. (Only useable in Earth Season)
- 1-6 Bit of Kargzant:** acts as a leader !
- 2-1 Bit that Bound Vivamort:** absorbs one chaos magic attack
- 2-2 Black Spear:** (1)CF
- 2-3 Bullroarer:** disrupts all cavalry (horse) units in ZOC, useable once, in exotic magic phase.
- 2-4 Burning Standard:** +1 Movement to stack, useable once.
- 2-5 Elmal's Amber:** acts as missile leader!
- 2-6 Eurmal's Shield:** enables a defender to have the same die roll for defence as the attacker had for attack. Thus if the active player rolled 5 then the inactive player could declare that he is using Eurmal's shield and also get a 5, instead of rolling a die. Useable once.
- 3-1 Eye Mirror:** always placed adjacent to the carrying unit (an exception to normal treasure carrying rules). It then extends the ZOC of the carrying unit.
- 3-2 Flesh Man:** used when there are replacement rules - acts as a permanently eliminated unit in order to bring back a unit. Replacement appears where Flesh man was.
- 3-3 Raven Banner:** when used it gives a 6 result in a melee, but one unit or individual must die first. Played in the exotic magic phase.
- 3-4 Humakt's Shield:** increases a stockade to a fortress.
- 3-5 Humakt's Sword:** attacker and defender both make simultaneous rolls in melee as if they were both attacking, both at +1 to the roll, and apply results - may result in both sides dying.
- 3-6 Klanth of Orlanth:** acts as a leader! for one attack (not defence)
- 4-1 Lead Eyes:** a unit that is killed that is stacked with this counter gets transferred to a magicians spirit holding box and can be used as if they were spirit agents (ie use their MgF, but the magicians RF) for one attack (or defence).
- 4-2 Magnet of Mostal:** all die rolls that affect the unit carrying this counter that result in a “1” or “6” are re rolled. (if the second roll results in a “1” or “6” this is then taken).





4-3 Water from the River Styx: In any conflict eliminates one vampire, coffin or zombie unit before any other action occurs. Removed once used.

4-4 Poem that must be Eaten: 10pt Diplomacy bonus.

4-5 Ring Made from Vingkot's Crown: double's a leaders leadership ability, useable once.

4-6 Sacred Mark of Vingkot: adds one to individual CF. Not transferable.

5-1 Shimmering Cloak: gives a unit a roll on the heroic escape table. Heroes may roll twice.

5-2 Silver Lips of Reluctance: adds one to roll for emissaries.

5-3 Staff of Fortune: for die rolls that affect the stack containing this item all 3's and 4's need to be re rolled. If stacked with Mostal's Magnet then all but 2's and 5's are re rolled.

5-4 Thanestriker: when used treat one unit as if they are Basmoli berserks.

5-5 Tarshite Woad: acts as leader ! when attacking a fortification

5-6 Tornado Rope: unleashes a Whirlvish when used.

6-1 Vargast's Ring: replacement units may appear stacked with this item as well as on the capital.

6-2 Veil of Chalana Arroy: eliminates any scapegoat counters it encounters.

6-3 Vinga's Comb: (1) CF treasure

6-4 Whirlwind Jar: as Tornado rope.

6-5 Widebrew: when used doubles the CF of one attacking unit, and immediately disrupts them before the defending counter attack.

6-6 Wolfsbane Bush: Wolfrunners may not voluntarily enter the ZOC of this Bush, which may not be moved once it is discovered.

Changes to *Dragon Pass* units - by Stephen Martin

When the *Nomad Gods* boardgame was updated to the *Dragon Pass* rules set, there were several additional rules developed to reflect the magic found in Prax. One of those rules was to designate certain units (the shamans) as magical leaders. The *Dragon Pass* rules set recognizes heroes as combat leaders; they are indicated by an exclamation point ("!") in their CF, and they add 1 to the CF of most units stacked with them. Similarly, magical leaders have an exclamation point in their MgF, and add 1 to the MgF of most units stacked with them.

However, this magical proficiency is not unique to Prax, and I feel that many of the magician units of the *Dragon Pass* boardgame should be magical leaders as well. These units are: Earth Twins, Eaglebrown Warlocks, (2) Lunar Major Classes, Red Emperor, Cragspider, Earthshaker Cult, and the Inhuman King. Note that the counters for these magicians' spirits are not affected by this change – only the magicians themselves are magical leaders. Counters incorporating these changes are printed in *tRD*.

