

**GURPS<sup>®</sup>**

**BILL THE AXE**  
**UP HARZBURK!**  
*Solo Adventure in the World of the Horseclans*



*By W.G. Armintrout*

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**STEVE JACKSON GAMES**

# BILI THE AXE UP HARZBURK!

*A Horseclans Solo Campaign for the Generic Universal Roleplaying System*

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Dedicated to Rich Davis of the TVGA, a man with a large heart

With special thanks to Robert Adams, for encouragement, guidance, and friendly assistance

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10 9 8 7 6 5 4 3 2 1

ISBN 1-55634-117-2

<b>PREFACE</b> . . . . .	<b>2</b>	Quick Start Player Group . . . . .	<b>12</b>
Background . . . . .	2	Generating Units . . . . .	13
Glossary . . . . .	3	Harzburk and Pitzburk Army Table . . . . .	13
Bibliography . . . . .	3	Irregular Army Table . . . . .	13
<b>HOW TO USE THIS BOOK</b> . . . . .	<b>4</b>	Confederation Army Table . . . . .	13
Getting Started . . . . .	4	Force Rosters . . . . .	14
The Player Group . . . . .	4	Sample Force Rosters and Battle Example . . . . .	15
If I'm Ready to Play, . . . . .	4	NPC Characters and Creatures . . . . .	16
Why Are There 12 More Pages of Instructions? . . . . .	4	<b>SPECIAL RULES</b> . . . . .	<b>17</b>
How to Play . . . . .	4	Combat with Animals . . . . .	17
Adventure Words . . . . .	4	Injuries . . . . .	17
Repeat Games . . . . .	4	Hit Location for Animals . . . . .	17
Adding a GM . . . . .	4	Critical Misses . . . . .	17
Rules References . . . . .	4	Parrying Animal Attacks . . . . .	17
Designing Your Own Character . . . . .	5	Horse Armor (Barding) . . . . .	17
Advantages . . . . .	5	Combat Options . . . . .	18
Disadvantages . . . . .	5	The Non-Combat Campaign . . . . .	18
Skills . . . . .	5	Combat Rules . . . . .	18
Equipment . . . . .	5	Battle Contest . . . . .	18
Background . . . . .	5	Contests of Skills . . . . .	18
Your Father . . . . .	6	Entry Lines on Combat Maps . . . . .	18
Rank . . . . .	6	Routing in Personal Combat . . . . .	18
Officer Material . . . . .	7	Pikemen . . . . .	18
Promotions . . . . .	7	Post-Combat Rules . . . . .	19
Demotions and Death . . . . .	7	Capture . . . . .	19
Battlefield Promotions . . . . .	7	Healing . . . . .	19
Chain of Command . . . . .	7	Loot . . . . .	19
Commander's Troop Type . . . . .	7	Relief From Combat . . . . .	19
Nicknames . . . . .	7	Replacing Personal Equipment . . . . .	19
Generating Troops . . . . .	8	Other Rules . . . . .	19
PC Companies . . . . .	8	Reaction Rolls . . . . .	19
Generating Individual Soldiers . . . . .	9	Making Payments . . . . .	19
Fighting Characters Table . . . . .	9	<b>UP HARZBURK!</b> . . . . .	<b>20</b>
NPCs' Skills and Attributes . . . . .	9	Introduction . . . . .	20
Special Abilities Table . . . . .	9	<b>COMBAT MAPS</b> . . . . .	<b>78</b>
Name Table . . . . .	9	<b>BILI THE AXE CHARACTER SHEET</b> . . . . .	<b>80</b>
Troop Table . . . . .	10		

# STEVE JACKSON GAMES

# PREFACE

Welcome to a world of adventure!

The *Horseclans* series, by Robert Adams, is set in a post-holocaust America where only the strong and brave survive. Sword, spear and bow are the weapons of the Horseclans world. Hard-riding plains clansmen battle with plate-armored “burker” knights, and honor is more important than life itself. It’s a story of adventure and terror, of chivalry and brutality. And the greatest hero of the whole Horseclans saga is Bili of Morguhn . . . *Bili the Axe*.

At the age of 14, you are about to embark on a military career in the royal army of Harzburk. Like the legendary Bili the Axe — or even *as* that character, if you choose — you will see combat in bloody field and walled burk-city, know adventure, love and misfortune, gain booty, reputation and rank.

You are also — as Bili the Axe was — a fosterling of King Gilbuht, the Iron King. As such, you’ll serve in an elite unit, surrounded by other young scions of nobility. You will be protected by a distant watchful eye . . . and be pushed into trying circumstances to learn mettle and gain spirit.

When you reach the ripe old age of 18, you’ll be ready to muster out. As a hardened veteran, you’ll be able to find employment in any campaign: as a freefighter, an adventurer, or even — as Bili the Axe did — as an inheriting son coming home to rule.

This is a solo adventure — an adventure for a single player character (PC), or a group of player characters traveling together. No Game Master is required.

## Background

*GURPS Horseclans* tells the complete story of this barbaric future. However, only the *GURPS Basic Set* is needed to play the adventure you are now holding. These introductory pages will give you enough special information about the Horseclans world to let you understand the background.



## A Short History

In the early 21st century, the Two-Day War (or “War of Fires”) and resulting plagues killed 99% of the world’s population. Milo Morai rescued 150 sick, scared, starving children — the Sacred Ancestors of the Horseclansmen. Following this Great Dying, over forty principalities emerged in what was once Pennsylvania, New York, Ohio, and the surrounding area, collectively known as the Middle Domains. In the next two centuries, larger states conquered smaller ones, until all were united in the Kingdom of Harzburk (Harrisburg).

Just after this unification, successive waves of Ehleens (Hellenes) began invading Mehrikah (America), establishing several powerful kingdoms along the east coast. Attempts to conquer Harzburk were stubbornly thwarted.

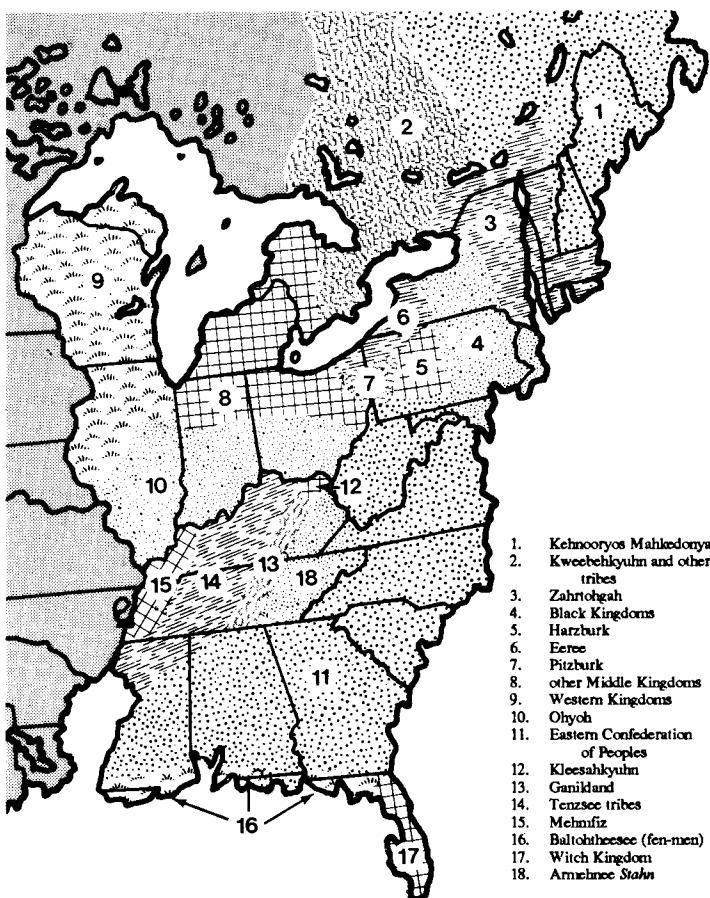
In the mid-24th century, the Great Earthquakes raised the sea level 100 feet and dramatically altered other geographic features throughout the world. The subjugated peoples of the Middle Domains, still chafing under Harzburk’s rule, took advantage of the turbulence to break free once more. Even today, names and borders in the Middle Kingdoms are constantly shifting, but the three major powers are usually Harzburk (still the largest), Eeree and Pitzburk.

Around 2600, Milo led the Horseclans east, in search of the fabled city of Ehlay (L. A., but on the wrong coast!). They conquered one of the major Ehleen kingdoms and established the Eastern Confederation of Peoples. Within 20 years, all but the northernmost of the Ehleen kingdoms, Kehnooryos Mahkedonya (New Macedonia) had become part of the Confederation.

At the time of Bili the Axe (the beginning of the 28th century), there is an uneasy peace between the Middle Kingdoms and the Confederation. Mercenary troops from the Middle Kingdoms are common in any conflict up and down the eastern seaboard of Mehrikah, and are seen occasionally further to the west.

If you enjoy playing *Up Harzburk!*, and want to read more about Bili the Axe and his world, look for *GURPS Horseclans*. It tells you everything you need to know for a full-scale roleplaying campaign in this adventure-filled future. And read the series by Robert Adams!

For now, Sun and Wind be with you!



# Glossary

**Armehnee:** a race descended from 20th-century Armenians. Pronounced to rhyme with “harmony.” Fiercely independent, they live on the western frontier of the Confederation, in the Appalachian Mountains. (*Map 18*)

**Black Kingdoms:** numerous smaller states which exist only at the sufferance of the *Kahleefate* of Zahrtogah — the largest, most advanced, and most powerful of all the Black Kingdoms. The ebon-skinned warriors of the Black Kingdoms are both feared and respected. (*Map 3, 4*)

**burk:** a town. The suffix -burk ends most Middle Kingdoms town names.

**burker:** a native of the Middle Kingdoms.

**condotta:** a body of mercenaries, usually 10-500 men.

**Confederation:** the Eastern Confederation of Peoples, an alliance between the horseclans (the *Kindred*) and the Ehleen races they have conquered. (*Map 11*)

**cuirbouilli:** leather treated in boiling wax to make it strong and stiff.

**Eeree:** this is officially known as the Aristocratic Republic of Eeree. It is the least autocratic and most internally peaceful of the three chief powers in the Middle Kingdoms. It borders the Sea of Eeree. It is ruled by a council of nobles, who yearly elect a Peer of Peers to chair the council and be “first among equals.” (*Map 6*)

**Ehleens:** from “Hellenes.” Race descended from Greek, Turk, Albanian, Italian, Sicilian, French, Moor and Spanish pirates who conquered the eastern coast of the Mehrikan continent in the early 23rd century. All but the northernmost part of the Ehleen territory were conquered by the Horseclans and have been merged into the Confederation.

**Freighter:** a mercenary.

**god-city:** 20th-century ruins.

**Harzburk:** a huge and acquisitive kingdom that was the progenitor of the Middle Kingdoms. In 2329 it was sundered by revolt and lost much territory. However, it remains one of the three chief powers of the Middle Kingdoms. Its symbol is the Blue Bear, and its colors are blue and black. (*Map 5*)

**katahfraktoe:** heavy cavalry or heavy horse-archers; dragoons.

**kak:** a saddle. A *war-kak* has a high rear, to keep the rider from being knocked backwards by the shock of lance or sword (giving +1 on Riding skill rolls to stay in the saddle).

**Kindred:** the Horseclans race, either as nomads on the plains or as rulers of the Confederation.

**Mehrikah:** America.

**Mehrikan:** a language descended from 20th-century American English, but much evolved. There are a variety of different dialects as well, such as Middle Kingdoms Mehrikan. Also, a native of Mehrikah.

**Middle Kingdoms:** a collection of forty principalities located in western New York, western Pennsylvania, northern Ohio, northern Indiana, and Michigan. These states were at one time all part of the Kingdom of Harzburk, but after the successful rebellions of the Grand Dukes of Eeree and Pitzburk, fragmented into the present system. (*Map 5-8*)

**mindspeak:** the ability to communicate telepathically (see pp. B167-169).

**patrimony:** lands and titles inherited from one’s father or mother.

**Pitzburk:** one of the three most powerful Middle Kingdoms, Pitzburk is located just south of Eeree and west of Harzburk. It has a reputation for fairer coinage and better rule than does

Harzburk, and is Harzburk’s deadly rival. Its colors are blue and orange. (*Map 7*)

**Pitzburkers.** To avoid sounding too generic, this adventure refers to Pitzburk as the enemy . . . even though this sometimes isn’t true. If you read “Pitzburk,” but you know that your enemy is “bandits” or “Armehnee,” mentally substitute the correct enemy. (Similarly, when archers are mentioned and they aren’t actually present, make a mental correction.)

**Stahn:** Armehnee word meaning “homeland.”

**Steel:** when capitalized, refers to the Sword Cult.

**Sword Cult:** the inhabitants of the Middle Kingdoms worship two deities. Women worship the Blue Lady while men revere Steel. This is the Sword Cult. Any member of the Sword Cult is considered a Sword Brother or Initiate of the Sword. Sword Brothers, even foes, will treat each other honorably. The rites of initiation include secret and complex handclasps, signs, and education in customs, usages and rules. For a non-burker to be offered initiation is a great honor.

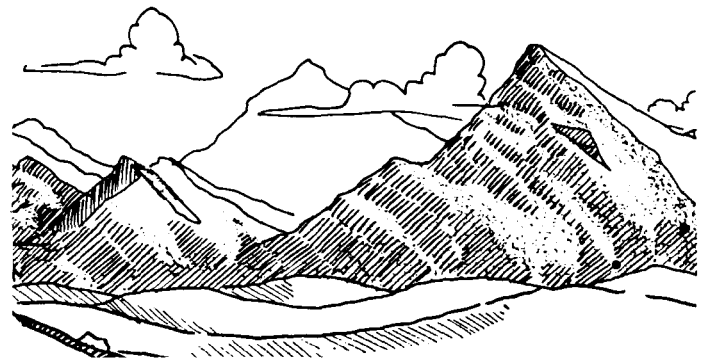
**Sword Edicts:** To prevent the larger and stronger domains from destroying the smaller ones, the Sword Cult enforces certain chivalric rules and usages of war — called the Sword Council Edicts.

**Uhrburk:** one of the westernmost Middle Kingdoms. (*Map 8*)

**undying:** an advantage in *GURPS* terms which is possessed by a very few individuals. After a certain point in their lives, they cease to age and cannot be killed by normal means. At the time of this adventure the individuals known to be undying are the High Lord of the Confederation, Milo Morai, and the High Ladies Mara Morai and Aldora.

**war-kak:** see *kak*.

**Zunburk:** a small Middle Kingdom related to Harzburk by blood-ties, lying west of Harzburk. (*Map 8*)



## Bibliography

If you want to learn more about Bili the Axe’s youth in Harzburk, read the book . . . which Robert Adams hasn’t written. Yet.

Meanwhile, many other books detail Bili’s later life — often with references to his days in the Middle Kingdoms:

*Horseclans 3: Revenge of the Horseclans*

*Horseclans 4: A Cat Of Silvery Hue*

*Horseclans 5: The Savage Mountains*

*Horseclans 8: Death of a Legend*

*Horseclans 9: Witch Goddess*

*Horseclans 10: Bili the Axe*

*Horseclans 11: Champion of the Last Battle*

# HOW TO USE THIS BOOK

## Getting Started

You will need pencil, scratch paper, 3 six-sided dice and the *GURPS Basic Set*. *Basic Set* page references are keyed to the third edition, but the relevant information can also be found in the second edition. *GURPS Horseclans* is useful as well, but not necessary.

You will also need a character. If you would like to play *Up Harzburk!* as young Bili the Axe, you can — his character sheet, with all attributes and skills applicable to this adventure, is provided on p. 80.

If you would rather use one of your own characters or design a new one, go ahead. For detailed instructions, see *Designing Your Own Character*, pp. 5-6.

## The Player Group

Unlike most solo adventures, *Up Harzburk!* can be played using several player characters at the same time — so long as the characters remain together (as they normally do in military life). This group — the main PC, along with his companions — is known as the “player group.”

Up to nine PCs may come on this adventure at the same time. Players may run one or several characters apiece.

Only one player character can be the “main” character in the adventure. He is generally the character referred to when the text refers to “you.” He is always the PC with the highest Status. If several PCs have the same Status, then the “main” character is the one of these favored most by King Gilbuht. Try Reaction Rolls for the king, continuing until the most favored character has been determined.

There are several ways to put together a player group. The easiest is to go to the *Quick-Start Player Group* (p. 12), have each player select a character (Bili the Axe being the main PC) and begin play.

If you don’t want to use Bili the Axe, or if you want to play characters not described on page 12, use *Designing Your Own Character* (pp. 5-6). The Quick-Start characters can still be useful to fill out your player group or to serve as replacements.

**Minimum size.** If the player group contains less than 4 characters, extra troopers *must* be added to the group for play balance. They are always soldiers of the Royal Horse (see below).

**PCs and death.** The campaign ends only if all of the PCs have been killed or successfully mustered out. As player group characters die, they may be replaced by new PCs or NPCs — and *must* be replaced, if the group falls below the minimum size. Newly created PCs must be the same age as the other PCs, and are assumed to have been members of the PCs’ platoon all along.

## If I’m Ready to Play,

### Why Are There 12 More Pages of Instructions?

Good question. *Officer Material* (p. 7) deals with promotions (you’ll want them), demotions (you won’t), how to figure out what rank your *superior officer* and *force commander* have, and what their nicknames might be.

*Generating Troops* (p. 8) tells you how to generate military units and individual soldiers when you encounter them during

play. If you need additional NPCs in your player group, this will tell you how to create them. Pages 9 through 13 give the tables and other information explained in *Generating Troops*.

The *Force Rosters* on page 14 will be needed any time you march into battle. Appropriate entries in the adventure tell you how to fill them in. There is a sample set of rosters, along with a battle resolution, on page 15.

Stats for your horses and the other creatures and characters you might meet while in the service of the Iron King are listed on page 16. Pages 17, 18 and 19 give the additional rules you’ll need to play *Up Harzburk!* — animal combat rules, mass combat rules, and a couple of other notes.

## How to Play

The adventure is divided into numbered entries. *Do not read them in order* — they will make no sense at all. Rather, read the Introduction and the first entry (p. 20), then go to the next entry to which the choices direct you.

Many times, you will need to roll a die to find what situation fate has cast you in. In other cases, you will have a decision to make. Sometimes, your own attributes and skills will make the difference — a skill roll will be called for.

Although complete details are provided for those using the Advanced Combat System, beginners — or anyone wanting a faster game — should probably use the Basic Combat System (ignoring the combat maps and other Advanced System material).

## Adventure Words

During the adventure, you may be asked to write down one or more special words. Since *Up Harzburk!* will be different with every play, you must keep track of your adventure words to make sure you follow the correct story line. You may have several words at the same time.

## Repeat Games

*Up Harzburk!* can be played again and again — with the same, or different, characters. Eventually, you’ll learn every twist and turn of the various plots — but even then, your attributes and die rolls may force you down less than optimal paths.

This adventure is an excellent combat trainer. Try different tactics, and explore all the possibilities — when you’re playing solo, you can never *lose* . . .

## Adding a GM

Once you’ve played the solo several times, you’ll be ready to run this adventure for your friends. You can let them read the adventure (or read it to them), helping with the game mechanics and running the bad guys . . . or you can run it as a GM’d adventure.

When you’re the GM, you’re free to change anything.

## Rules References

References are sometimes made to other *GURPS* products. In such cases, “B” refers to *Basic Set (Third Edition)* and “HC” refers to *Horseclans*. Thus, p. B123 refers to *GURPS Basic Set (Third Edition)*, p. 123.

# Designing Your Own Character

You are embarking on a career as a young noble trooper in the royal army of Harzburk. Like Bili the Axe, you begin service young — entering combat at the age of 14. When designing your character, the following restrictions apply:

**Points.** You may spend only 75 points on your character.

**Age.** Your character is 14 years old.

**Attributes.** The “base” scores for ST and IQ are 9, not 10, due to your youth. They will automatically increase by 1 point each, on your character’s 15th birthday — free of charge (see p. B14).

## Advantages

The following are required.

**Military rank (cadet)** **5 points**

This is rank 1.

**Patron (the King of Harzburk)** **15 points**

King Gilbuht is intimately concerned with your well being, having sworn to care for you as a father while you are in his keeping at Harzburk. He is “extremely powerful” and helps “fairly often” (usually through his servants and officers).

**Status** **Varies**

You must choose your father’s rank, the state of his health and your rank in your family. See *Your Father*, on p. 6.

Players from the Middle Kingdoms must also purchase:

**Patron (the Sword Cult)** **20 points**

As an initiate in the cult, you know the handclaps and signs of the order, as well as the cult’s rules. You are likely to meet (on a 12 or less) other trusted Sword Brothers wherever you go in the Middle Kingdoms.

Suggested advantages: Animal Empathy, Immunity to Disease (if you use the *GURPS* infection rules), Psionic Powers, Wealth (wealthy or above), anything combat related.

## Disadvantages

Starting player characters must take the following disadvantages. These do not count against the suggested limit of 40 points. The total comes to -39 points.

**Duty** **-15 points**

As a soldier of Harzburk, you have a mandatory duty, almost all the time, to defend the Iron King and to serve at his command. (You may also take Sense of Duty, if you wish.)

**Enemy** **-20 points**

The Kingdom of Pitzburk is the traditional enemy of all Harzburkers. Counts as a small group (the kingdom is large, but its army isn’t after *only* you) which appears “quite often.”

**Youth** **-4 points**

In the Middle Kingdoms, 16 is the age of adulthood. As you age, you will have to buy off this disadvantage.

Recommended disadvantages: Imagine a teenager, then scan the list of disadvantages — Bad Temper, Bully, Fanaticism

(“Harzburk, love it or leave it”), Gluttony, Greed (always wants to ransom prisoners!), Impulsiveness, Laziness, Odious Personal Habits, Overconfidence, Quirks, Sadism and Stubbornness are all possibilities.

## Skills

You can’t spend more than (2 × age) points for a starting character’s skills (see p. B43) — 28 points in *Up Harzburk!*

Although there are no required skills, anyone wishing to serve in King Gilbuht’s royal cavalry (as the PCs are going to) had better know some of the following: Broadsword or Two-Handed Sword, Axe/Mace, Riding.

Further useful skills: Animal Handling, Armoury, Axe Throwing, Brawling, Crossbow, Escape, Fast-Talk, First Aid, Gambling, Leadership, Merchant (haggling over equipment prices), Musical Instrument (bugle), Politics (army), Running, Sex Appeal, Shield, Sleight of Hand (for cheating when gambling), Strategy (in case a superior officer asks for your opinion), Tactics, Two-Handed Axe/Mace, Veterinary (“horseleeches” are about the only army doctors).

Languages are another problem. All PCs have Middle Kingdoms Mehrikan as their “native” language (even those PCs who aren’t from Harzburk have been fostered here since age 8). PCs who aren’t from the Middle Kingdoms must also spend at least half a character point on their actual native language.

## Equipment

The army will provide you with the minimum equipment needed to serve — namely, weapons, armor and a war horse. However, if you want *good* equipment, you’ll need to buy it yourself . . . and you may need to dress to match your status.

The equipment provided for free includes:

A destrier (heavy warhorse, p. 16), heavy barding, bit and bridle, and a war-kak (total weight 125 lbs.).

A helm of typical Harzburk style — with a nose piece that snaps into place, and sliding cheek pieces. (After wearing this helmet throughout your career, a telltale crease in your forehead identifies you to others as a career soldier.) Due to the superb design of the helm, there is no penalty due to its wear. PD4/DR7, 5 lbs. Covers areas 3-5.

Brigandine armor — armor of metal plates sewn between sheets of leather. Covers you from neck to knees, but not your arms. PD3/DR4, 40 lbs. Covers areas 9-11.

Small shield — 5/30, PD2, 8 lbs.

Leather boots — PD2 / DR2, 3 lbs.

A one-handed sword of average quality.

A crossbow, if you have the skill to use one.

Sundry necessities (a canteen, clothing, and so on). 5 lbs., but you can place this on your horse.

## Background

Where did you come from?

**Harzburker.** It would be natural for you to be a native of the Kingdom of Harzburk, so long as your house is loyal to the king. Many of the nobility at this time *aren’t* . . . You speak Middle Kingdoms Mehrikan.

**Other burker.** You could also be from one of the allied principalities. Being from hostile Pitzburk or Eeree is discouraged, however — your officers would never trust you. You speak Middle Kingdoms Mehrikan.

**Hillman.** Probably not. Though “hillmen” — the rough inhabitants of the mountain country — are common in the Middle

Kingdom armies, they are seldom of noble lineage (unless they earn it themselves). You speak Middle Kingdoms Mehrikan.

**Kindred.** Very likely. Many of the Horseclans folk, now ruling in the former Ehleen territories, send their best sons to the Middle Kingdoms for war training. You speak Confederation Mehrikan, and sometimes Confederation Ehleeneekos.

**Ehleen.** Rare but not impossible. Not all of the Ehleen ruling houses in the Confederation are degenerate. Remember also that “Ehleen” and “Kindred” are no longer distinct and separate races — there has been too much intermarriage, and many who consider themselves of one heritage resemble those of the other. You speak Confederation Ehleeneekos.

**Other.** Other character types (Ganiks, Witchmen, Zartoghans) are not allowed in this adventure.

Bili the Axe falls into three of the above categories! On his father’s side, he is Kindred with a good quantity of Ehleen blood mixed in, while his mother is of the Middle Kingdoms nobility.

**Female PCs.** Enlisting a female PC in the royal army of Harzburk is unlikely . . . but if you must, buy Unusual Background (10 points) and wing it. (This book assumes male PCs.)

## Your Father

As a fosterling at the court of King Gilbuht, you must be related to *somebody* important.

First, select your father’s social rank.

Second, determine your relationship with your father.

Third, select your father’s health.

### Social Rank

Social Status	Middle Kingdoms	Confederation
7 (35 pts.)	King, Prince, Archduke or Grandduke, Marquis	Prince
6 (30 pts.)	Duke or Earl	Ahrkeethoheeks, Strahteegos, Mahrkilseecs
5 (25 pts.)	Baron or Count	Ahrkeekomees, Thoheeks
4 (20 pts.)	Landed noble	Komees, Vahrohnohs
3 (15 pts.)	Unlanded noble	Vahrohneeskos
2 (10 pts.)	Knight	Belted Knight, Tahneest

**Note:** The rank of opokomees is no longer used in the Confederation at this time.

### Family Rank

**Eldest Son** *Same Status as Father*  
If you outlive your father, you will inherit his lands.

**An Older Son** *(Father’s Status)-1*

Although there are sons older than you, you are in the line of inheritance — especially considering the lethality of this age. Roll 1 die and divide by 2 (rounding up) to determine how many sons are before you in the line of succession.

**A Younger Son** *(Father’s Status) -2*

You are unlikely to inherit, simply because of the number of sons ahead of you. Roll 1d+3 to determine how many sons are before you in line of succession.

### Father’s Health

Your father’s health can bear directly on your future power,

especially if you’re an older son. Once a year, you will be instructed to make an Age roll for your father (essentially a survival roll). If he fails it, he dies. If you are his oldest surviving son, you will immediately assume his position and responsibilities, leaving this book.

If his death, or the death of any of your older brothers, increases your status or gives you any other advantage, you must pay for that advantage as soon as possible. Note that your father’s death isn’t automatically an advantage — if an older brother who sees you as a threat becomes more powerful, his value as an *enemy* increases!

Choose your father’s health, rolling 1 die if you wish to do so randomly.

### 1: Active

He’ll probably live at least another 40 years. Fails his Age Roll on an 18 only.

### 2-3: Aging

The gray hairs are there, but he should live to see his grandchildren — another 20 years at least. Fails his Age Roll on a 17 or 18.

### 4-5: Elderly

Everyone loves him, but planning for the funeral is a good idea — he can’t live forever, and probably won’t live out the decade. Fails his Age Roll on 15 or higher.

### 6: Dying

If you’re the eldest son, you could inherit any year now — father fails his Age Roll on 13 or higher.

## Rank

The “main PC” starts the game as an ensign. As long as he is the highest ranking PC, his performance in battle (and his commander’s Reaction Rolls) will determine his chances for promotion — to lieutenant, or even the captaincy.

The fate of the main PC sharply affects the promotion of the other PCs in the player group. As the main PC rises in rank, he “pulls” the other PCs into the ranks he leaves behind. If the main PC stalls at a particular rank, he blocks the promotions of all those behind him.

PCs may aspire to the following military ranks:

**Noble trooper (private).** The other PCs will be promoted from cadet to private early in the campaign. Due to their high status, however, the adventurers are placed in an elite unit with a high percentage of noblemen — the PCs’ effective rank is “noble private” (rank 1).

It is impossible to be demoted from this rank. It promotes to ensign, or sergeant if the ensign rank is already filled.

**Sergeant.** Any single PC in the player group may take the role of sergeant. It is rank 2, and promotes to ensign.

**Ensign.** An ensign is an officer in training, and is also rank 2. In terms of military organization, the ensign outranks the sergeant and is an assistant to the lieutenant. However, inexperienced ensigns are often assigned veteran sergeants to “wet nurse” them through their initial training.

**Lieutenant.** In command of a platoon, the lieutenant serves directly under the captain. It demotes to ensign or sergeant.

**Captain.** The highest rank to which a PC can aspire in this adventure, the captain is in command of an entire company — two or more platoons.

# Officer Material

## Promotions

Except for "noble troopers," no PC can hold a rank already held by another PC. A PC who cannot be promoted for this reason is placed on the bottom of the waiting list for that rank. When the rank finally comes open, due to the promotion, demotion or death of the blocking PC, the character at the top of the waiting list gets the promotion. If a character on the waiting list is demoted, he keeps his current rank but his name is removed from the waiting list. If a character on the waiting list receives another promotion, it has no effect.

When a PC is promoted, another character from the player group is promoted to the rank the PC is vacating. If there is a promotion list for the position, the top name is taken. Otherwise, PCs who are one rank lower than the vacant rank compete in a Quick Contest of Leadership for the position.

## Demotions and Death

If a PC is demoted, he trades rank with the next lower-ranking PC (the lower-ranking is promoted into the vacant position). If an ensign is demoted, the sergeant is promoted to ensign; if a sergeant is demoted, hold a Quick Contest of Leadership among the noble troopers to determine his replacement.

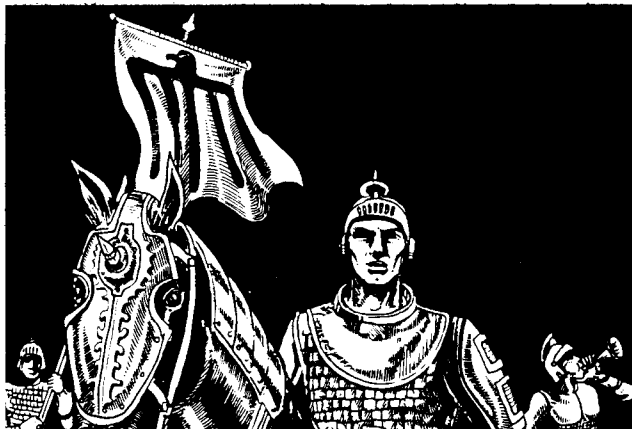
If a high ranking PC is killed, promote another character from the player group to fill his position only if there is a waiting list for that rank. Otherwise, the rank is filled with an outside NPC until a PC is promoted. *Exception:* There must always be a player group ensign and sergeant.

If an NPC in the player group is promoted to command of the group, *he* becomes the "main PC" until a player character is promoted back to that rank. At that point, the player(s) may decide whether to demote the NPC, promote him out of the troop (and out of the game), or keep playing him as the "main PC" until fate intervenes.

## Battlefield Promotions

If the adventure calls for a skill roll by an officer in the PCs' troop who is dead or has been relieved from combat, the skill roll is made by the highest ranking officer who is junior to the officer who cannot make the roll. If no PC officers are left, try a Quick Contest of Leadership among the noble troopers to see who rises to the occasion. The junior officer is temporarily in charge — a "battlefield promotion" that lasts only until the fighting is over.

For example: If the troop captain is killed, and the adventure calls for a skill roll by the captain, the roll is made by the troop lieutenant. If a PC is a lieutenant, he makes the roll; otherwise, the NPC makes the roll.



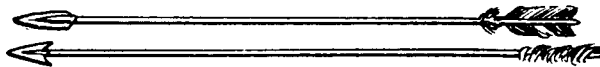
## Chain of Command

If you aren't sure who your superior officer is, check the chart below. A Force Commander is always the highest ranking officer in his force. In this adventure, "superior officer" always refers to the officer immediately over the highest ranked player group character.

If you know the number of major units (cavalry squadrons and infantry battalions) in a force, this table will tell you the military size of the force and the rank of its commanding officer.

Rank	Title	Force Size	number of units*
1	Private (noble trooper)		
2	Sergeant		
2	Ensign		
3	Lieutenant	Platoon	
4	Captain	Company/Troop	
5	Major	Battalion/Squadron	1
6	Colonel	Brigade/Regiment	2,3
7	General	Division	4-7
7	General	Corps	8-15
8	Marshal	Army	16 or more

\* formations of battalion or squadron size



## Commander's Troop Type

If you need to know what type of soldier your commander or the enemy commander is, use the following procedure:

If your War Situation is CONFEDERATION, choose the commanders' troop type randomly from those types present in their respective forces.

Otherwise, if there are royal troops present in a force (Types 8, 16 or 17), the commander will be Type 16 or 17. If there are no royal troops, pick a type from among those others present.

## Nicknames (optional)

For commanders of captain's rank and above, roll 1 die. If the roll is even, the character has a nickname — roll 1 die, and count down the uncrossed-off boxes below until the count equals the number rolled. Select the nickname on that line, and cross out that line's box. If all of the boxes are crossed out, erase the marks and start over.

A nickname may be used with the officer's first name ("Bloody Robuht," "Steeltooth Dayv"), with the man's rank ("Captain Pigeonhead"), or by itself ("Old Croaker").

<input type="checkbox"/>	Nickname	Reputation
<input type="checkbox"/>	Gutless	coward
<input type="checkbox"/>	Fighting	hero
<input type="checkbox"/>	Growler	tough officer, easily provoked
<input type="checkbox"/>	Pigeonhead	odd appearance
<input type="checkbox"/>	Rocky	never retreats — immovable as a rock
<input type="checkbox"/>	Baldy	bald
<input type="checkbox"/>	Croaker	unusual voice
<input type="checkbox"/>	Steeltooth	has prominent steel tooth
<input type="checkbox"/>	Bloody	took prominent part in hard-fought battle
<input type="checkbox"/>	Leather	tough on his men and himself



## Generating Troops

*Up Harzburk!* is a combat-heavy adventure, and frequently you'll be encountering enemy and allied forces. Rather than specifying in each entry who you are fighting, the identities of your enemies (and your allies) are left partly to chance, so that you won't be fighting the same enemy troops over and over.

These next few pages are here to help you identify and keep track of your current enemies and allies. During the adventure, you will be told to consult these pages several times:

When you are filling out your "player group" with NPCs;

When you are finding out which company you will be part of, or when you transfer yourself to a new company;

When your company is being attached to a squadron or battalion (your "unit");

When your unit becomes part of a larger force, marching to combat, or when this larger force receives reinforcements;

When the composition of the enemy force is being determined, or when the enemy receives reinforcements;

When your player group is joined by an officer, just prior to playing out your small (but often important!) part of the battle;

When you are determining what enemy soldiers you will be fighting during your part of the battle.

So which sections do you need for what? (Don't do any of this immediately; wait until an entry instructs you to do so.)

Any time you need to know the specifics of a soldier, choose one from the *Fighting Characters Table*, p. 9. This table gives you several of his attributes and skill levels, but doesn't tell you *which* weapons he is skilled in, nor does it equip him.

The *Troop Table* (pp. 10-11) gives you that information. If from your company, he is in the Royal Horse (Type 17). If an enemy, you probably already know what unit he's from — use the number under *Type* for that unit to find his weapon skills and his equipment. *For example, if you are fighting soldiers from a scum unit (found on the Irregular Army Table, p. 13, the number in the Type column is 3, telling you that "soldiers" in this unit are Peasants, described on p. 10 of the Troop Table.*

But how did you know which unit you were fighting? Any time a force is assembled, or reinforced, units are chosen from one of the three army tables on p. 13. Any time you play out a specific part of the battle, the adventure tells you how to determine which enemy unit is opposing you. Knowing which unit you are meeting, you can use the *Fighting Characters Table* and the *Troops Table* to determine the stats of the enemy soldiers.

Occasionally, a random officer will enter the adventure. Choose his unit randomly (from among those units present), then use the *Fighting Characters Table* and *Troop Table* to determine his stats. If a force isn't currently assembled (perhaps during the winter), assume he is in the Royal Horse (Type 17).

### Morale

Each unit starts with a *base morale* determined by its troop quality. Campaign events can affect morale before the battle. Catastrophes, or loss of leaders during the battle, affect morale *for that battle only*. Morale is used to determine whether a defeated unit withdraws in good order, or routs.

The morale of your first company is given in the adventure. If you change companies, use the following table to determine your new company's morale, engagements and modified TS.

roll	troop quality	morale	# of engagements	Base TS modifier
1	green	11	1	TS × .8
2,3	seasoned	14	6	TS × 1.2
4,5	crack	15	10	TS × 1.5
6	elite	16	15	Double the TS

## Instructions

## PC Companies

Roll 1 die, and consult the chart below to see which troop of the royal army you're assigned to. A roll of less than 1 counts as 1; a roll of greater than 6 counts as 6.

Cross out the box of the troop rolled. If you roll a troop that is already crossed out, roll again.

You may wish to use the *Players' Force Roster* on p. 14 to record your troop.

### 1. *Company name:* Maple Leaf Troop

Overall type: Medium Cavalry

Basic Troop Strength (BTS): 1,024

Cavalry Bonus: 192

Missile Bonus: 80

Organization: A platoon of heavy cavalry (the PCs' platoon, (17)) backed with two platoons of light scout cavalry (13).

### 2. *Company name:* Brown Bear Troop

Overall type: Heavy Cavalry

Basic Troop Strength (BTS): 1,024

Cavalry Bonus: 128

Missile Bonus: 32

Organization: A typical Middle Kingdoms heavy cavalry company, composed of two 64-troop platoons (17).

### 3. *Company name:* Red Bear Troop

Overall type: Medium Cavalry

Basic Troop Strength (BTS): 1,152

Cavalry Bonus: 192

Missile Bonus: 64

Organization: A frontier unit, Red Bear troop is a mix of assault, patrol and scout cavalry. It contains one platoon each of heavy (17), medium (14) and light cavalry (13). The PCs are in the assault or heavy cavalry platoon.

### 4. *Company name:* Shaggy Bull Troop

Overall type: Heavy Cavalry

Basic Troop Strength (BTS): 1,338

Cavalry Bonus: 192

Missile Bonus: 60

Siege Bonus: 5

Organization: This assault unit features an unusual organization (3 files per each of its two heavy cavalry platoons (17)). It has a small engineer unit — 5 engines and 32 men — attached.

### 5. *Company name:* Bared Fangs Troop

Overall type: Medium Cavalry

Basic Troop Strength (BTS): 1,380

Cavalry Bonus: 192

Missile Bonus: 48

Organization: Bared Fangs company suffers from a shortage of suitable mounts — therefore, two of its three platoons rate as Medium Cavalry (14). The third platoon is the one to which the PCs belong, and is heavy cavalry (17).

### 6. *Company name:* White Bear Troop

Overall type: Heavy Cavalry

Basic Troop Strength (BTS): 1,536

Cavalry Bonus: 192

Missile Bonus: 48

Organization: An assault cavalry company, White Bear troop comprises three platoons of heavy cavalry (17).

# Generating Individual Soldiers

## Fighting Characters Table

To discover the individual stats of each warrior, roll 1 die and consult the table below. Count down the number of *uncrossed-out* boxes until you count a number equal to the die roll, and then follow the instructions given there. Assume that DX is one less than the second weapon skill (before it is modified). If rolling for an officer (lieutenant or higher), add 1 to all skills. If rolling for a force commander, add 2 to all skills. An officer's strategy skill is found by rolling 2d+8.

Box	ST	HT	IQ	1st Weapon Skill	2nd Weapon Skill	(Riding)	Special
<input type="checkbox"/>	9	9	10	13	11	11	no roll
<input type="checkbox"/>	10	9	10	12	8	9	no roll
<input type="checkbox"/>	10	10	8	11	8	11	no roll
<input type="checkbox"/>	10	10	10	10	10	8	no roll
<input type="checkbox"/>	10	11	10	13	11	11	1 roll
<input type="checkbox"/>	11	10	10	13	11	11	1 roll
<input type="checkbox"/>	10	12	9	13	11	12	1 roll
<input type="checkbox"/>	11	10	11	13	11	11	2 rolls
<input type="checkbox"/>	10	10	10	15	12	12	1 roll
<input type="checkbox"/>	12	11	9	13	11	12	1 roll
<input type="checkbox"/>	10	11	10	14	12	11	2 rolls
<input type="checkbox"/>	11	9	10	15	11	11	2 rolls
<input type="checkbox"/>	11	11	10	14	11	11	2 rolls
<input type="checkbox"/>	14	11	10	13	11	11	2 rolls
<input type="checkbox"/>	12	10	10	16	12	12	1 roll
<input type="checkbox"/>	11	13	10	14	11	11	3 rolls
<input type="checkbox"/>	12	11	10	15	12	12	3 rolls
<input type="checkbox"/>	11	10	10	16	13	13	3 rolls
<input type="checkbox"/>	10	13	11	17	14	13	3 rolls
<input type="checkbox"/>	12	13	11	20	16	9	1 roll
<input type="checkbox"/>	15	12	12	15	15	16	2 rolls
<input type="checkbox"/>	13	15	10	18	13	13	5 rolls
<input type="checkbox"/>	13	12	10	19	16	15	5 rolls
<input type="checkbox"/>	16	12	10	16	13	13	4 rolls

## NPCs' Skills and Attributes

1st Weapon Skill and 2nd Weapon Skill are given for each troop type, on the Troop Table (pp. 10-11). Riding Skill applies only to cavalry — foot soldiers do not have this skill. Special refers to the Special Abilities Table, below.

The adventure will sometimes ask you to make a skill or attribute roll that you don't know yet. There are two ways to handle this. If you need an attribute or a combat skill, you can generate the stats using the table to the left or using the Quick and Dirty method below. If you need any other score, use the Quick and Dirty method.

**Quick and Dirty:** An NPC's skill level equals 3d+3. In any attribute (usually HT), his score is 2d+3. Block, Parry and Dodge are each 1d+3. PD/DR equals 2/2.

Note that this will occasionally result in what seems to be ridiculously low levels. Such low levels are the result of temporary decreases caused by injury, fatigue, intoxication or other random factors.

## Special Abilities Table (roll 3 dice)

If a result is rolled which cannot be used, roll again.