Nomad Gods also contained full rules for Treasures. These rules had always been intended to apply to *Dragon Pass*, but were not included in the rules because no treasures were included in the game. I feel that the Cloak of Darkness should be a normal Treasure, rather than being treated as a special item. Thus, its unit factors should be changed, it can be captured, and if captured can be used (once per game only) by the controlling player. This should help to keep Ethilrist from being such an overwhelming influence in some games. Ethilrist's Cloak: T-* - 0-(10).

T.V. Heroes – by Keith Nellist

- Lone Ranger: (1)-4* -7-x. A Hero . Exotic power – unrecognisable, escapes as Superhero.
- Tonto: (1)-4-7-(7). Exotic power – listen to the ground and tell exactly what is in any one enemy stack within 7 hex. “many 4-3-4-x Bison nearby Kimosabe”.

- Zorro: (1)-5-8*-0. A Hero. Exotic power – the Mark of Zorro! – effect unknown.
- Champion the Wonder Horse: (2)-6-12-0. “Like the swiftest arrow whizzing from a bow...”
- Jeannie: ()- * -3-* The player owning this piece can use it once per game to cause any effect he can think of, but his opponent may then choose to cause any effect he can think of which would counter the first effect. Jeannie can do pretty much anything, but somehow it always goes wrong. by Daniel Fahey

Cyberboard Gameboxes for DP and NG – by Mark Ramsdale

Cyberboard is a Play By E-Mail (PBEM) program that imitates a game board and the pieces, dice, and cards that make up a game. Different games that are made for Cyberboard are called gameboxes.

Currently there are two versions of *Dragon Pass* and one version of *Nomad Gods* in development by Cyberboard users. They should be available at the “Play By E-Mail Emporium” web site.

One version of the *Dragon Pass* Gamebox is being made with the art from the Chaosium *Dragon Pass*, and the other *Dragon Pass* and the *Nomad Gods* gameboxes are being made from the Oriflam art work.

Cyberboard allows players across the web to participate in play by e-mail with the addition of graphics and secure dice rolls. The gameboxes can also be used by a moderator to send players only what they can see. The Cyberboard system is shareware and is available on the “Cyberboard” web site. The game is currently being developed to the next generation revision of the program, with many enhancements.

The PBEM (play by e-mail) emporium has agreed to put up the three gameboxes for cyberboard when they are completed. Look for these gameboxes this summer and also for more developments towards the fall. Future gameboxes are being planned to include new counters, favorite counters posted on Issaries, and other maps.

No Mad Dogs ! the Nomad Gods email club – by Daniel Fahey

There was a tension in the dry and dusty air. Small camps were gathering into larger ones, and the chiefs who spoke of battle were listened to by ever-increasing numbers of their folk. Herd animals were being kept nearer to camps, weapons were kept closer to hand, and boys were thinking about taking their first scalps. No one knew when it would start, but all were sure that war would break out soon in the Plains of Prax...

A couple of years ago I wrote to a few people about starting up a game of *Nomad Gods* over email. There was a recruitment of players and choosing of tribes. After some settling in and adaptation of rules, some half-dozen players sent their orders for the first turn, with me acting as referee. I then moved the pieces according these orders and rolled dice for battles and summonings that occurred, and sent the results to the players. A year-and-a-half later we ended the game, having seen old players go and new ones join, and having learned something of co-ordinating such a project. This is a synopsis of how the game went, with a few amusing details added to keep you awake.





...There has been fighting in Prax! At Biggle Stone several Morokanth clans drove off many Impala Riders, scattering them to the winds. Impala and Morokanth war-bands have entered the Rubble and fought viscusly. Altho the ruined walls obstructed the Impala arrows, the Charioteers of the Impalas drove into the Morokanth and forced them out of the walls. A huge force of Bison Riders came up from the Sun Dome with many spear-slaves from there and attacked a Herd of Impalas which were grazing near the river under the Rubble. The Impala Protectress appeared, but was driven off and the Herd captured. Hordes of Impala Riders attacked some Sable Riders just west of Pairing Stones and buried them under a sky full of arrows. At Pimper's Block many Morokanth, Sable, and Bison Riders met in a great fight. The ruthless Kahn of the Sable Riders gave a whole Herd to the Men-and-a-Half for their assistance, which was well-returned by the Tall Ones who died to a man but drove off the forces of the Morokanth and Bison which had surrounded the Sable warriors. Many braves on all sides died...