- 3 — Reduce quality of 1 weapon (or set of missile weapons) to cheap
- 4 — Soldier is Lame (crippled)
- 5 — Soldier has Cowardice
- 6 — Roll 2d+8 twice to determine scores in Knife and Knife Throwing
- 7 — Soldier has Fast-Draw for one of his weapon types
- 8 — Roll 2d+8 to determine soldier's Shield score; also figure Block score
- 9 — Roll 2d+8 to determine soldier's Brawling score
- 10 — Soldier uses "special" weapon for his unit, at 1st Weapon skill-1\*
- 11 — Add 1 to Move, due to high Running score
- 12 — Add 1 point of Toughness (max. = 2 pts)
- 13 — Soldier has Combat Reflexes and Peripheral Vision
- 14 — Add 1 point to Alertness and Acute Vision (max. = 2 pts)
- 15 — Upgrade quality of 1 weapon (or set of missile weapons) to fine
- 16 — Roll 2d+8 to determine score in Judo
- 17 — Soldier has Danger Sense
- 18 — Add 15 character points worth of Luck (max. = 30 pts)

\* one out of every four enemy soldiers uses the special weapon (unless you are rolling individually for enemies)

## Name Table

Use this table for determining the names of any NPCs you meet, especially officers in your (or the enemy's) army.

Roll separately for first and last name. Use 3 dice. If a previously generated name is regenerated, roll over. If a last name has been used too often, use the alternate name given.

die roll	First Name	Last Name (and alternate)
3	Rahmboh	Ryt or Andehrsohn
4	Djohn	Reehdih or Hahl
5	Djoh	Buhkstohn or Koshuhn
6	Dayv	Hiyoht or Fry
7	Dohnee	Bohner or Kroff
8	Skaht	Koopuh or Djonz
9	Djim	Hohdj or Peetirsohn
10	Gairee	Peehrz or Lokhahrt
11	Djef	Hahreohn or Ahljer
12	Peeht	Djordj or Krohkit
13	Brus	Hohlt or Ehgbehrt
14	Maht	Sheelee or Gorduhn
15	Robuht	Cahlsohn or Nehlsuhn
16	Djohn	Ahdamz or Mihchehl
17	Wilyem	Shehpehrd or Pakuh
18	Krayg	Ahrmentrowt or Tomsuhn

# Troop Table

Use this information to customize a Fighting Character (see p. 9) to match any unit. Weapons marked with an asterisk only belong to "special" characters who have the required skill. If you don't know what unit a character is from, assume he is in the Royal Horse (Type 17).

## Infantry

### 1. Ahrmehnee

#### *Irregular Infantry*

*Includes:* All mountain tribes infantry.

1st Weapon Skill: Broadsword

2nd Weapon Skill: Axe/Mace

Special Weapon Skill: Roll 1 die:

1-3 — Knife Throwing (war-darts)

4-6 — Spear Thrower

Other Stats: +1 ST

Weapons: Bastard sword, axe, 1d war-darts\* (treat as large knives), spear thrower\* with 1 to 3 spears

Armor: Ahrmehnee mail (treat as regular mail, -20% weight, DR5(3) — p. HC 67)

Special: Roll for each weapon — on a 5 or 6, it is "fine" quality.

### 2. Bandits

#### *Irregular Infantry*

*Includes:* All non-mounted bandits.

1st Weapon Skill: Shortsword

2nd Weapon Skill: Axe/Mace

Special Weapon Skill: Bow

Other Skills: Knife (at 2nd Weapon Skill level), Knife Throwing (at 1st Weapon Skill level)

Weapons: Shortsword, throwing axe, short bow\* with 2d arrows, 1d knives.

Armor: Leather.

Special; Roll for each weapon — on a 5 or 6, it is "cheap" quality.

### 3. Peasants

#### *Irregular Infantry*

*Includes:* "Volunteer" villagers, rebellious peasants, drafted peasants, untrained peasant levy.

1st Weapon Skill: Spear

2nd Weapon Skill: Axe/Mace

Special Weapon Skill: Sling

Weapons: Roll 1 die:

1,2 — Spear

3,4,5 — Pick

6 — Shovel †

Plus sling\* with 2d bullets

Armor: None.

Special: Roll for each weapon — on 1-4, it is "cheap" quality.

† crushing/swing +2, reach 1 or 2, 5 lbs., min. ST 10.

Uses two hands, becomes unready if used to parry.

### 4. Poorly Trained Spearmen

#### *Light Infantry*

*Includes:* Non-Black Kingdoms spearmen (but not spear levies).

1st Weapon Skill: Spear

2nd Weapon Skill: Knife

Special Weapon Skill: Shortsword

Weapons: Spear, large knife, shortsword\*

Armor: Cuirbouilli (heavy leather)

### 5. Freefighters

#### *Medium Infantry*

*Includes:* All Freefighter infantry condottas.

1st Weapon Skill: Broadsword

2nd Weapon Skill: Axe/Mace

Special Weapon Skill: Crossbow

Other Skills: Shield (at second Weapon Skill level)

Weapons: Broadsword, axe, crossbow\*

Armor: Jazeraint (treat as scale — p. HC 67), small shield.

### 6. Garrison Troops

#### *Medium Infantry*

*Includes:* Over-age reservists, city guardsmen, garrison troops and spear levies.

1st Weapon Skill: Shortsword

2nd Weapon Skill: Spear

Special Weapon Skill: Bow

Weapons: Shortsword, spear, regular bow\* with 2d arrows

Armor: Brigandine (treat as scale — p. HC 67)

Special: Roll for each weapon — on a 5 or 6, it is "cheap" quality (due to poor care).

### 7. Confederation Regulars

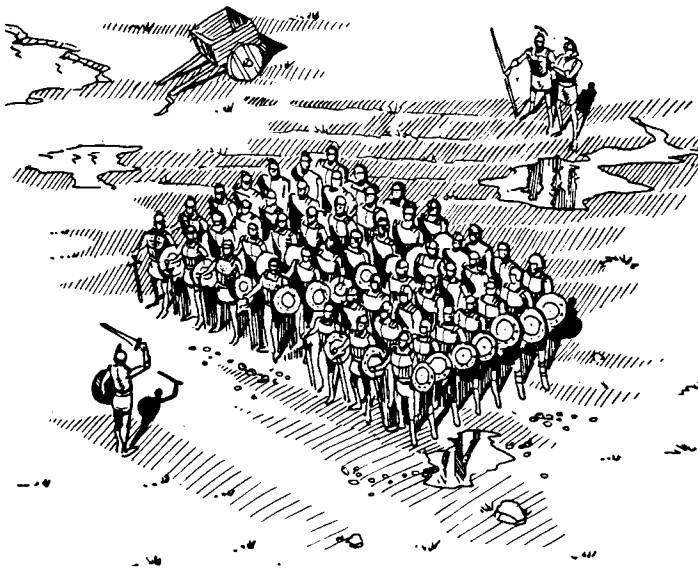
#### *Heavy Infantry*

*Includes:* Confederation infantry other than garrison troops and spear levies.

1st Weapon Skill: Shortsword

2nd Weapon Skill: Spear Throwing

Special Weapon Skill: Crossbow



Other Skills: Shield (at 1st Weapon Skill level)

Weapons: Shortsword, 3 javelins, knife, shortsword\*  
Armor: Brigandine (treat as scale), medium shield.

### 8. *Royal Infantry* *Heavy Infantry*

*Includes:* All royal infantry of the Middle Kingdoms.

1st Weapon Skill: Broadsword  
2nd Weapon Skill: Two-Handed Axe/Mace (substitute  
Axe/Mace if ST 12 or less)  
Special Weapon Skill: Crossbow  
Other Skills: Two-Handed Sword (if ST 14 or greater),  
Shield (both at 2nd Weapon Skill level)

Weapons: Broadsword (greatsword if ST 14 or greater),  
great axe (axe if ST 12 or less), crossbow\*  
Armor: Chainmail; buckler  
Special: Roll for each weapon — on a 5 or 6, it is “fine”  
quality.

### 9. *Black Kingdoms Spearmen* *Spearmen*

*Includes:* All Black Kingdoms warriors.

1st Weapon Skill: Spear  
2nd Weapon Skill: Broadsword  
Special Weapon Skill: Spear Thrower  
Other Skills: Knife Throwing and Knife (both at 2nd  
Weapon Skill level)

Weapons: Spear, yataghan† (fine quality), spear  
thrower\*, knife (fine quality)  
Armor: Silks (none)

† treat as thrusting broadsword (p. HC67)

### 10. *Freefighter Pikemen* *Pikemen*

*Includes:* All pikemen.

1st Weapon Skill: Spear  
2nd Weapon Skill: Polearm  
Special Weapon Skill: Sling  
Other Skills: Shield (at 1st Weapon Skill level)

Weapons: Halberd, sling\* with 2d soft iron pellets  
 (“bullets” — no special damage)  
Armor: Leather, large shield

## Cavalry

### 11. *Ahrmehnee* *Irregular Cavalry*

*Includes:* All mounted mountain tribes warriors.

Identical to Ahrmehnee Irregular Infantry, except add a  
mountain pony (pony) to their equipment list. The pony has  
Ahrmehnee mail barding (treat as light mail, 56 lbs., \$1,200,  
DR5(3)) and a normal saddle.

### 12. *Bandits* *Irregular Cavalry*

*Includes:* All mounted bandits except those posing as  
freefighters.

Identical to Bandits (Irregular Infantry), except that their  
Special Weapon Skill is Crossbow. Add a crossbow\* and a sad-

dle horse to their equipment, and delete the bow. The saddle  
horse is unarmored, and has a normal saddle.

### 13. *Scouts* *Light Cavalry*

1st Weapon Skill: Bow  
2nd Weapon Skill: Shortsword  
Special Weapon Skill: Knife Throwing  
Other Stats: +1 Riding, +2 IQ

Weapons: Longbow, shortsword, 1d knives\*  
Armor: Cuirbouilli (treat as Heavy Leather — p. HC67)  
Mount: Saddle horse, with light mail barding and a saddle

### 14. *Freefighters* *Medium Cavalry*

Identical to Freefighters (Medium Infantry), with the addi-  
tion of a cavalry horse. The horse has scale barding and a war-  
kak.



### 15. *Kahtahfrahktoe* *Heavy Cavalry*

1st Weapon Skill: Broadsword  
2nd Weapon Skill: Axe/Mace  
Special Weapon Skill: Crossbow  
Other Skills: Lance (at 2nd Weapon Skill level)

Weapons: Lance, thrusting broadsword, mace, crossbow\*  
Armor: Mail  
Mount: Cavalry horse with heavy mail barding and a saddle

### 16. *Noble Cavalry* *Heavy Cavalry*

*Includes:* The mounted nobles of the Middle Kingdoms.

Identical to Royal Horse, with the exception of equipment:  
nobles wear plate armor. Roll for each weapon: on 1-3, it is  
“fine” quality.

### 17. *Royal Horse* *Heavy Cavalry*

*Includes:* All other heavy cavalry units belonging to a Mid-  
dle Kingdom.

1st Weapon Skill: Broadsword (substitute Two-Handed  
Sword if ST 12 or greater)  
2nd Weapon Skill: Two-Handed Axe/Mace (substitute  
Axe/Mace if ST 12 or less)  
Special Weapon Skill: Crossbow  
Other Skills: Lance (at 1st Weapon Skill level)

Weapons: Broadsword (greatsword if ST 12 or greater),  
great axe (mace if ST 12 or less), crossbow\*  
Armor: Brigandine (treat as scale — p. HC67), Harzburk  
helm, small shield  
Mount: Destrier with heavy mail barding and a war-kak

# Quick Start Player Group

## Captain

Name \_\_\_\_\_  
 ST     DX     IQ     HT      
 1st Weapon \_\_\_\_\_  
 2nd Weapon \_\_\_\_\_  
 Strategy \_\_\_\_\_ Riding \_\_\_\_\_  
 Other \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Lieutenant

Name \_\_\_\_\_  
 ST     DX     IQ     HT      
 1st Weapon \_\_\_\_\_  
 2nd Weapon \_\_\_\_\_  
 Strategy \_\_\_\_\_ Riding \_\_\_\_\_  
 Other \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## War Calendar (☐ = 1 week)

April (11) ☐ ☐ ☐ ☐  
 May (10) ☐ ☐ ☐ ☐  
 June (10) ☐ ☐ ☐ ☐ ☐  
 July (9) ☐ ☐ ☐ ☐  
 August (9) ☐ ☐ ☐ ☐  
 September (8) ☐ ☐ ☐ ☐ ☐

October (7) ☐ ☐ ☐ ☐  
 November (7) ☐ ☐ ☐ ☐  
 December (6) ☐ ☐ ☐ ☐ ☐  
 January (5) ☐ ☐ ☐ ☐  
 February (4) ☐ ☐ ☐ ☐  
 March (4) ☐ ☐ ☐ ☐ ☐

Name: Rahmboh Arhmentrowt  
 Reaction +/-: (Status 2)  
 Glory Score: \_\_\_\_\_  
 11 ST Fatigue: \_\_\_\_\_  
 12 DX *Basic Damage*  
 10 IQ Thrust: 1d-1  
 10 HT Swing: 1d+1  
 Hits Taken: \_\_\_\_\_  
 Basic Speed: 5.5 Move: 3  
 Encumbrance: Medium  
 Dodge: 4 Parry: 9 Block: 8

Appearance and Rank: Red-bronze; drk-brown hair; black eyes; 5' 10," 170 lbs. SGT.  
 Advantages, Disadvantages, Quirks: Toughness (DR1); Literacy; Combat Reflexes; Peripheral Vision; Common Sense; Patron and Duty (Gilbuht); Patron (Sword Cult); Status 2 (5th son of elderly landed noble); Enemy (Pitzburk); Honesty.

PD/DR Skills: Broadsword-16; Axe/Mace-13; Riding-13; Lance-13; Knife-13; Knife Throwing-15; Shield-15; Animal Handling-12; Fast Talk-13; Politics-10; Armoury-14; First Aid-13; Tactics-13; Strategy-11; Merchant-12; Carousing-16; Scrounging-15.  
 Head: 4/8  
 Body: 3/5  
 Arms: -/1  
 Hands: -/1  
 Legs: 2/3  
 Feet: 2/3  
 Weapons & Possessions: Broadsword (1d+2 cut; 1d+1 im.); 3 lg. Knives (1d-1 cut/imp); Standard Noble Horse trooper equipment (some on horse).

Name: Djef Kroff  
 Reaction +/-: +1 (Status +3)  
 Glory Score: \_\_\_\_\_  
 8 ST Fatigue: \_\_\_\_\_  
 10 DX *Basic Damage*  
 9 IQ Thrust: 1d-3  
 9 HT Swing: 1d-2  
 Hits Taken: \_\_\_\_\_  
 Basic Speed: 4.75 Move: 2  
 Encumbrance: Medium  
 Dodge: 2 Parry: 5 Block: \_\_\_\_\_

Appearance and Rank: Brown; black hair; brown eyes; 5' 11," 160 lbs. Rank 1.  
 Advantages, Disadvantages, Quirks: Patron and Duty (Gilbuht); Patron (Sword Cult); Status 3 (1st son of active unlanded noble); Alertness +2; Charisma +1; Enemy (Pitzburk); Youth (age 14).  
 Skills: Broadsword 10 (12, -2

PD/DR for ST); Axe/Mace-11; Riding-12; Lance-9; Sex Appeal-8; Tactics-7; Brawling-10.  
 Head: 4/7  
 Body: 3/4  
 Arms: -/1  
 Hands: -/1  
 Legs: 2/2  
 Feet: 2/2  
 Weapons & Possessions: Broadsword (1d-1 cut; 1d-2 cr); Hatchet (1d-2 cut); Standard Noble Horse trooper equipment (some on horse).

Name: Gairee Sheelee  
 Reaction +/-: (Status +4)  
 Glory Score: \_\_\_\_\_  
 10 ST Fatigue: \_\_\_\_\_  
 10 DX *Basic Damage*  
 9 IQ Thrust: 1d-2  
 10 HT Swing: 1d  
 Hits Taken: \_\_\_\_\_  
 Basic Speed: 5.0 Move: 3  
 Encumbrance: Medium  
 Dodge: 3 Parry: \_\_\_\_\_ Block: \_\_\_\_\_

Appearance and Rank: Tanned white; blond hair; blue eyes; 5' 9", 150 lbs. Rank 1.  
 Advantages, Disadvantages, Quirks: Patron and Duty (Gilbuht); Patron (Sword Cult); Status 4 (3rd son of dying baron); Wealthy; Enemy (Pitzburk); Alertness +1; Youth (age 14).  
 Skills: Broadsword-11;

PD/DR Crossbow-11; Brawling-10; Armoury-8;  
 Head: 4/7  
 Body: 3/4  
 Arms: -/1  
 Hands: -/1  
 Legs: 2/2  
 Feet: 2/2  
 First Aid-9; Shield-10; Axe/Mace-10; Lance-11; Riding-12.  
 Weapons & Possessions: Broadsword (1d+1 cut; 1d-1 cr); Crossbow (ST10: 1d+2 imp.); Standard Noble Horse trooper equipment (some on horse).

Name: Djohn Henree  
 Reaction +/-: +2/+4 (Status 3)  
 Glory Score: \_\_\_\_\_  
 9 ST Fatigue: \_\_\_\_\_  
 9 DX *Basic Damage*  
 9 IQ Thrust: 1d-2  
 10 HT Swing: 1d-1  
 Hits Taken: \_\_\_\_\_  
 Basic Speed: 4.75 Move: 2  
 Encumbrance: Medium  
 Dodge: 2 Parry: 5 Block: 5

Appearance and Rank: Tanned white; brown hair and eyes; 5' 5," 140 lbs. Rank 1.  
 Advantages, Disadvantages, Quirks: Patron and Duty (Gilbuht); Patron (Sword Cult); Status 3 (6th son of aging landed noble); Acute Hearing +2; Night Vision; Strong Will +2; Literacy; Enemy (Pitzburk); Youth (age 14); Handsome;

PD/DR Luck; Delusion (-5, "Blondes can't resist me"); Reputation+2 (Blondes really do seem attracted to him); Lecherousness.  
 Head: 4/7  
 Body: 3/4  
 Arms: -/1  
 Hands: -/1  
 Legs: 2/2  
 Feet: 2/2  
 Skills: Broadsword-10; Axe/Mace-10; Riding-10; Shield-10; First Aid-9; Sex Appeal-13; Brawling-9.  
 Weapons & Possessions: Fine Broadsword (1d+1 cut; 1d+1 imp.); Standard Noble Horse trooper equipment (some on horse).

Name: Peeht Bohner  
 Reaction +/-: -  
 Glory Score: \_\_\_\_\_  
 10 ST Fatigue: \_\_\_\_\_  
 10 DX *Basic Damage*  
 9 IQ Thrust: 1d-2  
 13 HT Swing: 1d  
 Hits Taken: \_\_\_\_\_  
 Basic Speed: 5.75 Move: 3  
 Encumbrance: Medium  
 Dodge: 3 Parry: 6 Block: 5

Appearance and Rank: Freckled white; red-brown hair; green eyes, 5' 6," 130 lbs. Rank 1.  
 Advantages, Disadvantages, Quirks: Combat Reflexes; Peripheral Vision; Patron and Duty (Gilbuht); Patron (Sword Cult); Status 0 (4th son of aging knight); Enemy (Pitzburk); Youth (age 14); Impulsiveness; Color Blindness; 2 Quirks.

PD/DR Skills: Broadsword-12; Axe/Mace-10; Lance-9; Crossbow-11; Riding-12; Animal Handling-7; Shield-10; Bugle-7.  
 Head: 4/7  
 Body: 3/4  
 Arms: -/1  
 Hands: -/1  
 Legs: 2/2  
 Feet: 2/2  
 Weapons & Possessions: Fine Broadsword (1d+2 cut; 1d cr); Crossbow (ST10: 1d+2 imp); Standard Noble Horse trooper equipment (some on horse).

# Generating Units

## Harzburk and Pitzburk Army Table (enemy units)

Roll 3 dice for each squadron- or battalion-size formation. A unit may be selected more than once.

die roll	Unit name (number of troops)	Type	TS	Bonus		Morale/# of engagements
				Cav.	Msl.	
3	Elite Royal Horse (400)	17	4,800	400	100	15/10
4	Mercenaries (500)	10	1,800	500*	25	14/6
5	Raw recruits (250)	17	1,000	250	30	9/0
6	Freefighters (200)	14	1,450	200	50	14/6
7	Frontier troops (300)	13	1,400	300	150	14/6
8	Noble cavalry (300)	16	2,900	300	—	14/6
9	Noble cavalry (undisciplined) (300)	16	1,450	300	75	11/1
10	Royal infantry (400)	8	3,000	100	—	15/10
11	Freefighter cavalry (300)	14	2,150	300	75	14/6
12	Freefighter infantry(350)	5	2,100	50	—	15/10
13	Outlaw condotta (600)	14	1,800	600	100	9/0
14	Reservists (500)	6	1,600	25	—	11/1
15	Peasant levy (800)	3	400	—	—	6/untrained
16	Mountain cavalry (700)	11	3,150	500	200	15/10
17	Freefighters (300)	14	1,800	300	75	15/10
18	Black Kingdoms mercenaries (400)	9	2,400	50	—	16/15

## Irregular Army Table (enemy units)

Roll 2 dice for each formation. Add 2 to the roll if your War Situation is CONFEDERATION. A unit may be selected more than once. (C) If your war situation is CONFEDERATION, you are fighting the Ahrmehnee. Otherwise your enemy are Bandits.

die roll	Unit name (number of troops)	Type	TS	Bonus		Morale/# of engagements
				Cav.	Msl.	
2	“Volunteer” villagers (800)	3	400	—	—	6/untrained
3	Rebel peasants (750)	3	750	—	—	9/0
4	Scum (2,000)	3	1,000	—	300	9/0
5	Scared infantry (900)	1 (C); 2	1,500	—	100	11/1
6	Poor spearmen (1,300)	4	1,900	—	—	11/1
7	Organized infantry (1,250)	1 (C); 2	2,000	—	200	13/4
8	Missile troops (1,300)	1 (C); 2	2,100	—	500	13/4
9	Blood Cavalry (1,200)	11 (C); 12	3,000	800	—	13/4
10	Red Banner Cavalry (1,700)	11 (C); 12	4,000	1,200	300	13/4
11	Rogue condotta (1,250)	5	5,000	—	400	14/6
12	Rogue troop (650)	14	4,800	650	150	15/10
13	Mountain pony cavalry (550)	11	2,000	400	150	14/6
14	Mountain pony cavalry (800)	11	2,400	550	200	13/4

## Confederation Army Table (friendly units)

Roll 2 dice for each squadron- or battalion-size formation. A unit may be selected more than once.

die roll	Unit name (number of troops)	Type	TS	Bonus		Morale/# of engagements
				Cav.	Msl.	
2	Freefighters (500)	10	1,800	500*	25	14/6
3	Freefighters (300)	14	2,150	300	75	14/6
4	Freefighters (200)	14	1,450	200	50	14/6
5	Poorly led kahtahfrakhtoe (250)	15	1,000	250	30	9/0
6	Kahtahfrakhtoe (300)	15	2,900	300	—	14/6
7	Confederation regulars (500)	7	3,000	—	50	14/6
8	Garrison troops and spear levies (500)	6	1,600	—	25	11/1
9	Elite kahtahfrakhtoe (300)	15	4,800	300	100	16/15
10	Freefighters (350)	5	2,100	—	50	15/10
11	Freefighters (300)	14	1,800	300	75	15/10
12	Allied mountain tribe (1,000)	11	3,000	700	200	13/4

*Troop Strengths:* TS scores have generally been rounded to the nearest multiple of 50. For simplicity, all soldiers in a formation are assumed to be of the predominant type. Bonuses for cavalry, missile weapons and siege engines count only when figuring superiority — do not add these numbers to TS! Cavalry bonuses for mountain pony cavalry are reduced to 70% of the normal bonus, due to the small stature of these mounts.

# Players' Force Roster

Military Size: \_\_\_\_\_ Number of Units in Force: \_\_\_\_\_

Unit \_\_\_\_\_ Type \_\_\_\_\_ TS \_\_\_\_\_ Cav+ \_\_\_\_\_ Msl+ \_\_\_\_\_ Sg+ \_\_\_\_\_ Morale / # of engagements\* \_\_\_\_\_

PCs' company:

1. \_\_\_\_\_

Rest of PCs' battalion or squadron:

1. \_\_\_\_\_

Other units:

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

9. \_\_\_\_\_

10. \_\_\_\_\_

11. \_\_\_\_\_

12. \_\_\_\_\_

13. \_\_\_\_\_

14. \_\_\_\_\_

15. \_\_\_\_\_

\* put a check in the box if the unit routs.

Totals \_\_\_\_\_

Force Commander \_\_\_\_\_

Name and Rank \_\_\_\_\_

ST \_\_\_\_\_ DX \_\_\_\_\_ IQ \_\_\_\_\_ HT \_\_\_\_\_ Strategy \_\_\_\_\_ Leadership \_\_\_\_\_ Tactics \_\_\_\_\_

Other \_\_\_\_\_

Campaign Points \_\_\_\_\_ Terrain Word \_\_\_\_\_ Siege Class or Points \_\_\_\_\_

War Situation \_\_\_\_\_

# Hostile Force Roster

Military Size: \_\_\_\_\_ Number of Units in Force: \_\_\_\_\_

Unit \_\_\_\_\_ Type \_\_\_\_\_ TS \_\_\_\_\_ Cav+ \_\_\_\_\_ Msl+ \_\_\_\_\_ Sg+ \_\_\_\_\_ Morale / # of engagements\* \_\_\_\_\_

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

9. \_\_\_\_\_

10. \_\_\_\_\_

11. \_\_\_\_\_

12. \_\_\_\_\_

13. \_\_\_\_\_

14. \_\_\_\_\_

15. \_\_\_\_\_

Totals \_\_\_\_\_

Enemy Commander \_\_\_\_\_

Name and Rank \_\_\_\_\_

ST \_\_\_\_\_ DX \_\_\_\_\_ IQ \_\_\_\_\_ HT \_\_\_\_\_

Strategy \_\_\_\_\_

Leadership \_\_\_\_\_ Tactics \_\_\_\_\_

Other \_\_\_\_\_

Siege Class or Points \_\_\_\_\_

Terrain Word \_\_\_\_\_

Modifiers to Battle Contest

(a) Positional Advantage \_\_\_\_\_

(b) Size (ratio) \_\_\_\_\_

(c) Cavalry or Siege Superiority \_\_\_\_\_

(d) Missile Superiority \_\_\_\_\_

(e) PCs' fighting \_\_\_\_\_

(f) Other \_\_\_\_\_

(g) Other \_\_\_\_\_

Total Modifiers \_\_\_\_\_

Battle Contest winner and margin: \_\_\_\_\_

Morale adjustments \_\_\_\_\_





# NPC Characters and Creatures

## NPC Characters

### Mohlee (generic female NPC)

15 years old; beautiful; barmaid at the Blue Steel Tavern.

ST 9, DX 12, IQ 12, HT 8.

Basic Speed 5; Move 5.

Dodge 5; Parry 6.

**Advantages:** Beautiful (+2/+4); Charisma (+1); Common Sense; Intuition; Status (varies); Strong Will (+1); Wealth (varies).

**Disadvantages:** Honesty; Impulsiveness; Jealousy; Squeamishness; Stubbornness; Youth (-2 to reaction).

**Skills:** Area Knowledge (Harzburg)-11; Dancing-11; Detect Lies-11; Fast-Talk-11; Fencing-13; First Aid-12; Naturalist-11; Riding-13; Singing-12.

**Languages:** Gesture-11; Middle Kingdoms Mehrikan-12.

**Weapon:** Saber: 1d-1 cut, 1d-1 imp.

For any other female NPC, weapon skill is 3d.

### High Lady Aldora Treeah-Pohtomas Pahpahs

ST 10, DX 13, IQ 12, HT 13.

Basic Speed 6.5; Move 6.

**Advantages:** Alertness +2; Animal Empathy; Combat Reflexes; Undying.

**Disadvantage:** Bad Temper.

**Skills:** Animal Handling-16; Bow-17; Fast Draw (Knife)-16, (Arrow)-14; Fencing-15; First Aid/TL3-14; Knife-15; Knife Throwing-13; Leadership-11; Politics-17; Riding-19; Shield-12; Strategy-15; Tactics-19.

**Psonics:** Telepathy-24; Telesend-19; Telereceive-18; Mind Shield-20.

These descriptions of Aldora and Mahvros are abbreviated. For more complete descriptions, see pp. HC 69,73.

### Mahvros

ST 48, DX 12, IQ 7, HT 16.

Move 15.

Dodge 6.

**Advantage:** Toughness +1.

**Disadvantages:** Horse; Bad Temper; Stubbornness.

**Skills:** Jumping-14; Riding-14; Swimming-12; Tactics-10.

**Psonics:** Telepathy-8; Telesend-12; Telereceive-12.

Mahvros (his name means Black) was Bili the Axe's greatest and most beloved warhorse. He was physically formidable, intel-



ligent, loyal and bloodthirsty. Bili rode him through the Ehleen Rebellion and for years afterward.

## NPC Creatures

### Shaggy-Bulls

ST: 60-80

DX: 10

IQ: 4

HT: 16/30

Size: 4

Speed/Dodge: 12/6

PD/DR: 1/2

Damage: 2d imp#

Reach: C, 1

Wt: 3,000 lbs.

Shaggy-Bull horns will blunt themselves on plate armor rather than penetrate, but their impact can easily dismount a rider. In combat, they charge in a sequence of butt, trample, gore and toss:

**Head butt.** Figure knockdown as for a regular slam attack. In addition, damage is done by the horns as listed in the stats.

**Trampling.** If the butt knocked the foe down, the bull will now trample its victim for 1d+2 crushing damage. (If the animal runs through the hex, halve normal trampling damage.)

**Goring.** After trampling, the bull will turn and gore the prone victim. Without the speed of a charge, only half of the listed damage is done.

**Toss.** Lastly, the bull tosses the remains if there is any sign of life. This does 5d-10 crushing damage.

### Bears

ST: 27-33

DX: 13

IQ: 5

HT: 15/24

Size: 3#

Speed/Dodge: 7/6

PD/DR: 1/2

Damage: 1d+2 cr#

Reach: C, 1

Wt: 400-1,000 lbs.

A bear walking or running on four legs is a two-hex creature; when it stands on its hind legs to fight, it is a one-hex creature.

A bear bites for 1d+2 cutting damage and strikes with its claws for 1d+2 crushing damage. Bears may grapple (bear hug) in close combat, and bite while grappling.

## Horses

In the military world of *Up Harzburg!* there are several important types of horses: destriers (heavy warhorses), cavalry horses, saddle horses and ponies.

### Destriers (Heavy Warhorses)

ST: 50

DX: 9

IQ: 4

HT: 16

Size: 3

Speed/Dodge: 15/7

PD/DR: 0/0

Damage: 1d+4 cr#

Reach: C, 1

Wt: 1,900 lbs.

These stallions typically cost \$5,000. They attack by kicking in front or back. They may also bite in close combat, doing 1d-3 crushing damage.

Destriers are the standard mounts for Royal Horse troops.

### Cavalry Horses

ST: 40

DX: 9

IQ: 4

HT: 15

Size: 3

Speed/Dodge: 16/8

PD/DR: 0/0

Damage: 1d+2 cr#

Reach: C, 1

Wt: 1,400

These horses typically cost \$4,000. They attack as do destriers, but kick and bite for less damage: 1d-4 hits biting.

These less expensive mounts are commonly found in freefighter troops, and as replacement mounts in the royal service.

### Saddle Horses

ST: 35

DX: 9

IQ: 4

HT: 14

Size: 3

Speed/Dodge: 12/6

PD/DR: 0/0

Damage: 1d+2 cr#

Reach: C, 1

Wt: 1,200 lbs.

These light mounts cost \$1,200. They attack as do cavalry horses.

The mares and geldings ridden into battle are war trained, unlike most other saddle horses.

### Ponies

ST: 30

DX: 10

IQ: 4

HT: 13

Size: 2

Speed/Dodge: 13/6

PD/DR: 0/0

Damage: 1d cr#

Reach: C, 1

Wt: 800 lbs.

Ponies cost \$1,500. They attack as do destriers, but with less damage: 1 hit when biting.

These animals are ridden by mountain barbarians and bandits. Any PC who rides a pony into battle must immediately subtract 1 from his *glory score*.

**GURPS Bestiary** (pp. BY71-72, 88, 99-100) and **GURPS Basic** (pp. B144-145) contain further information on horses, including their care and feeding in a campaign setting.

# SPECIAL RULES

## Combat with Animals

Rules for mounted combat are found on pp. B135-138. Necessary rules for other animal combat, condensed and simplified from the *GURPS Bestiary*, are listed below.

### Knockback and Slam

The knockback and slam rules included in the *GURPS Basic Set* are intended primarily for human fighters. Modifications must be made when dealing with very large creatures.

**Knockback.** Creatures with ST 4-16 use the same rules as humans (p. B106) — 8 points of cutting or crushing damage produces 1 hex of knockback. For stronger animals, the amount of damage necessary for each hex of knockback is equal to ½ ST (rounding up). Thus, a bear with ST 33 is knocked back 1 hex if it takes 17 hits of damage in a single blow. A ST 10 human taking the same amount of damage would be knocked back 2 hexes.

**Slam.** Slams are still done as a quick Contest of DX, followed by a quick Contest of ST to determine knockdown and knockback. Roll the Contest of DX normally. The Contest of ST will be adjusted depending on the two foes:

Humans are automatically knocked down and trampled when successfully slammed by any of the animals in this book. The animal also falls down if it rolls an 18.

If the difference in ST between a horse and any other animal (including another horse) is greater than 10, assume the difference is 10 when rolling the quick Contest of ST. Either animal always falls down if it rolls an 18. If an animal is knocked down by a slam, it is trampled (p. B142).

A shaggy-bull must make a HT roll (at +5, if it is traveling 3 hexes/turn or less) when it butts with its head. If this roll is failed, it is stunned. It will take no actual damage from the slam.

### Injuries

When injured, animals have their DX reduced *on their next turn only*, just as do humans.

### Hit Location for Animals

In general, use the same rules for hit location and injury effects as for humans; a few exceptions are stated below.

When bears are on two legs, use the *Parts of the Body* table in the *GURPS Basic Set*. Make whatever modifications seem necessary for the situation. Otherwise, use the table below.

When using the random locations for quadrupeds, roll 2 dice. Subtract 2 from the die roll if attacking from the front; add 2 if attacking from the back. The hit penalties on this table already take size modifiers into account.

Except for the following, the results of major damage are as for humans.

**Head:** The skull provides a natural DR of 2 in addition to the creature's normal DR. Shaggy-bulls have thicker skulls, providing a natural DR of 3 and making them harder to stun. These herbivores are *stunned* on total hits over ½ their hit points, and are *knocked out* on total hits over ¾ their hit points.

**Nose:** Any hit to the nose stuns a bear. Damage over 2 points is lost.

**Leg, foot or paw:** Crippling damage does not necessarily cause a four-legged animal to fall. If the animal makes a successful roll against DX-3, it retains its footing. It may not attack with a wounded foreleg, nor may it attack with the other foreleg

unless it can easily rear onto its hind legs, like a bear. It attacks at DX-3 and does only half damage. With a wounded hind leg, the animal attacks at DX-3, but does normal damage. Speed in either case is reduced by 3.

Hooves give an animal's feet a natural DR of 1.

### Body Parts for Quadrupeds

Random Location	Body Part	Horse or Shaggy-Bull	Bear
2-4	Foreleg*	-1 for large -2 for small	-3
—	Forefoot or Forepaw	-4	-5
5	Head	-4	-5
	Nose	#	-10
6	Neck	-5	-7
7-9	Body	0	-1
—	Vitals	-3	-4
10-12	Hindleg*	-1 for large -2 for small	-3
	Hindfoot or Hindpaw	-4	-5

# No special effect.

\* On a natural 2 or 12, foot or paw is hit. In any case, roll for left or right.

### Critical Misses

For animal critical misses, use the *Critical Miss Table* — treating any “weapon breaks,” “weapon drop” or “weapon turns in hand” result as 1d-3 damage to the creature.

### Parrying Animal Attacks

Animals such as bears which attack with a one-hex (or more) reach can be blocked or parried. If a character successfully parries an animal, there is a chance that his weapon will break. Treat the weight of an animal's forelimb as equal to 1/5 its ST, rounded down (e.g., a bear with ST 32 has a forepaw weight of 6 lbs.). If the paw weighs 3 or more times the weight of the parrying weapon, the weapon has a 1/3 chance of breaking. Thus, this bear has a 1/3 chance of breaking any weapon that weighs 2 lbs. or less.

If the character rolls a critical success while parrying, there is a chance that he has injured the animal; roll 1d-3 and apply that much damage to the forelimb.

### Horse Armor (Barding)

Horse armor, or *barding*, is available in the following forms:  
**Light mail:** A flexible mail armor which covers animal areas 5-9 as well as the vitals on a horse. PD3 (1 vs. impaling weapons), DR4 (2 vs. impaling weapons), \$600, 70 lbs.

**Scale:** A semi-flexible armor which covers animal areas 5-9 as well as the vitals on a horse. PD3, DR4, \$1,000, 90 lbs.

**Heavy mail:** A flexible mail armor which covers animal areas 7-9. Treat as light mail, except that areas 5-6 and the vitals are covered by plate. PD4, DR6. \$1,400, 90 lbs.

# Combat Options

## The Full Mass Combat System

An abbreviated form of the Mass Combat System found in *GURPS Horseclans* is used in this solo campaign, to speed play. However, complete information is provided for anyone desiring to use the more complex, time-consuming original system (which was intended for resolving single battles, not campaigns).



## The Non-Combat Campaign

An idea behind the design of this campaign solo was to allow the PCs to become involved in small portions of the battles — therefore, the personal encounter system. If the players don't want to do this, they should pencil a note at entry 520: "Make Survival and Glory Rolls, then turn to 425."

(Use the rules which follow *only* if you are using the #520 shortcut.)

Often, the braver a warrior, the less likely he is to avoid harm! Each player group character in a battle must roll against "Battle" skill (which is *not* the same as the Battle Contest, described in the next column). This is not a skill which can be studied in itself. It is the average of your Tactics skill (defaulting to IQ-6) and your skill with the weapon you are using. The Tactics skill covers your prudence and caution; the weapon skill covers your ability to get the foemen before they get you! Note Battle Skill on the character's record sheet *in pencil*, since it will change if you go into battle with a different weapon.

Each character will roll twice: first for survival, and then for glory. The two rolls are separate.

A character can choose to take more or less risk, making his choice before his Survival roll. He may choose any number from -6 to +6 as a modifier. However, the *opposite* modifier applies to his Glory roll. No guts, no glory!

### Survival Roll

If a character succeeds at his Survival roll, he earns 1 character point. When any result calls for injury, take the injury directly off HT — subtract Toughness, but not armor. Determine hit location(s) randomly.

*Make Survival roll by 5 or more:* Unhurt.

*Make roll by 1 to 4:* Take 1 hit of damage.

*Make roll exactly:* Take 2 hits of damage.

*Miss roll by 1-2:* Take 1d+1 damage.

*Miss roll by 3-4:* Take 2 wounds, each of 1d damage.

*Miss roll by 5-6:* Take two 2d wounds.

*Miss roll by 7+ (or a critical miss):* Take three 2d wounds.

### Glory Roll

*Critical success on Glory roll:* Earn 3 glory score points.

*Make roll by 5 or more:* Earn 2 glory score points.

*Make roll by 1 to 4:* Earn 1 glory score points.

*Make roll exactly:* Earn no glory score point.

*Miss roll by 1-4:* Lose 1 glory score point.

*Miss roll by 5 or more:* Lose 2 glory score points.

*Critically miss roll:* Lose 3 glory score points.

You *can* have a negative glory score.

# Combat Rules

## Battle Contest

A *Battle Contest* is the Quick Contest of Strategy held to resolve a battle. This term is used in *Up Harzburk!* to avoid confusion between Battle Contests and other Strategy rolls.

## Contests of Skills

Since this is a solo adventure, you will have to make the skill rolls first for your own characters, and then for the enemy characters. See p. B87 for complete rules.

This adventure occasionally asks for contests among more than 2 characters. All characters involved make their skill rolls. The character who succeeds by the most is the winner. If several succeed by the winning amount, then there are several winners. Characters who don't win are losers.

If the Contest calls for a skill you do not have, and if you don't have a default for that skill, you automatically lose.

## Entry Lines on Combat Maps

An *entry line* is a marked edge of a combat map, across which characters may enter or exit combat. Each entry line has an opposite entry line: line A is opposite to B, line C is opposite to D, and so on.

*Combat Map ONE.* The line marked is the only entry line. The other line is always the opposite entry line.

*Combat Map TWO.* Roll before set-up. On a roll of 1, line A is the entry line for the scenario; on a 2, line B is; 3 is C; 4 is D; 5 is E; and 6 is F.

*Combat Map THREE.* Roll before set-up. On a roll of 1-3, line A is the entry line for the scenario (and line B is the opposite entry line); on a roll of 4-6, line B is the entry line.

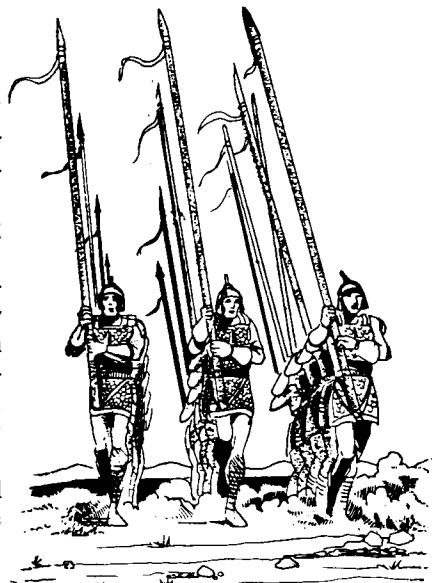
## Routing in Personal Combat

This rule applies only in encounters that specify consequences for troops that rout. Only enemies can be required to rout during personal combat; members of the player group run away only if they choose to.

Make an IQ+4 roll for each enemy injured in combat, applying the injury as a penalty to the roll. (For instance, a trooper who takes 5 hits would make a roll at IQ-1.) Characters who fail their roll must rout from the map (if the scenario mentions an entry line, they move toward it). They may fight only in order to aid their escape.

## Pikemen

A formation of pikes is very useful for neutralizing the advantage of a cavalry charge. When figuring cavalry superiority, count pikemen as cavalry for the side with *less* cavalry. Thus pikemen can't give you superiority, but they can neutralize the other forces's superiority. Type 10 units (marked with an asterisk) are pikemen.



# Post-Combat Rules

## Capture

If a PC is captured, he must make an Escape Roll at the end of the fight.

If he succeeds at the roll, the trooper escapes . . . he is out of the campaign for only (1 die) weeks.

If he fails, an unpleasant experience is in store — his captor will keep him until a ransom is delivered. The trooper remains in prison (and out of the campaign) until the next winter training begins. The ransom is paid by King Gilbuht — the character loses no funds.

If a PC prisoner succeeds at an IQ-2 roll — with a +2 bonus if he has either Truthfulness or Honesty — he is released to raise his own ransom. However, he cannot return to duty until he gets King Gilbuht to make the payment. Roll 4 dice to see how many weeks pass before the PC returns to duty. The PC, of course, ages normally during this time.

## Healing

The chart below provides a synopsis of healing techniques in *GURPS*. Characters are free to use as much or as little aid as they like.

Technique	Who Can Do it	Restores	Time Required
Simple bandaging (p. B127)	anyone	1 HT	30 mins.
First aid (p. B128)	anyone on successful First Aid Skill roll <sup>1</sup> or default	1d-3 (1 hit minimum)	30 mins.
Gradual healing	self (must succeed at basic HT roll) <sup>2</sup>	1 HT	7 rolls/wk
Medical care	Army horseleech (must succeed on Vet-5 roll) <sup>4</sup>	1 HT <sup>3</sup>	1 roll/wk

<sup>1</sup> On critical success, victim regains 3 HT (no roll required); on critical failure, victim loses 2 additional HT and bandaging has no effect.

<sup>2</sup> Modifier: -2 if on campaign and not in a siege.

<sup>3</sup> On critical success, regain 2 HT; on critical failure, lose 1 HT.

<sup>4</sup> His Veterinary Skill score is 3d+3 — write it down. He is using his Veterinary skill as default on a Physician roll. The Middle Kingdoms do not generally have real physicians with their troops. (If your War Situation is CONFEDERATION, very good physicians are available — try a straight Physician roll, based on a score of 3d+3.)

## Other Rules

### Reaction Rolls

In the course of the adventure, you will several times be asked to make Reaction Rolls to determine how an NPC feels about you. When doing so, remember to apply any modifiers that apply for your personal characteristics.

*Exception:* Do not apply any modifiers for social or military rank unless the entry specifically tells you that you can.

If you have Fast-Talk skill, remember that you may substitute a skill roll for any Reaction Roll (see p. B63).

For added fun, use the Infection rules from p. B134. Infection Rolls are required following any battle in which hits were received; apply the -3 modifier for “special infection” if the fighting took place in marshy terrain.

## Loot

When you win a fight, you may always take the belongings of the deceased—even from your friends. The only exception is any above-average quality weapon, belonging to an ally, which will be claimed by a family member (and taken out of the campaign).

## Relief From Combat

The adventure may force characters to be “relieved from combat” if they are badly wounded or unconscious. Characters relieved from combat do not participate in the events which occur to the rest of the player group. Specifically, they don’t gain character points, have winter training, or count as the “highest ranking PC” until they heal.

An unconscious character remains out of combat for the rest of that battle, including any actions fought during the retreat. The next lower-ranking character may receive a battlefield promotion (see p. 7), if the relieved character would need to make rolls. Once the battle is over, he is back to duty.

Wounded characters remain out of combat until they have recovered to at least half of their original HT. They retain their rank — but rolls which need to be made are performed by the PC who received the battlefield promotion. See *Healing*, above, for rules on regaining HT.

Troopers who cannot regain their combat abilities — for instance, one that has lost both arms — are pensioned from the army during the winter.

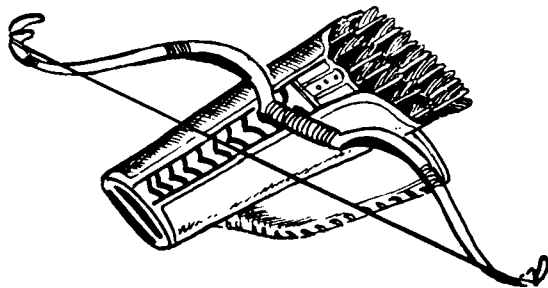
## Replacing Personal Equipment

Player group characters who no longer have sufficient equipment to perform their duties — that is, armor, a horse, and a weapon — are issued replacements by the army quartermaster.

*Weapon:* Broadsword or Crossbow.

*Armor:* Brigandine, Harzburg helm, leather boots.

*Mount:* Cavalry Horse (not a destrier).



## Making Payments

If a PC has to pay for something but doesn’t have the cash, and if the other PCs won’t pay the bill for him, he must turn over to his creditor the equivalent amount in personal equipment or weapons. He cannot turn over Harzburg royal property — his army-issued warhorse, for instance — as payment.

If he still cannot pay, the other PCs *must* pay for him.

If they cannot pay, the player group’s superior officer will pay. As a result, this superior officer now has a -1 Reaction Roll penalty toward the PCs.

# Introduction

Harzburk is a great pile of bricks and iron astraddle the Suskwahanna river channel. Beneath it, according to legend, slumber the ruins of one of the god-cities of days gone by. Some say that tunnels can still be found from those times.

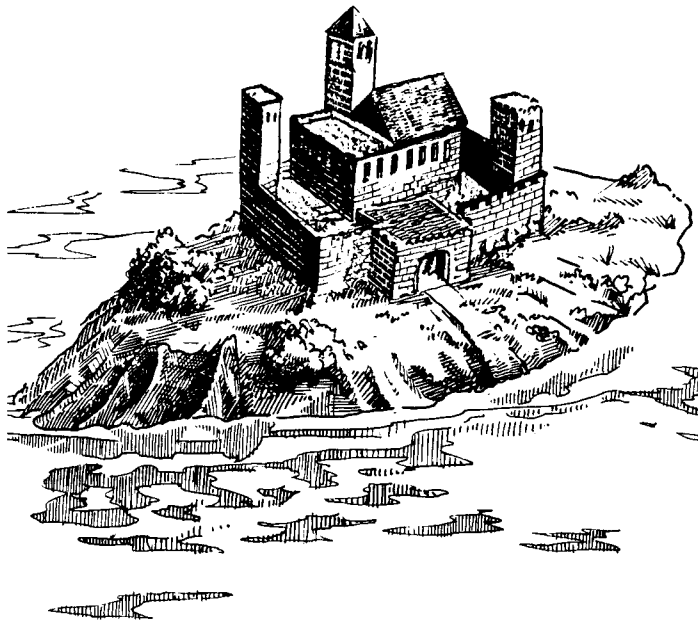
The Old City is the main community, bristling with square-cut towers looking outward beyond the walls and inward toward each other. The noble families of Harzburk each have their own hall in this capital-burk, with encircling walls and a private tower. King Gilbuht, in a move to keep his citadel preeminent, recently decreed a limit on the height of other towers, forcing a few families to grumblingly reduce their masonry stacks by a few feet. Those who grumble do so quietly, however. Beside the burk gates are the seldom-vacant scaffolds, where the bones of delinquent citizens are displayed to all comers.

The New City is much smaller than its eastern counterpart, primarily because its defense walls were only built this century. Many of the artisans and smaller industries are located here.

Between the Old and New Cities lies the slow-flowing Suskwahanna, spanned by the three bridges of Harzburk. Also here, on a river island, stands the citadel lately claimed as residence by the Harzburk royalty: Castle Hess, a forbidding edifice of granite, brick and iron, whose only access to the outside city is by boat.

The citizens regard the castle with dread. King Gilbuht took the throne only a few years ago. Rebellions have been common, forcing him to rule with an iron hand. Friends and enemies alike dub him the Iron King. Rebels have been flayed alive or impaled on long, blunt poles. Villages in rebellion have been burned and their men, women and children put to the sword — for as King Gilbuht explains, “nits make lice.”

Turn to 1.



**1** To you, Castle Hess is a familiar landmark . . . and home. Having lived here since the age of 8, you know its winding passageways, a few secrets of its construction, and many details of its operation.

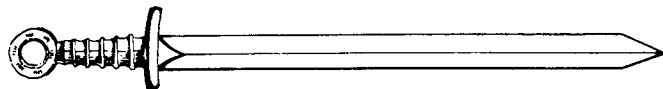
As the weary courier, drenched in the rain, arrives from the east shore bearing the news that King Gilbuht returns from campaigning against the southern rebels, you are one of the first to hear — and the news brings with it excitement. On his return,

the King is scheduled to meet with his young noble fosterlings now of military age — including yourself — and assign them to places in the royal army. Your distant family will be watching to see how you place, and how you carry yourself in the campaigns to come.

Of all the realms in the Middle Kingdom, Harzburk is where to go for war training. King Gilbuht is always at war with someone — if not Pitzburk or her vassals, then bandits and rebels. Rumors are rife of a major conflict for next year's war season.

If you are the only player character, turn to 2.

If there are others, turn to 34.



**2** On this morning of the king's arrival, there are a number of things you might do at Castle Hess. (You may do any of the following once.) Your choices are:

Seek out the castellan and speak with him (229).

Step out to the kitchens to eat (33).

Go to the weapons yard for some practice (11).

Make your way to the stables (94).

Meditate in the Sword Chapel (125).

If you have done all of the above, turn to 54.

**3** Your party moves up cautiously to the ridgeline, careful not to betray themselves to the suspicious animals by sound or sight. Approaching from downwind, you are not likely to be scented.

When he is satisfied with everyone's position, the lord signals the archers. A volley of shafts arches through the air, falling like iron-tipped rain among the startled beasts.

Roll 1 die.

On a roll of 1-4, turn to 275.

On a roll of 5 or 6, turn to 247.

**4** If more than half of the defending units succeed at their Morale Roll, turn to 20.

If not, turn to 8.

**5** Roll 1 die. If you roll a 5 or 6, turn to 54. Otherwise, return to 2.

**6** “Cadet, yes?” rumbles the elderly man to your side. He is a large man, probably a mighty fighter in his day, but his huge frame seems bare where age has stripped away the muscles that once rippled there. His left eye is cloudy. A few strands of dark hair lie oily across his pate.

You mention your home and family. The old noble seems to be acquainted with your family, and tells a story or two about your uncle and his freefighter days. The conversation turns to the man's family — it turns out that, despite his age, he has two marriageable daughters: Ehmalee and Teedja. Eyeing you thoughtfully, the old man extends an invitation for you to visit him at his manor if you have an opportunity.

*Make a note:* You have the Adventure Word FELICITY.

Turn to 15.

**7** The orders are rescinded. Return to 486 and roll again, ignoring any result identical to that which you just rolled.

**8** If the defender's siege class is 2 or greater, turn to 24. If not, turn to 28.

**9** War remains hidden behind lowering clouds for now. King Gilbuht releases many of the freefighters, who march south and west to more fruitful battlefields. Royal companies like your own are deployed in the hinterland. Quartered in nameless villages, marching along endless poorly maintained farm roads, you have a new enemy: bandits.

Roll 2 dice. This is the number of weeks that have passed since the start of the war season. Mark it on your calendar.

Turn to 39.

**10** You've heard the complaints that King Gilbuht is a plain man, without concern for society or art or anything beside cold steel. Glancing about the great hall, you are tempted to agree.

The walls of the drafty old hall were once lined with portraits of the former royal family, but Gilbuht had those burned when he came to power. In their place hang a variety of weapons, more serviceable than ornamental. A single portrait hangs at the head of the hall. It shows the lined and thoughtful face of a man of middle years, temples greying, with steely eyes and a brow creased from years of wearing a helm — King Gilbuht himself.

You are conducted to your seat at one of the great tables, where you are introduced to your dinner companions.

Turn to 97.

**11** The pounding rains have reduced the courtyard of the practice field to a cold and wet corner of the citadel. At one end, some of your persistent fellow cadets have erected a tarpaulin, propped with a few casks and poles. From within you hear the sound of footwork and clashing blades.

One of them catches sight of you, and hustles his sword into your hand. "Take on the winner," he says. "I've had my share of practice."

Before you can reply, a sword clatters to the ground. The defeated fighter steps back, sweating and pale. The victor turns to face you in the dim light beneath the tarp. "Come on," he goads you.

You move out slowly, taking careful steps and circling your foe. He surprises you with a swift attack covered with a fast feint, but you quickly recover and force him to dance back.

Try a Quick Contest of Skills, pitting your Broadsword or Two-Handed Sword Skill against your enemy's. He has a score of 3d+3.

If you win the Contest, turn to 41.

If you lose, turn to 53.

If there is a tie, turn to 63.

**12** If the defender's siege class is less than its original score, turn to 32.

If not, turn to 36.

**13** Roll 3 dice. If the roll is 10 or greater, the enemy suffers a catastrophe — turn to 390.

If there is no catastrophe, turn to 520.

**14** The maid blushes — color flows from her cheeks down her throat to her bosom. "Mehlannee," she whispers shyly.

The girl eagerly agrees to rendezvous with you tonight along the river wall — your quarters are too public for a romantic evening. You leave the kitchens with a light step and a whistle.

Unfortunately, you've provoked an unknown rival . . .

*Make a note:* Apply a -3 penalty to your Assignment Roll. Turn to 5.

**15** If you've met both of your table companions, turn to 93. Otherwise, return to 97 and roll again.

**16** Count the number of formations which succeeded at their Morale Rolls. Then erase the record of failed units — these Morale Rolls *do not count* when casualties are calculated.

If more than half of the attacking units succeeded at their Morale Roll, turn to 40.

If not, turn to 12.

**17** In addition to the regular training regimen, this year your superiors have instituted a new drill to toughen your troop.

Roll 1 die.

On a roll of 1, turn to 157.

On a roll of 2, turn to 179.

On a roll of 3, turn to 199.

On a roll of 4, turn to 221.

On a roll of 5, turn to 241.

On a roll of 6, turn to 261.

**18** The one-eyed castellan gives you a friendly wave of his three-fingered hand. Calling you by name, he draws you aside to a windowed alcove looking down on the cold brown river. "I s'pect ya know Gilbuht's returning today," he says, working a fingernail around a browned tooth.

You nod.

"Sharp as a nail, you are," approves the veteran. His one good eye grows remote. "I remember being young, and riding off to my first war. Being strong and skilled is one thing, and having enough smarts to know where the battle needs you is another. I hope you've got those kind of smarts, lad."

"I've been itching for Pitzburk to start something," you confide. "Now that I'm of fighting age, I don't want the Sword Edicts to hold us back."

Guhs frowns. "Don't be too eager for glory. Battle is the ultimate test of Steel and Man. It can show you the bare bones of a man's soul." He holds out the stump of his left arm. "But it's also where I lost this. War's no game."

The castellan shares with you the tale of how he won the Blue Bear of Harzburk, the kingdom's highest order of knighthood. He is impressed with what he's seen of you during your fostering here at Harzburk.

*Make a note:* Thanks to Sir Guhs, you may apply a +1 bonus to your coming Assignment Roll.

Turn to 5.



**19** "Position of honor, bah," grumbles one of your troopers, eyeing the flimsy scaling ladder. "We're all going to die."

Your troop leads the assault on the wall.

*Make a note:* You are the aggressors.

Turn to 27.

**20** The defenders hold their position! The attackers fall back from the wall, frustrated again.

Turn to 72.

**21** The rumbling of drums and the shouting of orders echo off the circling walls of stone. Your force forms a line along the crest of a stone ridge midway between the pass and the narrow valley floor. The position is a natural defensive site.

*Make a note:* You have a +1 *Positional Advantage* bonus on your Strategy Roll for the Battle Contest. The enemy suffers a -1 Morale penalty in this engagement. Your terrain word is RIDGE.

Turn to 355.

**22** Cahlson and your former foe step into the center of the cleared area, eyeing one another cautiously. Blades stretch into the emptiness between them, tips questing for battle. Suddenly, Cahlson surges forward like lightning. His sword connects with his foe's and sends it flying to the corner of the yard. Then the two combatants are down, with the weaponsmaster astride the loser's chest — and his dulled blade lying across the victim's exposed throat. "I think I've won," he says, lightly stepping to his feet.

He looks at you. "You're next," he says.

Turn to 99.



**23** "You're protesting?" you ask. "Damn right," says your commander. "Tricks like this could get us all killed. We have better uses than to be the backbone for some spineless formation." Grabbing his coat and ceremonial sword, the captain rushes away.

Try a Politics Roll for your commander. (If you do not know his Politics score, it equals 3d+3 — record this on your unit record sheet.) Apply a -2 penalty for every protest the captain has made during this war season.

If your captain succeeds at the skill roll, turn to 7.  
If he fails, turn to 154.

**24** The defenders fall back to their next position. Reduce the defenders' siege class by 1, and turn to 72.

**25** A vagrant draft brings the spicy scent of the gowned and perfumed lady at your side.

You know the Duchess of Dawfinburk by reputation, though you've never met her before. Like many other "grass

widows" — wives left alone by husbands adventuring in the wars — she finds entertainment at Gilbuht's court, where her romantic interludes are welcomed so long as she exercises good taste and discretion. Morality in the Middle Kingdoms differs greatly from that among Kindred or Ehleen.

You admire the full figure and daring neckline. The sensuousness of the woman sparks a corresponding warmth in yourself, but you force yourself to gain control — it is clear that the lady is more interested in the freefighter captain on her opposite side.

It will be a few more summers before you can attract such an experienced woman. When those years have passed, you might just try your luck with this most notorious duchess.

Turn to 15.

**26** The one-eyed castellan leers at you, the thin lips flexing away from the brown-stained teeth beneath. He shakes the stump of his left arm at you. "Haven't ya anyt'ing better to do than to stand around here?" he snarls, then hawks and spits on the floorstones.

*Make a note:* Thanks to Sir Guhs' influence with King Gilbuht, you must apply a -1 penalty to your future Assignment Roll.

Turn to 5.

**27** Use Combat Map WALL. Area A is the top of the wall. Areas B and C represent the scaling ladders. The rest of the map is open space — any character entering this region falls to the ground.

Space the *defenders* equally along the top of the wall. They may retreat from any wall hex along the map edge.

Place the *aggressors* on the scaling ladders. Characters on ladders are prone, with their heads toward the high (wall end) edge of their ladder. See p. B89 for ladder rules. They retreat by descending the ladders and exiting from any map edge.

All combatants are dismounted. The horses are off map and unavailable.

The scenario goal for both sides is to solely possess the wall at the end of play.

Turn to 533.

**28** With nowhere to retreat, the defenders make a final attempt to throw back the assault!

Erase the marks on the roster sheet for the units which routed. In this desperate situation, they are about to get a second chance. Return to 521, and make *last stand* Morale Rolls for all of the defending units. Use the Morale modifiers used last time, plus a special +2 Morale bonus for desperation.

**29** Cahlson breathes heavily, his face flushing red from the activity. "Lad, I'm proud of you," he wheezes. "You've learned everything I can teach you."

*Make a note:* Thanks to Aht Cahlson, you may apply a +2 bonus to your Assignment Roll.

Turn to 5.

**30** Look up your force commander's Tactics score. If you don't know his score, it equals 3d+3 — write it on your unit record sheet. Then roll 1 die.

If the roll is even, turn to 281.

If the roll is odd, turn to 343.

**31** Messengers ride to your column with new instructions. Your captain signals for his officers to join him.

"We're forming a battle line on this shelf of flat ground," he says, pointing out a site above the valley floor. "Our troop is

to be the hinge pin between the central body and the right wing. We're crucial to our commander's plan."

*Make a note:* Your terrain word is STONY.

Turn to 355.

**32** Swarming past the broken attackers, the defenders regain large portions of their city!

Increase the defender's siege class by 1.

Turn to 72.

**33** At the busy kitchens, you learn another piece of news that excites you — the king has sent word that the cadet banquet will be held this night. This is the annual dinner for the king, his guests, and the fosterlings within his hall who are now old enough to begin their military service. Noble fathers send their offspring to Harzburk for a reason — they know the reputation of Gilbuht's court, and that their sons will see more practical combat than anywhere else in the Middle Kingdoms.

A young scullery maid winks in passing, and in doing so blunders into another girl and drops what she is carrying. You've seen her before, though her name escapes you. She has a plump form that ten years from now might be matronly, but now is pleasantly generous with its curves.

A scullery maid is hardly the girl you'd bring home as wife, but she could make for an entertaining evening.

If you pay attention to the maid, turn to 59.

If you ignore her, turn to 5.

**34** Only one PC in the player group can be the "main" character, the one who is usually referred to as "you" in this book.

If you have not already selected the main player character, refer to *The Player Group* (p. 4) and do so now.

When you are ready, turn to 2.

**35** The battering ram moves ponderously forward, protected from the stones and bolts of the archers on the wall by a massive shield held overhead by the soldiers accompanying the ram. This dungbeetle contraption nestles against the enemy gate. The pounding of the ram makes a noise like thunder on this cloudless day.

"Prepare to move up," says your commander. "That gate can't hold out long."

Your troop will be the first through the battered-down gate this morning.

*Make a note:* You are the aggressors.

Turn to 58.

**36** Trumpets sound, recalling the pursuit before the burk troops are too distant from their sheltering walls.

Turn to 72.

**37** The marshal gives a toothy grin. "Young man, you couldn't have been assigned to a better unit.

"I happen to know something of it — it was my grandfather, Sir Lyl Freenk, who first organized it. In those days, of course, it was a freefighter condotta. Freenkfighters, they styled themselves. And it was King Gilbuht's grandfather who recruited them into the grand duchy's permanent army, back before they ruled here in Harzburk.

"I think they were sworn in at the intaking of Yorkburk. Or was it Tchaimbuhzburk?"

*Make a note:* Your unit is Elite quality, has a starting morale of 16 and has fought in 16 engagements. The actual Troop Strength (TS) of your company is double that previously given.

Turn to 130.

**38** The first assault this morning carries well. Your force enters the fortifications. Left in reserve earlier, your troop is now called up to deal with a stubborn defense point — a tower.

"The damn archers up there are picking off everyone on this street," explains a harried staff officer. "If your men can't take that tower out, I'm going to have to pull back some of the assault units . . . and that could ruin everything."

*Make a note:* You are the aggressors.

Turn to 86.

**39** "Damn their hides!" exclaims the captain. Fast-riding scouts report that a band of brigands — actually, disbanded soldiers of a condotta formerly in King Gilbuht's service — have taken over a small valley east of here.

"There'll be hell to pay," says a senior lieutenant somberly.

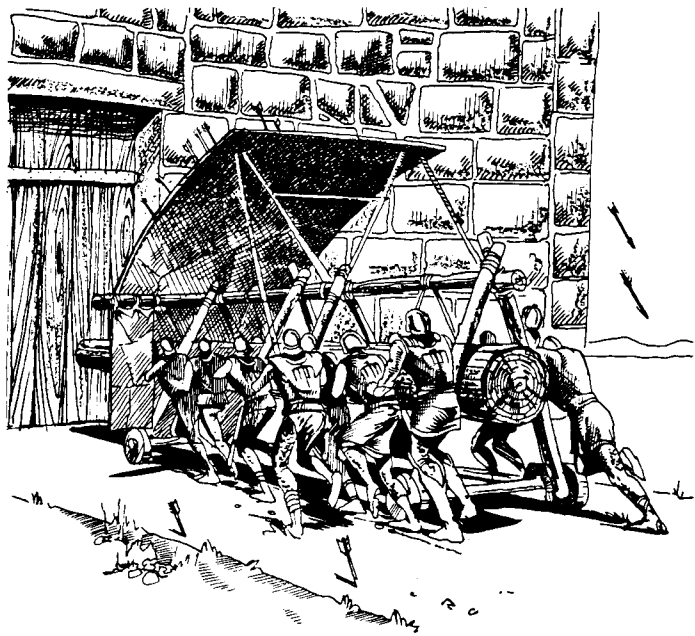
"Nonsense," contradicts another. "They're only outlaws."

*Make a note:* Your War Situation is BANDITS. This replaces any previous War Situation code word you have had. Your troop is attached to a single *squadron* on this campaign, fighting bandits in *brigade* strength.

Turn to 486.

**40** The former attackers rally just in time to repulse the pursuing sally. The besieged force retreats within its fortifications.

Turn to 72.



**41** Eager cries from your fellows punctuate the ringing of steel and the movement and countermovement of combat. You charge, and your enemy cannot riposte your thrust. The point of your blade taps the pale skin of his throat — a tap that would have been a deadly thrust, had this been more than a practice fight. Your foe steps back, acknowledging defeat.

"Stand to, lads," says a dry voice. Aht Cahlson, the king's weaponsmaster, strides sure-footedly under the tarpaulin. "Get your breath," he tells you. "Then I'll try you. Think you can take me?"

Turn to 99.



**42** As you and your men file into the cramped, dank tunnel, you remember the words of the king's engineer: "Any victory won by assaulting the walls will be bloody," the old dungbeetle said. "Stone kills, when you've got to fight against it. The smart way, then, is to go beneath it . . ."

The tunnel has been weeks in construction, and bypasses the burk wall. Only a few more strikes of the pick, and it will come up inside the city's defenses. You'll be there — and you hope the sound of the digging hasn't attracted any Pitzburk attention.

*Make a note:* You are the aggressors.

Turn to 105.

**43** His hand is outstretched before you have half-turned. "Captain Count Mahtuhn Tohmson," he says, smiling engagingly. He wears fine clothes of an expensive cut, filagreed with an intricate silver pattern. "Of Tohmson's Lancers," he adds.

You've already placed him. This young noble heads one of the showiest of the freefighter condottas in King Gilbuht's service. In fact, there has been hot rivalry between this unit and one of the royal lancer companies, stemming from competition over the purchase of the coal-black destriers which both units ride. "You've just returned from campaign," you remark.

"Yes, from the Hershburk country," says the count. "There was little glory in it — the rebel barons were overwhelmed early. King Gilbuht had the survivors crucified on both shoulders of the Trade Road. We spent the rest of the season burning farms and pillaging villages."

The count lifts his goblet, staring into the amber fluid. "All this may seem cruel to you, lad, but it's life in Harzburk. Rebellion is an evil seed. The only way to stop it is to burn out the roots." He takes a deep swallow of the wine.

The conversation turns to military matters.

Try a Tactics Skill roll (defaults to Strategy-6 or IQ-6), to see how knowledgeable the captain finds you. Apply a +2 bonus if you have Fast-Talk skill at 11 or better.

If you succeed, turn to 118.

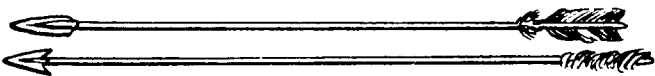
If you fail, turn to 126.

**44** Cavalry heavily affect the fighting. Compare the *Cavalry Bonus* totals for both sides. (If pikemen are involved, see p. 18 for special rules on their use.)

Divide the larger bonus total by the smaller number, to obtain the "odds ratio" for cavalry. Then consult the chart below to discover the Strategy skill modifier in the Battle Contest for the leader of the force with the cavalry advantage.

<i>Ratio of Largest Cavalry Force</i>	<i>Strategy Bonus for Commander</i>
less than 2	no bonus
at least 2, but less than 3	+1
at least 3, but less than 5	+2
5 or more	+3

Turn to 52.



**45** A panic rises within your force. Confident in arriving before the enemy, your commander chanced marching along the stone causeway through the southern marsh — now your force is strung out along miles of narrow road.

Your commanding officer gives new orders, and the trumpet calls: You and your men will ride into the bog, desperately attempting to give some protection along the flanks of this

stretched-out army. In the first ten yards, a mount in your command flounders, leaving his trooper cursing in the muck.

*Make a note:* The enemy has a +2 *Positional Advantage* bonus on their Strategy Roll for the Battle Contest. Halve your cavalry bonus total when figuring cavalry superiority — the others are trapped on the road (pikemen still count, however). Your units suffer a -2 Morale penalty in this engagement. Your terrain word is MARSH.

Turn to 355.

**46** The bout is quickly over as the older man, with long years of experience, knocks your blade aside and lands a clout on your right breast. You congratulate him on the victory, but he only shakes his head. "Natural result, lad," he says. "When you've soldiered as long as I have, you'll be just as good."

Turn to 5.

**47** The king's marshal, ramrod stiff even in civilian quarters, gives your document a stern eye before asking a clerk to search out a scroll from the racks at hand. He scrutinizes the writing minutely as he considers your future unit.

Roll 1 die, and consult the "PC Companies" chart on p. 8 to see which troop of the royal army you're assigned to. This is your Assignment Roll — apply any modifiers you've been instructed to use. You may wish to use the Player Force Roster on p. 14 to record your unit.

When you are done, roll 1 die. This is another part of your Assignment Roll, so apply the same modifiers you applied above.

On a roll of 1 or less, turn to 134.

On a roll of 2 or 3, turn to 167.

On a roll of 4 or 5, turn to 114.

On a roll of 6 or greater, turn to 37.

**48** Siege engines affect both sides, whether battering down fortifications or lobbing against rival batteries.

Compare the *Siege Bonus* totals for both sides. Divide the larger bonus total by the smaller number, to obtain the "odds ratio" for siege engines. Then consult the chart below to discover the Strategy skill modifier in the Battle Contest for the leader of the force with the siege engine advantage.

<i>Ratio of Largest Engine Force</i>	<i>Strategy Bonus for Commander</i>
less than 2	no bonus
at least 2, but less than 3	+1
at least 3, but less than 5	+2
5 or more	+3

Turn to 52.

**49** The worship of Steel is prevalent among the burkers, but it is very rare for a non-burker to gain admission to the cult of Steel. Only if you demonstrate yourself in battle will there be an opportunity to become a Sword Initiate.

Turn to 5.

**50** Your column runs down the deserted street, searching out scattered Pitzburkers. The assault on the fortifications went smoothly.

A lieutenant calls you. "Take your men in there," he says, pointing out a large mansion. "Make sure those corner towers are clear — an archer up there could give us hell." You head into the stone structure with your men.

*Make a note:* You are the aggressors.

Turn to 115.

**51** Minutes after the Pitzburk herald leaves King Gilbuht, the news is all over the city: War! Acting according to tradition, the King of Pitzburk has given notice of his intention to commence the war as soon as spring fighting weather starts.

“This is it, men,” says your captain, when you assemble to discuss the order of march. “It had to come sooner or later — and it’ll last until one or both of our kingdoms is bled white. Mark my words.”

*Make a note:* Your War Situation is DEFENSIVE. This replaces any previous War Situation code word you have had. Your troop will join a Harzburk *division* in operations against a Pitzburk *division*.

Turn to 486.

**52** Before the rival forces come to direct blows, the sky fills with a cloud of steel-tipped, feathered shafts. The archers have a role in this affair, too!

Compare the *Missile Bonus* totals for both sides. Divide the larger total by the smaller number, to obtain the “odds ratio” for missile weapons. Then consult the chart below to discover the Strategy skill modifier in the Battle Contest for the leader of the force with the missile advantage.

<i>Ratio of Largest Missile Force</i>	<i>Strategy Bonus for Commander</i>
less than 2	no bonus
at least 2, but less than 3	+1
at least 3, but less than 5	+2
5 or more	+3

Turn to 56.

**53** Eager cries from your fellows punctuate the movement and countermovement of combat, and the ringing sound of steel. You charge, but the enemy ripostes your thrust. He surges forward, beats down your parry, and scores with the edge of his dulled blade — leaving a red trace against the pale skin of your neck. You are forced to acknowledge defeat.

“Stand to, lads,” says a dry voice. Aht Cahlson, the king’s weaponsmaster, strides sure-footedly under the tarpaulin. “Get your breath,” he says to you. “Then I’ll teach you a technique that might save you next time.”

Turn to 99.

**54** The majordomo finds you. He rushes you to your quarters. “King Gilbuht has arrived,” he says. “The cadet banquet is tonight. Such short notice! The kitchens are laboring. I hope you have something appropriate to wear.”

You hope so, too. The finest families in the kingdom will be represented at the dinner tonight, eager to inspect the latest crop of rising noble sons.

You wipe yourself down with a washcloth, don your best attire, and join your fellow cadets as they wait anxiously for the banquet to begin. Then the majordomo summons you to the great hall.

Turn to 10.

**55** You climb to the top of the wall, toppling the bodies of the slain from the rickety assault ladder. The first wave of the attack has won its way clear, but the cost has been grave. Your unit is the second wave.

“That tower,” says your captain, indicating a defense point along the wall on which you stand. “We’ve got to take that out, for the safety of our own position.”

You lead your men toward the obstacle.

*Make a note:* You are the *aggressors*.

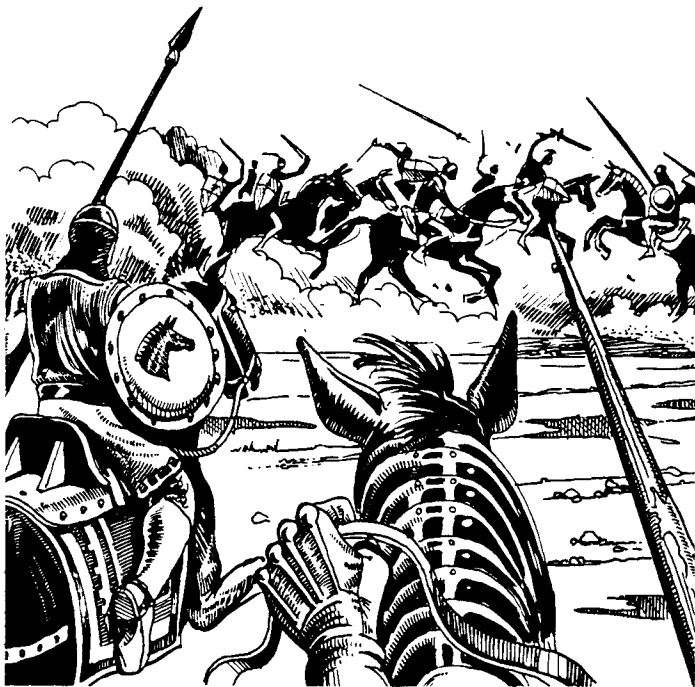
Turn to 131.

**56** As the armies clash, you clench your fists. “They’re fools! On the right flank — there! — oh, they should have listened to me . . .”

To discover if your Force Commander listened to the highest ranking PC’s ideas at the pre-battle council, make a Reaction Roll for the commander. Apply a bonus equal to the PC’s rank.

If the commander’s reaction is “Excellent,” turn to 61.

If not, turn to 524.



**57** “Here they come, men,” you call, trying to steady your dismounted troopers. The sight of the enemy, rows of men and scaling ladders, rushing across the cleared ground toward you, is daunting.

“There must be thousands of them,” mutters one soldier.

“Yeah,” says a hardened veteran. “But them poor grunts haven’t got tons of stone to stand behind like we do, neither.”

You ready yourself for the assault.

*Make a note:* Your men are the *defenders*.

Turn to 27.

**58** Use Combat Map WALL. Area A is the wall itself and is impassible, with the exception of Area D which represents the entryway behind the broken gate.

Place the *defenders* within Area D. Their goal is to prevent the enemy from achieving their goal. They may retreat by moving off the map on their side of the wall.

Place the *aggressors* adjacent to Area D. Their goal is to exit the map from the side beyond the wall. They may retreat by leaving the map from their original side of the wall.

Reduce all Move scores by 1, to reflect the debris scattered throughout this area and the resulting poor footing.

The PCs have the option of fighting mounted or dismounted (with all mounts safely off map).

Turn to 533.

**59** You rush to the girl's side, helping her collect the goods she's spilled. "What's your name, lass?" you ask, giving her your most dazzling smile.

Try a Reaction Roll for the maid, or try a Sex Appeal Skill roll (defaults to HT-3), but don't do both.

If the reaction is "Good" or better, or if you succeed at your skill roll, turn to 14.

Otherwise, turn to 73.

**60** Look up the enemy force commander's Tactics score. If you don't know his score, it equals  $3d+3$  — write it on the enemy roster sheet. Then roll 1 die.

If the roll is even, turn to 343.

If the roll is odd, turn to 281.



**61** As the battle unfolds, your suggestions are implemented on the field!

Try a Strategy Roll for the highest ranking PC. (This is *not* the Battle Contest.)

If he succeeds, apply a +1 bonus to your force commander's Strategy Roll for the Battle Contest. (If he scores a critical success, apply a +3 bonus.)

If he fails the roll, apply a -1 penalty to your force commander's Strategy Roll for the Battle Contest. (If he rolls a critical failure, apply a -3 penalty.)

Turn to 524.

**62** You can't see it, but the booming means only one thing: the enemy have moved a battering ram against the main gate. No gate in all of Harzburk can stand up long to such punishment.

A messenger from headquarters confirms your suspicions. "Move up to the gate house," he breathes, sketchily saluting. "Orders from the commander." You wonder if you'll get there before the gate is smashed in.

*Make a note:* You are the *defenders*.

Turn to 58.

**63** Eager cries from your fellows punctuate the movement and countermovement of combat, and the ringing sound of steel. You charge, but the enemy ripostes your thrust. He surges forward, but you beat back his sally. At last, pouring sweat, you are forced to acknowledge that your comrade is an equal.

"Stand to, lads," says a dry voice. Aht Cahlson, the king's weaponsmaster, strides sure-footedly under the tarpaulin. "Get your breaths, then I'll take on one of you. Who will it be?"

If you volunteer to fight the weaponsmaster, turn to 99.

If you let the other cadet fight him, turn to 22.

**64** Finally, it all comes down to Steel. Try a Quick Contest of Strategy between the rival force commanders. *This is the Battle Contest*. Be sure to apply all of the battle modifiers to each commander's roll.

*Write down the result of the Contest* — it may be referred to later. If Harzburk wins the Contest by 3 points, for instance, you would record "Harzburk +3" on your sheet.

If this is a siege, turn to 542.

If not, turn to 531.

**65** Your neighbor leans toward you, steadying himself with a white-gloved hand against the table top. "Call me Ahndee," he says, gracing you with a close whiff of his ginger-smelling breath. The noble reaches for his empty goblet, and waves it in the air to get a servant's attention. "Damn lazy servants," he says. "Gilbuht should whip them all."

You know your dinner companion — Baron Ahndee Wokuh of Dillsburk, a man whose reputed wealth is disproportionate to his rank. It is said that he is one of the powers behind the throne.

Nevertheless, the baron is a difficult partner. Drinking heavily, he repeatedly falls sideways against you. A mumbled remark scandalizes the young lady to his far side. He manages to soil your best tunic by dropping a greasy mutton leg upon it. Baron Wokuh even makes a drunken grab at your leg, which you beat back with vigor and disgust.

Try an IQ roll for the Baron — his IQ score is  $3d$ , having applied a penalty of -3 due to his drunkenness.

If he succeeds at his roll, he remembers what happens tonight and is embarrassed. He later speaks of you kindly to your force commander (give yourself a *glory score* of 2).

If he fails at the roll, he never remembers you.

Turn to 15.

**66** Figure the total Troop Strength (TS) for both forces, by adding together the current TS for each unit in the force. Disregard cavalry, missile and siege bonus factors. Compare the TS totals.

If your force is at least twice as strong as the enemy, turn to 346.

If the enemy force is at least twice as strong as you are, turn to 362.

If neither of the above is true, turn to 133.

**67** As minutes pass, the older man begins to visibly weaken. Tensing, you smash down his blade and, before he can recover, touch point to his right breast. You've won.

Turn to 29.

**68** Add the campaign points scored for this battle to your campaign point total. Your total can be negative.

If either side has already routed, or if the Battle Contest resulted in a tie, turn to 72.

If your side won the battle, but the enemy hasn't routed, turn to 521.

If your side lost the battle but hasn't routed, more fighting is in store — turn to 257.

**69** Roll 1 die. Count down the boxes below until you count a number of boxes equal to the number rolled. Cross that box out, and turn to the associated paragraph. If the box is already crossed-out, cross out the nearest uncrossed-out box. If all the boxes are crossed out, begin fresh by erasing all the marks.

- Turn to 89.
- Turn to 107.
- Turn to 127.
- Turn to 141.
- Turn to 145.
- Turn to 485.
- Turn to 165.
- Turn to 174.



**70** *Make a note:* During this same evening, the other player characters are also interviewed by King Gilburt. Accepting his service, they are commissioned as privates in the royal army and assigned to the same unit as the main player character.

Due to the elite nature of the platoon to which they are assigned, the PCs remain at rank 1. They are "noble troopers."

Turn to 47.

**71** It looks untrustworthy, but the engineers insist it will work: a huge, wooden tower on wheels, built to be trundled up to the wall. A drawbridge is then lowered between tower and wall, allowing the attackers massed within the wooden contraption to swarm against the men defending the wall.

"They'll set it on fire," you protest, when told that your troop will man one of the towers.

"The front of the tower is sheathed in leather," explains your captain. "They'll keep it wet to prevent fires."

As the tower with you and your men inside creaks toward the enemy, you hope that the wet leather works.

*Make a note:* You are the *aggressors*.

Turn to 146.

**72** Consult the table below to determine the percentage of troops that survive on either side. Use the result written down from the Battle Contest earlier.

### Casualties

Contest Result	Victor's Survivors	Loser's Survivors
0	90%	90%
1,2	90	85
3,4	95	85
5,6	95	80
7,8	95	75
9,10	95	70
11,12	100	65
13,14	100	60
15,16	100	60
17,18	100	55
19 or higher	100	50

Multiply each unit's Troop Strength, as well as the Cavalry and Missile (but not Siege) bonuses, by the percentage shown above, rounding up. Record the new Troop Strength for each unit suffering casualties. This is done for playability — players desiring to use the more complex casualty rules from *GURPS Horseclans* (p. HC90) are free to do so.

The percentages are adjusted under the following conditions (but TS may not be adjusted higher than 100%):

If the army routed:	
up to one-third of the units	-5%
up to two-thirds	-10%
more than two-thirds	-15%
If more than two thirds of the army units are made up of irregular troops (Types 1-3, 11, 12)	
	-5%
If the army had a Positional Adjustment bonus	
	+ (bonus/2)(round down) × 5%

For example: Harzburk defeats Pitzburk by 5 points in the Battle Contest. According to the chart, Harzburk is reduced to 95% of their former strength, while Pitzburk has only 80% of its troops remaining. However, Pitzburk's result is adjusted by Pitzburk's +2 Positional Advantage (+5%), and by the large

number of units which rout (about half:-10%). Therefore, Pitzburk's 80% result becomes (80 + 5 - 10 =) 75%.

*Surrendering units.* Remove surrendering units (but *not* routing units) from the roster after casualties are subtracted from the roster totals. Figure the number of units which do not surrender as a fraction of the total number of units, and multiply the totals for Troop Strength, Cavalry and Missile bonus by this fraction.

For example, let's say that 2 out of 8 of Pitzburk's units surrender. That leaves 6 out of 8, or 75%, of the army intact. Multiply Pitzburk's totals (which have already been reduced to 75%, due to the battle in the example above) by .75 to find the new totals.

When you are ready, turn to 523.

**73** As you brush against her, the girl jumps. The color drains from her face. "No, my lord, you shouldn't . . ." Gathering her goods, she scampers away like a wild thing spooked from the woods.

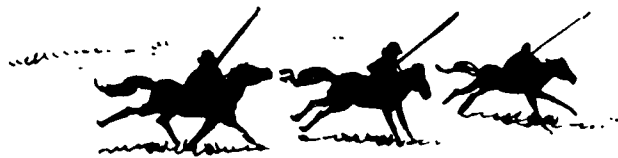
It might be that she really is shy, you think. But on the other hand, it's not unknown for a commoner to spurn the advances of a well-bred man in a deliberate effort to fan the emotional fires hotter and higher. Many games are played in the court of Harzburk, and it is often hard to tell who is a player and who is an innocent pawn.