...In Pavis the Bison made an assault on the city, and failed against one Impala clan. The remaining Impalas in the Rubble retreated while leaving the Ostrich Riders to be wiped out. I say the Independents join the other side when selected as casualties and they are the only ones left, so the Ostrich join the attacking Bison. In the next turn, during the Altar rolls the Llama summon Ostrich Mother, so the Ostrich clan tries to join Llama. They are surrounded and can't retreat, so are eliminated...the Bison shaman has summoned Oakfed at the Monkey Ruins...

...The Eternal Battle has caught a stack of Moros between Corflu and Agape. The result was not a pretty sight... The remaining Impala clan in Pavis has tried to ally a "spirit" of Pavis, but has been rudely (and fatally) refused. They actually held out against the dreaded Bison and prevented the big guys from entering the city, only to be killed by something there, leaving the contested city empty...

... Hordes of Bison and Moro are rampaging thru Pavis, destroying everything. There are now two slave coffles there, one for each tribe. There are eight Bison and Moro in Pavis, and Sundomers and more Bison in the Rubble... Impala have sacrificed for Wild Hunter at Moonbroth... Pavis is in ruins...The Impala and Llama are fighting at Moonbroth. The Impala are swarming all over the place, but the Llama are still holding out...

...The Bison at Cam's Well have been attacked by broos! I guess they were following the chaos herd. The broo have destroyed the Whirlvish, killed or driven off the Bison clans, and, hey! What are they doing with the Medicine Bundle? Aarrgh! That's disgusting!

...A bunch of Llama moved up to attack Impala's Wild Hunter near Moonbroth. They killed Wild Hunter while losing Ostrich Mother...Impala sacrificed a Medicine Bundle at Moonbroth to get Wild Hunter back again...A Bison clan went to the Eternal Battle. Um, can you say "Avatar of Chaos"?...Raven has stolen a Medicine Bundle from the Sables in the Sacred Ground...Little moon and the mighty Yellow Star Clan enjoying vacation at Pairing Stone, decided to stay on for another week, weather lovely, wish you were here...

...There was a battle between the Sable and bison between Biggle, Old, and Agape. The Shamans fought, Oakfed burned his foes but was himself defeated by magic. Several Bison clans ran from the Cannibal Cult. Both sides were so awed by these events that they couldn't bring themselves to fight well. The Sable Founder tried to get to the battle, but only got as far as where the Newtlings were trying to intercept the Sables coming down from Old to join the fight. The poor little amphibians died bravely...

...Cacodemon was near the hill, but ran off when he saw Men-and-a-Half rounding the Block coming toward him... Cacodemon has attacked some Bison and Baboons near Ex. The mighty Monkey King wrestled the evil thing down and broke it's back...

...The fight between the Sable and Bison between Biggle, Old, and Agape has turned into flight by the Sable and pursuit by the Bison and Morokanth. Oakfed has caught Evening Star and forced her to join Bison... The Agimori are on the Block. (New Men-and-a-Half On Top of The Block.)...

...Some group of horse riders has attacked and murdered two Impala clans near Hender's Ruins. Ostrich Mother helped the dirty ones to catch the Impalas. Nearby some more horse riders caught a Wildfire and tamed it...Impala keeps asking who the horses are. I keep answering with questions about whether they are staying and if he thinks there might be more, and if they might be Pentans, hee hee...

Sable Founder & Morning Star flee. Evening Star calls out to her sister, saying: "Look how Sable Founder has abandoned you! A noble warrior would not let a woman guard his rout! He is not worthy of your service! Abandon him and join me, your sister!"

Morning Star answers: "Sister, why did you abandon me? Did we not have an agreement with the Sable? He to whom you fled is no more. Return and honour your agreement, and join with me in glory. Evening Star, the Sable Founder has but gone to retrieve that wonder and terror, Tada's Mask! He will join me now. Come, join me and together we can make the heavens shine again! The wildfire has been banished, join me!!"