Turn to 5.

**74** "It makes no sense for Pitzburk not to have struck," says your superior officer, while the two of you are going over your report one day. "Everyone knows that it's war. Two weeks of campaigning weather have come and gone. Why delay?"

The two of you discuss strategy until the wee hours of the night.

Turn to 121.



**75** "Let them come, right?" asks a trooper in your command. He spits toward the approaching enemy, and waves a clenched fist. "They'll have the devil's own time of it, ripping us from this spot!"

You have to agree. While a small force holds the ford upstream, your troop along with the majority of your force forms up where the bridge spans the wide river. To get at you, the enemy will have to charge the length of the bridge, while enduring every bit of archery fire you can drill into him.

*Make a note:* You have a +2 *Positional Advantage* bonus to your Strategy Roll in the Battle Contest. The enemy's units suffer from a -1 Morale penalty, while your force has a +1 Morale bonus. Your terrain word is BRIDGE.

Turn to 355.

**76** *Make a note:* The battle continues for another day. Turn to 72.

**77** You also contemplate your contacts within the Cult. With any luck, you can pressure the king's marshal for an assignment to one of the better troops.

*Make a note:* Roll 1d-3. If the number is positive, apply it as a bonus on your Assignment Roll. If it is negative, ignore it.

Turn to 5.

**78** It was a desperate plan, but so far it has worked: A traitor let you in a secret gate with a small party of troopers. You are on your way to the main gatehouse of the enemy burk. If you can surprise the guards, you may have time to lower the drawbridge, allowing your army to enter the city!

In the predawn hours, the city streets are empty. You make it to the gateroom, where a fight is inevitable.

*Make a note:* You are the *aggressors*.

Turn to 162.

**79** A galloper reaches your troop, in column at the head of the army. Your captain takes the message. "We're to form line of battle here," your commander says when he's read the instructions, indicating a straight section of the river. "How deep is it?"

You ride down the gentle bank. A trail leads into the water here, and wagon ruts show beneath the rippling current. "Four feet at most," you reply.

"It'll do," says your captain. "It'll slow them down."

*Make a note:* You have a +1 *Positional Advantage* bonus on your Strategy Roll for the Battle Contest. Your terrain word is FORD.

Turn to 355.

**80** Units which fail their *last stand* Morale Rolls surrender to the other side. Mark these defecting units on their roster sheet. The force under siege receives no extra casualties in this battle due to routing.

Turn to 72.

**81** Your commander chooses an excellent defensive position. At the top of the valley, flanked on both sides by stark cliffs, you are almost invulnerable to attack.

*Make a note:* You have a +2 *Positional Advantage* bonus on your Strategy Roll for the Battle Contest. Your terrain word is CLIFFS.

Turn to 355.



**82** The enemy assault pours over the walls, larger and stronger than anything expected. Barking orders, you march your men toward safety . . . but the enemy is already behind you.

"Where now, sir?" asks one of your troopers.

"That tower," you say, sighting an isolated defense point. "Perhaps we can hold out there."

*Make a note:* You are the *defenders*.

Turn to 86.

**83** You've often wondered what it would be like to mindspoke with your steed. Instead, you slip your arm around the horse's neck and brush him down.

"It won't be long now," you tell him as you stroke. "The king returns this afternoon, and shortly you and I will have our assignment in the royal armies." There will be a winter of training, and then you and your mount will be part of the spring campaign season — and whatever it brings.

Turn to 5.

**84** There is a +2 Strategy Roll bonus in the Battle Contest for soldiers fighting on home ground.

*War Situation*

DEFENSIVE

OFFENSIVE

BANDITS

RAID

ZUNBURK

or UHRBURK

CONFEDERATION

*Who Gets It*

Harzburk (your force)

Pitzburk (the enemy)

no one

the enemy

If your siege point total is negative, you get the bonus. If not,

the enemy gets the bonus.

Ahrmehnee (the enemy)

If your War Situation is RAID, turn to 88.

If not, turn to 64.

**85** You are surprised when your table companion introduces himself as a military man. He looks more like a clerk for one of the counting houses along the Suskwhanna.

From the man's conversation, you swiftly deduce that he is an officer with the royal artificer company. He is full of talk of torsions and adjustments, of devices for throwing rocks and great bolts, of sieges and counter-sieges. You are appalled at how dry he makes battle sound — all numbers and calculations. Nevertheless, some of his ideas sound useful.

Try an IQ roll, to find out how well you understand this man's new ideas. The better you understand, the more you'll impress him. Apply a +2 bonus if you have Fast-Talk or Armoury Skills at 11 or better; apply a +5 bonus if you have Engineer or Mechanic Skills at 11 or better.

If you succeed, turn to 118.

If you fail, turn to 126.

**86** Use Combat Map TOWER. Disregard all shaded areas.

Turn to 186.

**87** The battle begins . . . Roll 1 die. On a roll of 5 or higher, turn to 477. On any other roll, turn to 113.

**88** Surprise is the weapon that can win this battle. Make a Strategy Roll for your force commander. (This is *not* the Battle Contest, so don't apply any of the modifiers you've accumulated.)

If he succeeds at the roll, you have given the enemy less than an hour's warning — he has a -2 penalty to his Strategy Roll for the Battle Contest. If your commander has a critical success, you totally surprise the enemy (raise his penalty to -5).

If your commander fails the roll, there is no surprise. If he

suffers a critical failure, *you* are surprised — give yourself a -2 penalty on the Strategy Roll for the Battle Contest.

Turn to 64.

**89** After a scouting party fails to return one night, security is tightened. Two nights later, it is your turn to lead a scouting party. Your troopers discover the lost scouts: butchered into gory chunks, piled at the bottom of a dry ravine.

*Make a note:* Your force suffers a -1 Morale penalty in this battle.

Turn to 13.

**90** A figure on the battlefield catches your eye.  
Roll 2 dice.

On a roll of 2 or 3, turn to 541.

On a roll of 4, turn to 545.

On a roll of 5, turn to 569.

On a roll of 6, turn to 573.

On a roll of 7, turn to 577.

On a roll of 8, turn to 579.

On a roll of 9, turn to 583.

On a roll of 10, turn to 185.

On a roll of 11 or 12, turn to 194.

**91** Working in shifts, soldiers from your troop wield the picks that excavate the shaft deep beneath the city wall. The tools are wrapped in linen to reduce the noise made when pick strikes rock. Your men keep all conversations in whispers.

“Hold it, now,” says the engineer officer, moving along the column to the head of the tunnel. As the men cease their swinging, he bends and carefully places his ear against the wall.

“We’re damn close,” he says at last, backing away. “I could hear one of them Pitzburkers breaking air in their tunnel. We’re that close.”

The enemy are tunneling beneath the walls of your burk, but now your force is digging a countershaft. Soon the picks will remove the last of the rock separating two shafts, and you’ll be in a different sort of battle than you’ve ever seen before . . . deep underground.

*Make a note:* You are the *defenders*.

Turn to 105.

**92** If you took prisoners during the battle, turn to 140.  
If you didn’t, turn to 148.

**93** The banquet begins without the king, for Gilbuht sends word to start without him. When he at last arrives, all stand. The brawny king hardly seems to notice, engaged as he is in conversation with his chief marshals. The dinner resumes.

Presently, the cascade of well-prepared food comes to an end. Livered servants clear the tables while musicians assemble at the hall’s farthest end. You note a scowl from Gilbuht as the music begins. Dancing to the music of pipe and *geetahr* is something the king tolerates only out of courtesy to his fellow nobility. He excuses himself as the dancing begins.

Presently, a pink-cheeked page brings word — King Gilbuht wishes to see you in his study.

Turn to 122.

**94** The stable master, an old man named Cohnlee, greets you and bears the news on your steed’s progress. Like you, your mount is being trained by masters. Cohnlee himself is descended from Kindred forebears, and can mindspeak with your horse and its fellows.

*Make a note:* Your devotion to your mount is well known within Castle Hess. Apply a +2 bonus to your Assignment Roll.

If you have mindspeak, turn to 109.

If you don’t, turn to 83.

**95** Weeks later, you find yourself riding down a dusty country road. Other columns, slimmed for speed, travel on other roads and trails leading to the border.

Your sergeant explains Sword Law to the men. “The Edicts don’t rule in everything,” he says. “Only in war.”

“I’d call marching into a hostile duchy, torching crops and slaughtering the villagers, war,” counters a young trooper. He fingers his sword hilt, considering what being a Sword Brother calls him to do now.

“But you’re wrong,” says the sergeant. “War is a formal struggle between states, son. This is only a bit of depredation, a sally to test their defenses.”

“By the royal army . . .” says the soldier.

“A *single* squadron of the royal army,” says the sergeant. “That’s the key. So long as the Iron King keeps the action local, the Sword Council won’t interfere. We’ll seize no land, make no long sieges. Just loot and leave.”

*Make a note:* Your War Situation is RAID. This replaces any previous War Situation code word you have had. Your troop is serving with a royal *squadron*, and will be opposed by an enemy *squadron*.

Roll 3 dice. This is the number of weeks that have passed since the start of the war season — mark it on your calendar.

Turn to 486.

**96** Loot is the reason most soldiers fight.

Ransom for a prisoner rightfully belongs to the trooper (or troopers) who captured him. In many cases, however, troopers decide before a battle to pool their ransoms. If the PCs agree to do this, each soldier receives as many shares of the loot as his military rank score. Divide the ransom by the total number of shares to discover the worth of each share. NPCs in the player group receive shares.

If your War Situation is BANDITS, turn immediately to 216.

If you captured any enemy officers, turn to 104.

Otherwise, turn to 100.

**97** Roll 1 die, and follow the directions below. Cross out the box containing the number rolled. If you roll a result which is already crossed out, roll again. If all of the results are crossed out, erase the marks.

<i>die roll</i>	<i>instructions</i>
[1]	Turn to 6.
[2]	Turn to 25.
[3]	Turn to 43.
[4]	Turn to 65.
[5]	Turn to 85.
[6]	Turn to 103.

**98** Your force takes what high ground there is, at the crest of a sandy ridge overlooking the bottomlands. The slope is very gradual — you hardly think it’ll count for a hill of beans in the fighting. You tear down a peasant shack, to be used as cover for a detail of archers, and help yourself to some of the harvest-ready crops beneath your feet before they’re all trampled into pudding.

*Make a note:* Your terrain word is SAND.

Turn to 355.

**99** The lithe weaponsmaster is three times your age, but you can't tell it by the way he handles himself. After a minute of rest, he grins and takes another sword from the rack. "Let's do it," he says.

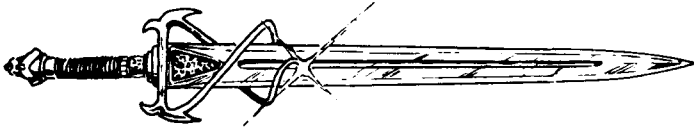
Duelling with dulled broadswords is not a sport for the weak, as it requires almost as much strength as it does dexterity. Without shields but wearing thickly padded leather armor, you are fairly safe from injury . . . but the heavy weapons fatigue you swiftly. Beneath the armor, the heavy blows to arms and legs start bruises that you will regret tomorrow.

Try a Quick Contest of Skills, pitting your Broadsword skill against the weaponsmaster's skill (Broadsword-16).

If you win, turn to 67.

If you lose, turn to 46.

If there is a tie, turn to 119.



**100** Roll 1 die for each captured non-officer. On a roll of 1-3, you are offered \$50 × 1d ransom for your prisoner.

On a roll of 4 or 5, no one ransoms him. You release him eventually, but keep his weapons, horse (if any) and other equipment.

On a roll of 6, the soldier joins your troop. Unless the player group contains more than 8 characters, he also joins the player group (he's your new friend). If he does not already have scores in Broadsword, Axe/Mace, Crossbow and Lance skills, his score in each is equal to 2d+3 (roll separately for each). The army provides him with standard equipment. *You get no ransom.*

Turn to 108.

**101** The commander, riding up on his magnificent charger, looks calm and at ease despite the acres of burning city behind him.

"Captain," he says, riding up to your leader, "I need you and your men to launch a counter-assault against an elite enemy unit that is giving us some headaches. Can you do this?"

Your captain salutes smartly. "Certainly, sir. This unit is fresh."

"That's good news," says the commander. "The enemy think they've won this battle. But if we can break up their triumph with our bloodied blades, they'll find their celebration turning into rout. Give them Steel, men!"

Your troopers give a rousing shout for the old commander. Soon you are pressing into the ravaged quarter, seeking out the enemy.

*Make a note:* You are the aggressors.

Turn to 115.

**102** Now take a moment to determine your *player group*. This is the body of PCs and associated characters who will adventure side by side for the next four years, fighting in the thick of battle and barroom over the length and breadth of the Middle Kingdoms.

There may be no more than nine total characters in the player group. They can be PCs or Royal Horse NPCs.

There must be no less than four characters. If there aren't enough PCs, NPCs must be added to the group to make the minimum of 4 characters. These NPCs are of the Royal Horse (Type 17. See pp. 9, 11). The first of these NPCs is an experienced sergeant, appointed to keep you out of trouble.

If an NPC has not been appointed as sergeant (that is, if there are no NPCs in your player group), try a Quick Contest using any non-missile weapon skill to determine which of the PCs becomes the platoon sergeant. The sergeant is military rank 2. If there is a tie, roll again among the winners.

All characters in the player group belong to the same platoon of heavy cavalry in the same company.

When you are ready, turn to 265.

**103** "Greetings, lad," says the somber figure seated to your side. You recognize the seamed face of one of the king's retainers, a man entrusted with the inner workings of the kingdom. "Are you really prepared for war?" he asks you, adjusting a napkin gracefully.

"I'm well trained," you reply.

"You'd better be," comes the response. "I'm telling you secrets when I say that a summer war seems likely. There'll be Death and Hell to pay come another autumn." He forks a mouthful of beef and hungrily downs it.

If you say the wrong thing to this influential man, you could be stuck at the bottom of the assignment roster!

Try a Politics roll (defaults to Diplomacy-5 or IQ-5). Apply a +2 bonus if you have Fast-Talk Skill at 11 or better. Apply your social level as a positive modifier.

If you succeed, turn to 118.

If you fail, turn to 126.

**104** Roll 1 die for each point of rank your prisoner has (see p. 7). Wing commanders are one rank lower than their force commander. The number rolled, multiplied by \$100, is the ransom you are offered for your prisoner.

If your prisoner is at least a captain in rank, but is outranked by your force commander, half of the ransom must be paid to other officers (NPCs) in your troop.

If your prisoner is the same rank as your force commander, or if he outranks him, you must surrender two-thirds of the ransom with other officers (NPCs) throughout your force.

If your War Situation is CONFEDERATION, the Ahrmehnee pay the ransom in fine or very fine quality weapons (at 3/4 the usual cost).

If you also took non-officer prisoners, turn to 100.

Otherwise, turn to 108.

**105** Use Combat Map TUNNEL. Place the *defenders* and the *aggressors* at opposite sides of the tunnel, separated by the dashed line. One character on each side carries a lantern.

Due to the cramped conditions, it is difficult to *swing* a weapon — reduce all swing damage by half (round up). Remember to apply darkness modifiers: -3 (in line of sight of a lantern), -5 (if someone is between your target and the lantern's hex, blocking the light).

All combatants are dismounted, with horses off map and unavailable. They may retreat through the end of the tunnel on their side of the dotted line.

The scenario goal for both sides is to exit from the far end of the tunnel, while preventing the enemy from exiting the near end of the tunnel.

Turn to 533.

**106** Your happiness is shattered by a dark rider on a moonless night. Summoned from your sleep, you accompany the royal chamberlain to Castle Hess, where you are ushered into the presence of King Gilbuht.

You bow. The monarch glowers at you. "You've done a foolish thing, son. Is the word true — you've engaged yourself to marry?" You nod, and tell him the truth.

He shakes his head. "Well, it's off. Consider yourself reprimanded."

When you reply, the king cuts you off. "Your father entrusted me with a sacred responsibility," he says, "to care for his son, a scion of his noble house, as if you were my very own. I am doing so."

If you are 14 or 15 years old, turn *immediately* to 402.

If you are engaged to a serving wench, turn to 379.

If your fiancée is noble, and you outrank her, turn to 410.

Otherwise, turn to 361.

**107** You awaken to a scene of confusion and bloodshed. Grabbing a torch, you bellow to make yourself heard over the din. Gradually your men coalesce out of the darkness, rallying to you. In the distance, you hear a large body of horsemen riding for the burk.

Your fears are shortly realized: enemy reinforcements burst through your defensive ring and reinforce the burk under siege.

Roll 3 dice twice, and check the *Harzburk and Pitzburk Army Table* (p. 13) to see what new formations appear on the enemy roster. (If your War Situation is BANDITS, roll 2 dice twice and use the Irregular Troops Table instead.)

Remember that reinforcements are always added at the *bottom* of the roster.

When you are ready, turn to 13.

**108** Unless previously stated otherwise, prisoners keep their weapons, mounts, and other belongings. You're a soldier, not a thief.

Ransom is not paid instantly. Roll 1 die once a month for each prisoner. On a roll of 6 (or higher), you receive the ransom.

You may release your prisoner so that he can raise his own ransom. This allows you to apply a +2 bonus to the ransom roll. However, if a natural "1" is rolled, the prisoner reneges on his debt!

Turn to 144.



**109** "Is my horse-brother come to ride?" comes the queering thought-voice of your steed. "I grow tired of waiting. When shall He-Who-Commands give us our place in the battle force?"

"Soon," you beam in reply. Slipping your arm around the animal's neck, you begin to brush him down, guided by his mental instructions. You form a picture in your mind of the rain-sodden castle, and share it with your horse-brother.

"We cannot ride today," you say. "But now that we are of age, He-Who-Commands will shortly assign us to the royal armies. Then comes a winter of training, and when the warmth returns again to the land you and I will at last take our place in the ranks of battle."

Your mount neighs contentedly.

Turn to 5.

**110** From the vantage point of a tower on the wall, you have a perfect view of the assault. The enemy rush forward with ladders, looking in the distance like ants bearing stems of straw. Arrows lance down at the mob, but for every man that falls there are two or three to take his place.

At last, the ladders line the wall and the attackers begin to climb. The defenders on the wall are overwhelmed . . . but not before taking their toll of the enemy.

The enemy soldiers hastily regroup, while a new wave of attackers head for their next target: this tower.

*Make a note:* You and your men are the *defenders*.

Turn to 131.

**111** The commander of your force takes the blow! Determine the damage done, and apply it to his HT.

If he is killed, turn to 277.

If he is "out of action" — down to half HT or less — turn to 286.

Otherwise, he's OK — turn to 311.

**112** The man hands you a scrolled parchment. "Congratulations on your new rank, trooper! Wear it well."

Increase your rank by 1 (see p. 7 for limitations). You must pay for the increase with character points before you can spend points to increase any other skill or attribute. Erase your record of Honorable Mentions.

Turn to 188.

**113** "We're in the thick of things," says your commander. The bugler sounds his call.

Compare your force's Troop Strength (TS) with the enemy strength, and roll 1 die. If your force is stronger than the enemy's, subtract 1 from the die roll; if you are weaker, add 1 to the roll.

If the result is 3 or less, turn to 123.

If the result is 4 or more, turn to 257.

**114** The old marshal gives a slight smile. "Ah, son, you're going to a fine unit. I served there as an ensign, just at the age you are now. What a tale! Under our great captain, old 'Thumper' Mohrtuhn, we sacked and looted from Harbuhnburk to Hwehlzburk — and back again! I could tell you stories . . ."

*Make a note:* Your unit is Crack quality, with a base morale of 15. It has fought in 12 engagements. Multiply the base TS by 1.5 to determine the actual TS.

Turn to 130.



**115** Use Combat Map CITADEL. Disregard the shaded lines. The room is two stories high.

Roll 1 die for each defender, and consult the table below to see where to place him.

die roll	map position
1	D1 — Center of the room
2	D2 — North gate
3	D3 — West gate
4	D4 — Behind the banquet table
5	D5 — At the bookcase
6	D6 — At the fireplace

Roll 1 die to determine where the *aggressors* enter. Roll once for the entire group.

die roll	map position
1,2	A1 — North gate
3,4	A2 — West gate
5,6	A3 — From the stairway

The enemy always fight dismounted. If the PCs are the *aggressors*, they may select to be mounted, or dismounted (with horses available through their entrance hex). Horses cannot exit through the small door leading to the back room. All characters may retreat from this scenario through the map edge doors and by going up the stairs.

The scenario goal is to take out more soldiers belonging to the other side than they take out from your side.

Turn to 533.

**116** He hands you a finely crafted sword. "It's prince-grade, at least," you stammer, eyeing the fine blade.

The lord laughs. "Not quite, but it's almost as fine. It's a Slohn — their house has made the finest blades in Pitzburk for three centuries, lad. That's the Slohn Foxhead and the mastersmith's mark, there."

You possess an exceptionally well-made broadsword ("very fine" quality). If you sell it, it'll bring in \$4,500 — almost as much as a war horse!

Turn to 188.

**117** You hastily emerge from a hut, carrying a medallion that might be silver, and a bag of copper coins. The rest of your command is recovering from similar plunder.

A lieutenant rides up, shouting. "Form up! Form up! The damned Pitzburkers are upon us!"

You roust the bugler from his misadventures, and force him to trumpet the call to assemble. While other officers are hysterical, you assemble your part of the troop on the meadow outside the village and form a battle line.

*Make a note:* The units in your force suffer a -2 Morale penalty in this engagement. Your terrain word is OPEN.

Turn to 355.

**118** Your companion is impressed — apply a +1 bonus to your Assignment Roll.

Turn to 15.

**119** Minutes pass, but neither one of you is able to prevail. At last, the sweating weaponsmaster draws back, signalling an end to the match.

Turn to 29.

**120** On the unfirm ground, your horse missteps and threatens to founder . . .

*Make a note:* Just before beginning personal combat, try a Riding Roll for each mounted soldier in the encounter — friend and enemy. If the roll is failed, the soldier is dismounted. Ignore this instruction if no characters in the fight are mounted.

Turn to 203.

**121** A bloodied patrol makes it back to Castle Hess, where the news they bring to King Gilbuht is soon public.

Rebellion! Certain nobles of the countryside, many of them formerly loyal to the royalty supplanted by Gilbuht's house, league with Pitzburk — their personal troops, along with a few quickly hired freefighter companies, take control of part of the kingdom.

The royal forces are more than able to crush such a revolt . . . but word comes that the Pitzburk armies are finally on the march toward Harzburk.

*Make a note:* Your War Situation is DEFENSIVE. This replaces any previous War Situation code word you have had. Your troop joins a Harzburk *division*, in operations against a Pitzburk *corps*.

Roll 2 dice. This is the number of weeks that have passed since the start of the war season — mark it on your calendar.

Turn to 486.

**122** Following the page along smokily-lit passageways, you pass a brace of guards and enter the royal quarters. You are searched before they allow you to enter the king's study.

Gilbuht nods as you enter the room, but does not rise. A sheaf of papers is scattered over the surface of his table, punctuated by quill pens firmly based in ceramic ink pots. An ornate Zahrtoghahn saber decorates one wall.

"There's little need to draw this out," growls the king, glancing over the paper before him. "As you are now of age to begin military service, and in deference to the duty I accepted from your noble parents, I must ask you a single question: Will you serve the King of Harzburk loyally, with heart and soul and even your life, if need be, so long as you remain a fosterling at this court? Answer carefully, lad." Gilbuht watches your eyes.

If you promptly swear loyalty, turn to 177.

If you don't, turn to 143.

**123** Roll 1 die.

On a roll of 1, turn to 151.

On a roll of 2, turn to 182.

On a roll of 3, turn to 201.

On a roll of 4, turn to 215.

On a roll of 5, turn to 225.

On a roll of 6, turn to 245.

**124** He hands you an ornate chest, small enough to be held in one hand. When you take it, it's much heavier than you expect.

"Spend it well," says the noble, spurring his horse around and away. "And remember this beneficence when you are old and rich, and a deserving young soldier comes your way!"

The small chest contains, not money, but gemstones — a glittering pile of them worth \$1,000 × 1d. To spend this fortune, however, you'll have to find a moneychanger and get a fair price (see p. B64).

Turn to 188.

**125** You quietly enter the austere stone vault of the chapel, and find a seat on a bench near the front. The room is plain in its furnishings, unadorned save for the stained glass windows depicting warriors in battle.

You draw your bare steel and lay it in your lap, contemplating its beauty.

If you are from the Middle Kingdoms, turn to 77.

If not, turn to 49.

**126** Your table companion turns away before you finish what you are trying to say. He ignores you for the rest of the dinner.

Apply a -2 penalty to your Assignment Roll.

Turn to 15.

**127** On the morning of the attack, your unit is held back while the first assault wave goes in. Carrying ladders, columns of soldiers rush forward to the base of the wall. Archers and catapults provide protective fire. The answering bolts from the burk defenders are few and ineffective.

Then disaster strikes. As the men press through the cleared ground just before the wall, they disappear from view — replaced by a brown cloud streaked with black plumes of soot.

“Sword and Steel,” you say. “What was that?”

“A damned good use of dungbeetles,” says a lieutenant. “We fell for it — they must have honeycombed that ground with tunnels. The weight of our charge collapsed them. They guessed which segment of the wall we’d go for . . .”

Troops stream back from the collapse, shaken and hurt.

*Make a note:* Apply a -1 penalty to your force’s Strategy Roll in the Battle Contest.

Turn to 13.

**128** He hands you a wonderfully crafted set of riding boots.

“My grace, many thanks,” you say, awkwardly.

The man explodes in joyous laughter. “This isn’t all of it, son! Look yonder.” To your amazement, you see the man’s retainers lead a powerful destrier, fully the equal of the lord’s own, to you.

“We call him Mahvros, which I’m told means ‘black,’ ” says the noble, “but you may call him whatever you will.”

Your new stallion’s stats are found on p. 16. There is no character point cost for this gift.

(If Mahvros has already been awarded, you receive a horse with one level of Luck and no Psionics, but otherwise identical.)

Turn to 188.

**129** Your men laugh when they see the enemy assembling huge wooden frames. “Wooden towers?” they asked. “Are they building their own wall?”

But the laughter dies away as time reveals the plans of the enemy. Seven towers are constructed, mounted on huge wheels. On the day of the assault, you watch powerlessly as the great structures wheel toward you. Arrows, stones and flaming bolts are unable to slow them.

When the tower is close, a drawbridge crashes down and the invaders rush the wall.

*Make a note:* You and your men are the *defenders*.

Turn to 146.

**130** “You’re to report to your new captain within two days,” explains the marshal. He consults his scrolls once more. “His name is . . .”

*Make a note:* Your captain and lieutenant are both Royal

Horse officers. Use p. 9 and the *Royal Horse* description on p. 11 to generate their names and stats. If you are using the Quick-Start player group (p. 12), there is room to record this information there. Otherwise, note it near your other player-group data.

To find out an officer’s name, roll 3 dice twice and check the *Name Table* (p. 9). Your captain might even have a nickname (p. 7).

Turn to 102.

**131** Use Combat Map TOWER. The shaded area around the first floor is the top of the wall. The unshaded region is open air.

Turn to 186.

**132** Life in the army camp the week following the battle isn’t easy. The men take to calling you “Dunghill” — a nickname suggesting what they think you do when faced with combat.

You now have a poor military reputation within the royal army of Harzburk (-1 on reactions, including Reaction Rolls for glory). If you already have a poor reputation, add a further -1 penalty to your reaction modifier.

Turn to 188.

**133** At last, the armies clash. If your War Situation is CONFEDERATION, *immediately* turn to 149.

If your War Situation is RAID or BANDITS, *immediately* turn to 171.

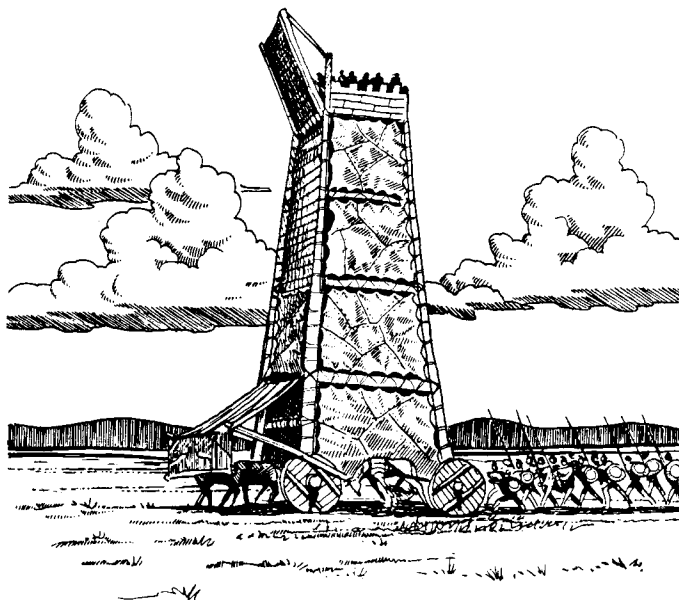
If neither of the above are true, roll 1 die.

If you roll a 1, turn to 149.

If you roll a 2, turn to 171.

If you roll 3 or 4, turn to 191.

If you roll 5 or 6, turn to 211.



**134** The old marshal gives a hesitant cough. “It’s a new unit, son, filled with raw recruits and the dregs of the king’s dungeons. Your loyal platoon will be well needed there, I assure you.”

*Make a note:* Your unit is Green quality, with a base morale of 11. It has fought in only 2 engagements. Multiply the base TS by .8 to determine the actual TS.

Turn to 130.

**135** Another year has passed. *Age.* Increase your age by 1. If you have just turned 15, you receive a *free* +1 bonus to ST and IQ. This affects all of your mental skills. If you are turning 15 or 16, you must buy off 2 points of Youth disadvantage.

*Character points.* Give yourself a free character point, reflecting a year of training and education.

*Income.* This is also a convenient time to collect your annual income. A PC trooper earns \$4,800/year, including bonuses for being in an elite cavalry unit. Sergeants make \$9,600; ensigns, \$11,520; lieutenants, \$15,360; captains, \$19,200. See p. HC65 if you want more information.

*Equipment.* The PCs may now buy and/or sell equipment.

*Horse.* If you are riding an army-issued cavalry horse, you may now trade it in to the quartermaster for a destrier.

*Prisoners.* Any PCs who were captured by the enemy are now released.

*Replacements.* Your troop has been restored to its original TS during the winter. The new troops are less experienced — subtract 5 from your unit's number of engagements. This will change your unit's morale (see p. 8). Decrease your troop quality and morale number by one step (but do not reduce it below green/11). Multiply your unit's base Troop Strength by the new modifier found in the fourth column of the morale table (p. 8).

(Optional: If you are using the full Mass Combat Rules from *GURPS Horseclans*, follow the rules for replacements on pp. HC84-85. When using the troop quality table, raise the morale quality by one step — Middle Kingdoms troops are very good.)

When you are done, turn to 161.

**136** Your commanding officer is blunt. "Your conduct in the battle just past was nothing short of parlous. It's a stain on the history of this company — and on your personal record, trooper."

*Make a note:* Add a Reprimand to your service record. A history of reprimands can destroy a career. If you have any Honorable Mentions, erase them.

Roll 1 die.

If the number rolled is greater than the number of reprimands, turn to 188.

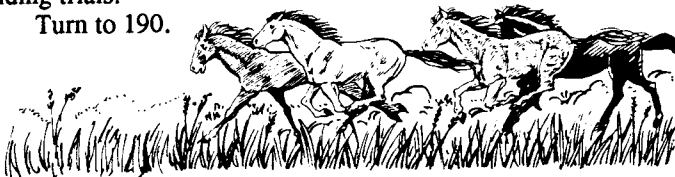
If it isn't, and if your rank is 2 or greater, turn to 200.

If neither of the above apply, turn to 196.

**137** As you ride your mount in formation, your superior nods solemnly. It's a rare gesture — you must finally be "good enough."

Characters who didn't lose their Riding Contest pass the riding trials.

Turn to 190.



**138** The estate house, located in the wilds of Harzburk, melds the dictates of prestige and defense into an uneasy coalition: the building is a lump of stout walls and thick towers. Within, the tapestries and carpets help to soften the feel of being in a fortress, but no burk lord ever forgets the one constant in the Middle Kingdoms: war.

You and your friends have been invited here by the local lord, who has found it politically useful to be hospitable to up-and-coming royal officers and fosterlings of Gilbuht's court.

The visit is not as dreary as the surroundings might suggest. This morning a mounted party assembles in the courtyard, led by the aging lord himself. There's to be a hunt. You are all invited. If you join the hunt, turn to 139.

If you remain behind, turn to 381.

**139** Roll 1 die and follow the directions below. Cross out the box containing the number rolled. If you roll a result which is already crossed out, roll again. If all the results are crossed out, erase the marks.

*die roll*

[1, 2, 3]

[4, 5, 6]

*instructions*

Turn to 163.

Turn to 278.

**140** "Ho, ho, ho!" you shout, visions of fortune dancing in your head. "Let's see who these people are . . . and what they're worth!"

Ransoming prisoners is a money-making exercise in the Middle Kingdoms — if you can keep hold of them.

Try an Escape Roll for each prisoner. Each prisoner's Escape skill score equals 2d + 3. Prisoners who succeed at their roll escape your custody.

If you still have prisoners, turn to 96.

If not, turn to 148.

**141** As your troop draws up for the assault, a parade of officers ride over to make a final inspection. As they do, you notice a black dot in the morning sky become a cluster of tiny specks, speedily hurtling toward the earth.

"Take cover!" you bellow, as the cargo of enemy catapult shot plunges toward the officers.

*Make a note:* This load of shrapnel does 2 dice crushing damage to whomever it strikes.

Turn to 342.

**142** "It's a major responsibility," you remember your captain explaining, when you and your men were given this detail.

"I'd rather have a fighting command," you replied.

"Anyone can command the defense of a stretch of the wall," said your leader. "But the safety of everyone in this burk depends on having someone in this gateroom day and night, someone who can be trusted with the responsibility."

"What responsibility?" you asked. "Who can attack without alerting half the city?"

The captain smiled. "There's more to war than they've taught you, lad. Traitors and turncoats make life difficult for honest soldiers like ourselves."

The captain's remarks come back to you tonight. An assault on the gateroom from *within* the burk, in the middle of the night, would mean treachery is afoot . . .

*Make a note:* You are the *defenders*.

Turn to 162.

**143** Before you speak, the king gives a grudging smile. "It's a good man who thinks before he speaks — I say 'man,' because you'll be a lad no more once you've given your agreement, according to all the laws of Harzburk.

"You've been with me at this court since childhood. You know more than most about my ways, and how I rule. They call me the Iron King with good reason. I'm harsh against rebellion, and I rule with a tight grip, but I rule well and wisely."

He takes a quill pen, poised to mark the document spread before him. "We haven't got all day, son. I'll ask it again — Will you serve the King of Harzburk loyally, with heart and soul

and even your life, if need be, so long as you remain a fosterling at this court?"

*Make a note:* Having impressed King Gilbuht with your character, you now receive a +1 bonus on your Assignment Roll.

If you agree to serve him loyally, turn to 177.

If you still decline, turn to 197.



**144** As you slow down, the girl steps into the light from your lantern. She's a beautiful young thing, wearing a simple black gown or cloak with a white cowl worn loosely over it. Judging from her motions, she wants you to come inside her flower-decked wagon. She croons softly as she turns and withdraws behind the curtained doorway.

Turn to 589.

**145** Weeks later, you learn that your commander's mistress, tempted by the coin of Pitzburk, revealed the battle plan to your enemies. Her decaying body, stretched upon an iron rack, is left to decorate the wall of Harzburk as a grisly warning for future traitors.

*Make a note:* Your force suffers a -2 penalty to the Strategy Roll in the Battle Contest.

Turn to 13.

**146** Use Combat Map WALL. Area A is the top of the wall. Area E is the assault tower, and Area F is the tower's lowered bridge.

Place the *aggressors* within their tower.

Place the *defenders* on top of the wall. They may retreat from either map-edge end of the wall.

Note that the assault tower is actually multistoried: the main level, which is the same height at the top of the wall; and the upper gallery, seven feet above the main level, where archers may stand. In addition, hex "X" represents an open trapdoor leading lower in the tower.

Aggressors desiring to flee may jump through the trap door, falling 10 feet to the next level, or they may climb down on the ladder there. The defenders cannot pursue.

All combatants are dismounted. Horses are off map and unavailable.

The scenario goal is to solely possess the wall at the end of the fighting.

Turn to 533.

**147** Your winter adventures include more than drills and exercises.

Roll 1 die, or choose one of the four entries without rolling.

If you roll a 1, turn to 169.

If you roll a 2, turn to 138.

If you roll 3 or 4, turn to 385.

If you roll 5 or 6, turn to 401.

**148** Have each of the characters make a Reaction Roll to see how your troop's captain feels about him. Apply your *glory score* as a modifier to this roll. Do not use Status or Rank modifiers.

If the reaction is "Very Good" or better, turn to 152.

If the reaction is "Very Bad" or worse, turn to 192.

If neither of the above is true, turn to 188.

**149** You find yourself in a narrow, steep-shouldered valley, another of the winding canyons through the mountain country separating your army's homeland from its ancient enemy. A road descends from the pass, skirting the high cliffs until it reaches the stone ridge commanding the far end of the valley. Below the ridge runs a stretch of level, stony ground, bisected by a fast-moving stream.

*Make a note:* In this terrain, cavalry is ineffective. Subtract 1 from any Battle Contest bonus due to cavalry superiority.

Roll 1 die.

If you roll a 1, turn to 226.

If you roll a 2, turn to 230.

If you roll a 3 or 4, turn to 235.

If you roll a 5 or 6, turn to 243.

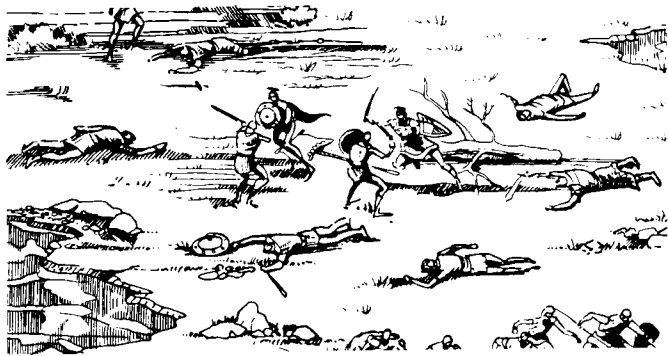
**150** The heat of the day, the strain on men's nerves, the heavy drinking of the night before . . . all now take their toll.

All characters (friendly and enemy) in personal combat begin the fight having already lost 1d-2 fatigue points.

Player characters who have major personality problems must now make rolls to avoid problems in combat. The chart below lists disadvantages, the type of roll required, and the consequences of missing the roll.

<i>Disadvantage</i>	<i>Roll</i>	<i>Penalty</i>
Alcoholism	Will-2	Hangover from night before (-3 on all skills).
Bad Temper	Will	Go Berserk (see p. B31).
Berserk	Will-2	Go Berserk (see p. B31).
Cowardice	Will-2	Must flee combat map at first opportunity.
Epilepsy	HT-2	Seizure — 1d minutes.
Fanaticism	Will	Go Berserk (see p. B31).
Overconfidence	IQ+2	Act as if Berserk (see p. B31). Recover after first hit taken from enemy in combat.
Sadism	IQ	Must make roll whenever adjacent to an unconscious or dead enemy, or spend the turn crouched over the body.
Unluckiness	none	Add two soldiers to the enemy side.

Turn to 203.



**151** “Your men will make the initial assault,” says your captain.

You nod, swallowing hard. “Don’t worry about breaking their line — there’s too many of them,” he says. “Just mow down as many of the buggers as you can. Save the heroics for the second wave.”

*Make a note:* Your scenario goal is to take out as many enemy soldiers as you can. You gain 10 victory points for each enemy soldier unconscious or captured.

However, the enemy constantly receives reinforcements. Roll 1 die at the start of every combat round: on a roll of 6, a new enemy soldier enters combat.

Turn to 391.

**152** If you are a Sword Brother, turn to 160. Otherwise, turn to 156.

**153** At last, the tide of war swings in your favor. The enemy is thrust out of Harzburk, driven by the swords and blood of the royal army to which you belong. Poised on the border, you wait for the command from King Gilbuht: Pursue, or Desist?

Roll 1 die.

On a roll of 1-4, turn to 240.

On a roll of 5 or 6, turn to 244.

**154** The orders stand. If you were assigned to stiffen a civil guard battalion, turn to 273.

If you are training a raw cavalry squadron, turn to 299.

If you are working with Mole-Faced Deek, turn to 328.

If you are serving under a grand duke, turn to 399.

If you are serving Duke Johee, turn to 491.

If you are escorting mountain savages, turn to 522.

If you are working with Clubfoot Hehnree, turn to 538.

If you are supporting the frontier militia, turn to 562.

**155** Riding drills are to a cavalry unit what marching and hiking are to an infantry formation. The practice continues without letup: form into files, charge a “mock” enemy position, regroup at once, then begin the whole exercise over again while the officers watch and take notes.

Each character in the player group must now try a Quick Contest of Riding against your superior officer. If you aren’t sure who your superior officer is, see *Chain of Command*, p. 7.

If any character loses his Contest, turn to 175.

Otherwise, turn to 137.

**156** “That was well fought,” says your superior, smiling broadly. “You wield your Steel with proper style. Are you a Sword Brother?” You shake your head. “A man like you should long since have been a member of our sacred brotherhood,” he says.

The officer barks out a loud call. “How many true Sword Brothers do we number? I propose this valiant soldier for membership in our lodge.” From the after-battle confusion, a dozen or so figures coalesce — many of them the best troopers of your own unit. “It’s about time,” says one, clapping you stoutly on the shoulder.

One comes forward, identifying himself as a Master of the Sword Cult and the head of the local lodge. “Let all non-brothers disperse, excepting the proposed new member,” he says. “Gather in circle, brothers, and let us discuss the subject.”

You become a Sword Brother — quite an honor for a non-burker. This honor is listed on your character sheet as “Patron — the Sword Cult” (see p. 3 for a full description). You must pay the 20-point cost before you may spend character points for anything else.

Turn to 188.

**157** Black dots against a white background, your column of soldiers runs through knee-deep snow. Heavy packs straddle your backs, while your feet are cumbered with infantry boots. “To hell with it,” mutters your companion, the frost turning his breath to icy mist. “We’re cavalymen, not foot soldiers!”

“Faster, lads!” cries the drill master. “Get your fluids pumping!”

Your superiors have decided that Running skill is the training priority this winter.

Turn to 205.



**158** As winter arrives with its canvas-gray skies and whirling blizzards, your company begins the grueling rigors of training: in mock combat, on the parade ground, in the snow-shrouded fields. Your officers drill you pitilessly, looking for the flaws you need to eliminate. Even the most experienced of troops need to keep in shape.