...Found Child changed Frog Woman's leap so that she landed right where Moro and Bison forces were gathering on their way to hit the last of the Sable retreating toward Corflu. Frog Woman was killed by spirits and two Herds were captured...Oh strange omens! Pole Star has returned to aid Sable at Corflu. What could it mean that the glorious Star Captain appears at the place of water?...

...Oakfed has again manifested at Monkey Ruins, this time by the sacrifice of Tada's Mask by the Sable Shaman...

...Impala forces have destroyed the Devil's Hand under the west corner of the Block. The remains of the thing have become gorp...The chaos Stomach has writhed it's way to 2s Biggle... Dragonsnails have slithered out of the marsh...Pol Joni at Tourney have found Tada's Cape...There are some Rhino Riders 1se of Tourney. They are making the signs of peaceful greetings. How do you answer??

At this time two of the players had to quit and we didn't find anyone to take over quickly and some of us thought it would be a different game if we just got new players to jump in at this point. So we ended here.

Several of us began a new game a while back. Anyone interested is invited to write me, and I have always been able to find space for everyone who's wanted to join during the game. Daniel at: goihlk@zedat.fu-berlin.de

Curtis Taylor (Morocanth Khan) gets his priorities right:





Hello. This is Curt's wife, Renée, writing to you. Curtis is really sick and asked me to email you and ask if you wouldn't mind taking his turn for him. The only specifications he gave was to ally with the bison and crush Corflu. I hope that makes sense to you. For all I know, Curtis could be delirious and is rambling on about this stuff. Anyway, I'll assume that Curtis isn't quite that sick, and you can decipher this message. Thanks!

The Independents of Dragon Pass - by Robert McArthur

All the following is IMHO. We almost always play the 14 turn or longer game. I've never played any specific scenario.

Cragspider: powerful by herself but not backed up by enough normal troops. Takes too long to get anywhere. Can be useful in the latter stages if northern Sartar is where the game is being played. Can be *made* more useful by burning the spirit of movement to get her into play quicker.

Beast valley: physically powerful, can be a useful exotic if played right. Good for lunar to get to take Sartar troops from the main game. Not very useful since a couple of Sartar magicians can do a lot of damage - no real DSM.

Grazers: least useful of all when any magicians are in play. OK for Lunars if got early and can be brought into the main game or harry Sartarite exiles. OK for Sartar for flank attacks in the glowline. Very susceptible to magic. No exotic!! Can be good if the other side has Ethilrist to block him somewhat. However, is generally overwhelmed by him and the troop.

Ethilrist: powerful physically and a good, but can be hard to use exotic (hound). Very powerful (against lunar) exotic in the cloak - get a bit into the glowline and let it go, this makes it hard for the lunar to defend against the troop rampaging across the territory. Keener Than makes the hound a two edged sword since inevitably the best stack(s) to attack have KT in :-). Rarely if ever good for the lunar to get, but good for the lunar to stop the Sartar getting!

Exiles: the best independent for both side. In the most strategic position to assist either side and badly hurt the enemy. Has OK physical but good/very good magic. Is often the brunt of an enemy exotic because they need to be stacked together for protection, but there's few of them so you know where everything is and it's worth killing off the magicians quickly - esp. Earthshaker. The exotic is equally powerful to the other exotics - if not more so! I've seen the two five-hex used, but generally it's the other result that does the damage. This could be corrected if you were allowed to do the five-hex fault in different turns - making it more a strategic weapon. Don't let your enemy get the exiles without you getting something useful on the same turn!

Newts: the most powerful, and costly, independent. Useful to either side. Dangerous to either side. They can be more easily ZOCed out of lunar territory than Sartar, but the big boys can move so fast & far that it doesn't make more than one turns difference. Protect the Eye. A good way to do this is to put your superhero there while the newts fly around doing all the damage. If this happens, it's pretty much the end of the game.

Androgeus: never had it myself, and I've rarely lost. I've found the addition of another superhero make my victory a bit harder but has rarely made it impossible. Losing your own superhero while

the enemy has two makes it more interesting! Androgeus stacked with the spirit of movement *is* a nasty prospect for anyone. I think, due to where the game is often played, she's better gained by the Lunars than by Sartar. There's a good idea from the email list server to have another superhero available in a similar way to Androgeus. It could be the Pharaoh, or it could be an Ethilrist/Keener Than combination. I must admit it would be fun to try this, but I haven't yet.