*Training Assignments* will be made to every character in the player group, depending on how they do in the winter drills. There is never more than one assignment per character per year, but every character must have an assignment unless specifically excused.

Turn to 155.

**159** He hands you a beautifully crafted helmet. "It's part of a set," smiles the lord, as his retainers run forward bearing the rest: breastplate, greaves, and so on.

You stammer for words. "Many thanks, my lord . . ."

"Thank not me," he says, reining about. "Thank Harzburk, whom we all serve." With that, he wheels and rides away.

The armor is a complete set of plate.

Turn to 188.

**160** Roll 1 die. Add your *glory score* (positive or negative) to what you roll.

If the result is 3 or less, turn to 164.

If the result is 4 or 5, turn to 168.

If the result is 6, turn to 172.

If the result is 7, turn to 176.

If the result is 8, turn to 238.

If the result is 9 or higher, turn to 212.

**161** Roll 1 die for each PC who is not his father's oldest child.

If a 6 is rolled, turn *immediately* to 183.

When every PC who is not the oldest child has made a die roll, turn to 207.

**162** Use Combat Map CITADEL. The shaded lines are walls. Ignore the furniture shown. Hex "W" contains the elevating controls.

Place the *defenders* within 6 hexes of "W."

The *aggressors* enter the map at the North Gate.

The controls may be set for raising, lowering, or stopping the drawbridge. Once the controls are set, it takes 5 minutes for the bridge to raise or lower (less if it was not completely up or down). All defenders know how to operate the controls. Attackers learn to operate the controls by spending a turn studying them, and making a successful IQ roll (only one chance to do so). Anyone who understands the controls may work them without an IQ roll; anyone trying to operate the controls "blind" must make an IQ-6 roll — in the event of a critical failure, the drawbridge does the opposite of the intended action.

The controls may also be attacked — they are DR6, HT20. Once the controls are destroyed, roll 1 die: On a roll of 1 or 2, the drawbridge begins to lower and cannot be stopped. On a roll of 3-6, the drawbridge freezes in its current position and cannot be moved.

All combatants are dismounted. Horses are off map and unavailable. Characters may retreat from any exterior door; defenders may also retreat up the stairs.

The aggressors win if the bridge is lowered at the end of the scenario. Otherwise, the defenders win.

Turn to 533.

**163** At dinner on the previous night, you learned of the herd of Shaggy-Bulls terrorizing the countryside. These big animals — ferocious, aggressive cousins of domestic cattle — are attracted by isolated farms and show little fear of man. The gored and bloody bodies of men, women and children are all that remain from their last attack — that, and the spilled blood of a bull or two, slashed but not crippled by the valiant defense of those now dead.

You ride out. The young nephew of the lord, riding over the next ridge to check out the depression beyond, rides back on the double. "They're there, my lord," he reports excitedly. "Maybe half a dozen of the beasts." He is eager to attack.

If any PCs have the Overconfident disadvantage, turn *immediately* to 189.

If not, turn to 360.

**164** "Impressive, lad," says your superior. He smiles faintly. "Perhaps you're not entirely a washout."

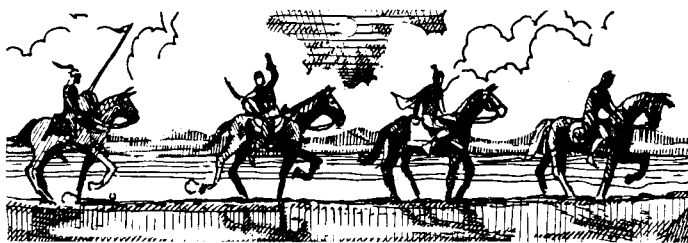
*Make a note:* You receive an Honorable Mention. As you accumulate these, your chances of promotion rise. Rank is built on a succession of triumphs, seldom a single moment of glory.

Turn to 188.

**165** In the midst of the battle, there's a sudden uproar — and a burst of foul language from your commander. "That jackass," he shouts, shaking his fist after a hand-somely dressed officer. "They're moving back! They're supposed to attack alongside of us!"

*Make a Note:* The craven action by an officer forces a -2 penalty to your Strategy Roll for the Battle Contest.

Turn to 13.



**166** If you are now nineteen years old, turn *immediately* to 537.

If any PCs have been pensioned off by the army, turn to 586. If not, turn to 305.

**167** The old marshal reads the disappointment on your face. "Not everyone can serve in the best-known companies," he says. "But serve King Gilbuht well, and he'll reward you well."

*Make a note:* Your unit is Seasoned quality, with a base morale of 14. It has fought in 7 engagements. Multiply the base TS by 1.2 to determine the actual troop TS.

Turn to 130.

**168** A week later, a messenger summons you to the tent of the wing commander. The well-dressed noble rises as you enter. "Welcome, young lad," he says, extending a hand. "I heard of your exploits." He studies you from top to bottom. "I thought I'd see the reality for myself."

*Make a note:* Add an Honorable Mention to your service record.

Roll 1 die.

If you roll greater than the number of Honorable Mentions on your record, turn to 188.

If not, turn to 112.

**169** This year, you've felt a persistent discomfort that no amount of carousing and rowdiness can dispel. It's almost as if . . .

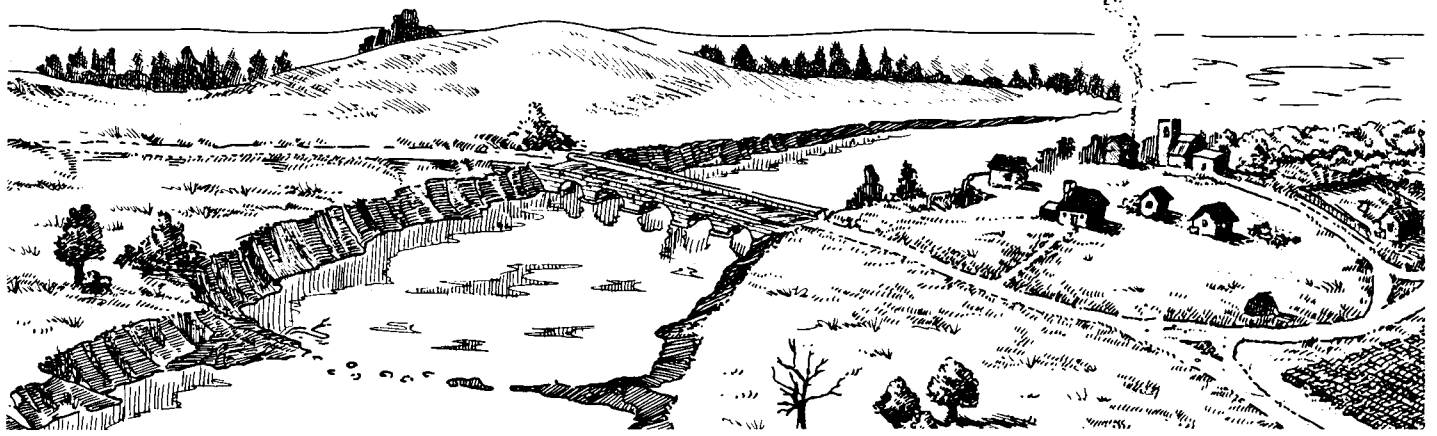
Roll again.

If you roll an even number, turn to 187.

If not, turn to 210.

**170** *Make a note:* All characters which were not excused from a training assignment must raise their level in the selected skill by one point before they can spend character points on any other improvement.

Turn to 147.



**171** On another day, at another time, this would be an idyllic place: a broad, green valley striped down the middle by a large, swift-flowing river, overlooked by a modest village on a slight rise. The ground looks fertile enough to please a farmer, though sandy patches show through here and there. Where the river bends, a bridge spans its width. Upriver, it looks shallow enough to ford in good weather, while downriver the low-lying land is marshy.

Roll 1 die.

If you roll a 1, turn to 251.

If you roll a 2, turn to 262.

If you roll a 3 or 4, turn to 274.

If you roll a 5, turn to 285.

If you roll a 6, turn to 302.

**172** Summoned to the tent of your wing commander, you arrive breathless . . . and a little apprehensive.

The handsome noble presses a glass of ale into your hands. "Relax, son," he advises. "You are here to be rewarded, not punished."

Turn to 112.

**173** "Aw, knock it off, fellers," you tell the troopers. "You just don't know what it's like."

"Who is she?" they ask, crowding around. "Is it Bridjeet, the ale girl at the Blue Dolphin, the one with the . . ."

"No," you deny. You give in and tell them the whole story.

Turn to 299.



**174** You are on an errand for your commander tonight. Passing the headquarters tent, something alerts you. You spy a dark-robed figure as it steals into the tent. Moonlight reflects from the polished surface of a dirk.

*Make a note:* This knife does 1d cutting damage, if it hits.

If you cry a warning, turn to 342.

If you draw your blade and attack the mysterious figure, turn to 552.

If you do neither of these, turn to 111.

**175** You are forking your horse in another of the repetitious unit parades when a voice barks out

your name. "Pay attention, lad! I can keep you here to nightfall, if that is what it takes for you to learn to sit your horse properly!" It will be a long winter.

*Make a note:* Characters who failed the Contest now have their training assignment: Riding skill.

If all characters in the player group have training assignments for this winter, turn to 170.

Otherwise, turn to 190.

**176** Tales of your performance in the past battle — exaggerated in the telling — spread through the camp.

"Killed fifteen men," you overhear a cook tell the men in a chow line.

"Naw," disagrees an uncouth hillman. "Heard 'twas twenty, and them was all mounted while him was afoot."

*Make a note:* You now have a military reputation within the royal army of Harzburk (+1, large class of people, on a 7 or less). If you already have this reputation, you may either increase the reaction modifier by one, or increase the frequency to the next step. As with other advantages gained during play, you must pay for this as soon as possible.

In addition, you now have influence with the high command. You may add a +1 bonus to the Reaction Roll for any character in your player group other than yourself, when rolling for glory after a battle. (If you already have this, you do not receive an additional bonus.)

Lastly, you have the Adventure Word FELICITY. Write it down.

Turn to 188.

**177** You drop to one knee, and pledge your loyalty once again to King Gilbuht and his house. The pledge is the same as it was six years ago, when you first entered the king's household as a fosterling. When you rise, the monarch seems pleased.

"I'll put you to good use," he says, making a dark stroke on the document headed by your name. "Pitzburk is rumbling with threats — if they haven't moved against us by summer's eve, I'll be a surprised man. We all know how badly they hate us, after their defeat at Blairsburk."

He hands you the document, and instructs you to see the marshal — waiting outside the door — to receive your army assignment. You are to report to your unit within the week.

*Make a note:* You are now an ensign in the royal army of Harzburk — military rank 2 (+5 points). You must pay for your increase in rank at the earliest opportunity.

If you are the only player character, turn to 47.

If there are others, turn to 70.

**178** Finishing off one more opponent, you feel a gentle clap on your shoulder. "Very good, lad," says the weaponsmaster.

Characters who didn't lose their Contest pass the combat drills with flying colors.

Turn to 17.

**179** "It's the detail work that counts," says the one-eyed weaponsmaster, fingering his bared blade. "Did I tell you how I got my patch? Did I?"

"The dagger," says a reluctant volunteer. You've all heard this story before.

"With four of the enemy dead at my feet," says the older man, "and I lost my eye to some runny-nosed whelp with a quick wrist! That's why I tell you — practice, train, and keep learning the tricks of fighting men."

Your weaponsmaster drills you in the "niceties" of combat — Fencing, Thrown Weapon, Knife or Knife Throwing (individual character's choice).

Turn to 205.

**180** A crackle of thunder punctuates the hoarse shouting of hundreds of battling men, as natural forces take a hand in this engagement . . .

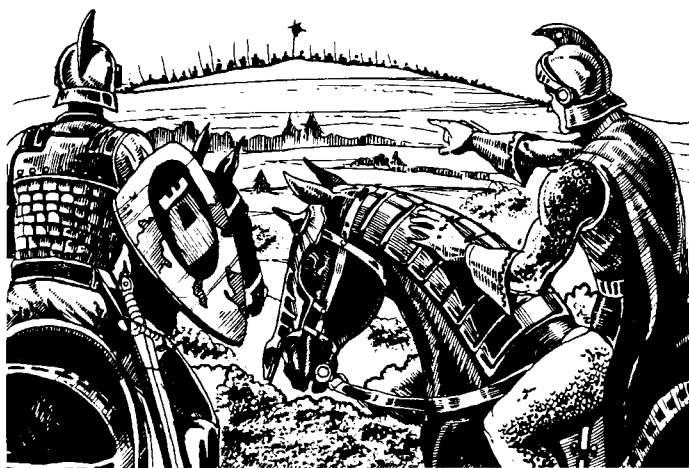
If it is warm weather (March through September), turn to 202.

If it is cold weather (October through February), turn to 206.

**181** A wing commander takes the damage . . . fortunately, not from your wing of the force. Determine the damage done, and apply it to his HT. He has 2d + 3 HT.

If he is killed, turn to 293.

If he lives, turn to 311.



**182** "See that?" says your commander, indicating part of the enemy line.

"Yes, sir," you reply.

"That's the hinge-pin of their line," he says. "If we can take and hold that spot, Pahlsohn's companies can swing in on the

right and roll up the entire enemy line." He claps you on the shoulder. "Take that ground for me, lad."

*Make a note:* Your scenario goal is to drive all of the enemy soldiers from the combat map. The rout rules (p. 18) are in use.

Turn to 391.

**183** You receive bad tidings — an older brother, serving with a freefighter condotta, has been killed in battle.

*Make a note:* This applies to the PC who rolled a 6. There is now one less brother between him and the inheritance.

If the PC is now the oldest son and his father is dead, turn to 250.

If the PC's father is alive, return to 161.

If neither of the above are true, turn to 305.

**184** In the week that follows, you find yourself oddly alone. Your old friends are ill at ease in your presence. Thus, you're alone when the trio of officers — your captain among them — summons you from your tent. With unaccustomed formality, they assist you to arm and mount, and then conduct you to the pavilion of your force's commander. As you pass through the camp, you find it peculiarly deserted.

The riddle is answered. The men are drawn up in their ranks before the headquarters tent, both horse and foot formations. An avenue clears before you. At the entrance to the pavilion, the guards grant you a clashing salute which you awkwardly return.

Within, it all becomes a blur: King Gilbuht is here! In the presence of the royal host, he grants you the kingdom's highest honor — the Blue Bear.

*Make a note:* You are now a member of the Order of the Blue Bear, and a Harzburk knight. If your social level is less than 2, it is now 2. You also receive a +2 Reputation from all military men (except barbarians) at all times. You also receive a promotion (see p. 7 for possible limits). All of this must be paid for in character points, and no points may be spent for anything else until this is fully paid.

Turn to 188.

**185** A young ensign, hesitantly riding a stippled mount, approaches. "I'm looking for the Viper Troop . . ." he begins.

"By Steel, it's a lost ensign," grunts your sergeant. "There's no time to find your unit, lad — we're in the thick of it. Follow me."

The ensign reigns up. "This is my first battle," he confides shyly to you.

Add the ensign to your player group for this encounter.

Turn to 223.

**186** The *defenders* may be placed anywhere within the tower.

The *aggressors* are outside the tower. The lower story's exterior door has been rubbled.

Characters moving through the doorway must either stop, or make a DX roll to avoid tripping on the rubble.

All combatants are dismounted. Horses are off map and unavailable. Characters may escape from any map edge (exception: if shaded hexes are not being ignored, then escape only from shaded map edge hexes).

**187** You're lonely. Try an IQ roll.

If you succeed at the roll, turn to 246.

If you fail, turn to 267.



**188** This character has had his chance at a glory reward or penalty. Change his *glory score* to zero. If all qualifying characters have had their chance, turn to 220.

If not, select another character and return to 148.

**189** How hard can it be to ride down and lance these big cows? Surely, they can't be as tough as everyone says — you've jousted wild boar, and nothing is more difficult than that!

Try an IQ roll.

If you succeed at the roll, turn to 3.

If you fail, turn to 209.

**190** Your winter station is a cold, drafty tower, a relic of former times. Beside performing the nightly watches there is little to do here, but your officers *find* things to do: combat drills. Individual matches, team combat, mock battles . . .

Each player group character who does not have a training assignment for this year must now try a Quick Contest, pitting his best non-missile weapon skill against that of your superior officer.

If any characters lose their Contest, turn to 219.

Otherwise, turn to 178.

**191** Between the hamlets and burks of the countryside stretch innumerable small, unconnected forests — unsettled, tangled, and encumbered with unsavory legends. Some harbor wild beasts. Within others are the ruins of the god-cities of old, where the taint of whatever drew down that ancient civilization sometimes reaches out to poison those who investigate too closely. In a few the flora itself is alien, unnaturally bent into crippled shapes or discolored to a pallorous grey or blue green.

The fortunes of war draw you here. Hard-riding scouts bring the latest report of the enemy and his position to your captain.

Roll 1 die.

If you roll a 1, turn to 315.

If you roll a 2, turn to 322.

If you roll a 3 or 4, turn to 341.

If you roll a 5, turn to 351.

If you roll a 6, turn to 358.



**192** Roll 1 die. Add your *glory score* (positive or negative) to the die roll. If you are not an officer, consider all results less than 4 as 4.

On a result of 1 or less, turn to 208.

On a result of 2, turn to 204.

On a result of 3, turn to 200.

On a result of 4, turn to 196.

On a result of 5, turn to 136.

On a result of 6 or better, turn to 132.

**193** If you are 14 or 15 years old, turn to 106. Otherwise, turn to 433.

**194** You don't know the man in the enemy rank, but by the gleam of polish and braid you know he must be someone important. If you can bring down a colonel or a general, that might tip the battle in your favor!

Add a *major officer* to the enemy in the coming encounter.

Turn to 223.

**195** Your captain suffers the blow. You hurry to his side, bellowing for a surgeon.

Determine the damage done, and apply it to his HT.

If he is killed or "out of action" — that is, down to half HT or less — one of your unit's lieutenants is instantly and temporarily promoted. (See *Battlefield Promotions*, p. 7.)

Turn to 311.

**196** Following the battle, your life takes a turn for the worse. The men place the blame for the disastrous battle on your shoulders. The resentment builds to a head.

A bull-necked trooper pushes his way through the campfire crowd. "Let's you and me fight, breeks-pisser," he grunts.

Try a Diplomacy Roll (defaults to IQ-6).

If you fail, you must fight the man. He is your equal in rank, and is of the Royal Horse (Type 17, p. 11). It is your right to select the weapons and armor which you and your enemy will use in this fight. Any non-missile weapon (not blunted) mentioned in the Troop Table (pp. 10-11) may be chosen. Armor is limited to leather or brigandine, with shields optional. The fight is to "third hit" — the third blow which either fighter receives. Blows count even if they do no damage.

When the battle is over, or if you succeed at the Diplomacy Roll, turn to 188.

**197** When you decline to take the oath, King Gilbuht is unsurprised. "There's more than a little of your mother in you, son," he says, surprising you. You didn't know that the king knew her personally. "I suppose she wouldn't approve of the way this kingdom is run. Her father ruled with a benevolent hand, but he could afford to — he didn't sit over a slow-boiling rebellion of disaffected nobles as I do here."

He makes a slash on the document, and hands it to you. "There's no more place for you here, lad. See the castellan, and he'll arrange to have you on your way home. Steel be with you." He doesn't look up as you leave.

Presently, you find yourself winding home astride your war-trained steed . . . and leaving the pages of this adventure.

Close the book.

**198** Despite the predictions of those who ought to know, Harzburk remains at peace for a war season. Only the oldest men in your unit remember anything like this happening before.

Turn to 265.

**199** Shivering in the outdoor arena, built of scavenged materials in the tower courtyard, you face off with yet another practice opponent. You feel naked without your Steel — but as your weaponsmaster repeats constantly, “What if? What if your blade breaks, or falls, or gets itself stuck in some poor bastard’s guts? What’ll you do, son? *Bleed* to death?”

Your unit is drilling in the weaponless arts this winter: your choice is between Brawling or Judo. (Karate is unknown in *Horseclans America*.)

Turn to 205.

**200** Your superior officer relieves you of duty. “This is only temporary,” he explains.

“What do I have to do to get it back?” you ask.

“You should have asked yourself that question before you shamed yourself,” he says.

*Make a note:* You have been temporarily demoted. Trade ranks with the next-lowest ranking character in the player group. If you get any *glory score* points in your next battle, you will get your old rank back; otherwise, the trade becomes permanent. You receive no experience point refund for the lost rank, though you do not have to pay any amount still due for the former promotion unless you regain it.

Turn to 188.

**201** You give a death thrust to the soldier in front of you, and find that it’s over — the enemy here are dead or fled. Grateful for a respite, you catch your breath and take a count of the troopers in your command.

Your brief pause is interrupted by a shout. Your captain rides over. He points out a piece of ground. “See that?” he asks.

You nod. Djordj’s men took that spot earlier in heavy fighting.

“That’s the hinge-pin,” says your commander, breathing heavily. “Form up your men, and take command there. The enemy is bringing up men to retake it.” He clasps your hand. “You’ve got to hold that ground, son.”

“I will,” you promise.

*Make a note:* Your scenario goal is to drive all enemy soldiers from the combat map.

The player group sets up within 5 hexes of the entry line for this scenario. The enemy enter from the opposite entry line. PCs may end the scenario by exiting from the entry line.

Look at the *enemy’s* terrain word, and turn to 408.

**202** A summer thunderstorm unloads itself upon the field of battle. As the waters pour from the heavens, vision is obscured and orders become confused. The ground floods as the rains fall faster than the soil can absorb.

*Make a note:* All non-missile combat suffers a -1 penalty in the coming fight. All missile skills suffer a -4 penalty. Reduce Move scores by 1.

Turn to 203.

**203** It’s now time to determine who your opponents in personal combat are.

Take a look at the roster sheet for the enemy army. Roll 1 die for each unit on the roster, starting from the *bottom* of the list. When a 6 is rolled, you’ve found the formation whose troops you are battling in personal combat. If you’ve rolled for all the enemy units without scoring a 6, start over from the bottom again.

There is one enemy soldier for every character in the player group. If the player group is mounted and the enemy formation

is a non-cavalry unit, increase the number of enemies by 50% (round down). If previous instructions told you to add extra enemy characters (officers, bugler, and so on), do so after the 50% increase.

Use the rules on pp. 9-11 to create one opponent — all of the enemy characters are identical. (Optional: You may roll up enemy characters individually, but this takes longer.)

When you are ready, turn to 217.

**204** You have been demoted. Trade ranks with the next-lowest ranking character in the player group. You receive no experience point refund for the lost rank, though you do not have to pay any amount still due for the former promotion.

Turn to 188.

**205** Your performance is graded. Each remaining character without a training assignment for this winter must try a Quick Contest, pitting his skill in the training field against that of your superior officer. If you don’t know your superior’s level in this skill, roll 2d+8 to generate it.

If any character loses his Contest, turn to 233.

Otherwise, turn to 258.

**206** A light dusting of icy particles swiftly evolves into something more — a winter storm. Snowflakes pile on helmets and shoulders, adding an unusual decoration to this bloody day.

*Make a note:* All missile skills suffer a -2 penalty in this fight. Reduce Move scores by 2, due to the drifting snow.

Turn to 203.

**207** All PCs who have living fathers must make Age Rolls for them (p. 6).

If an Age Roll is failed, turn *immediately* to 237.

After every PC has made an Age Roll for his father, turn to 166.

**208** When you are commanded to pack your things and report to the headquarters pavilion, you sense that it isn’t good news. Your force commander and the captain of your troop meet you there, along with a man you don’t recognize.

“Despite your abysmal service record,” says the senior officer, “I’ll not dismiss a royal fosterling from the royal service.” He introduces the unrecognized officer. “This is the captain of your new troop, soldier.”

The characters in the player group have been transferred to a new troop. Roll 1 die, and check the *PC Companies* table on p. 8 to find the stats on the unit, then roll again and see the morale table for the rest of the information. Determine the name and stats of your new captain, and any of his officers you need.

For you, the war season is over. Your new unit is in training for next year.

If your War Situation is RAID, BANDITS, UHRBURK or ZUNBURK, turn to 284.

Otherwise, halve your campaign point score (round down), and turn to 265.

**209** You gallop forward, racing over the ridge. The herd comes into view — awesomely huge creatures. Behind you come more hoofbeats . . . your companions follow.

Turn to 294.

**210** You're lonely. Try an IQ roll.  
If you succeed at the roll, turn to 267.  
If you fail, turn to 246.



**211** The hillock, a detached precursor of the greater mountains beyond, rises out of the farming country like a whale breaching water. Its rock-studded surface is devoid of trees, other than a few wind-twisted stunted trunks. Veins of rock reach outward in ridges, punctuated by steep ravines.

The site is a general's dream . . . or nightmare.

Try a Quick Contest of Strategy, matching the commanders of the rival forces against one another. This is *not* the Battle Contest, so don't apply the modifiers for that roll. If you do not know the skill level of either commander, it equals his 1st Weapon skill — see p. 9 to find it, and then note it in your records.

If your commander wins the Contest, turn to 395.

If the enemy commander is the victor, turn to 405.

If there is a tie, roll over.

**212** If your War Situation is BANDITS, UHRBURK or CONFEDERATION, turn to 238.  
Otherwise, turn to 184.



**213** In distant southwestern lands, your troop finds itself on the march in company with others collected under the Confederation banner.

Your Confederation corps contains 8 formations of squadron or battalion size. Roll 2 dice for each, and check the Confederation Army Table on p. 13 to find the details for each unit. Record the information on your unit record sheet. If your company is not currently attached to a mother squadron or battalion, attach it to the first unit rolled up.

The Troop Strength (TS) of your force equals the total TS of the units already in it (if any), plus the TS of the new units being added. If the new units are reinforcements, do not total the TS of the formations already in the force — use the total TS, which has been adjusted for battle casualties, instead. Add the new TS unit values to the old total.

When you are done, turn to 580.

**214** You are rejected. Turn to 317.

**215** The initial assault goes in — and chaos erupts. You watch the maelstrom of men and horses, of flashing steel and spurting blood, unable to tell who has the advantage.

Then you hear the bugle. It's your turn. Your men are the second wave of the assault, assigned to break the enemy line.

*Make a note:* You gain 10 victory points for each of your soldiers that exits from the opposite entry line for this scenario. Rout rules are in effect. (See p. 18 for more rules information.)

Turn to 391.

**216** The bandits refuse to pay ransom. "If he let himself be captured, he deserves what he gets," sneers the message they sent you.

You release your prisoner eventually, but keep his weapons, horse (if any) and other equipment.

Turn to 148.

**217** Begin the personal combat. Unconscious characters left on the combat map at the scenario's end become prisoners of the side controlling the map. See p. 19 for rules concerning captured PCs.

If you win the fight, or if all of your player group have exited the combat map, turn to 222.

If all of the player characters are killed, this campaign is over. Close the book.

**218** By a caprice of fate, it isn't a major officer who takes the blow . . . Your lieutenant is struck down as he rushes to drag your captain to safety.

(If a PC is a lieutenant, this blow strikes *him*.)

Determine the damage done, and apply it to his HT. If you don't know his score, he has 2d + 3 HT — write it down on your unit record sheet.

If he is killed or "out of action" — down to half HT or less — an ensign receives an instant battlefield promotion (see *Battlefield Promotions*, p. 7).

Turn to 311.

**219** Pitted against another of your fellows, you again know the shame of defeat — the blunted edge rams stoutly into your ribs. You throw down your weapon in disgust. The weaponsmaster calls after you, “Practice, lad! No one is born with Steel in hand.”

*Make a note:* Characters who failed their Contest have their training assignment: the skill used in the Contest.

If all characters have training assignments, turn to 170.

If not, turn to 17.

**220** If you just fought a siege, turn to 264.  
If you didn't, turn to 268.

**221** “Don't carry it like a damn board,” yells the weaponsmaster. “Use it. Thrust with it. Take the offensive, lads.” Through his tutelage, the art of fighting with weapon and shield takes on a new dimension.

He is training you in Shield skill.

Turn to 205.

**222** If your encounter involved victory points, turn *immediately* to 396.

If you achieved your goal for this encounter, turn to 255.

If you did not, turn to 393.

**223** If you don't know the new officer's unit, determine it randomly from among those present. Use pp. 9-11 to generate his stats.

All captains and above wear plate armor. Generals and marshals wear fine quality plate.

Turn to 203.

**224** If your War Situation is DEFENSIVE, turn to 153.

If your War Situation is OFFENSIVE or ZUNBURK, turn to 248.

If your War Situation is RAID, turn to 288.

If your War Situation is UHRBURK, turn to 296.

If your War Situation is CONFEDERATION, turn to 300.

If your War Situation is BANDITS, turn to 308.

**225** Your captain urgently signals. He points down field. “Kohnrad's getting his men killed down there. Form up your men. We need to put some pressure on another part of their battle line.”

You nod. “Are we leading an assault?”

“Hell, no,” says your commander. “Just give them a bloody nose. Then get clear. I'm going to need your men later on, fresh — and alive.”

*Make a note:* Your scenario goal is to kill or incapacitate as many enemy soldiers as you can. You gain 10 victory points for each enemy soldier killed or captured, and 5 victory points for each enemy who routs off the combat map (p. 18).

The enemy receives a replacement for each soldier killed, captured, or routed.

Keep track of time. Your men *must* exit the combat map (from the entry line) on or before the 20th turn. Exiting the map ends the scenario.

Turn to 391.

**226** As you watch, friendly scouts on swift mountain ponies suddenly break over the ridgeline, galloping back to your lines. Following them come the first elements of the enemy host, marching in columns and files along the high

mountain road. Between them and you lie innumerable cliffs and sharp crags — it's an excellent defensive position.

*Make a note:* The enemy has a +2 *Positional Advantage* bonus on its Strategy Roll in the Battle Contest. The enemy terrain word is CLIFFS.

Roll 1 die.

On a roll of 1 or 2, turn to 547.

On a roll of 3 or 4, turn to 21.

On a roll of 5 or 6, turn to 31.

**229** The battalion of Black Kingdoms spearmen is an exotic addition to your forces. Its tall, slender warriors, carrying long spears as well as a dart-throwing device unfamiliar to you, wear gilt sandals and are clad in flimsy, showy silks. Fantastic plumes are woven into their thick tresses.

*Make a note:* Black Kingdoms spearmen (400 men). Type 9 (p. 11). Battalion TS: 2,400. Missile Bonus: 50. Morale: 16 (15 engagements).

Turn to 567.

**228** If your War Situation is DEFENSIVE, turn to 232.

If your War Situation is OFFENSIVE, turn to 413.

If your War Situation is RAID, turn to 288.

If your War Situation is ZUNBURK or UHRBURK, turn to 292.

If your War Situation is CONFEDERATION, turn to 304.

If your War Situation is BANDITS, turn to 312.

**229** Finding the busy man in the labyrinth of corridors within Castle Hess isn't easy. Sir Guhs is a working castellan, not a man — like many elsewhere — content to take the title and status of the position, and let someone else do the work.

You finally locate Guhs Stoduhd shuttling between the king's quarters and the kitchens, making sure all is in preparation for the king's arrival this afternoon.

Make a Reaction Roll for the castellan, to see how he feels about you.

If the reaction is “good” or better, turn to 18.

If not, turn to 26.



**230** Far below, the columns of the enemy army are dark stains crossing the stream at the low, wide end of the valley. As you count the numbers arrayed against you, there is a grim comfort — a fast march has given your force the advantage of an elevated position.

*Make a note:* You have a +1 *Positional Advantage* bonus on your Strategy Roll for the Battle Contest. The enemy terrain word is STREAM.

Roll 1 die.

On a roll of 1 or 2, turn to 81.

On a roll of 3 or 4, turn to 21.

On a roll of 5 or 6, turn to 31.



**231** But even as you raise your voice, your tone shifts from warning to terror . . .

The highest ranking PC takes the damage!

If the PC loses more than half of his HT, or for any other reason cannot fight, turn to 254.

If all of the PCs are now dead, the campaign is over. Close the book.

If neither of the above are true, turn to 239.

**232** The season of war comes to a bitter end. Your force is recalled to the capital, while the king's counselors confer with the enemy. At last, a concord is signed — an unhappy document, ceding hard-fought-for lands to the ancient enemy. Surely, this can only lead to more fighting later.

Turn to 284.

**233** “Not very good,” grates the watcher. “Keep practicing.”

*Make a note:* Characters who failed their Contest have their training assignment: the skill used in the Contest.

If all characters have training assignments, turn to 170.

If not, turn to 258.

**234** An orderly finds you on the training grounds, and delivers his message: a troop officer council has been called. You arrive at your captain's quarters and ease yourself to a seat in the rear — befitting your rank — as the briefing begins.

“The king's coffers are drained dry,” explains your commander, tapping the table with the hilt end of a dagger. “Therefore, we're being hired out for a year — not just us, but a full squadron.”

A lieutenant hunches forward. “Who do we serve? Where?”

Roll 1 die.

On a roll of 1 or 2, turn to 404.

On a roll of 3, 4 or 5, turn to 419.

On a roll of 6, turn to 436.

**235** Warily marching on the steep mountain road, cursing the sharp stones that punish your booted feet, you enter the mountain valley — and sight the enemy host, arrayed on a stone ridge midway between the valley floor and the pass. To your experienced eyes, the position looks overwhelming. It's a natural defensive site.

*Make a note:* The enemy has a +1 *Positional Advantage* bonus on their Strategy Roll for the Battle Contest. Your force suffers a -1 *Morale* penalty in this engagement. The enemy terrain word is RIDGE.

Roll 1 die.

On a roll of 1 or 2, turn to 81.

On a roll of 3 or 4, turn to 547.

On a roll of 5 or 6, turn to 31.

**236** The sound is what attracts you — the clicking of rolling bones. Dice! “Come on in, troopers,” says the proprietor, with a wink.

Try an IQ roll for all characters in the player group.

If you wish to gamble, or if any characters fail their IQ roll, turn to 388.

If all of the characters succeed at the IQ roll and wish to avoid this tent, turn to 266.

**237** The message is unexpected, as it always is — your father has passed on.

If the PC is the oldest child of his father, turn to 250.

If not, return to 207.

**238** After the battle, you are sought out by an unfamiliar figure astride a mighty war steed: a powerful Harzburk noble, by the look of him. “Are you the young champion?” he asks.

“I don't know what you mean,” you reply.

“You're him,” booms the majestic man. “By the grace of Steel, man, I've seldom seen a soldier fight so steadily. By all rights, this should be yours.”

Roll 1 die.

On a roll of 1 or 2, turn to 116.

On a roll of 3 or 4, turn to 159.

On a roll of 5, turn to 124.

On a roll of 6, turn to 128.



**239** You are injured, but not seriously enough to avoid battle. Turn to 13.

**240** “On to Pitzburk!” is the cry. Your army goes on the offensive against Pitzburk.

Your War Situation is now OFFENSIVE.

Turn to 252.

**241** Gathered in the tiny, undecorated chapel of the tower, you and your men watch as the weaponsmaster approaches the altar. He reverently holds an oiled and serviced blade of fine workmanship.

“Not all of us are Brothers of the Sword,” comes the man's rasping voice. “But we all owe our lives to it.”

He begins to sing in an oddly unmusical voice, croaking out a popular freefighter tune that all in the room have heard:

“Death rides all in plate and  
His tall horse is black.  
“He leads every charge and  
His bowstring’s never slack.  
“He stalks every camp,  
He rides every raid.  
“His steel harvests warrior  
and merchant and maid.  
“Death rides a tall, black horse  
and we all are sworn to His service.  
“A Freefighter rides for  
Blood and Death.”

He gazes down at you. “Care for your Steel and your gear. Then they’ll look out for you.”

Throughout the winter, the weaponsmaster sees that all of you receive instruction in how to maintain your weapons and armor: Armoury skill.

Turn to 205.

**242** The character who recovers the banner becomes the *standardbearer* for your troop in the coming fight.

The banner is heavy — the equivalent of a large spear (6 lbs.). Its blunt metal tip allows it to be used as a makeshift weapon: Spear-3 (defaulting to Staff-5 and DX-8), range of 1 or 2, requires ST 11, does thrust +2 damage, requires two hands. Characters with ST 14 or greater can use it one-handed. The banner does no damage if used as a thrown weapon.

Turn to 203.

**243** The persistent wind in this valley carries the sound of the enemy army to you: the neighing of horses, the pounding of drums and the cacaphony of trumpets, as the enemy army forms into companies on the level shelf of stony ground between the rocky heights and the narrow floor.

*Make a note:* The enemy terrain word is STONY.

Roll 1 die.

On a roll of 1 or 2, turn to 81.

On a roll of 3 or 4, turn to 547.

On a roll of 5 or 6, turn to 21.

**244** The army retires to the capital. Diplomats take the field.

“The cost from the campaign was too dear,” explains your captain, in a conference at the barracks you scarcely recall from last winter. “King Gilbuht could not afford to go on the offensive. Nevertheless, Pitzburk and its vassals will pay dearly in lands and gold for the mistake they made in attacking us . . .”

Turn to 284.

**245** During the heaviest fighting of the day, a trooper catches your attention. “Sir, the standardbearer’s down!” You see the company pennant as it flutters to the ground.

“To me!” you bellow, rallying your men. “We’ve got to save the colors!”

*Make a note:* Your goal is to possess the company flag at the end of the scenario. The flag starts the scenario in the hex marked “F.” The PCs come onto the map at the entry line, and may end the scenario by retreating back across it. The enemy enter the map at the opposite entry line.

Look at the *enemy’s* terrain word, and turn to 408.

**246** There’s one sure way to overcome loneliness. Every spare moment this winter, whenever you can connive permission from the watch officer, you rush to the stables. Saddling your mount, you trot down mountain trails — just a soldier and his warhorse.

Turn to 387.

**247** As the first bolts land among the beasts, the chief bull — a huge creature, streaked with the dried blood and gore of its victims — bellows in pain. Twisting its small eyes, it shakes its head from side to side in a vain attempt to dislodge an arrow that fleshes in its ear.

Then it catches sight of you. With a speed surprising for its bulk, the great bull charges up the slope. The ground trembles as more of his herd join behind him.

“Form up!” cries the lord, desperately shepherding your party into a defensive line.

*Make a note:* The Shaggy-Bulls are lightly injured by the arrow flurry — before combat, apply 3 dice damage to each bull, 2 dice damage to each cow, and 1 die damage to each calf and renegade cow.

Turn to 294.

**248** Your company retires to Harzburk in triumph. “Total victory!” crows King Gilbuht, at the celebratory banquet you attend. “The *burklet* of Pitzburk will trouble this kingdom no more!”

Unfortunately, you hear rumors of uneasy alliances, of current allies beginning to look askance at the success of your liege lord.

Turn to 284.

**249** The loss of the banner is a catastrophe. *Make a note:* Your troop has a -2 Morale penalty in this battle.

Turn to 203.

**250** You’ve been summoned home to assume your patrimony. Your service in the royal army of Harzburk comes to an end.

The PC must retire from the player group. If he is the only player character, the campaign comes to an end.

Turn to 586.



**251** The enemy commander, trying to beat your force to this fertile prize, has miscalculated. Down the gently sloping farmlands you spot the enemy, trampling along the causeway through the marsh. The road is the enemy's curse, for it forces the mass to constrict itself into a narrow path. Desperate officers catch sight of your force and call their own units off the road, forcing their men to slog through the soggy ground in order to bring more companies to the front.

*Make a note:* You have a +2 *Positional Advantage* bonus on your Strategy Roll for the Battle Contest. The enemy cavalry is trapped by the muck — halve their bonus total when figuring cavalry superiority for this battle (pikemen are not halved). The enemy units suffer a -2 Morale penalty in this engagement. The enemy terrain word is MARSH.

Roll 1 die.

On a roll of 1, turn to 79.

On a roll of 2, turn to 75.

On a roll of 3 or 4, turn to 98.

On a roll of 5 or 6, turn to 117.

**252** Reduce your campaign point total to 0. If your War Situation is PEACE, turn to 265. If not, turn to 550.

**253** As winter draws to a close, so does your time for romance. You must make some tough decisions: Is this a casual romance, to fade away as summer steals again into a chill-bound world?

As you march away to war, will you also march away forever from warm embraces, cherished words and a tender heart?

Or can you find a way to stitch your life and hers into a single tapestry?

If you are already married, turn *immediately* to 365.

If you ask the girl to marry you, turn to 335.

If you don't, turn to 279.



**254** The injured PC is *relieved from combat* (p. 19). If this reduces the player group below the minimum, Royal Horse troopers must be added.

Turn to 13.

**255** Character points are now awarded to troopers who deserve them.

Troopers who stood out in this fight — because they made a major contribution toward the goal, or scored victory points — receive 2 character points. No more than half of the player group characters can “stand out.”

Characters who fought but weren't outstanding get 1 character point.

No character points are earned by soldiers who avoid combat.

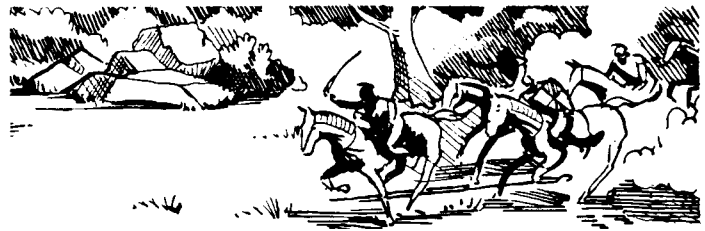
Players should use their good judgment in applying the above rules.

The number of character points received by each character is also added to the character's *glory score*. If an NPC officer was present and survived the fight, each character who scored character points receives bonus glory points equal to (officer's rank)-3 (ignore results less than one).

Your superiors notice your performance. In the future, they will assign you to more demanding portions of the battlefield. Roll 1 die, and divide by 2 (round up). Turn to the “Fighting Characters Table” (p. 9) and, starting at the top, cross out a number of uncrossed-out boxes equal to the result.

*Make a note:* Your commander may apply a +2 bonus to his Strategy Skill roll in the Battle Contest. If the Battle Contest has already been made, your actions win a +1 Morale bonus for your side when making morale rolls to avoid rout in this battle.

When you are done, turn to 423.



**256** You and your drinking buddies are huddled at a table, drowning your sorrows, when something tugs for your attention.

Try an IQ roll for all of the player group characters. Bonuses apply for Alertness, Acute Vision or Acute Hearing.

If any characters succeed at the roll, turn to 554. If all fail, turn to 421.

**257** Roll 1 die.

On a roll of 1, turn to 273.

On a roll of 2, turn to 325.

On a roll of 3, turn to 334.

On a roll of 4, turn to 339.

On a roll of 5, turn to 345.

On a roll of 6, turn to 383.

**258** Easily passing the drills, you are allowed to miss the practice sessions that are mandatory for all the others.

Characters who didn't lose their Contest are excused from training assignments this year.

If no character in the player group has a training assignment, turn to 147.

Otherwise, turn to 170.

**259** Poorly led, the commander's men bunch up as they attack. Soldier jostles soldier. A crowding elbow spoils a well-executed parry, while a falling casualty forces the next man to awkwardly step around him. The troopers feel trapped, boxed in. Panic grows. Battle claustrophobia erupts.

*Make a note:* Apply a -2 penalty to the Morale of the commander's force in this encounter.

Turn to 203.

**260** The enemy prepares again to invade Harzburk. King Gilbuht makes every effort to raise a new force to repel the aggression.

Your War Situation is now DEFENSIVE.

Turn to 550.

**261** On a cold starless night, you and your men crouch outside the tower walls. In the mock battle tonight, you've been assigned to attack the gate. It seems like a "suicidal" assignment. You run through the recent drills, summoning up lessons on tactics, command, principles of battle . . . surely something applies to this situation.

You are being trained in battle leadership this winter: *Tactics or Leadership* (whichever each character is lowest in).

Turn to 205.

**262** In the distance, you can see the enemy ranks arrayed beyond the river, hastily forming a battle line. More units arrive as you watch, and outriders are sent downriver toward the bridge crossing. Wisely, the enemy commander keeps his men from crossing the river — the shallow ford is a good defensive site.

*Make a note:* The enemy has a +1 *Positional Advantage* bonus on their Strategy Roll for the Battle Contest. The enemy terrain word is FORD.

Roll 1 die.

On a roll of 1, turn to 45.

On a roll of 2, turn to 75.

On a roll of 3 or 4, turn to 98.

On a roll of 5 or 6, turn to 117.

**263** The commander knows his stuff. By ordering his men into tight ranks, he's given his men a feeling of security — they know they have Sword Brothers on every side. There's also no way a panicking soldier can run to the rear. On both counts, the formation proves a steadying influence.

*Make a note:* Apply a +1 bonus to the commander's force in this encounter.

Turn to 203.

**264** If the defending force has been destroyed, the siege is over — turn to 272.

If the besieging force has totaled 10 or more siege points, turn to 276.

If neither of these are true, turn to 328.

**265** If you are 17 years old, turn to 135.

If you aren't, turn to 158.

**266** If you have not fought in a war yet, turn to 305.

If you have been to war at least once, turn to 135.

**267** *The following events apply only to the highest ranking player character.*

As you come back to the barracks one night, your fellows are quick to tease you. "He's been out breaking the hearts of the burk-gals tonight," cries one.

Another pinches your cheek. "Look at 'im blush! How did it go, sport?"

"Just a young lad in love," pipes a third, in a mimicking falsetto. He kneels in front of you. "Kiss me, darling!"

If you use your fists on your friends, turn to 329.

If you ignore their remarks and go to your bunk, turn to 549.

If you tell them about tonight, turn to 173.

**268** Examine your campaign point total. If your War Situation is RAID, double your point total.

If you have 10 or more points, turn to 224.

If you have -10 or fewer points, turn to 228.

If neither of the above apply, and your War Situation is RAID, turn to 280.

Otherwise, turn to 328.

**269** "This might be trouble . . ." says your captain. "What do you mean?" asks a lieutenant.

"We're being placed under the command of a grand duke, a vassal of King Gilbuht's," explains the captain. "The squadron consists of two troops of noble cavalry plus our own troop."

"Hell," explodes the lieutenant. "When it comes to fighting, those knights will do as they damn well please — they won't cooperate with anyone!"

Turn to 23.

**270** Roll 3 dice. If the roll is 10 or greater, your side suffers a catastrophe.

If there is no catastrophe, turn to 13.

If you are the *besieger* and suffer a catastrophe, turn to 69.

If you are *under siege* and suffer a catastrophe, turn to 507.

**271** If this is a new enemy, check the size of the enemy force on the *Chain of Command* table (p. 7) to find out how many squadron and battalion size formations are in it. If a range is given, use the lowest number given. For example, a division starts with 4 squadron-size units.

To determine the exact composition of the enemy force, or to determine reinforcing units, roll 3 dice for each squadron-size formation, and check the *Harzburk and Pitzburk Army Table* on p. 13 to find the details for each unit. Record the information on your unit record sheet.

When done, turn to 508.

**272** The burk surrenders. *Make a note:* Roll 1 die for every point of siege class the burk was originally worth. If yours was the force under siege, you lose that number of campaign points. If you were with the besieging force, you gain that number of campaign points. Erase siege point and siege class scores, and remove both force's siege bonus points received during the siege.

If the campaign continues, your enemy has a new force. Erase the current roster, and the record of the current enemy force commander. Double the regular number of reinforcements for the enemy — they will receive at least one unit, no matter what they roll. These reinforcements constitute their entire force.

Turn to 268.





**273** The four companies of civil guardsmen straggle along the roads, looking unkempt and ill-disciplined. Though technically all freighter companies, these units have long been in service as the civil guard of several burklets — it's been a long time since they've fought anyone tougher than a drunken mercenary.

*Make a note:* Civil Guard (500 men). Type 6 (p. 10). Battalion TS: 1,600. Missile Bonus: 25. Morale: 11 (1 engagement). Turn to 567.



**274** As you and your men march toward the village and its unspoiled fields, you find the enemy has arrived before you. Enemy scouts ride back to their lines on the distant side of the river, avoiding your pursuing patrols. Your heart shrinks on seeing the enemy dispositions, beyond a bridge on the river. If your army is to come to blows with theirs, you'll have to survive a headlong charge along that bridge directly into the best companies of the enemy host.

*Make a note:* The enemy has a +2 *Positional Advantage* bonus to his Strategy Roll in the Battle Contest. Your units suffer from a -2 Morale penalty. The enemy terrain word is BRIDGE.

Roll 1 die.

On a roll of 1 or 2, turn to 45.

On a roll of 3 or 4, turn to 79.

On a roll of 5 or 6, turn to 98.

**275** The surprised animals bellow in pain. Charging in circles looking for an adversary, they are slaughtered by the torrent of feathered shafts. The field is splattered with their gore.

“That’s enough, uncle,” urges the eager nephew. “Leave something for the rest of us.”

The lord gives a weary grin. “You want your taste of adventure, eh? Very well.” At his signal, the archery stops — and your group of mounted nobles descends the hill to do battle with the survivors.

*Make a note:* The Shaggy-Bulls — especially the savage bulls — are badly injured. Before combat, apply 10 dice damage to each bull, 5 dice damage to each cow, and 2 dice damage to each calf and renegade cow.

Turn to 294.

**276** The siege is broken. The assaulting army reluctantly draws back, allowing reinforcements and caravans of supplies to reach the nearly starved burk.

*Make a note:* Roll 1 die. If you were with the force under siege, you gain this number of campaign points. If you were part of the besieging army, you lose this number of campaign points. Erase all siege point and siege class scores. Remove both force’s siege points received during the siege.

If the campaign continues, you are part of a new force. Erase your roster, and the record of your force commander. You double the regular number of reinforcements, and automatically receive at least one unit no matter what you roll. These reinforcements are the only units in your force.

Turn to 268.

**277** There is mass confusion at headquarters. *Make a Note:* When the Battle Contest is rolled, use the Strategy score of the deceased leader — at half value rounded up. Your force suffers a -1 Morale penalty in this battle.

Turn to 13.

**278** A runner from a nearby village brought the tale to the manor house. Peasants had found a blood-smeared little girl wandering in the woods. She was babbling incoherently. An aunt recognized her as the eldest child of Owuhn, a retired trooper homesteading in the western woods.

When a cautious party approached Owuhn’s hut, they found it a ruin. The old veteran, his wife, and a young son were dead within.

“You recognized the signs?” the lord asked the village messenger.

The man nodded. “Bear spoor, lord.”

“A bear and a man-killer,” said the noble. “If we don’t root this beast out and kill it, he’ll kill again. He must be stopped.”

This morning, the lord asked for volunteers to enter the woods to search for the vicious predator. You and your men were among the volunteers, and have been sent out as one of several scout groups. Trusting to instinct, you set out along a winding trail leading over a rise. Under a slate grey sky, the wind is cold but not bitter. If you weren’t riding on so dangerous a task, the day would be enjoyable.

Roll 1 die.

On a roll of 1 or 2, turn to 298.

On a roll of 3 or 4, turn to 318.

On a roll of 5 or 6, turn to 338.

**279** Logic does not always rule the heart. Try an IQ roll.

If you succeed at the roll, turn to 317.

If you fail, turn to 335.

**280** After the raid’s action, the summer is pleasant but unexciting.

Turn to 284.

**281** Try a Tactics Roll for the force commander. If he succeeds, turn to 263.

If he fails, turn to 203.

**282** Trumpets sound from the plains outside the city. You hail a patrolling guard on the wall. “What’s happening?” you shout. The guard shrugs. You repeat the question. “Horses,” he replies. “Lots of them.”

You climb the stairs to the top of the wall, to see for yourself. It’s as you fear: A long column of reinforcements arrives for the besiegers.

Roll 3 dice twice and check the *Harzburk and Pitzburk Army Table* on p. 13, to learn what formations are added to the enemy roster. (If your War Situation is BANDITS, roll 2 dice twice and look at the *Irregular Troops Table* instead.)

Remember that reinforcements are always added at the bottom of the roster.

When you are ready, turn to 13.

**283** To keep up morale in the city, your commander insists on nightly forays by select parties of soldiers, to raid and harass the besieging army.

Tonight's raiding party returns at first light. Its remains, hacked into bloody morsels, are catapulted into the city center.

*Make a note:* Your force suffers a -1 Morale penalty in this battle.

Turn to 13.

**284** If your War Situation is UHRBURK or CONFEDERATION, erase all record of friendly and enemy force commanders.

If your War Situation is ZUNBURK, erase all record of friendly force commanders.

If your War Situation is BANDITS, erase the record of the enemy force commander.

*Make a note:* Your War Situation is now PEACE. This replaces any former War Situation you have had.

Turn to 252.

**285** Caring little about the local peasants, the enemy commander orders his force to draw up its line of battle on the gentle rise of farmland overlooking the river. You watch as soldiers kick down pole fences, trample harvest-ripe crops into the sandy soil, and drive a shrieking old woman from a shack which they demolish to form an abattis for their archers.

*Make a note:* The enemy terrain word is SAND.

Roll 1 die.

On a roll of 1, turn to 45.

On a roll of 2, turn to 79.

On a roll of 3 or 4, turn to 75.

On a roll of 5 or 6, turn to 117.

**286** As your wounded commander is removed from the field, another steps in to take his place — but there is no time to revise the battle plan.

*Make a Note:* When the Battle Contest is rolled, use the Strategy score of the wounded leader. There is a -1 penalty to the roll, and a -1 Morale penalty for the force.

Turn to 13.

**287** "Things couldn't be better," says your commander. "We're serving with regular units — no militia this time, by Steel."

Turn to 434.

**288** The effect of the raid is not what King Gilbuht intended. The uproar among Pitzburk and its vassals is enormous, and the political storm turns to militant fury. A hostile army assembles.

Your War Situation is now DEFENSIVE. This replaces your previous War Situation.

Turn to 252.

**289** You hardly believe it. An errand for the company took you back to the royal precincts, where by chance you encountered an enchanting lady: the Duchess of Dawfinburk. Though she's young, she is years older than you are — years of age and experience.

After that chance encounter, you were given a key and the name of an inn on the west side of the city. The duchess's husband is in a distant land, captaining a freefighter condotta. In his absence, the lonely lady entertains herself at King Gilbuht's court . . . with young officers like yourself.

Turn to 253.

**290** Your swing connects with empty air. Laughing, the troopers stuff your head in a pillow and hang you in the latrine. It takes an hour to free yourself, despite your shouts of fury.

Turn to 299.

**291** The first wave of the attacking army rumbles toward the segment of wall to your right. The men march in files, ladders held over their heads, protected by friendly archers.

Then disaster strikes. As the army pauses a hundred yards from the wall, a rumble sounds deep below ground. You feel the tremor beneath your feet. There are shouts of alarm, and then a crash followed by a rising cloud of dust.

"By the Blade," says your captain, making a religious gesture. The enemy cheers.

"What is it?" you ask.

"They've undermined the wall," he says, looking dazed. "They must have engineers, dung-beetles who dug in and undermined . . ."

A messenger runs up. "Pardon, lord, but the commander requests that your troop move into the threatened sector." Orders are barked, and your unit makes the change in deployment. You march into the white-dusted ruin, passing dazed and stumbling survivors. Already enemy soldiers are within the city.

"We've lost the battle," says your captain. "Be ready to evacuate."

*Make a note:* Apply a -2 penalty to your force's Strategy Roll in the Battle Contest.

Turn to 13.

**292** Your company trudges home from the disastrous campaign, dispirited and whipped. Your employer lost the war . . .

Turn to 284.

**293** This death puts a kink in the battleplan . . . he was to command an integral part of the battle plan.

*Make a note:* Apply a -2 penalty to your roll when the Strategy Roll for the Battle Contest is made. All units on your side suffer a -1 Morale penalty in this battle.

Turn to 13.





**294** The star of the herd is the enormous chief bull: ST 85, HT 16/40, speed 13. The horns do 2d+2 impaling damage.

Roll 1 die and add a number equal to the number of characters in the player group, to determine how many other animals are in the bull's herd. Then roll the die once for each animal, and consult the table below to discover its identity and statistics.

roll	identity	statistics
1	Big bull	ST 80, HT 16/30, speed 12. The horns do 2d+2 imp.
2	Smaller bull	ST 60, HT 16/30, speed 13. The horns do 2d imp.
3	Large shaggy-cow	ST 50, HT 16/20, speed 14. Her horns do 1d+3 imp.
4	Small shaggy-cow	ST 40, HT 16/15, speed 15. Her horns, bulbous and stubby, do only 1d-2 cr.
5	Shaggy-cow calf	ST 15, HT 16/10, speed 15. No horns.
6	Renegade cow*	ST 40, DX 8, IQ 4, HT 14, speed 8, 1d cr (horns), 1d+1 cr (hooves), PD/DR 1/1.

\* a normal cow, escaped from a farmer's field

For more information on Shaggy-Bulls, see p. 16. Renegade cows fight only if attacked — otherwise, they can easily be captured.

For this battle, add NPCs to your combat group until you have a total of 10 characters. The new characters represent the lord, his nephew, and the lord's liegemen, and have the stats of Noble Cavalry troops (Type 16, p. 11). All characters are mounted.

Use Combat Map TWO. The light-shaded ovals are trees (read entry 512 for their effects). Ignore the dark ovals and the central stripe. Roll one die. On a roll of 1-3, place the party on entry line A, the bulls on line B. On a 4-6, reverse these dispositions.

When everything is set up, turn to 295.

**295** Fight the battle. If you win the encounter, turn to 303.

If you flee from the combat map, count the number of hits taken by the party. If the total is less than 10, turn to 381. Otherwise, turn to 266.

If all of the player characters are killed, the campaign is over. Close the book.

**296** It is a long, triumphant march home, laden with wagon after wagon of loot won in victorious battles. Uhrburk now threatens to become a power in the West — and an influential Harzburk ally.

Turn to 284.

**297** The roll of a drum summons your men to inspection, before an expected assault by the enemy. Your troop is not assigned a position on the wall, but has been designated as an emergency reserve to shore up any threatened sector. You line your men up smartly, then turn to the officer.

As you do so, you hear a loud crack. A tremor runs beneath your feet. Enemy artillerymen open up another barrage. Down here, there is no chance of being struck by a catapult missile, but the concussions loosen the building stones . . .

"Down!" you bellow, as stones and dust erupt from a collapsing ceiling.

*Make a note:* This load of stones does 3 dice crushing damage to anyone it strikes.

Turn to 342.

**298** Then you hear the roar. An enormous, furred figure rises out of the underbrush on its hind legs, gnashing foam-flecked jaws. As it charges, your mounts panic.

Use Combat Map TWO. The dark ovals are trees (read paragraph 512 for their effects), while the light ovals are bushes (read paragraph 511 for their effects). The center stripe is the trail.

Place the bear in the patch of bushes nearest the trail. Place the player group within 2 hexes of the trail, facing the bear.

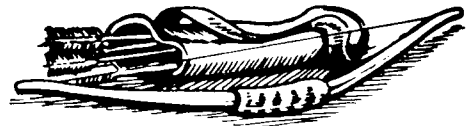
After placing the characters, try a Riding Roll for every player group character. Characters failing their roll must fight this combat dismounted — remove their mounts from the map.

When everything is set up, turn to 310.

**299** The young cavalymen who join you are clearly raw. They ride with their armor unlaced to escape the heat of the day, talk loudly to one another with hardly an eye on their surroundings, and seem unable to keep their column in orderly ranks.

*Make a note:* Raw Cavalry (250 men). Type 17 (p. 11). Squadron TS: 1,000. Cavalry Bonus: 250. Missile Bonus: 30. Morale: 9 (0 engagements).

Turn to 567.



**300** Following the last great battle, an uneasy peace settles on these mountains. The tribesmen stop their war, for now. In distant Kehnooryos Ehlas, the High Lords know that this is only a truce, a halting point in the long-term struggle for these lands. But for you and the other troops in the Confederation army, it is a triumph paid for in blood and flesh.

Having withdrawn beyond the mountains, the army pauses at its last camp for a celebration before breaking up: the regular troops returning to Goohm, and the freefighters (including your own troop) going home like yourselves or selling themselves to a new master.

At some time during the revelry, you meet a tall man with close-cropped hair stippled with grey. Listening to his battle stories, you think him nothing more than a Confederation officer. Later, on the march to Harzburk, you realize that the man was Milo Morai, the Undying High Lord.

Turn to 284.

**301** It is the middle of the night when the sound of clanging steel and men's cries of agony awaken you. It is hard to tell what is happening. You form your men up and find a place you can defend. Hostile soldiers swarm through the city.

"What happened?" asks one of your men.

You shake your head. "Don't know."

"Traitors," says another. "Some turncoat let the enemy in through a gate."

*Make a Note:* Your force suffers a -1 penalty to the Strategy Roll in the Battle Contest.

Turn to 13.

**302** The enemy is engaged in looting the small village when your force makes its approach. Bereft of scouts and discipline, it takes the host precious time to realize its danger. With shouts tinged with hysteria, the enemy companies drag themselves into battle line on the meadow outside the village.

*Make a note:* The enemy suffer a -2 Morale penalty in this engagement. Their terrain word is OPEN.

Roll 1 die.

On a roll of 1, turn to 45.

On a roll of 2, turn to 79.

On a roll of 3 or 4, turn to 75.

On a roll of 5 or 6, turn to 98.

**303** *Make a note:* Each character in the player group who participated in this battle receives 1 character point.

If the old lord fought in the battle, and if he is still alive, turn to 331.

If villagers fought in the battle, turn to 333.

If neither of the above is true, turn to 266.

**304** When your defeated army pours back out of the mountain, it meets a fresh onslaught — from headquarters. A storm of criticism and reorganization erupts.

If High Lady Aldora is your commander, turn to 320.

If not, turn to 316.

**305** *Make a note:* It is now the first week in April. Mark this on the war season calendar (see p. 12).

If your War Situation is PEACE, or if you have not yet fought in a war, turn to 384.

If not, turn to 486.

**306** For lack of space in the burk, you and your men are quartered in the market square, where cobblestones are little comfort to muscles tired from day-long drills. Your commander insists on keeping his men busy, even in a besieged burk.

Despairing of sleep, you stare into the starlit sky. A cluster of fiery points enter your view . . . and arc toward you. Flaming balls of catapulted pitch!

*Make a note:* The fiery projectiles do 2 dice crushing damage to whomever they strike.

Turn to 342.

**307** The captain slaps his knee. "And I thought Beetdigger Tcharlz was dead!"

"Beetdigger?" you ask.

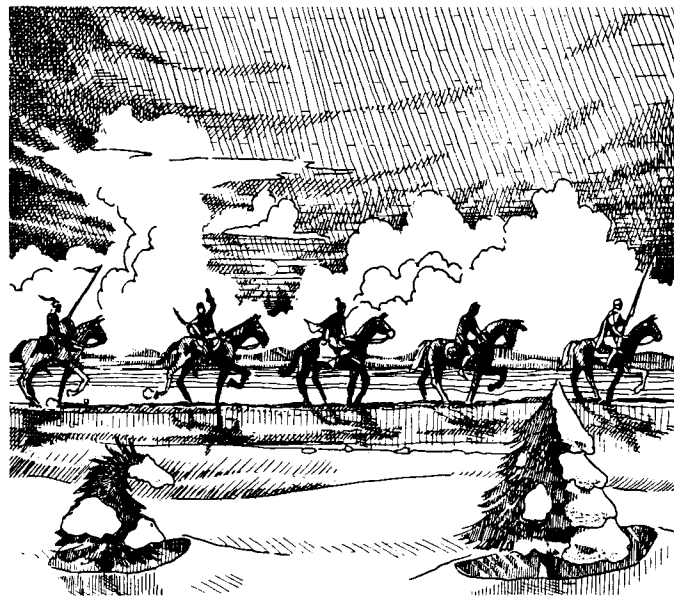
"He picked up the nickname at the siege of Parleeburk," your commander explains. "The defenders were stubborn, forcing us to keep up the stranglehold through most of the winter.

Supplies were short. It was old Tcharlz, scavenging for grub, who stumbled on the abandoned field. We had to chop through the frozen ground to get at them, but it was those frozen beets that saw us through the final weeks."

He tugs at his moustache. "He even showed us how to make beet soup. Called it *boorshtee*, I think . . ."

(If your War Situation is RAID or BANDITS, your force commander will be Beetdigger Tcharlz. His Strategy score is 15.)

Turn to 555.



**308** The countryside is restored to peace. A pleased King Gilbuht welcomes you personally back to the capital, eager to hear about your adventures.

Turn to 284.

**309** You return from a wild evening. The streets are dark and damp. Singing a drunken version of "Hinkee dinkee parlee voo," you stumble into an alleyway . . . where a scuffle is going on between a white-haired man and a black-cloaked assailant!

*Make a note:* The men are using knives (1d cut).

If you cry for the city guard, turn to 342.

If you draw your blade and attack the cloaked figure, turn to 552.

If you knife the white-haired man, turn to 111.

**310** *Make a note:* The bear's ST equals  $5 \times$  the size of the player group, plus 15. Further bear information is given on p. 16.

Turn to 295.

**311** The injury is of little note, when so many others will die this day. Turn to 13.

**312** As evening falls, a trumpet heralds the approach of a squadron of cavalry. In the vanguard rides a grim-faced King Gilbuht. His discontent with your performance is soon proved: your force commander is publicly executed at dawn, along with all of his staff.

*Make a note:* Erase the record of your previous force commander. Take twice the normal number of reinforcement units before the next battle (i.e., take two if your War Situation is BANDITS). Add 5 to your campaign point total.

Turn to 550.



**313** You see the stone, and shout a warning.  
Turn to 342.

**314** During a temporary lull in the fighting, you drift to the rear to talk with your fellows. As you do so, you notice first one, then several, then dozens of men running along the base of the wall, deeper into the city. An officer, waving a sword, tries to stop them and is run down.

Try an IQ roll for the highest ranking PC.

If he succeeds at the roll, turn to 323.

If he fails, turn to 337.

**315** “A pox upon him!” Your captain is upset. “What kind of a battle is it, locked in some wooded bog where a hand can’t find its own arsel!”

*Make a note:* The terrain word for you and for the enemy is POND.

Examine the Troop Strength (TS) totals for each side.

If you outnumber the enemy, turn to 366.

If you don’t, turn to 370.

**316** The force commander is sacked. Replacing him comes a whirlwind from the east, a strikingly beautiful woman — the High Lady Aldora. With her come replacements to rebuild the army.

*Make a note:* Erase the record of your previous force commander. High Lady Aldora’s stats are given on p. 16.

Turn to 324.

**317** In spite of everything, you gain one thing — experience. This romance has been worth 1d character points. But don’t spend the points yet . . .

*Make a note:* The character points gained from your romantic adventure must be spent on things which might be gained from the experience. Do *not* spend them on other advantages or skills for which you are currently required to spend your points.

For example, it would be appropriate to invest the points in social skills (Diplomacy or Dancing, for instance) or certain advantages — perhaps Literacy (if she can read, she might have taught you) or Patron (depending on the girl’s connections).

Inappropriate investments include combat and other non-romantic skills: Pickpocket, Stealth, Axe/Mace, and so on.

Turn to 266.

**318** Then, from a short distance away, you hear the roar of a charging bear and the shouts of men in combat. “This way, men,” you yell, leading your men toward the fight.

You cross through a brief strip of woods and emerge onto another trail. A shocking sight greets your eyes. Bodies litter the ground like fallen leaves, towered over by a blood-streaked bear. Only a single survivor remains standing — the lord himself, tired but alive, grimly facing the triumphant beast.

The bear grunts, blowing flecks of foam from jaws, and moves toward the old lord.

Use Combat Map TWO. The dark ovals are trees (read paragraph 512 for their effects). Ignore the light ovals. The center stripe is the trail.

Place the old noble in the center of the large light-colored oval. He has the same stats as a Noble Cavalry trooper (Type 16, p. 11), but has taken (1 die) fatigue points. He is dismounted and his horse is gone.

Place the bear at the trail end nearest to the noble. It has taken 2 dice of damage.

The PCs will enter the map from the other trail end.

When everything is set up, turn to 310.

**319** You fail to see the stone teeter, and can’t act in time . . .

Turn to 326.

**320** A displeased High Lady purges her staff of officers she finds less than aggressive. More companies make the long trudge from Goohm to join your force.

Turn to 324.

**321** You act in the nick of time. Your swift reaction, and old-fashioned good fortune, save at least one life this day.

*Make a Note:* Add 3 to the highest ranking PC’s glory score. If he didn’t have a glory score, his score is now 3.

Turn to 13.

**322** The rider is winded. “They’re deep in there,” he reports, pointing into the woods. “And it’s a hellhole — trees packed thick as grass in a meadow, and the ground thick with a thorny growth as high as your hips.”

“Damn,” says your captain.

“And that ain’t the half of it,” says the scout. “You won’t be able to ride them war horses into it, sir.”

*Make a note:* The terrain word for you and for the enemy is THICKET. Do not use cavalry superiority in this battle. All combat encounters must be fought dismounted.

Examine the Troop Strength (TS) totals for each force.

If you outnumber the enemy, turn to 366.

If you don’t, turn to 370.

**323** “To the wall, men!” you shout, gathering a cluster and leading them to the threatened sector. A neighboring battalion has collapsed . . . but your fast action may keep the situation from getting out of hand.

Try a Leadership Roll for the highest ranking PC.

If he succeeds at the roll, turn to 374.

If he fails, turn to 349.

**324** *Make a note:* When you roll for reinforcements next time, roll *triple* the number of dice allowed. Always add at least one unit. Restore your campaign score to 0.  
Turn to 550.

**325** As the enemy rush forward, you remember your orders . . .

“This ground,” your captain said, tapping the soil with the point of his sabre, “is the key. If your men can hold onto this position, the battle is ours.”

“I understand, sir,” you replied.

“Hold it at all costs,” he said grimly.

*Make a note:* Your scenario goal is to drive all attacking soldiers off the combat map. Rout rules (p. 18) are in effect.

Turn to 397.

**326** Your action is to no avail . . . Steel strikes a heavy blow.

Ignore armor when applying the damage, but Toughness counts.

Roll 1 die.

On a roll of 1, turn to 111.

On a roll of 2 or 3, turn to 181.

On a roll of 4, turn to 195.

On a roll of 5, turn to 218.

On a roll of 6, turn to 231.

**327** “This’ll keep us busy,” says your captain. “We’ve been assigned as the reserve element in a squadron of scout cavalry. They’ll be on far patrol . . . and when they find something too tough for them, we’ll ride to the fight.”

Turn to 459.

**328** If it’s true that military organizations have a soul, then the unit that joins you is black-hearted indeed. It’s a Freefighter condotta, two companies of brigands and outlaws led by brutish officers . . . the scum of the military service.

*Make a note:* Brutish Freefighters (300 men). Type 14 (p. 11). Squadron TS: 2,150. Cavalry Bonus: 300. Missile Bonus: 75. Morale: 14 (6 engagements).

Turn to 567.

**329** “Go shove off,” you say, swinging at your pal. Try a Brawling Skill roll. No default roll is possible.

If you succeed at the roll, turn to 467.

If you fail, or if you don’t have Brawling skill, turn to 290.

**330** If you are currently involved in a siege, *immediately* turn to 270.

If your War Situation is RAID or CONFEDERATION, turn to 133.

Otherwise, turn to 66.

**331** To show his gratitude for your aid, the noble gifts each character in the player group with a *fine* quality dagger. The highest ranking character also receives a *fine* quality broadsword.

Turn to 266.

**332** Time brings a sudden halt to this war season. Storms, crop failures, finance (or the lack of it), a lack of resolve on the part of the king’s ministers . . .

*Make a note:* Halve your campaign point total. If a siege was in progress, it is lifted — erase all siege class and siege point scores. Your unit will be reassigned in the coming war season — discard your roster sheet.

If your War Situation is CONFEDERATION, ZUNBURK or UHRBURK, turn to 340.

If your War Situation is BANDITS, turn to 344.

Otherwise, turn to 265.

**333** Roll 1 die. If the number rolled is greater than the number of villagers who survived the battle, turn immediately to 266.

Otherwise, the village offers its thanks to you with a hearty banquet. The tale of your fight against the bear gets back to the capital, where a street minstrel turns it into a popular ballad.

*Make a note:* Add to your character sheets: Good Reputation — Bear-Killer (+1 reaction among Harzburkers on a roll of 10 or less). You must pay 1 point as soon as possible.

Turn to 266.

**334** You hear the whooping over the roar of battle. As troops back from the line in panic, throwing weapons and armor away to speed their escape, the victorious enemy celebrate.

You turn to your bugler. “Sound the assembly, trooper.” The strident peals prompt your men to gather around you.

“We can’t let them rout our fellows so easily,” you say. “Let’s give them a charge and retake that ground, men!”

*Make a note:* Your scenario goal is to drive all enemy soldiers from the combat map. Rout rules (see p. 18) are in effect.

Turn to 407.

**335** A week before your unit’s spring orders are due, you delay no longer. After a special rendezvous with the girl of your dreams, you “plight your troth” in the old tradition — on bended knee, pledging by the bared sword.

If your girlfriend is the Duchess of Dawfinburk, turn *immediately* to 347.

Otherwise, make a Reaction roll for the young woman. Apply the difference in Status between you and the girl as a modifier to the roll, positive if you outrank her, or negative if she outranks you.

If her reaction is “Good” or better, turn to 418.

If it isn’t, turn to 214.



**336** As the weeks pass, the roads are clogged with men marching to their fate. You welcome their presence, when they fight for your side . . . and curse when the enemy gains aid. It seems as if the Middle Kingdoms are lined up on the sidelines, ready to jump (or switch) to the side that wins — or that has the most money.

Make reinforcement rolls for your side. Roll 1 die for each point of this month's Reinforcement Score, modified as indicated below:

<i>Condition</i>	<i>Result</i>
Force is under siege	No roll — reinforcement impossible

Otherwise:

War Situation BANDITS	No roll — each side receives one new unit
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War Situation CONFEDERATION	Roll only half the dice (round up) when rolling for the barbarians
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War Situation UHRBURK or ZUNBURK	Roll 2 fewer dice
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For every "5" or "6" rolled, the force receives one reinforcement. If the force is a besieging army, it also receives one siege bonus point for every reinforcement received.

*Example:* It is May, and the War Situation is ZUNBURK. May is normally worth 10 dice, but because this is ZUNBURK, only 8 are rolled. Rolling 8 dice for the Harzburg/Zunburk force, we find they get 3 reinforcements (and, if they had been besieging a burk, 3 siege bonus points).

When you are finished, make reinforcement rolls for the enemy force. *Example:* Rolling 8 dice for Pitzburk, we find they get only two reinforcements.

Reinforcements are always added to the *bottom* of the roster, but do *not* add these reinforcements until told to do so.

If you are not under siege, and your War Situation is CONFEDERATION, turn to 213.

If you are not under siege, and your War Situation is *not* CONFEDERATION, turn to 567.

If you are under siege, turn to 506.



**337** The enemy pour in over a sector of the wall left undefended by a demoralized unit. You swiftly find yourself surrounded. Your troop fights desperately for its life.

*Make a Note:* The rout of this unit forces a -2 penalty to your Strategy roll for the Battle Contest. Your force also suffers a Morale penalty of -1.

Turn to 13.

**338** From ahead, you hear the raised voices of women and children shrieking in mortal terror. Spurring your mount, you lead your party to the rescue.

You emerge from the woods in a tiny clearing, where a valiant few are holding off an angry, powerful predator.

Roll 1 die — this is the number of defenders present. To find their identity and stats, roll once for each on the table below.

<i>roll</i>	<i>identity</i>	<i>stats</i>
1	Aged veteran	Same as Royal Horse (Type 17, p. 11), except that his HT is only 6. Armed with a short-sword. No armor.
2	Old lady	Use the stats for "Mohlee" on p. 16, except that she is only HT 5. She is armed with a spear.
3	Child	HT 4. Move 1. Cannot fight or dodge.
4	Attractive girl	Use the stats for "Mohlee" on p. 16. She is armed with a pike.
5	Mother	Use the stats for "Mohlee" on p. 16. If any children are injured, she must succeed at a Will roll or go Berserk (p. B31). She is armed with an axe.
6	Crippled man	Same as unarmored Royal Horse trooper (Type 17, p. 11) except that you must roll 1 die to determine his injury: 1 — Blindness (p. B27) 2 — Bad Sight (Nearsighted) (p. B27) 3 — One Arm (p. B29) 4 — Lamé (One Leg) (p. B29) 5 — One Eye (p. B29) 6 — Lamé (Crippled Leg) (p. B29)

Use Combat Map TWO. The dark ovals are trees (read paragraph 512 for their effects). The light ovals (except for the largest) are rocky outcrops (read paragraph 510 for their effects). The center stripe is the trail.

Place the villagers within the large light-colored oval. Place the bear anywhere 2 hexes distant from a villager. The player group enters the map from the distant narrow end.

The bear is obsessed with the villagers, and will attack them unless attacked by a PC.

When everything is set up, turn to 310.

**339** You watch with awe as the enemy assault goes in — ranks and ranks of horses and soldiers crashing into the defending battleline. Among the contortions of battle it is hard to sense the outcome.

Your commander rides up. "The line's buckling!" he blasts hoarsely. "If they break through, that's the battle. Get your men in there — hold the line!"

*Make a note:* You get 7 victory points for each enemy soldier that does not exit from the opposite entry line (see p. 18).

Turn to 397.

**340** Your unit is released from its contract. The end of the long march home is punctuated by scattered snow storms.

Turn to 284.

**341** Your captain calls you to his side. "Watch your men," he says, riding knee to knee with you. "In these woods, it'll be near impossible to form any line of battle . . . but it's not dense enough that I want to fight on foot."

*Make a note:* The terrain word for you and for the enemy is WOODS.

Turn to 355.

**342** Try a DX roll for the highest ranking PC, +2 for Combat Reflexes, to see if his action is in time. If he succeeds at the roll, turn to 321. If he fails, turn to 326.

**343** Try a Tactics roll for the force commander. If he succeeds, turn to 203. If he fails, turn to 259.

**344** A glowering King Gilbuht summons your unit home for the winter. "Unfit for latrine duty," is his reported remark. Your troop is reorganized.  
*Make a note:* If you have an NPC captain, he is replaced with a new NPC. If your lieutenant is an NPC, he is replaced with a new NPC. Determine any new names and stats necessary. Turn to 284.

**345** The enemy charge breaks against your battleline. Though your men fall back, losing ground, they hang together. Then, as your troopers cheer, the enemy reels back, dragging their wounded.

"Counter charge!" yells your captain. "Catch them while they're off guard!"

You realize that a heavy blow now might send the whole enemy army into a rout.

*Make a note:* Your scenario goal is to kill or incapacitate as many enemy soldiers as you can. You gain 5 victory points for each enemy soldier killed or captured, and 10 victory points for each enemy who routs off the combat map (see p. 18). (Remember, rout is contagious — in this situation, routing an enemy will do more than to kill one.)

However, the enemy receives a replacement for each soldier killed, captured, or routed off the map.

Keep track of time. If the PCs haven't run from the map, the scenario ends at the finish of the 20th combat round.

Turn to 407.



**346** Try a Strategy roll for the commander of the enemy force. The commander receives a bonus, depending on how badly outnumbered he is: +2 (if your force is twice as large), +4 (three times as large), and so on. (If you do not know the officer's Strategy Skill level, it equals  $3d+3$  — write down the score on the enemy roster sheet.)

If he succeeds at the Strategy roll, turn to 466.

If he doesn't, turn to 133.

**347** "Silly boy," says the noble woman, twirling a lock of your hair around her jeweled finger. "What would I do with *two* husbands?"

"But . . ." you say.

"Shhh," she says, whispering in your ear the answer to her own question.

Turn to 317.

**348** "Pahlee! Where's my valet? Wine — for everyone!" The captain is obviously pleased.

You and the other officers crowd around. "What is it?"

"It'll mean hard fighting," says your commander, lifting the glass of wine poured by his servant. "It's also a recognition of our long years of good service. Gentlemen, we've been attached to King Gilbuht's own squadron of royal cavalry!"

Turn to 479.

**349** The men fail to rally to your cry.  
Turn to 337.



**350** Use Combat Map CITADEL. There is one ruffian for every character in the player group. Place Mohlee at "M," with one ruffian next to her. Place the other ruffians at Table B.

The ruffians have the same stats as Freefighters (Type 5, p. 10). Mohlee's stats are given on p. 16.

Turn to 457.

**351** "Push the men to make speed," says your superior, after conferring with the scout. "I want to get clear of these woods before we engage the enemy. Over this ridge, the trees thin out considerably."

*Make a note:* Your terrain word is WOODS. The enemy terrain word is LIGHT WOODS.

Turn to 355.

**352** When the old officer invited you and several other young royal officers to his estate for a week, you expected nothing out of the ordinary: a drafty old keep, a night or two of old war stories around the fireplace, some half-hearted hunting, and perhaps an attempt or two to place you within the clutches of some over-aged, cow-faced younger daughter.

The reality is a pleasant shock. The officer may be old, but his wife is decades younger and was once a great beauty — and their eldest daughter, who greets you on your arrival, has inherited all the grace and charm of her mother.

"What's her name?" you hurriedly demand in a whisper from one of your fellows.

He shrugs. "Ehmelee."

"That's the girl I'm going to wed," you boast.

With the connivance of her father (who has influence at headquarters), your stay at the estate lengthens to several weeks. Your friendship with Ehmelee has grown with every passing day . . . but you've not yet dared to speak your heart to her.

*Make a note:* Her social level is 6. If you have the Adventure Word FELICITY, erase it.

Turn to 253.



**353** If you are fleeing from a lynch mob, turn to 266.  
If you are all unconscious, turn to 375.  
Otherwise, turn to 381.

**354** You expertly bring the startled stallion under control. The tree-cat avoids the horses' threatening hooves and runs away from the invading army.  
Turn to 13.

**355** Roll 3 dice.  
If the roll is 10 or greater, your side suffers a catastrophe — turn to 551.  
Otherwise, turn to 13.

**356** You hear the drums before you see the soldiers of this unit — disciplined, seasoned infantry, the pride of the Middle Kingdoms. Freefighter units like this are prized throughout the civilized nations. It's good to know that such a unit fights on your side.  
*Make a note:* Freefighter infantry (350 men). Type 5 (p. 10). Battalion TS: 2,100. Missile Bonus: 50. Morale: 15 (10 engagements).  
Turn to 567.

**357** Before the fighting begins, you're distracted by a flash of light. Three horsemen ride away from behind you at breakneck speed. The flaming brands they toss, arching to land among dry grasses, quickly give birth to a fast-moving fire.  
"That's done it," says a lieutenant, helping you detail some men to handle this new situation. "As if we didn't have enough to worry about."  
*Make a note:* Due to the fear of fire approaching their lines, your force suffers a -1 penalty to Morale in the coming engagement.  
Turn to 13.

**358** "The damn army is strung out all through these woods," says your captain irritably, draining a swig of brandy water from his canteen. "Them *and* ours."  
"How close are they?" you ask.  
"Scout says there's a company just ahead of us on this trail, in a clearing near a stream," says your commander.  
*Make a note:* Your terrain word is WOODS. The enemy terrain word is STREAM.  
Examine the Troop Strength (TS) totals for each force.  
If you outnumber the enemy, turn to 366.  
If you don't, turn to 370.

**359** Suddenly you hear a peal of trumpets. Riding into view comes a *second* column of enemy troops, reinforcements to the main body.  
If your War Situation is BANDITS or CONFEDERATION, roll 2 dice twice and check the Irregular Troops Table on p. 13 to discover what the enemy reinforcements are. Add 2 to the roll if your War Situation is CONFEDERATION.  
If your War Situation is not BANDITS or CONFEDERATION, roll 3 dice twice and use the *Harzburk and Pitzburk Army Table* on p. 13 instead.  
Always add reinforcements to the bottom of the roster sheet.  
When you are done, turn to 13.

**360** "Get hold of yourself," says the lord to his nephew. "Shaggy-Bulls aren't for sporting —

they're deadly. Our archers will shaft the devils before any of us will ride near."

If you impetuously charge the bulls, turn to 209.  
If you follow the lord's orders, turn to 3.

**361** "I'm acting within my rights as your foster father," says the king, easing himself into a padded chair. "It's not that I'm against this betrothal — far from it. I approve of your tastes."  
"Then — why?" you ask.  
"You'd regret this for the rest of your life," says Gilbuht. "No matter what you did, there would always be someone behind your back, asking — did he marry her for love, or for gain?"  
"Why does it matter what anyone says?" you reply.  
"The voice of youth," says the monarch dryly. "It matters. My judgment is this: You are not to marry this young woman unless you first achieve the same rank which she enjoys."  
"That's impossible," you say.  
King Gilbuht makes no reply.  
Turn to 317.



**362** Try a Strategy roll for your force's commander. (This is the commander of your entire force, *not* the captain of your troop.) The commander receives a bonus, depending on how badly outnumbered he is: +2 (if the enemy force is twice as large), +4 (three times as large), and so on. (If you do not know his Strategy Skill level, it equals his 1st Weapon skill — write down the score on your unit record sheet.)  
If he succeeds at the Strategy Roll, turn to 470.  
If he fails, turn to 133.

**363** "Well, we won't be doing much hard riding," says your commander, folding the orders and stuffing them in his inner pocket.  
"Garrison duty," groans a lieutenant.  
"We're being paired up with an infantry unit," explains the captain. "We're their eyes and ears on the march, while they'll give us something to fall back against if we run into something this troop can't handle. Of course, the march rate of this new formation is only as fast as the grunts can walk . . ."  
Turn to 500.

**364** Noticing several of your troopers missing, you track them down to an overgrown field. The soldiers, dismounted, have stumbled onto something worth scavenging.

“Look, sir,” says one to you, holding up a dirt-discolored bottle. “Hwiskee! There’s the ruins of a cellar down here . . .”