Tuskers: rarely of use. Dangerous to ally since the Sartar player can use magic to target a stack with a known magician in it. Almost never gained by Sartar - once I think in the endgame when Sartar was short of grunts.

Hydra: I'll always try for hydra. Sending some 2-1-4's over. If she's at about 3 then I'll try for her. Had her stacked with the spirit of movement once and *that* was fun :-). She's useful for eating black horse troopers but only lasts one go that way - they overwhelm her. I've never seen her east of the glowline, even in the long game. She can be useful for defence of Furthest.

Hungry Jack: only gained once in all our games. It was rarely sensible to have a dragon off the board for sooooo long. The only time it's been done was when one side had two dragons and a superhero vs. no dragon or superhero. The result was a foregone conclusion and the player just wanted to try it out. If anything needs changing, the rules for getting hungry jack do. Either change them or leave it out entirely.

Dwarf: almost always the focus of the first two-three turns along with the couple of dinosaurs nearby. Generally one or two gifts can be gained before the enemy gets you out of there or you need to leave to chase them. What can I say - it's worth sitting outside the ruins and taking whatever the dwarf gives. The least useful is the dwarf himself - something I think probably should be changed, he should be more useful personally (with his musketted entourage) since he *is* an original mostalli.

Delecti: is a fun idea, but rarely is useful due to being too slow. It's rather strange and macabre that one of the best units to feed to him is a duck ☺

One more thing: how many people have used non-superhero troops to take out a superhero. It's *damned* hard. Dinosaurs can help. The newts make it much more doable.

Optional rules for Dragon Pass and Nomad Gods

Whoops Apocalypse – by David Cheng

1) City Devastation Markers

Any city caught in the following effects: Dragonfight; Pillar of Fire; Earthquake (either inside or along fault line); or any other kind of Exotic magic that destroys a whole stack, would be devastated. Cover the city hex with a city devastation marker. The original owner of the city would lose some Victory Points. The city now counts as ruins for terrain purposes.

2) Ridge Line / Hell Crack Markers

The Earthquake is too bland. How about this:





The 8-hex circular Quake opens a bottomless hole all the way down to Hell. Replace the two hexes surrounded with 'Hell Crack' counters. These hexes are totally impassable except to flying units and spirits. As before, the units surrounded are destroyed as they fall down to Hell.

The two 5-hex line Quake allows the Exile player to place Ridge line counters along the board. This is an excellent way to suddenly "build" good defensive terrain (remembering that units fight at half up a ridgeline).

You know, if you implement these options, you probably want to reduce the round quake to 6 hexes, surrounding one hex, and the two line quakes to 3 or 4 hexes each.

3) Smouldering Boulders

If the Crater Makers use their Exotic power to devastate one hex, place the Smouldering Boulders counter there for the rest of the game. It gives off a Glowspot (7 hexes), and counts as a Temple for Lunar Units. The boulders can be carried by a Giant or a Stone Man. A Dragon that lands on the hex removes the Boulder counter, at its discretion (maybe).

Rules for Doc (or is it Bashful?) by Robert McArthur

16.7.3. If the Dwarf is stacked with one or more of his gifts, each gift is enchanted in the following way while the Dwarf is stacked. If the Dwarf moves away then the unit immediately reverts to its normal self.

- The alchemical transformer can double both MgF and RF of one unit stacked with it. This includes the Dwarf and in his case will give a RF of 0.
- The stone men become more effective and move faster, gaining +2 to CF and MF becoming (10)-2-5A-X. Note that the Dwarf can ride a stone man and has his MFchanged to 5 in this case (not heroic movement anymore)
- The cannon cult has its accuracy increased. Attack rolls for itself and/or its physical agent are re-rolled if they are 1 the first time. If another 1 is rolled, this must be taken.

Further, when defending inside a structure the Dwarf increases the defensive bonus 1 level. Thus ruins (x1.5) are treated as cities (x2) etc. This may take city bonus to x2.5. (this is based on Flintnails special taken a little bit further).