“Not no recent ruins, neither,” chimes in a second man, taking a swig of his own bottle. “There’s old metal fragments in ’ere, p’raps god-metal.”

The joy at finding this plunder turns to shock when half your command is down sick within the hour. The fever threatens to spread throughout the army. You’ve heard of plagues buried in the ground. Now you know the old tales are true.

*Make a note:* Your side suffers a -1 penalty to its Strategy Roll in the Battle Contest, due to the fever.

Turn to 13.

**365** Only a Kindred may have more than one wife. Otherwise, the girl can only be your mistress.

If you are Kindred, return to 253.

Otherwise turn to 266.

**366** “That enemy commander is a real fox,” says your commander grimly.

“To run his army into some trackless woods?” you ask.

“Exactly,” says your captain. “He just countered every advantage our greater numbers gave us. In these woods, half the troops will never *find* the battle.”

Turn to 380.

**367** Your force commander takes 2 dice of damage. Turn to 111.

**368** You ride along a road packed with friendly troopers, moving toward the battlefield. Hearing the screech of a cat, you turn in time to see a tree-cat — flushed by the passing soldiers — leap to the ground and run. Surrounded by stamping horses and men, the confused beast runs directly toward an officer riding down the track. His animal shies and begins to rear.

Try an Animal Handling Skill roll (default IQ-6) for the highest ranking PC. There is a -3 penalty because the horse is frightened.

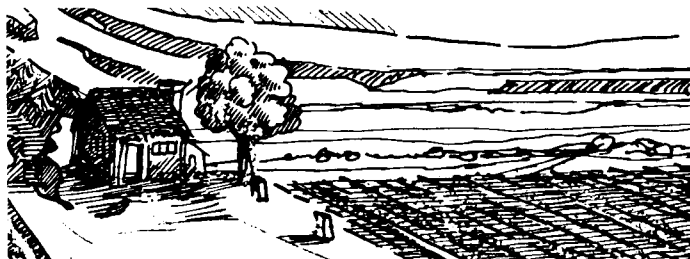
If he succeeds at the roll, turn to 354.

If he fails, turn to 371.

**369** The rival commander, discredited by his defeat, packs up and hits the road as the battle commences. The defection hits the troops hard.

Roll 1 die for each unit on your roster sheet other than royal horse, infantry and scout formations. If a “6” is rolled, the unit deserts from your force (if you are under siege, the unit surrenders to the enemy). Remove the deserting units and their individual TSSs from the roster.

Turn to 13.



**370** “That enemy commander has outsmarted himself this time,” says your captain, wiping sweat off his upper lip. “In the confusion of these woods, it won’t matter that he has the advantage in troops over us. By morning, half the soldiers on both sides will be hopelessly lost in this forest!”

Turn to 380.

**371** The officer’s horse, startled by the sudden approach of the snarling cat, rears. The man takes a hard fall.

*Make a note:* The fall does 2 dice damage.

Turn to 326.

**372** Your captain takes you with him as an aide to the conference prior to the battle. The lavish headquarters tent, topped with brilliant pennants — one for King Gilbuht, and one for each of his allies in this campaign — is thick with tension.

“You flea-bitten son of a straying swine!” says one of the wing commanders, circling the large map table. “Your plan is lunacy — we’ll never win.”

The force commander looks him coldly in the eye. “You question my orders?”

“Question?” The man barks an odd laugh. “You’re either a dotard and a fool — or in the pay of Pitzburk, I say!”

The rivalry between the two headstrong commanders at last comes to a head. Heedless of peace-making staff officers, the two commanders make quick arrangement for a resolution to their problem: by duel.

Try a Quick Contest of the leaders’ best hand weapon skill. The rival commander’s score is 3d+3.

If your supreme commander wins the duel, or if there is a tie, turn to 369.

If the rival commander wins the duel, turn to 367.

**373** During the long winter, it wasn’t hard to beg a week off to see family or friends. You gave in to pleas from a comrade, and together you rode to his family’s estate.

“We’re not the grandest family in the burk,” explained your friend, as your mounts trotted along the snow-spotted track. “But our house is one of the oldest, dating back to the days of Old Harzburk.”

“That’s nice,” you interrupted him. “But what about girls?”

“Oh,” said the young noble. He gave a hesitant laugh. “I’ve told you about the maid with the mole on her . . .”

On your arrival, the serving girl proved to be a charming morsel — but a greater prize claimed your attention. Your companion hadn’t mentioned any *sisters*. A fetching blonde named Vihkee caught your fancy.

*Make a note:* Her social level is 5.

Turn to 253.

**374** In moments you have an ersatz force under your command. Sergeants bark orders, bringing men about to attack on a new front. A young ensign rides to headquarters to ask for help.

All of this is in time — the enemy is thrust back from the wall.

*Make a note:* Add 2 to the *glory score* of the highest ranking PC. If he did not have a glory score, he now has a score of 2. All other player group characters add 1 to their glory score.

Turn to 13.

**375** Very good. You fought like men, even if it was a losing cause.  
Turn to 525.

**376** The unit marching along in your formation is a rare sight in the Middle Kingdoms — a group of highly trained, lightly armored pikemen. In battle, the men can form a bristling line of pikes that can resist even the more stubborn cavalry charge . . . or, if flanked, the men can form the hedgehog, presenting their pikes in all directions.

*Make a note:* Pikemen (500 men). Type 10 (p.11). Battalion TS: 1,800. Cavalry Bonus: 500\* (see p. 18). Missile Bonus: 25. Morale: 14 (6 engagements).

Turn to 567.



**377** The assassin knocks you aside, reclaims his blade, and lunges at the old noble.  
Turn to 326.

**378** “We’re being turned over to an ally of King Gilbuht,” says the captain. “The name means nothing to me. Do any of you know Duke Johee of Ledburk?”

“Duke now, is he?” says a lieutenant. “When I knew him, Johee was a bastard son of Duke Tohmahs. The old duke never fathered any legitimate sons, none that lived long, at any rate. This must mean the old man has died, if Johee is duke.”

“Is he a military man?” asks the captain.

“Hell, no,” says the lieutenant. “Last I ever heard of him, he and his mother ran a brothel! No one expected him to inherit.”

(If your War Situation is RAID or BANDITS, your force commander will be Duke Johee. Roll 3d for his Strategy score.)

Turn to 23.

**379** “In the meantime,” says Gilbuht, “I’ve had the girl and her family transported to New Filburk. Thanks to a generous grant from the royal treasuries, their new tavern should be at least as successful as their old one.”

“There’s nothing you can do; they’re on the road . . .”

Turn to 317.

**380** *Make a note:* Apply a -1 penalty to the force with the greatest total TS at this moment, when the Battle Contest is made.

Turn to 355.

**381** Weeks later, you find out that gossip has been spreading behind your back. You’re accused of cowardice!

If you’ve been to this paragraph before, turn to 392.

If not, turn to 403.

**382** A short jab to the stranger’s jaw relieves the pressure of the strangehold. As he wobbles, your second blow knocks him against the far wall of the alley. He stands for seconds as if propped up against the stone wall, then slides to the ground.

Turn to 321.

**383** The enemy pour in and through your battleline, sending the companies reeling back. Exhausted by the effort, the initial units of the charge pause to regroup. A bugler sounds the call for the enemy to form up.

“Kill that man!” shouts your captain, dismounted and struggling with a wounded pikeman. “Stop that charge!”

Rallying your men, you charge down on the startled bugler. He’s the only man who matters on this battlefield just now — if you can bring him down, you’ll delay the enemy’s second charge for precious minutes. Time enough, perhaps, for your commander to form a new battleline.

*Make a note:* Your goal is to take out the bugler. He starts the scenario in the hex marked “B.” Set up the enemy within 5 hexes of the entry line (see p. 18). The player group sets up within 5 hexes of the opposite entry line, and may end the scenario by retreating from across that line.

The bugler must stay on the combat map, and will move only to remain more than 5 hexes from a player group character (if he can) or to avoid missile fire. His stats are the same as his fellow troopers.

Look at *your* terrain word, and turn to 408.

**384** Winter gradually clears from the skies of Harzburk, its gray clouds replaced by the pure blue of a newborn spring. It is a time for planting and plowing, for the upswing in trade long put off by the frigid January storms, and for the drilling and parade of companies long dormant in winter quarters.

Meanwhile, rumors scatter as if they too have been freed by the approaching season of warmth:

Will Pitzburk or its vassal states attack this year?

What of the great houses — is this another year of treachery and desertion?

Or is this at last a season of peace, a time to mend fences and bring the outlaw bands of the countryside to heel?

Roll 2 dice.

If you roll 2 or 3, turn to 234.

If you roll 4 or 5, turn to 9.

If you roll 6 or 7, turn to 51.

If you roll 8 or 9, turn to 74.

If you roll 10 or 11, turn to 95.

If you roll a 12, turn to 198.

**385** Apart from your military adventures, the most memorable event of the year is the Harzburk Fair. Attracting visitors from throughout the Middle Kingdoms and beyond, the fair is a wonder of merchants’ stalls, open-air

performances, eating pavilions and arms matches, all protected by the watchful gaze of the Fair Guards. No unscheduled violence is allowed to interrupt the fair.

Roll 1 die, and follow the directions below. Cross out the box containing the number rolled. If you roll a result which is already crossed out, roll again.

- [1] Turn to 236.
- [2] Turn to 420.
- [3] Turn to 435.
- [4] Turn to 435.
- [5] Turn to 450.
- [6] Turn to 450.

**386** The great hulking form of the bear looms over you. You vainly try to remember whether playing dead" makes the bear angrier or disinterested. You know your life depends on your decision. The bear is now sniffing your ear — decision time!

If you are dead, your adventure is over. Otherwise, turn to 591.

**387** All the riding practice does you some good. Immediately give yourself two character points which can only be applied toward Riding Skill. This instruction is totally separate from any previous instructions about limits on spending your character points.

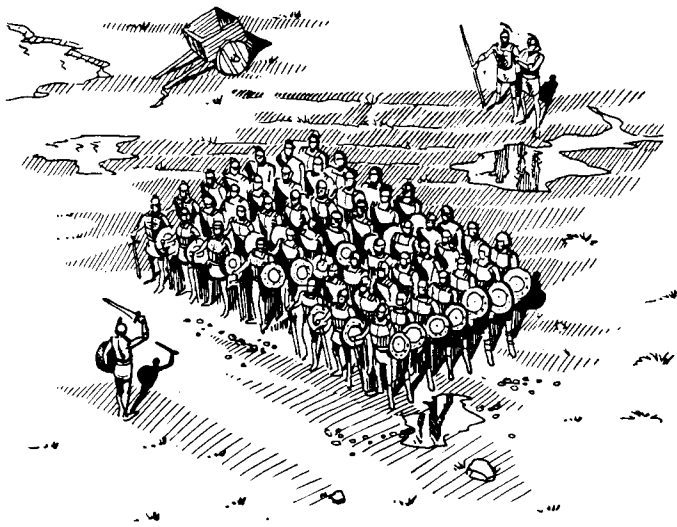
Turn to 266.

**388** The game is "Yotzi," a peculiar contest popular only in Harzburk. Arcane rules determine the value of each toss of the dice, as well as the wisdom or folly in taking a second roll of certain of the dice. There are four participants in every game, one of whom plays for the "house."

The characters who failed their IQ roll are about to play this game. Up to three PCs can play at a time. If fewer than three PCs wish to play, the additional places are taken by NPCs with Gambling scores of 10. The fourth player represents the house. His Gambling score is 17.

When playing Yotzi, there is a -5 penalty to the Gambling Skill roll due to the complexity of the game. (For native Harzburkers, this modifier is only -3.)

To resolve each game, try a Contest of Gambling among the four participants (see p. 18 if you have questions).



If a PC wishes to use Sleight of Hand skill in order to cheat, turn to 442 *before* rolling the Contest.

If a PC wins the Contest, he collects \$50.

If a PC loses, he must pay \$20 to the house. If he cannot pay, see the "Making Payment" rules on p. 19.

If there is a tie, the game is played again — but the character(s) with the lowest score is dropped from the new Contest, unless all characters tied.

Continue gambling until every character who failed an IQ roll has played, or until every character who desires to gamble has finished doing so. The house will close if any single character wins more than \$400.

When you are ready, turn to 266.

**389** "What troop are you?" you call out. You hear shouts and the clash of arms from the darkness. "Pahkuh's Company," he answers. "By sacred Steel, let us in before them Pitzburkers slice us into yesterday's stew meat!"

Try an IQ roll for the highest ranking PC.

If he succeeds at the skill roll, turn to 463.

If he fails, turn to 440.

**390** Roll 1 die. Count down the boxes below until you count a number of boxes equal to the number rolled. Cross that box out, and turn to the associated paragraph. If the box is already crossed-out, cross out the nearest uncrossed-out box. If all the boxes are crossed out, begin fresh by erasing all the marks.

- Turn to 553.
- Turn to 406.
- Turn to 414.
- Turn to 422.
- Turn to 427.
- Turn to 437.
- Turn to 444.
- Turn to 449.

**391** *Make a note:* The PCs come onto the map at the entry line (see p. 18). Enemy characters are placed on the map at least 5 hexes from the entry line. PCs may end the scenario by retreating from their original entry line. Enemy replacements (if any) come onto the map from the opposite entry line. If the rout rules are in effect, routing enemies exit from the opposite entry line.

Look at the *enemy* terrain word, and turn to 408.

**392** *Make a note:* You've gained a bad reputation: Coward (-1 reaction, within the royal army of Harzburk, on a roll of 10 or less). Add this to the character sheets of everyone in the player group.

If you already have a reputation as a Coward, add a further -1 to the reaction penalty.

Turn to 266.

**393** Each character must subtract one from his *glory score*. If a character did not have a glory score, he now has a score of -1.

Your commanding officer notes your failure. In the future, he will try to keep your men away from critical portions of the battle. Roll 1 die. Turn to the *Fighting Characters Table* on p. 9 and, starting at the bottom, erase the cross-outs from a number of boxes equal to the number rolled.

*Make a note:* Because of your failure, your commander has a -2 penalty to his Strategy Skill roll in the Battle Contest. If the

Battle Contest has already been made, your failure causes a -1 Morale penalty for your entire force when making morale rolls to avoid rout in this battle.

Turn to 423.

**394** You were downing your drinks at a local tavern, around the corner from the barracks, when the serving wench stole your attention. Something seemed special about her — her youth, perhaps, or the happy look of innocence on her rosy face as she polished the bar.

“Say, look,” you said, trying to be casual, “what’s your name?”

“Nessahlee,” came the soft reply.

Ever since, Nessahlee has taken over your thoughts and heart. She’s more than just a serving girl — the tavernkeep is her father, and he looks out for her with two-fisted concern. Fortunately, he’s taken a liking to you. Nessahlee is like no girl you’ve ever known before. Unfortunately, she’s definitely too low-born to consort with a high-ranking noble like yourself.

*Make a note:* Her social level is 0.

Turn to 253.

**395** This morning, as you hunker behind a natural rock wall and look down on the enemy positions, you are glad your force reached this natural fortress first — you would hate to have to assault this place.

*Make a note:* Your force has a +2 Strategy skill *Positional Advantage* bonus in the Battle Contest. The enemy has a Morale penalty of -2. Their terrain word is OPEN.

To discover your terrain word, turn to 411.

**396** If the encounter had a time limit, and if you did not exit the combat map by the deadline, turn immediately to 474.

Multiply the number of characters in the player group at the start of combat (including “visitors”) by 4.

If you scored this many victory points, you win — turn to 255.

Otherwise, your effort is not enough — turn to 393.

**397** *Make a note:* The enemy comes onto the map at the entry line (see p. 18). The PCs are placed on the map at least 5 hexes from the entry line, and may end the scenario by retreating from the opposite entry line. Enemy replacements (if any) come onto the map from the entry line. If the rout rules are in effect, routing enemies exit from the entry line.

Look at *your* terrain word, and turn to 408.

**398** “Damnation!” curses your commander. “Barbarians!”

“Not the mountain tribes,” mutters a lieutenant.

“Exactly,” says the captain, quickly shedding his field jacket for his best clothes. “We’re to be escort for a barbarian mercenary unit hired by the king. Half our time will be spent policing the damn savages!”

Turn to 23.

**399** Your new companions are colorful, if not the typical spit-and-polish perfection of the royal army. Light reflects from their gaudy harness of silver and gold, as well as from the polished blue-silver shine of the best grades of Pitzburk plate. Rainbows gleam from the coats of arms enameled on shields and breastplates. You have seldom seen such a parade of prize horseflesh . . . vicious, battle-ready destriers.

*Make a note:* Noble Cavalry (300 men). Type 16 (p. 11).

*Up Harzburk!*

Squadron TS: 2,900. Cavalry Bonus: 300. Missile Bonus: 75. Morale: 14 (6 engagements).

Turn to 567.

**400** Your characters did not come to this tavern fully armed. Each character may use his favorite weapon in this fight, plus one knife. If the character has leather armor, he is wearing it; otherwise, the character is unarmored. Place the player group at Table A, seated.

Similarly, disregard all enemy armor better than leather (they left it in the barracks). They may use only the weapon of their 1st Weapon skill, plus one knife. Bandits are the only exception — they are fully equipped.

Fight the battle. Disregard the shaded lines on the map.

If you win the struggle, turn to 525.

If all of the PCs escape from the tavern, or are all knocked unconscious, turn to 353.

If all of the PCs are killed, their military career comes to a sudden end. Close the book.

**401** The Blue Steel Tavern, on the same street as the miserable tower and barracks where your unit is quartered in winter, is a favorite gathering place for off-duty troopers. As the cold weather turns nastier, the ale house collects more and more of the touches that make it home: cherished memories and good friends.

Roll 1 die, and follow the directions below. Cross out the box containing the number rolled. If you roll a result which is already crossed out, roll again.

<i>die roll</i>	<i>instructions</i>
[1]	Turn to 256.
[2]	Turn to 431.
[3]	Turn to 431.
[4]	Turn to 454.
[5]	Turn to 494.
[6]	Turn to 424.

**402** “You’re too young,” explains the monarch. If you were engaged to a serving wench, turn to 379.

Otherwise, turn to 317.

**403** Take this as a warning — burkers talk. Harsh judgments are made about a man’s character based on what he is said to have done in a public situation. Be careful about what you say and do — or don’t do — while in Harzburk.

Turn to 266.

**404** “Old friends,” says the captain. “While the kingdom of Harzburk rests its forces this year, King Gilbuht’s loyal vassal in Zunburk will continue to fight against Pitzburk . . . with our help.”

“But the Sword Edicts . . .” objects a lieutenant.

“They don’t apply,” says the captain. “We will be a freefighter condotta in the employ of Zunburk. Now if King Gilbuht, in the goodness of his heart, wishes to help his loyal vassal pay our expenses while we’re there, that’s his business.”

“Aye, that’s one way around the Sword Edicts,” admits a senior lieutenant. “It’d take the Iron King to think of it! While we’re working for Zunburk, we’re free to attack enemies that Harzburk can’t due to the Edicts.”

“We’ll be on the road to Zunburk within the week,” says the captain. “Our royal banners will be replaced with suitable freefighter flags.”

*Make a note:* While in Zunburk, your troop will serve with

a Zunburk *regiment*. Pitzburk will oppose you with a single *regiment*. Your War Situation is ZUNBURK. This replaces any previous War Situation code word you have had. Erase any record of previous friendly and enemy force commanders.

Turn to 486.

**405** A thunderstorm crackles ominously overhead as your force makes ready for the morning assault. Above you, the enemy host is firmly entrenched in their natural fortress. You wonder how many of your companions will die this day.

*Make a note:* The enemy force has a +2 Strategy skill *Positional Advantage* bonus in the Battle Contest. Your force has a Morale penalty of -2. Your terrain word is OPEN.

To discover the enemy's terrain word, turn to 411.

**406** If you are under siege, turn to 438. If not, turn to 498.

**407** *Make a note:* Set up the enemy within 10 hexes of the entry line (see p. 18). The PCs come onto the map from the opposite entry, and may end the scenario by retreating across the same entry line. Enemy replacements (if any) come onto the map from the entry line. If the rout rules are in effect, routing enemies exit from the entry line.

Look at *your* terrain word, and turn to 408.

**408** If the terrain word is BRIDGE, turn to 409.  
If the terrain word is CLIFFS, turn to 412.

If the terrain word is FORD, turn to 415.

If the terrain word is LIGHT WOODS, turn to 417.

If the terrain word is MARSH, turn to 426.

If the terrain word is OPEN, turn to 430.

If the terrain word is POND, turn to 441.

If the terrain word is RAVINE, turn to 453.

If the terrain word is RIDGE, turn to 456.

If the terrain word is SAND, turn to 461.

If the terrain word is STEEP, turn to 469.

If the terrain word is STREAM, turn to 475.

If the terrain word is STONY, turn to 490.

If the terrain word is THICKET or WOODS, turn to 497.

**409** Use Combat Map ONE. The heavy black line is the river shore, with the shaded areas being the river itself. The bridge is shown with dashed lines. Disregard the irregular blotches.

*The bridge.* The central span of the bridge — the hexes which do not cross dry land — are 6 feet higher than water level. At the ends, however, the bridge slopes to meet the ground: consider the last row of hexes to be 1 foot in height, and every succeeding row to be 1 foot higher, until the maximum height of 6 feet is reached.

*The river.* Hexes within 2 spaces of the river bank are shallow water. All other water is deep water.

Turn to 513.

**410** "Once you have left my service, if you choose to marry the girl," says the king, "you may do so. Neither I nor your father could stop you then."

"But why stop me?" you ask.

"I can't allow you, in the rashness of youth, to marry beneath your rank," snaps Gilbuht. "If you can't understand that, you're a fool. The girl's family has agreed with me, and the wedding plans have been cancelled."

Turn to 317.



**411** *Make a note:* Due to the terrain, cavalry superiority does not count in this battle.

Roll 1 die.

On a roll of 1, the terrain word is RAVINE.

On a roll of 2, the terrain word is STEEP.

If you roll a 3 or 4, the terrain word is STONY.

If you roll a 5 or 6, the terrain word is RIDGE.

Turn to 355.

**412** Use Combat Map THREE. The heavy black lines indicate the edge of cliffs, with the shaded areas being the vacant land. Irregular blotches represent outcrops of rocks and stones.

*Cliffs.* If needed, roll 3 dice and multiply by 10 to discover the height of the cliff in feet at any point. Characters who fall take appropriate falling damage (see p. B131). Climbing down the cliff is also possible, with a -2 penalty to the Climbing Roll and at a rate of 10 feet per minute.

Turn to 510.

**413** Your army trudges back across the border, forced back by the victorious Pitzburk armies. The triumph of former victories is dust in your mouth.

Roll 1 die.

On a roll of 1 or 2, turn to 232.

On a roll of 3-6, turn to 260.

**414** Fortunately, your troop prepared for this fight. Directed by one of King Gulbuht's "dungbeetles," you constructed an ingenious battle device during the previous nights.

*Make a note:* The trap is worth a +1 bonus for your side in the Strategy Roll for the Battle Contest.

Turn to 520.

**415** Use Combat Map ONE. The heavy black line is the river shore, with the shading indicating the river (heavier shadow shows deeper water). Irregular blotches represent bushes and clumps of weeds. Disregard the dashed lines.

*Bushes.* Bushes are a yard high — good concealment for anyone lying down or crouching (-3 to be hit). Moving through a bush hex costs double, but once the hex has been passed through 3 times, it is flattened and no longer affects concealment or movement.

Turn to 513.

**416** You present yourself. The captain of the troopers joins you. He introduces himself as Captain Hymee Pahkuh, in command of reinforcements sent by King Gilbuht.

Your captain, upset that the gate was opened without his permission, at last relents. "You've a good head on those shoulders," he tells you. "Just don't lose it in the coming battle."

*Make a note:* Add 2 to the highest ranking PC's glory score — if he didn't have a glory score, he now has a glory score of 2.

Roll 3 dice twice, and check the *Pitzburk and Harzburk Army Table* (p. 13) to see what reinforcements to add to your roster. (If your War Situation is CONFEDERATION, roll 2 dice twice and use the *Confederation Army Table* instead.

Remember that reinforcements are always written at the bottom of your roster sheet.

When you are done, turn to 520.



**417** Use Combat Map TWO. The lighter shaded ovals are trees. Disregard the dark ovals and the center stripe.

Turn to 512.

**418** "Yes," she whispers, tears streaming down her face. "I will!" News of the coming wedding spreads swiftly among your burk friends, as well as among the troopers.

Compare your Social Status with that of your fiancée.

If the difference is greater than one, turn to 106.

If not, turn to 193.

**419** "The biggest fish of them all," says the captain, steepling his fingers. "The Undying High Lord Milo and his Confederation are assembling forces for a push into the barbarian mountain lands again. Eeree and Pitzburk are providing several squadrons — at a price, naturally. We're part of King Gilbuht's good will package."

"Those damned Ahrmehnee are as bad as they come," comments a senior lieutenant. He lifts graying locks of hair, exposing a puckered scar. "The barbarians almost scalped me once."

"While they were at it," says another lieutenant, "they should have knocked out some of the scum you use for brains."

"Hold the insult match later," orders the captain. "We've got work to do — we're supposed to be on the road to Karaleenoe within the week."

*Make a note:* Your troop will be part of a Confederation corps, fighting a corps-strength group of mountain barbarians. Your War Situation is CONFEDERATION. This replaces any previous War Situation code word you have had. Erase any record of previous friendly and enemy force commanders.

Turn to 213.

**420** Fairs attract thieves and cutpurses like horse dung attracts flies.

Try an IQ roll for all of the characters in the player group. Successful troopers are wary — it will take a superior thief to surprise them. Characters who fail the roll are distracted by the sights and sounds of the fair — apply a -3 penalty to their rolls in the following Contest.

Each character must now try a Contest against the pickpockets in this crowd. Each thief has a Pickpocket score of 1d+10. Troopers defend using either IQ or Streetwise, with a +1 bonus to the roll if the character has Alertness.

If the thief wins the Contest, the character loses \$50 × 1d. If the character does not have this in cash, then the thief has stolen money the trooper borrowed from a friend outside the player group — and the loan must be paid back. (See "Making Payment" on p. 19.)

If the thief doesn't win the Contest, the attempt is a failure.

When all of the player group characters have dealt with attempts to pick their pockets, turn to 266.

**421** You later learn that the tavern was robbed while you sat there, not noticing a thing. The troopers tease you heavily.

Turn to 381.

**422** No one in your army realizes it, but the enemy commander is wounded during the first minutes of battle!

Apply 2 dice of damage to the commander.

If he is dead, turn to 446.

If he lives, turn to 464.

**423** Characters in the player group are *relieved from combat* if they have less than half of their HT, are unconscious, or for any other reason cannot fight. They remain out of action until they are fit for duty (see p. 18). If these losses reduce your player group to less than the four character minimum, you must add new PCs or Royal troopers to bring the group back to minimum strength before conducting any further personal combat.

If a friendly officer (including NPCs) was killed, relieved from combat or captured, turn to 429.

If you know that a friendly bugler was killed, relieved from combat or captured, turn to 493.

If an enemy leader was killed or captured during the fight, turn to 445.

If you know that the enemy captured your colors, turn to 465.

When you have checked out all of the above which apply, turn to 455.

**424** You've never played with the high rollers in the tavern's back room, though some of your friends in the company do so. To you, the Blue Steel is home — and gambling is best done somewhere else.

Tonight, you hear your name called with a plaintive plea to

it. Looking up, you see a good friend slowly back out of the rear room . . . followed by a half dozen angry men.

One of the men tosses a pair of white objects on the floor. "Crooked dice," he growls.

Your friend looks desperately to you. "They wasn't crooked, sir!"

It looks like your pal is about to be lynched.

If you or any other PC come to his aid, turn to 496.

If you let him suffer his "punishment" on his own, turn to 381.

**425** Now compare the total Troop Strengths (TS) of each side. Divide the larger number by the smaller number, to obtain the "odds ratio" for the battle. Then consult the chart below to discover the Strategy skill modifier in the Battle Contest for the leader of the *larger* force.

Ratio	Strategy Bonus for Commander of Largest Force
1.2 or less	no bonus
More than 1.2, but not more than 1.4	+1
More than 1.4, but not more than 1.7	+2
More than 1.7, but not more than 2	+3
More than 2, but not more than 3	+4
More than 3, but not more than 5	+5
More than 5, but not more than 7	+6
More than 7, but not more than 10	+7
10 or more	+8

If your battle is a siege, turn to 48.

If not, turn to 44.

**426** Use Combat Map THREE. The shaded regions indicate deep water. Irregular blotches are clumps of water reeds. Clear hexes are marsh.

*Water reeds.* A water reed hex provides solid footing, and is not a deep or shallow water hex. Characters in these hexes have a height advantage over characters in lower, water and marsh hexes (see p. B123).

*Marsh.* Characters moving through more than 1 marsh hex per turn must make a DX roll to avoid falling. In addition, the rules for shallow water also apply to marsh hexes.

Turn to 513.

**427** Before the real fighting begins, your patrol encounters a lone horseman. When the man won't surrender, you try to take him prisoner . . . but when you threaten him with your sword, the man impales himself on it.

Try an IQ roll for the highest ranking PC.

If he succeeds at the roll, turn to 476.

If he fails, turn to 489.

**428** Your commander tries to stifle a chuckle. "This is an odd turn of events. How many of you know Clubfoot Hehnree?"

"The bandit chieftain?" asks a lieutenant. "The one who's plundered half the eastern kingdom?"

"Well, he's changed sides," says your captain. "King Gilbuht sent some troops his direction, and induced Hehnree and his men to sign enlistment papers. Starting next week, we're his keepers."

"No," gasps a senior lieutenant. "We'll spend half our time guarding our own supplies from those thieving sons of . . ."

"You can't trust them!" echoes another. "We won't know who to fight next — the Pitzburkers, or Hehnree's outlaws!"

Turn to 23.

**429** Having an important character out of action can affect the course of the battle, the morale of the men, and your chances for promotion. Check the rank or position of the fallen trooper on the table below.

The *strategy modifier* is a penalty to the Strategy Roll in the Battle Contest for the side which lost the leader. Increase the penalty by one if the leader is dead, rather than injured or captured.

The *glory modifier* is a modifier to the glory score for characters in the player group. It is added to the glory score if the leader was an enemy; if he was friendly, subtract it from the glory score.

The *morale penalty* may apply to the leader's entire force, or only to the battalion or squadron he served in.

Rank	Strategy penalty	Glory Mod.	Morale Penalty
Force Commander	-1	8	-1 (all units)
Wing Commander	none	5	-1 (all units)
Captain	none	3	-2 (his unit only)
Lieutenant	none	2	-1 (his unit only)
Ensign	none	1	none
Sergeant	none	1	-1 (his unit only)
Bugler	none	2	-3 (his unit only)

When you are finished, return to 423.

**430** Use Combat Map ONE. Disregard all marked terrain.

Turn to 533.

**431** This isn't one of the better nights. A band of out-of-town ruffians, cashiered freefighters by the look of them, have come to the Blue Steel tonight to shed wealth and guzzle ale. Your men endure their taunts all evening. The serving girls have come in for even ruder attentions.

At last, the leader of the bunch — Red Buhrk, he calls himself — hoists himself to the counter. "Mohlee," he says, slipping a greasy arm around a serving wench's shoulder, "let's go out back." He starts to drag the girl toward the rear of the tavern.

Her eyes catch yours, silently pleading for help.

If any PC comes to the girl's rescue, turn to 350.

If none do, turn to 381.

**432** It is an overwhelming victory. *Make a note:* Roll 3 dice. This is the number of campaign points you earn. The enemy routs (no Morale Roll is required).

Turn to 68.

**433** The ceremony is held in the chapel at Castle Hess, as befits a fosterling of the Harzburk court. The finest families of the kingdom are represented, as is your own extensive family. Your father embraces you. "You've done well, son."

*Make a note:* You now have a Dependent. Your wife is a 25-point character — you may design her stats, or you may use the stats for Mohlee on p. 16 (adjusted for the correct Status and Wealth — you'll probably have to discard an Advantage or two). Your military career keeps you apart for much of the year, so she "appears quite rarely" in your adventures — on a 6 or less. You receive no character points for gaining this disadvantage.

Turn to 317.



**434** The two troops that join up are identical to your own — units of King Gilbuht's royal army.

*Make a note:* Royal Cavalry (400 men). Type 17 (p. 11). Squadron TS: Twice the TS of your own troop. Cavalry, missile and siege bonus points (if any) are double your own. Morale is the same as yours.

Turn to 567.

**435** This fair attracts more than farmers. With its display of weapons and armor, the Harzburk Fair ranks as one of the prime *military* events of the year. Important lords, many in disguise, crowd the city.

It takes luck to make a find like you have. It's a tiny stall on the outskirts of the fair. The swarthy proprietor has an accent which is not familiar to you. However, his wares are most appealing — arms and armor of top quality.

If any PC has cash and wishes to purchase arms or armor at this booth, turn to 452.

Otherwise, turn to 266.



**436** “Nobody you’ve ever heard of,” says the captain. “At least, I don’t expect so. Any of you heard of the Mahrk of Uhrburk?”

“Yes, sir,” says a lieutenant haltingly. “There’s a baron of Uhrburk who’s a vassal to the archduke of Bethlem . . .”

“That’s Ahlburk, you idiot,” snarls another officer. “Were you suckled by the lean teats of a lizard? Is that what shriveled your brain?”

“Postpone the insult match,” orders the captain. “Uhrburk lies far west of here, almost to the Great River. It’s an insignificant burklet fighting a minor war. What King Gilbuht wants is knowledge: the strengths of the western kingdoms, their alliances, strategies and tactics . . .”

*Make a note:* Your War Situation is UHRBURK. This replaces any previous War Situation code word you have had. Your troop will be attached to an Uhrburk *division*, facing a western kingdoms *division*. Erase any record of previous friendly and enemy force commanders.

Turn to 486.

**437** The confusion among the enemy is obvious, though you don’t know the cause until days later — dissension among the enemy commanders. A disobedient commander abandoned his position guarding the enemy flank to lead a disastrous charge in a vain grab for glory.

*Make a note:* The enemy has a -2 penalty to their Strategy Roll in the Battle Contest.

Turn to 520.

**438** You are called to the city wall by your troopers, on watch at the gate this night. As you scan the dark-shrouded scene, lit by only a few scattered fires, they report hearing sounds of combat.

A lone horseman appears outside the gate. “Ho, gate master!” he cries. “Reinforcements from King Gilbuht! Let us pass!”

If you open the gate, turn to 471.

If you refuse, turn to 556.

If you question the man, turn to 389.

**439** Your fiancée bathes your face with a damp cloth. She has risked all to come here and tend to your needs. You find your wounds tenderly bandaged.

You regain 1 lost hit point. Turn to 592.

**440** If you open the gate, turn to 471.  
If you refuse, turn to 556.

**441** Use Combat Map TWO. The central stripe, and the oval connected with it, represent a small stream and pond. The other lightly shaded ovals are trees. Disregard the darker ovals.

*Streams.* Double movement to cross. Add a -2 penalty to all DX rolls to stand up or avoid falling while in the stream.

*Ponds.* Move only a hex per turn, and make a DX roll to avoid falling. Characters falling in the pond or moving into the central pond hex must make an immediate Swimming Roll. If the roll is successful, the character regains (or remains on) his feet. Those who fail their roll lose 1 point of fatigue, and must make a new Swimming Roll on their next turn. Prone characters may escape the pond by crawling out, but they must succeed at an IQ roll or move in a random direction. The pond is 3 feet deep (6 feet in the central hex) — see p. B123 for height advantages in combat.

Turn to 512.

**442** Try a Sleight of Hand Skill roll. If you succeed, you automatically win the Contest of Gambling. If you fail, the cheating had no effect on the outcome.

Following this roll, the proprietor gets a chance to spot the cheating — even if it had no effect! Try a quick Contest of the proprietor’s Gambling skill (17) versus the character’s Sleight of Hand skill.

If the proprietor doesn’t win the Contest, return to 388 and finish the gambling.

If the proprietor wins, the gambling comes to an abrupt end. The cheating PC is turned over to the Fair Guards and forced to pay a \$100 fine (if he cannot pay, see the “Making Payment” rules on p. 19). Then turn to 266.

**443** Your captain crumples the orders, and throws the parchment into a dusty corner. “It can’t get much worse than this,” he growls.

Calling on an old but seldom-invoked Harzburk tradition, King Gilbuht and his marshals summon the militia of the fron-

tier *mahrks* into service. To keep the ill-trained soldiers in the battle line, your unit is assigned as a shepherd — and to ride down any who try to desert.

“Steel,” mutters a lieutenant. “What’s the kingdom coming to?”

Turn to 23.

**444** In the early throes of the fighting, you suddenly find yourself face-to-face with a florid man in a fine Pitzburk plate, struggling to his feet after his mount goes down. It takes only a quick thrust to put him out of action.

You never realize that the man you killed was the commander of the enemy right wing.

*Make a note:* The enemy suffers a -1 penalty to the Strategy Roll for the Battle Contest, as well as a -1 to all Morale Rolls.

Turn to 520.

**445** After the battle, you examine the dead or captured leader to discover his rank. How big is your prize?

Roll 1 die and consult the chart below. If he was a *major officer*, add 4 to the die roll.

If your War Situation is BANDITS, use the “Bandits” column below; if your War Situation is CONFEDERATION, use the “Mountain Tribe” column below. In both cases, note both the actual and the Middle Kingdoms equivalent rank.

Die	Rank		
Roll	Middle Kingdoms	Bandits	Mountain Tribe
1	Ensign	Thug	noted warrior
2-4	Lieutenant	boss’s lieutenant	tribal elder
5-7	Captain	Gang boss	tribal chief
8,9	Wing Commander	chief’s lieutenant	noted tribal chief
10	Force Commander	bandit chief	war chief

When you are ready, turn to 429.

**446** The death of their leader is a disaster for the enemy.

*Make a note:* Use the enemy leader’s Strategy score in the Battle Contest, but at only half value (round up). There is no time to prepare a new battle plan — his plan will be used. Also apply a -2 penalty to the Morale of the enemy in this battle.

Turn to 520.

**447** It is a great victory.

*Make a note:* The enemy suffer a -4 Morale penalty for the rest of the battle. Roll 2 dice — this is the number of campaign points you earn.

Turn to 68.

**448** Use Combat Map CITADEL. There is one bandit for every character in the player group — one at the counter (“X”) next to Teenah the maid (at “T”), and the others within 2 hexes of “G.” Teenah will fight on your side — her stats are the same as for “Mohlee” (see p. 16).

The bandits’ description is found on the Troop Table (Type 2, p. 10).

Turn to 457.

**449** You hear later of the tragic incident: A crossbowman carrying his weapon loaded and cocked was accidentally jarred. The enemy commander was in the path of the lethal bolt.

Apply 3 dice of damage to the commander.

If he is dead, turn to 446.

If he lives, turn to 464.

**450** After the wine sampling in the last pavilion, no one is quite sure what they are doing . . .

Try a Quick Contest of IQ among the PCs. All characters with Alcoholism suffer a -3 penalty to the roll. The following encounter involves the *losing* character. If there is a tie, roll again among the losing characters.

Goaded by your companions, you climb the platform in the open courtyard and join the tournament . . . before you know what you are signing up for. The judge takes \$50 from you as an entry fee. (If you don’t have the money, the other PCs help you pay; if they can’t pay all of it, a friendly crowd contributes the rest.)

The rules are swiftly explained. The tournament has 4 rounds. If you win every round, you are the champion. If you lose any round, you are out of the competition.

Next the judge introduces you to your competitors. If you want to know their names, roll 3 dice twice and check the Name Table on p. 9. Roll 2d+3 to determine each competitor’s skill level.

To find out what kind of tournament you’ve signed up for, roll 1 die and consult the table below.

roll	Competition	Skill used	Default*
1	Wrestling	Brawling or Judo	ST-5
2	Axe Throwing	Axe Throwing	DX-4
3	Quarterstaff	Staff	Spear-2 or DX-5
4	Fencing	Fencing	DX-5
5	Archery	Bow	DX-6
6	Pole Climb	Climbing	DX-5 or ST-5

\* special, for this Contest only

Try a Quick Contest of Skills for each round of the competition. You are matched against each of your opponents in turn, starting with the lowest and ending with the highest-scoring one. If you have Alcoholism, apply a -3 penalty to all skill rolls. If there is a tie, roll over.

Collect \$25 for every Contest you win.

If you win all four Contests, you receive an additional \$100 and a trophy.

If you lose any Contest, you are out of the competition.

When finished here, turn to 266.



**451** You stand triumphantly over the slaughtered animal — no beet soup for dinner tonight! Although the animal is not large, it will make a fine stew and fill many a belly tonight.

Turn to 590.

**452** Each PC may purchase any one weapon at this booth. Everything bought will be *fine* quality.

Once the PC has decided what to buy, try a Contest to determine the final price — pitting the character's Merchant+5 (defaulting to IQ) versus the proprietor's Merchant skill. The merchant's skill is  $2d+3$  (he is new to this region). For every point by which the character wins the Contest, he receives a 5% break on the price for the fine weapon. The maximum break is 60% off. Fine quality goods cost  $4 \times$  the price for the standard quality item.

If the character doesn't win the Contest, he may still buy the item at  $5 \times$  the price of the standard weapon.

When all of your purchases have been made, turn to 266.

**453** Use Combat Map THREE. The dark lines are the edges of the ravine, with the shaded regions being high ground. The irregular blotches are stony outcrops.

*The ravine walls.* Characters who desire to know the height at any point may roll 4 dice — this is the height of the wall in feet. Scaling the wall requires a successful try at Climbing-1; a successful roll allows the character to climb the wall at 1 foot per turn.

*Floor of ravines.* The floor of the ravine is uneven and littered with rocks and pebbles. Add 1 to all movement costs, and apply a -2 penalty to any DX roll to stand up or avoid falling.

Turn to 510.

**454** As you and your friends quietly sip your ale one evening, the door crashes open. In walks a contingent from one of King Gilbuht's freshly hired Freefighter units. The leader looks you up and down

"Looks like a royal pansy to me, boys," he says. They laugh.

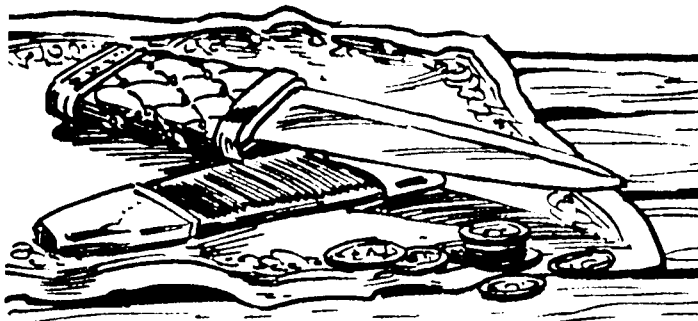
These men are obviously looking for a fight.

If any PC obliges them, turn to 483.

If you ignore them, turn to 381.

**455** If you've already resolved the Battle Contest, turn to 521.

If not, turn to 425.