Short House Rules

- Brontosaur Herds act as magical sponges and must be selected as the first casualty of any spirit magic attack on their stack. This makes the Brontosaurs useful. by Daniel Fahey
- Skirmishers. Attacking units may choose to retreat before melee with the same cover rules as defending units. Mounted skirmishers such as Impala, Sable and Grazer clans often use this tactic against slower and heavier opponents, loosing their arrows before withdrawing. by Chris Ward
- Magical Defences. Certain hex types boost the defending units MgF for the purpose of selecting casualties. Temples and Altars double the effective MgF of defending units; and Oases and Cities increase MgF by half again for the purposes of selecting casualties. by Robert McArthur

- Casualties of magical attacks and missiles must be selected from the top down using the same rules as selecting melee casualties. by Robert McArthur
- Overruns. This rule is to stop the single-unit ZOC "problem". It's unreasonable for commanders to sacrifice units with the commonness found in Dragon Pass. 2-1-4 units should *not* be used this way so often, the poor things. Large CF stacks would not be worried by a single unit of ducks, for example. So, if the odds in a battle are 10:1 or greater, then the attacked unit(s) are automatically eliminated *and* the attacker can continue movement without being ZOCed or held up in any way. This occurs in the movement phase, not the combat phase. by Robert McArthur
- A one-use power for magicians with physical agents. The owner of a physical agent can make a one-time sacrifice of the agent during their turn. The physical agent can make one final physical attack on one stack at four times its current CF. The magician cannot attack in the same turn. by Robert McArthur
- Stacks near the Dragon's Eye can be randomly attacked by a random Dragonnewt while the newts are not allied. Any stack within 3 hexes of the Eye has a 1 in three (roll 1 or 2 on a d6) chance of being attacked by the inhabitants of the nearest city. This occurs when the stacks moves within that distance of the Eye. Such an attack stops the movement of the stack immediately. The combat is dealt with as usual, although the Dragonnewts only do a physical attack - no magic. The Dragonnewts leave the board in the rally phase of the attacked player. Any Dragonnewts eliminated this way are available if the Dragonnewts are formally allied. Reason: around the Eye it was open season. However, the magics used by the dragonnewts when allied reflect the power and amplification due to war. When out hunting, they used only physical combat to collect prey. by Robert McArthur
- Herds whose stacks are involved in a battle with broo may become impregnated and give birth to more broo on a roll of 1 or 2 in the subsequent rally phase. Other mortal units involved in a melee with broo may catch a disease and become disrupted on a similar roll. by Daniel Fahey and Chris Ward

Rules of Thumb - Some suggestions for the Morocanth tribe

- Morocanth have ritual magics that can turn captive Praxian clans into new Herd Men units. The captives must be taken to a holy place. The ritual replaces the normal summoning attempt and may only be carried out by the Morocanth shaman or CF2 clans. The CF 2 clans specialise in magic and gain an RF0 becoming 2-5*-5-0 units. by Chris Ward
- Morocanth are sneaky and specialise in guerrilla warfare and night attacks. Single units of Morocanth may ignore enemy ZOCs during their movement as they are able to sneak past their enemies in darkness. This tactic does not work against units stacked with Superheroes, Dragons, Trolls, *Elmal Tribe*, *Night Jumpers*, Sun Dome Templers, *Sun Priests*, Brother Dog or Unsleeping Dog. They may not carry treasures nor may they bring their herds. Unstacked Morocanth clans may act as if in a Fortification (as per rule 7.4.6). by Keith Nellist.

Alternative rules for casualties – by Jonathan Coxhead.





These rules allow retreat results as results of normal mêlée, and also make disruption more common. The motivation for doing this is to allow attacking units to force defenders into the Devil's Marsh, which was an important part of the feel of the old-rules version of Nomad Gods, which is otherwise improved on in every way by the current Oriflam edition.

When selecting casualties in the spirit magic or mêlée step, the selecting player may select units for elimination, retreat or disruption. Units may not be retreated as a result of spirit combat. To select a unit for elimination costs the usual amount (its MgF or CF). To select a unit for retreat costs 3/4 of this amount (rounded up). To select a unit for disruption costs 1/2 of the amount (rounded up). The base CF used is as modified by fortification and terrain, if appropriate.

If "retreat" is chosen, the attacker retreats all affected units 1 hex. Units that do not have a legal retreat path (7.10.5) may not be retreated. If "disrupt" is chosen, the affected unit is disrupted. Units that would be eliminated by this may not be disrupted.

Heroes, superheroes, units stacked with a superhero and units in a structure may (at their owner's option) decline a retreat result. First, the selecting player says for all units whether they are selected for elimination, retreat or disruption. Then units which may decline the result decide whether to do so. If they accept, they are retreated; otherwise, there is no effect.

After a stack has lost units due to retreat, if the stack contains units with MF•0 which could have been carried during normal movement by any of the units that were retreated, the owner of those units may move them from the stack to accompany the retreated units.

Rule 6.3 should have the words in italics added: *If a disrupted unit that is not in a structure can be moved to a hex that is not adjacent to an inactive unit, it must end its movement in such a hex.*

Rule 7.10.5.3 should also say, Units cannot be retreated into a hex in violation of the stacking limits.

Rule 7.10.5.5 should have the words in italics added: *Heroes cannot be retreated before combat. Superheroes and units stacked with superheroes cannot be retreated before combat. (They may be retreated as a result of an adverse combat result, though even then they may decline.)*

This table summarises these costs:

Unit CF/MgF	Elimination Cost	Retreat Cost	Disrupt Cost
1	1	1	1
2	2	2	1
3	3	3	2
4	4	3	2
5	5	4	3
6	6	5	3
7	7	6	4
8	8	6	4
9	9	7	5
10	10	8	5
11	11	9	6
12	12	9	6
13	13	10	7
14	14	11	7
15	15	12	8

16	16	12	8
17	17	13	9
18	18	14	9
19	19	15	10
20	20	15	10

The Glorantha Board Games Email List – by Robert McArthur

The Dragon Pass Daily was created in 1998 to cater for people interested in Dragon Pass, White Bear and Red Moon, and Nomad Gods. It changed into the Gloranthan Boardgames email list server at the end of 1998 to foster discussion of all Gloranthan-based boardgames. From reports on the Nomad Gods play-by-email (PBEM) games to discussions on Shadows Dance and the Holy Country boardgame, the dialogue has been sometimes lively and, at times, absolutely quiet. There are 36 subscribers. There may be anything from 2 or 3 messages per day, to none for weeks as peoples personal lives intervene. There is a great archive of all the messages that have been sent, and there are many pearls of wisdom in there to be mined. You can visit the email list archive at the web site listed below. The web site also gives instructions for how to subscribe or unsubscribe to the list.

The Rally Phase : what is tRD?

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Web Pages:

- Glorantha Boardgames List Archives* – search archives, subscribe, and download *tRD* here: <http://www.issaries.com.au/lists/gloranthaboard/index>
- The Book of Drastic Resolutions* site - including Nomad Gods official errata and much more: <http://www.geocities.com/TimesSquare/Ring/1722/>
- Don's pages* – Grazers, Tribal Shamans, Hill Peoples, and more: <http://www.alphalink.com.au/~dfinlay>
- Jonathan's pages* – Combat rules, Chaotic Scorpionmen, Elves, and more <http://www.doves.demon.co.uk/dp/>
- Official Glorantha* page – loads of Gloranthan info here: <http://www.glorantha.com/>
- Cyberboard* site – boardgame shareware: <http://www.execpc.com/~d-larson/cyberboard.html#games>
- PBEM Emporium* <http://pbem.brainiac.com/>

Sable Khan (Robert McArthur) talks to Jaldon (Daniel Fahey):





Sable Khan: OK, I'll let you in on a secret (looks around carefully). The fights against Oakfed have changed the Sable Tribe (no kidding!).

Jaldon: Kinda noticed that. It's easier to count them now.

Sable Khan: Damn, thought no-one would notice our predicament - I thought that most gloranthans didn't know about the concept of zero :-) This, Pole Star's recent arrival, and the way the Star's have fought for the Sable have opened some Sable eyes. The Khan, returning in a powerfull dream, has shown us the way forward. The shaman and Tada's Mask! Will make the dangerous journey using River Horse to Monkey Ruins. The shaman won't have actually moved this turn (since, according to the rules, River Horse doesn't count as a move). The shaman will, at the start of next turn, ally Oakfed!!!!

Jaldon: I love this! Sometimes things happen in this game which make it all more than worthwhile. Bison is gonna have a cow when he reads the report.

Sable Khan : I want to see his face! Seriously, it is the flexibility of this game in being able to do some MGF and mythologically nice things that makes it *so* much fun".

...Oakfed has again manifested at Monkey Ruins, this time by the sacrifice of Tada!'s Mask by the Sable Shaman...