**456** Use Combat Map ONE. The heavy line shows the forward edge of the ridge. The shaded region is the sloping face. Irregular blotches represent stony outcrops. Disregard the dashed lines and the variations in shading.

*The slope.* Moving away from the heavy line, the map slopes 2 feet per hex downward. Characters moving uphill add 1

to the cost of entering a hex. Characters who move more than 4 hexes downhill in a turn must make a DX roll for each additional hex entered to avoid falling. Characters who fall must make a DX roll per turn to avoid rolling 2 further hexes downhill.

The gradual slope has little effect on combat skill rolls unless weapons with a reach of two or more or the hit location rules are in use (see p. B123), or unless missile weapons are being used (see p. B117).

Turn to 510.

**457** Roll 1 die. If you are fighting a bear, subtract 2 from the number rolled.

On a roll of 2 or less, turn to 472.

On a roll of 3 or 4, turn to 487.

On a roll of 5, turn to 502.

On a roll of 6, turn to 517.

**458** Your side is definitely the victor. *Make a note:* The enemy suffers a -2 Morale penalty for the rest of the battle. Roll 1 die — this is the number of campaign points you earn.

Turn to 68.

**459** These men, on their tough, swift horses, seldom mass together for long. At the quick bark from an officer, a dozen or so ride off in one direction or another. Sweat-drenched riders thunder back to their comrades, reporting in chopped words of situations to the front or flank. These royal scouts are an independent lot . . . worth their weight in gold.

*Make a note:* Royal Scouts (300 men). Type 13 (p. 11). Squadron TS: 1,400. Cavalry Bonus: 300. Missile Bonus: 150. Morale: 14 (6 engagements).

Turn to 567.

**460** Roll 1 die.  
On a roll of 1-4, turn to 473.  
On any other roll, turn to 482.

**461** Use Combat Map TWO. The dark ovals represent sand. Ignore the central stripe and the light ovals.

*Sandy ground.* Moving through sand costs an additional 1 point per hex. Falling in sand does no damage.

Turn to 533.

**462** Behind those walls rises a second fortification — the stone towers of a small keep. If the burk walls are taken, the defenders can still fall back to the inner castle.

If your War Situation is BANDITS, *immediately* turn to 516.

If not, roll 1 die.

On a roll of 5 or 6, turn to 492.

On any other roll, turn to 516.

**463** You know this man — he's Hymee Pahkuh, formerly with the guard detachment at Castle Hess. He's an honest man. Turn to 440.

**464** The leader is removed from the field, leaving command in the hands of lesser men who faithfully try to implement his battle plan.

*Make a note:* Continue to use the enemy commander's Strategy score, but apply a -1 penalty in the coming Battle Contest.

Turn to 520.

**465** Losing the company banner is a crushing setback.

*Make a note:* Apply a -2 penalty to your squadron's or battalion's Morale in this battle. Characters in your player group must subtract 6 from their *glory score*.

Return to 423.

**466** A messenger rides into your travel camp. "New orders of march?" asks your captain, eyeing the documents handed to him.

"It looks like the enemy's in full retreat," says the boy, eagerness tinging his voice. "They may fall clear back to the capital!"

"They'd be wise if they did," says your captain. "Any fool knows one man behind a good wall is as good as three or four men on the assault. If the enemy marshal has half the brains they credit him with, he'll hole up in some fortified burk hoping we'll destroy ourselves trying to storm it."

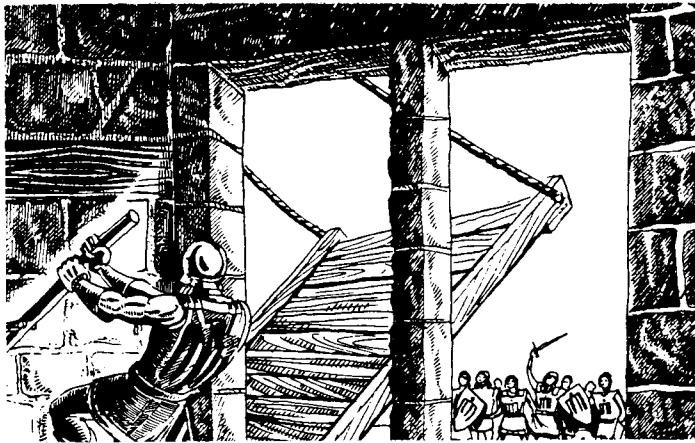
When the courier leaves, he doesn't seem as eager about the pursuit.

Your army is the *besieging* force. Your enemy is *under siege*.

Turn to 557.

**467** The blow lands with a solid whack. The soldiers scatter, leaving you with your thoughts.

Turn to 299.



**468** Before you can explain, the officer catches sight of the men outside the city. "Open the gates!" he cries. "Those are our reinforcements!"

"But, I thought . . ." you stammer.

"You thought wrong," says the officer sternly. "Hymee is an old and faithful servant of King Gilbuht."

*Make a note:* Subtract 1 from the *glory score* of the highest ranking PC. If he has no *glory score*, his score is now -1.

Roll 3 dice twice, and check the *Harzburk and Pitzburk Army Table* (p. 13) to see what reinforcements to add to your roster. (If your War Situation is CONFEDERATION, roll 2 dice twice and use the *Confederation Army Table* instead.)

Remember that reinforcements are always placed at the bottom of your roster sheet.

When you are done, turn to 520.

**469** Use Combat Map THREE. The dark lines outline the higher outcroppings (shaded for emphasis). Irregular blotches represent stones.

*The slope.* Anyone on a high outcrop is a yard higher than someone who is not. Anyone moving down from an outcrop must make a DX roll to avoid falling. Moving up to the higher outcrop requires jumping or climbing (see p. B88-89). See p. B123 for the combat effects.

Turn to 510.

**470** That night around the campfire, tempers rise. "I'm tired of always running away," says Joh-nee Milluh, the large-boned young son of a Harzburk count. "It's time we stood and fought those buggers."

"Fight and die?" you ask.

"I'd rather die with my honor, than run like some whipped dog whenever the enemy takes another march forward." Milluh hawks and spits. "This isn't any right way to fight a war."

A quiet voice speaks from the shadows. "You'll have a time to fight," says your captain, entering the circle of firelight. "When we reach the burk, and when stone walls make up for our lack in strength, then we'll fight — and when we've broken the bastards, we'll chase them all the way back to Pitzburk!"

Your force is *under siege*. The enemy is the *besieger*.

Turn to 557.

**471** You give the command. The heavy gate doors swing open, and the strange troopers scramble within. A file of enemy cavalry try to force their way through, but you dissuade them with a volley of archery fire. A senior officer rides up to the gate.

"Who gave the order to open that gate?"

Roll 1 die. If you've met a man named Hymee, add +2 to your roll.

If the result is 4 or greater, turn to 416.

If not, turn to 488.

**472** As you rise from your bench, your knees wobble. Just how many drinks have you put down?

All characters, friendly and enemy, must make a HT roll. Characters with Alcoholism suffer a -5 penalty to their roll. Those who fail their HT roll show the effects of their drinking in this fight — a -2 penalty to DX and DX-based skills.

Turn to 400.

**473** The previous enemy commander again leads a force against you in battle.

Turn to 330.



**474** You delayed your return too long, seriously weakening your force at a critical moment.

Turn to 393.

**475** Use Combat Map TWO. The center stripe is the stream. The shaded ovals are thick patches of bush.

*Bushes.* Bushes are a yard high — good concealment for anyone lying down or crouching (-3 to hit). Moving through a bush hex costs double, but once the hex has been passed through 3 times, it is flattened and it no longer affects movement or concealment.

*Stream.* This is a deep stream, though the current is slow — movement is limited to one stream hex per turn. Characters falling in the stream must make a Swimming Roll to regain their feet; if they fail, they lose 1 fatigue and must make a new roll next turn.

Turn to 533.

**476** “Strip the body,” you order. Troopers produce a selection of goods from the body, including a wax-sealed packet. You deliver the materials to headquarters. You later learn that enemy battle plans were contained in that sealed pouch.

*Make a note:* Add 1 to the *glory score* of the highest ranking PC — if he had no glory score, his score is now 1. You now have a +1 bonus to your Strategy Roll for the Battle Contest.

Turn to 520.

**477** Your troop plays a minor role in this battle.  
Turn to 425.

**478** You win . . . by the skin of your teeth.  
*Make a note:* You receive 2 campaign points.  
Turn to 68.

**479** By bugle call, the squadron forms up and takes the road — columns in perfect order, officers riding the line constantly to keep the men and mounts in perfect readiness. There’s security in knowing that the best of King Gilbuht’s royal army rides with you.

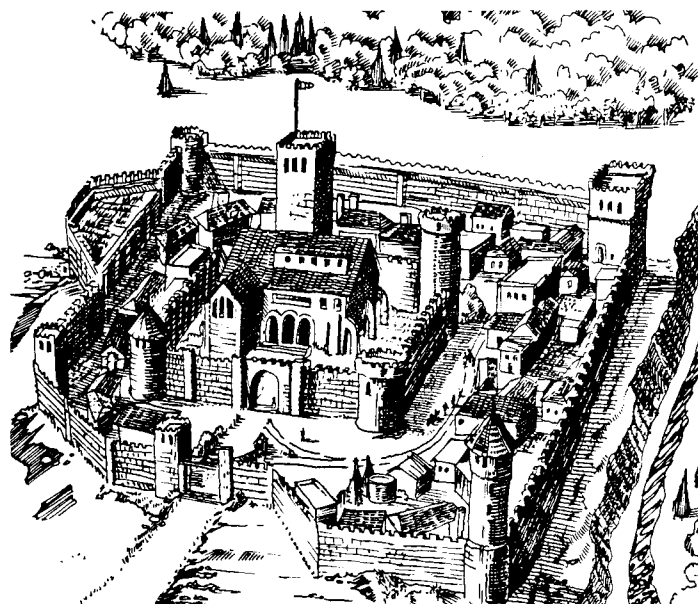
*Make a note:* Royal Cavalry (400 men). Type 17 (p. 11). Squadron TS: 4,800. Cavalry Bonus: 400. Missile Bonus: 100. Morale: 15 (10 engagements).

Turn to 567.

**480** An uneven outer wall, composed half of dressed stone and half of heaped earth, circles the city. The fields around it are scraped smooth of any advantage a besieging army could use. You spot three weak spots along the perimeter. The lack of towers along the wall is critical.

Turn to 505.

**481** It’s a typical Middle Kingdoms burklet, built and maintained with defense in mind. The outer wall, fashioned with equal attention to military need and ar-



chitectural style, is studded with towers arranged to provide a torrent of archery fire along the approaches. On the east, the wall runs along a ravine that makes assault difficult, while an abattis has been constructed in the west.

Roll 1 die. On a roll of 5 or 6, turn to 505. Otherwise, turn to 462.

**482** The enemy has a new commander, one you haven’t been up against before. Erase the record of the previous enemy commander, and turn to 509.

**483** “Royal troopers, you mean,” you growl in reply. One of your men reaches for a weapon, but you restrain him. “We should be able to teach these dogs a lesson without dirtying Steel.”

Use Combat Map CITADEL. There is one opponent for every player group character. Place the enemy troopers within 3 hexes of the West Gate. They have the same stats as Freefighters (Type 5, p. 10).

This will be a bare-handed combat.  
Turn to 457.

**484** The previous enemy commander leads this new force — and has been promoted. Add one step to his rank.

Turn to 330.

**485** The early fighting goes well. As you rest amid the carnage of the defensive works, a party of officers approaches. You salute sharply.

Above and behind the officers, a stone, loosened by the pounding of catapult stones, teeters on its precarious perch . . .

*Make a note:* The huge stone does 3 dice crushing damage to whatever it strikes.

Try an IQ roll for the highest ranking PC.

If he succeeds at the roll, turn to 313.

If he fails, turn to 319.

**486** Orders filter down from the high command. You watch eagerly as your commanding officer breaks the wax seal.

If you have not done so already, erase your former roster. On this campaign, you’ll serve with mostly new formations.

Your troop is attached to a larger formation — a *squadron* or *battalion* — for the current operations. To find the total TS for your combined formation, add your troop’s TS and the TS of the mother formation.

Roll 3 dice, and turn to the paragraph indicated below.

- 3 — Turn to 558.
- 4 — Turn to 515.
- 5 — Turn to 530.
- 6 — Turn to 546.
- 7 — Turn to 563.
- 8 — Turn to 576.
- 9 — Turn to 269.
- 10 — Turn to 287.
- 11 — Turn to 307.
- 12 — Turn to 327.
- 13 — Turn to 348.
- 14 — Turn to 363.
- 15 — Turn to 378.
- 16 — Turn to 398.
- 17 — Turn to 428.
- 18 — Turn to 443.

**487** “What’s going on here,” barks a deep bass voice, just as the first piece of furniture breaks. It’s Kohnrahd, the owner of this place — a sometime friend of yours.

Kohnrahd’s purpose in this battle is to bring it to a halt. He will attack the closest character — PC or NPC — trying to subdue the character rather than kill him. Kohnrahd’s stats are those of a Royal Infantry trooper (Type 8, p. 10), except that he also has Brawling skill equal to his 1st Weapon skill.

Turn to 400.

**488** The captain of the new troopers, Hymee Pahkuh, rides up to the older man. “Reporting for duty, sir!”

The white-haired officer looks dubiously at the new arrival. “King Gilbuht sent you?”

“No, but he sent this!” says the man, thrusting a saber into the unsuspecting man’s gut. “To arms! Seize the gates!”

You’ve let an enemy force within the gates.

*Make a note:* Subtract 2 from the highest ranking PC’s *glory score* — if he did not have a glory score, he now has one of -2. There is a -3 penalty to your Strategy Roll for the Battle Contest.

Turn to 520.

**489** You plunder the body of money and weapons, and leave it lying in the field.

Turn to 520.

**490** Use Combat Map THREE. Disregard the heavy lines and the shaded regions. The irregular blotches are outcrops of stone.

Turn to 510.

**491** The “tinsel squadron” that joins you does not inspire confidence. Its noble officers, gaily attired in the finest Pitzburk plate studded with gems and silver filigree work, seem to know nothing of commanding a fighting unit. The sullen troopers look more like the sweepings of impressment than the freefighters they reputedly are. The mounts are obviously ill-trained.

*Make a note:* Tinsel Squadron (300 men). Type 16 (p. 11). Squadron TS: 1,450. Cavalry Bonus: 300. Missile Bonus: 75. Morale: 11 (1 engagement).

Turn to 567.

**492** Then you notice a critical difference: some of what you at first took to be the main wall is not part of the city itself, but an outerwork — an island of fortification, situated so as to pour a hellish flanking fire on any attackers, and no doubt linked to the city by a series of underground passageways.

This burk will be no easy nut to crack. The outerworks must be assaulted and cleared before any safe attack on the city proper can be made.

*Make a note:* This burk is *siege class 3*.

Turn to 527.

**493** A rider gallops up. “Where’s the bugler?” You explain.

The messenger swears. “How in Steel can we recall the charge of the right wing? They’ll be *slaughtered!*”

Turn to 429.

**494** One of the quaint charms of the Blue Steel is Cold Peet, the blind veteran, and his “friend” —

a tame brown bear named Tcharlee. It isn’t Mohlee’s fault that the serving girl tripped, spilling an ewer of hot cider on the bear and causing it to go berserk . . .

Use Combat Map CITADEL. Place the bear, Cold Peet and Mohlee at Table B. Mohlee’s stats are given on p. 16.

Peet is a Royal Horse trooper (Type 17, p. 11), except that he’s blind (a -6 penalty on combat rolls — see p. B27 for more information).

Tcharlee the Bear is ST17. He does 1 die crushing with his claws, or 1 die impaling with his bite. See pp. 16-17 for more information on bears in combat.

Because he is Berserk (see p. B31), Tcharlee will make All-Out Attacks on any tavern patron in range. If none are in immediate attack range, he will move toward the nearest character. The bear cannot be stunned, and injuries cause no penalty to his attack rolls or Move score. If his HT score falls below 0, make a HT roll for the bear each turn — if the roll is failed, or if the bear’s HT falls below (3 × original HT), the bear falls to the ground. He cannot snap out of his Berserk state.

The bear *can* be calmed. A PC must spend a turn motionless (and conscious), within 3 hexes of the bear. If he then succeeds at an Animal Handling-5 Skill roll, the bear stops fighting.

Turn to 457.



**495** One of your troopers was born here. You question him.

“That there, f’sure,” he says, waving at the skull-like main gate, “is the Death Gate. Fuhguhsuhn’s company was wiped out to a man trying to assault it, ten years ago. T’other gate is called Bloody Gate, but that’s more ‘cause of the criminals what are executed there.”

“The fortifications are weaker there?” you ask.

“Natcherly,” he replies. A pointing finger directs you toward a clot of towers behind the gate, within the defensive walls. “That there’s the Citadel, as big as mebbe half a dozen keeps in some little burklet. What them burkers figger — and I ought to know, as I was once one of ‘em — is that anyone who makes it past Bloody Gate will crush themselves trying to take the Citadel, so why bother to build up the gate?”

This burk is the most formidable defensive site you’ve seen.

*Make a note:* Thanks to its gargantuan wall (double in some places), gate towers, outerworks and interior forts, this burk is *siege class 4*.

Turn to 527.

**496** Use Combat Map CITADEL. Place your troubled friend at “C.” Place the lynch mob within 3 hexes of the back room door — there are twice as many lynchers as there are characters in the player group. Both your friend and the lynch mob are Royal Horse troopers (Type 17, p. 11).

Turn to 457.

**497** Use Combat Map TWO. Disregard the center stripe. The oval regions represent trees.

Turn to 512.

**498** Friendly reinforcements arrive at the last possible moment, giving cause for celebration in the camp!

*Make a note:* Apply a +1 Morale bonus to your force’s units in this battle.

Roll 3 dice twice, and check the *Harzburk and Pitzburk Army Table* to see what reinforcements to add to your roster. (If your War Situation is CONFEDERATION, roll 2 dice twice and use the *Confederation Army Table* instead.)

Remember that reinforcements are always written at the bottom of your roster sheet.

When done, turn to 520.

**499** You present yourself and explain the goings on. The white-whiskered officer gives a faint smile. “Do you know of any Pahkuh company in the king’s army, son?”

“Not off hand,” you say, “but . . .”

“It’s a good ruse,” he says. “They tried to *trick* you — those men are Pitzburkers, by Steel! I’m glad you’ve got a good head on those shoulders, or there might have been hell to pay this night.”

*Make a note:* Add 2 to the *glory score* of the highest ranking PC. If he does not have a *glory score*, his score is now 2.

Turn to 520.

**500** The men who march behind you are fully outfitted with armor and heavy hand weapons — and what cannot be carried by marching men is piled on the wagons that follow. Only a king can afford to outfit a unit like this. Only the strongest of men can qualify for such a crack unit.

*Make a note:* Royal Infantry (400 men). Type 8 (p. 10). Battalion TS: 3,000. Missile Bonus: 100. Morale: 15 (10 engagements).

Turn to 567.

**501** The battle is inconclusive. Neither side may claim to have beaten the other.

Roll 1 die.

If you roll an even number, turn to 76.

If you don’t, turn to 68.

**502** A high-pitched shriek shrills from the wench behind the counter. “Stay away from me!” she yells. Her face is frozen with fear.

Sallee the serving girl has panicked. Make an IQ roll for her each turn.

On any turn on which she succeeds at her roll, she moves toward the back room.

If she fails the roll, however, she runs toward the nearest character and attacks him with her bare hands. Only bandits and ruffians may attack Sallee — all others (including all PCs) are prevented from doing so by the customs of this land.

Sallee’s stats are the same as those for “Mohlee” on p. 16. Turn to 400.

**503** It’s a closely fought contest, but at the close of the day you realize the enemy is victorious.

*Make a note:* You lose 2 campaign points.

Turn to 68.

**504** Roll 1 die. Multiply the result by 30, and turn to the entry matching that number.

**505** *Make a note:* The burk is *siege class 1*.

Turn to 527.

**506** Your army’s scouts contact the enemy. You hear rumors of what you’re up against.

If you know that the enemy is besieged — and therefore can’t get reinforcements — turn to 330.

If your War Situation is BANDITS or CONFEDERATION, turn to 536.

If your War Situation is UHRBURK, turn to 560.

Otherwise, turn to 271.

**507** Roll 1 die. Count down the boxes below until you count a number of boxes equal to the number rolled. Cross that box out, and turn to the associated entry. If the box is already crossed-out, cross out the nearest uncrossed-out box. If all the boxes are crossed out, begin fresh by erasing all the marks.

Turn to 283.

Turn to 282.

Turn to 291.

Turn to 297.

Turn to 301.

Turn to 306.

Turn to 314.

Turn to 309.

**508** You also begin to hear tales of the skills and experience of the enemy commander.

If you have no record of an enemy force commander, turn to 509.

Otherwise, turn to 526.

**509** The *enemy force commander* is the officer commanding the entire enemy force. Determine his name and stats, and record them on the Hostile Force Roster (p. 14). You may also roll to learn his nickname, if you like.

The officer’s rank is found by looking up the enemy force’s size on the *Chain of Command* table (p. 7).

When you are done, turn to 330.

**510** *Rocks and stones.* Rocks provide excellent cover and concealment. Consider each area to be half as tall as it is wide. For this purpose, measure the width at the widest point. Thus, a 1-hex patch is a half-hex high, while a 2-hex-wide region is 1 hex (or, 3 feet) in height. You may jump onto a rock 3 feet high or less without a special roll. Larger rocks require a Climbing Roll.

Rocks are DR 8. About 300 hits reduce a rock to gravel, but a single hit of 20 or more is enough to split the rock.

Turn to 533.

**511** *Heavy undergrowth.* All “clear” hexes on the combat map are filled with thick vegetation:

double movement to cross. Characters moving more than half their Move in a turn through heavy undergrowth must make a DX roll to avoid falling.

Turn to 533.

**512** *Trees.* The centermost hex is the tree's trunk. It provides cover, and blocks line of sight. The rest of the shaded area indicates the reach of branches and foliage. You may walk under the branches, but not through a tree trunk!

Normal tree trunks are 12" in diameter, and are DR 6, HT 80. Large tree trunks are 36" in diameter, DR 6, HT 200.

If the terrain word is THICKET, turn to 511. Otherwise, turn to 533.

**513** *Shallow water.* Double movement to cross. Characters standing in shallow water are 1 foot lower than characters on dry ground.

*Deep water.* Move only 1 hex per turn. Make a DX roll each turn. If the roll is failed, the character falls — an immediate Swimming Roll is required. If the roll is successful, the character may stand. On a failed Swimming Roll, the character flounders in the water (moves 1 hex in a random direction), takes 1 fatigue, and must make a new Swimming Roll on the next turn. Characters standing in deep water are 3 feet lower than characters on dry ground. (See p. B123 for height advantages in combat.)

Turn to 533.



**514** The trumpets sound retreat. The enemy is the victor this day.

*Make a note:* Your force suffers a -2 Morale penalty for the rest of this battle. In addition, roll 1 die — this is the number of campaign points you lose.

Turn to 68.

**515** He swears a long string of profanity . . . including a few terms you've not heard before. "We've been had." He starts to change his clothing, discarding his worn field jacket for something more presentable.

"Escorting militia?" guesses the senior lieutenant.

"Some clerk in the war office has decided the kingdom's resources can be stretched by mobilizing some of the civil guard," says the captain. "Over-age reservists, more fit for helping old ladies find their lost lap dogs than marching in the field!"

Turn to 23.

**516** *Make a note:* The burk is siege class 2. Turn to 527.

**517** "Well, maybe we don't want no trouble," draws the chief troublemaker.

Make a Reaction roll to see what he thinks of the highest ranking PC. If the PC has Diplomacy at 10 or better, apply a +2 bonus.

On a reaction of "Good" or better, the bad guys back down. No fight occurs — turn to 266.

On any other roll, the bad guys fight anyway — turn to 400.

**518** "Our line is broken!" you shout, gathering your men. "The cowards flee from the field!" This is a dismal day.

*Make a note:* Your force suffers a -4 Morale penalty for the rest of this battle. In addition, roll 2 dice — this is the number of campaign points you lose.

Turn to 68.

**519** "Flee for your lives!" "The foe is triumphant!" Chaos takes over the field of battle. In the confusion, it may be enough just to escape with your life.

*Make a note:* Roll 3 dice — this is the number of campaign points you lose. There is no Morale penalty — since your force has already routed.

Turn to 68.

**520** Roll 1 die, and check the TS values for each side. If the enemy has at least twice as much troop strength as you do, subtract 1 from the roll. If you have at least twice the strength of the enemy, add 1 to the roll.

If the result is 5 or higher, turn to 477.

If the result is 4 or less, and you are involved in a siege, turn to 535.

If the result is 4 or less, and you are not in a siege, turn to 87.

**521** Officers strive to overcome a growing panic. Unity is lost — mobs of soldiers run from the fight. The enemy prepare to pursue, intent on slaughter and prisoners.

Try a Morale Roll for each unit on the retreating side. Apply the Morale modifiers that have already been assigned, plus any of the following which apply:

Condition	Modifier	Who It Applies To
If any Force Commander has Leadership of 18+	+1	his force
If your War Situation is:		
DEFENSIVE, OFFENSIVE		
or ZUNBURK	+1	all royal* units
DEFENSIVE	+2	Harzburg royal* units
OFFENSIVE	+2	Pitzburk royal* units
CONFEDERATION	-1	freefighters
RAID or BANDITS	-1	all
If the unit has been defeated by this foe, this year	-2	all
If the unit has defeated this foe, this year	+1	all

\* "Royal" units are: Royal Horse, Royal Infantry, Royal Scouts and Noble Cavalry (Types 8, 13, 16 and 17).

On the roster sheet, mark which units fail their Morale rolls.

If your battle is a siege, turn to 585.

If it isn't, turn to 72.



**522** The rabble that ride beside you, forking mountain ponies of noticeably smaller stature than your own destrier, have no formation and little structure. Only the “cheef,” the huge man on the black stallion, stands apart from the mob — thanks to size, the intricate embroidery on his jacket and his booming voice. Nevertheless, this unit is tough — they can pillage and loot with the best of the army.

*Make a note:* Mountain Barbarians (700 men). Type 11 (p. 11). Squadron TS: 3,150. Cavalry Bonus: 500. Missile Bonus: 200. Morale: 15 (10 engagements).

Turn to 567.

**523** If you have been told to continue the battle for another day, turn to 534.

If you haven’t, turn to 92.

**524** If this battle is a siege, turn to 528.  
If this battle does not involve a siege, turn to 84.

**525** *Make a note:* All characters in the player group collect one character point for this night’s violence.

Turn to 266.

**526** The *size* of the enemy force is the number of battalion or squadron size formations it contains — which should be the same as the number of entries you have made on the force roster sheet.

Use the *Chain of Command* table (p. 7) to compare the formation’s size against the rank of the most recent enemy force commander.

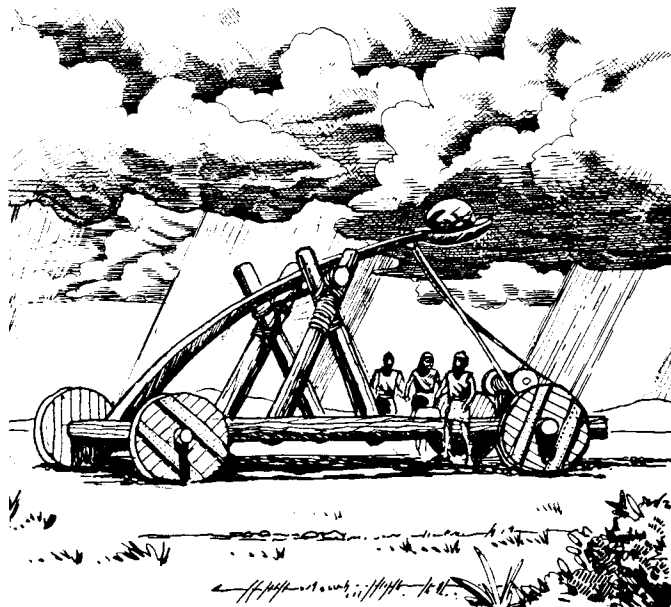
If the enemy leader has the correct rank to lead this force, turn to 460.

If he is only one rank too low to command this force, turn to 559.

If neither of the above are true, turn to 482.

**527** Roll 1 die for each point of siege class which the burk has. This is the number of siege bonus points (catapults) which the force under siege receives. Record this on the force’s roster sheet.

Turn to 270.



**528** Stone walls are worth many soldiers. Look on the chart below to find the *Positional Advantage* bonus to the Strategy roll in the Battle Contest for the commander who is under siege.

Siege Class	Comments	Bonus
4	central keep or fortress	+8
3	main defensive wall	+6
2	outerworks or auxiliary wall	+4
1	outerworks or auxiliary wall	+4

Turn to 64.

**529** You grasp the torch in your hand, waving the flame at the shaggy-bull’s nose. The startled beast snorts, retreats, and turns to flee. You follow the bull’s example — only in the opposite direction!

Turn to 588.

**530** “I don’t believe it,” says your commander. “Things are more desperate than I’d thought. We’re assigned to train a raw squadron.”

“In this season?” asks an experienced officer. “We’re being pulled out of the line . . .”

“No,” says your captain. “We’re supposed to school these ninnies on the march! The marshal figures that raw cavalry serve him better than no cavalry at all.”

Turn to 23.

**531** *If your commander wins:*  
by 17 or more points, turn to 432.

by 13-16 points, turn to 447.

by 8-12 points, turn to 458.

by 4-7 points, turn to 478.

*If the enemy commander wins:*

by 4-7 points, turn to 503.

by 8-12 points, turn to 514.

by 13-16 points, turn to 518.

by 17 or more points, turn to 519.

*If neither side wins by 4 or more points, turn to 501.*

**532** Roll 1 die.  
On a roll of 1-4, turn to 575.  
On any other roll, turn to 561.

**533** Roll 1 die. If the result is an even number, turn to 504. Otherwise, turn to 203.

**534** The next day dawns.  
Except for *Positional Advantages* both sides must erase the Battle Contest and Morale modifiers and penalties they suffered in yesterday’s fight.

Turn to 335.

**535** If you are the *besieger*, turn to 539.  
If you are *under siege*, turn to 540.

**536** You are up against irregulars — ill-disciplined, poorly organized men little deserving the title of “soldier.” Only by sheer numbers do they have any hope against a well-equipped force like as your own.

If this is a new enemy, check the size of the enemy force on the *Chain of Command* table (p. 7) to find out how many squadron and battalion size formations are within it. If a range is given, use the lowest number given. For example, a division starts with 4 squadron-size units.

To determine the exact composition of the enemy force, or to determine reinforcing units, roll 2 dice for each formation and check the *Irregular Troops Table* on p. 13. If your War Situation is CONFEDERATION, add 2 to each roll. Continue rolling until all of the enemy units have been selected.

When done, turn to 509.

**537** With the coming of your eighteenth year ends your fosterage at the court of Harzburk.  
Turn to 586.

**538** The “soldiers” who join you style themselves freefighters. Stuffed into armor, bearing the correct weapons, and riding war-trained mounts, they indeed look the part . . . but their officers are brutes, enforcing every dictum with whip and club. The squadron rides in a wandering column. Their weapons training seems rudimentary at best.

King Gilbuht has hired bandits into the royal army again.

*Make a note:* Bandit Cavalry (600 men). Type 14 (p. 11). Squadron TS: 1,800. Cavalry Bonus: 600. Missile Bonus: 100. Morale: 9 (0 engagements).

Turn to 567.

**539** Roll 1 die. Count down the boxes below until you count a number of boxes equal to the number rolled. Cross that box out, and turn to the associated paragraph. If the box is already crossed-out, cross out the nearest uncrossed-out box. If all the boxes are crossed out, begin fresh by erasing all the marks.

- Turn to 19.
- Turn to 35.
- Turn to 38.
- Turn to 42.
- Turn to 50.
- Turn to 55.
- Turn to 71.
- Turn to 78.

**540** Roll 1 die. Count down the boxes below until you count a number of boxes equal to the number rolled. Cross that box out, and turn to the associated paragraph. If the box is already crossed-out, cross out the nearest uncrossed-out box. If all the boxes are crossed out, begin fresh by erasing all the marks.

- Turn to 57.
- Turn to 62.
- Turn to 82.
- Turn to 91.
- Turn to 101.
- Turn to 110.
- Turn to 129.
- Turn to 142.

**541** The man gives you a wide smile. You recognize the face — the gold braid and polished armor being an obvious clue. He’s the supreme commander of your force, looking fatigued and dusty.

“Damn battle,” he bellows hoarsely. “In all the maneuvering, I’ve become detached from my staff troops.”

You hand the man your canteen, and he avidly gulps from it. “Consider yourself temporarily promoted to command of my guards,” says the officer wearily. “But I want no special favors — just carry on, son.”

*Make a note:* Add your force’s commander to your player group for the coming encounter.

Turn to 223.

**542** *If the besieging commander wins:*

by 17 or more points, turn to 564.

by 13-16 points, turn to 544.

by 8-12 points, turn to 565.

by 4-7 points, turn to 568.

by 0-3 points, turn to 570.

*If the commander under siege wins:*

by 1-3 points, turn to 572.

by 4-7 points, turn to 574.

by 8-12 points, turn to 578.

by 13-16 points, turn to 581.

by 17 or more points, turn to 584.

**543** Roll 1 die.  
On a roll of 1-2, turn to 566.  
On any other roll, turn to 561.

**544** The besieger overwhelms the defenders — the position is taken.  
Turn to 521, and make Morale Rolls for the defenders.

**545** A leather-faced man on a coal-black charger rides up, blood smeared on his left sleeve. “It’s not mine,” he snaps, seeing your glance. “There’s been trouble. Consider yourself under my direct command.” He waves and bellows — “Let’s attack!”

You recognize him. He’s the commander of your wing of the army, one of the top commanders.

Turn to 223.

**546** Your commander jumps to his feet. “Mole-Faced Deek!”

“Not that old Kweebekan fart,” replies an experienced lieutenant. “The one who lost his condotta at Rehdzburk?”

“The very same,” replies your captain with barely controlled fury. “The prize incompetent of incompetents, and his newly raised squadron of cavalry.”

(If your War Situation is RAID or BANDITS, your force commander will be Mole-Faced Deek. His Strategy score is 2d+3.)

Turn to 23.

**547** The enemy arrival catches your commander by surprise. Hastily, he passes word to form a line of battle here on the valley floor, straddling the ice-cold brooklet. Units mill in confusion, as trumpets try to outblare infantry drums. You instinctively sense that your force has taken a poor battle position.

*Make a note:* The enemy has a +1 *Positional Advantage* bonus on its Strategy Roll for the Battle Contest. Your terrain word is STREAM.

Turn to 355.

**548** As the wall of enemy troops rush toward you, you hear a final shout of encouragement from your commander. “Kill the bastards! But don’t get slaughtered!”

*Make a note:* Your scenario goal is to kill or incapacitate as many of the attacking enemy soldiers as you can. You gain 7 victory points for each enemy soldier killed, captured or routed (p.18).

However, the enemy constantly receives reinforcements. Roll 1 die at the start of every combat round: on a roll of 6, a new enemy soldier enters the fight.

Turn to 397.

**549** You've fallen head over heels in love, a bewildering mix of flaming lust, companionable friendship and poetic romance. It's impossible to stop thinking about her.

As a result, you've lost all your concentration on training. Your superior officer has reacted unfavorably. But you don't care — you're in love.

*Make a note:* Your superior officer now has a -2 penalty on all Reaction Rolls toward you.

If you have the Adventure Word **FELICITY**, turn *immediately* to 352.

Otherwise, roll 1 die.

On a roll of 1, turn to 289.

On a roll of 2 or 3, turn to 352.

On a roll of 4 or 5, turn to 373.

On a roll of 6, turn to 394.

**550** Roll 2 dice — this number is the number of weeks that pass before your next fight. Mark this on your war season calendar.

Surviving units on *both* sides now get credit for an engagement's worth of experience, even if they routed. (Surrendering units are disbanded.) This may raise their morale — see the morale table, p. 8.

NPC Officers who lost HT now return to full HT. If any officers in your force are dead, replace them with new NPCs. If the enemy force commander is dead, replace him also.

Player group characters heal during this time (see p. 19). If your group is down to fewer than 4 characters, you must add new PCs or Royal Horse troopers (Type 17, p. 11) to get your group back to minimum strength before fighting a battle encounter.

If the PCs' unit has been destroyed or captured, the PCs are assigned to a new unit. Roll 1 die, and check the *PC Companies* table on p. 8; roll on the morale table for the rest of the stats. The new unit joins the force as a *free* reinforcement.

Find your new month on the chart below, and roll 2 dice. If you are involved in a siege, subtract 1 from the die roll.

Month	Reinforcement Score
January	5
February	4
March	4
April	11
May	10
June	10
July	9
August	9
September	8
October	7
November	7
December	6

If you roll higher than the Reinforcement Score, turn to 332.

Otherwise, write down the Reinforcement Score for your month, and turn to 336.

**551** Roll 1 die. Count down the boxes below until you count a number of boxes equal to the number rolled. Cross that box out, and turn to the associated paragraph.

If the box is already crossed-out, cross out the nearest uncrossed-out box. If all the boxes are crossed out, begin fresh by erasing all the marks.

Turn to 357.

Turn to 359.

Turn to 364.

Turn to 141.

Turn to 145.

Turn to 372.

Turn to 165.

Turn to 368.

**552** You wrestle with the intruder, and force his hand open — his weapon drops to the ground. But then his powerful hands close on your throat . . .

Try a Quick Contest of Brawling. The highest ranking PC is in this fight — use his Brawling score, or default to DX-5. The intruder's score is 3d+3.

If the PC wins the Contest, turn to 382.

If he loses, turn to 377.

If there is a tie, roll over.

**553** A scouting party stumbles back to quarters, tired and bloody. They report on a quick, fierce battle with an enemy patrol.

One of the patrollers, an ensign and a friend of yours, takes you aside to show you his booty. He pulls a bloody head from his sack. "We took trophies," he boasts.

*Make a note:* News of this atrocity dismays the enemy. They have a -1 Morale penalty in the coming engagement.

Turn to 520.

**554** A glint of bared steel, an overheard command in a guttural voice, the unnatural stance of a veteran at the counter . . . you abruptly realize that the man at the counter is forcing the serving girl to give him her rings. Two other strangers head for the back room. This is a robbery.

If you try to stop the bandits, turn to 448.

If you let them have their way, turn to 381.

**555** The men who join your force are in many ways similar to your own troop. They too are professionals: quick to follow bugle calls, mounted on disciplined steeds. Not sponsored by a king, however, they wear a variety of armor and ride a variety of mounts — mostly rounceys rather than the destriers of your own company. However, they're some of the Middle Kingdom's finest: a Freefighter squadron.



**Make a note:** Freefighter Cavalry (300 men). Type 14 (p. 11). Squadron TS: 1,800. Cavalry Bonus: 300. Missile Bonus: 75. Morale: 15 (10 engagements).

Turn to 567.

**556** You refuse, despite the urgent pleas of the officer outside the wall. Bloodied men rush for the city, pursued by sword-brandishing soldiers. At your command, a volley of arrows persuades the pursuers to keep clear of the gate.

A senior officer rides up to the gate. "What's going on here? Who's in charge?"

Roll 1 die. If you've met a man named Hymee, add +2 to your roll.

If the result is 4 or greater, turn to 468.

If it isn't, turn to 499.

**557** Eventually the security of stout walls is reached. Roll 1 die. If your War Situation is UHRBURK or BANDITS, subtract 2 from the die roll.

If you roll a 1 or less, turn to 480.

If you roll a 6, turn to 495.

Otherwise, turn to 481.

**558** He whistles long and low. "I've never pulled service like this before."

A lieutenant nudges you. "It must be bad," he whispers. "The captain's served just about everywhere."

Your commander studies the orders a moment longer, unwittingly building the suspense. "This is quite an honor," he says at last, folding the sheet and placing it in an inner pocket. "King Gilbuht has managed to hire himself a battalion of spearmen out of the Black Kingdoms — at what expense, I can only guess. Those warriors are the best, bravest, toughest sons of bitches. I know — I've fought against them."

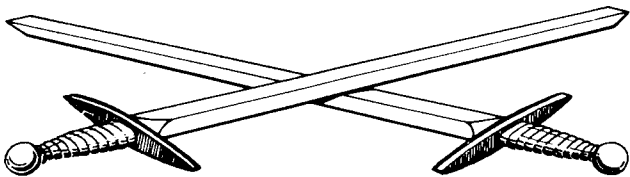
"How do we fit in?" you ask.

"The king's marshals want these expensive spearmen to have a permanent cavalry escort, and we're it," your captain replies. "We're to be their eyes and ears, and their protection against marauding horsemen."

Turn to 227.

**559** Roll 1 die.  
On a roll of 1-2, turn to 484.  
On any other roll, turn to 482.

**560** Roll 1 die.  
If the number rolled is even, turn to 536.  
If not, turn to 271.



**561** Your force has a new commander, one you haven't met before. Erase the record of your previous force commander, and turn to 571.

**562** Shovels, scythes, hoes and pickaxes . . . these are the weapons of the mob that clogs the road in front of you. The peasants that King Gilbuht drafted into his army look more fit to harvest crops than men's lives. The serfs

would be the first to agree with you: every night, more of them try to break away from their new military career.

**Make a note:** Peasant Infantry (800 men). Type 3 (p. 10). Battalion TS: 400. Morale: 6 (untrained).

Turn to 567.

**563** Your commander grins. "Old friends are joining us."

A battalion of Freefighter infantry, commanded by an old comrade of your captain, joins your cavalry troop and form a mixed formation.

Turn to 356.

**564** **Make a note:** The force under siege suffers a -2 Morale penalty for the rest of the battle.

Turn to 544.

**565** The assault mounts the wall. The outcome hangs in the balance . . . can the besieged forces hold on?

Turn to 521, and make Morale Rolls for the force under siege.

**566** Your previous commander leads your new force — and has been promoted. Increase his rank by one step.

Turn to 506.

**567** Your formation finds itself on the road in company with other royal and allied units, marching according to orders sent from the king's marshals.

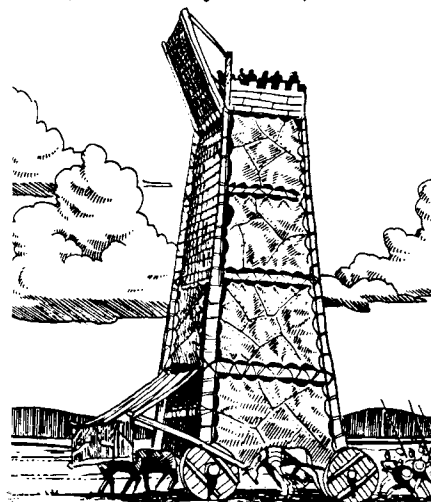
Check the size of your force on the *Chain of Command* table on p. 7, and find out how many squadron and battalion size formations are within it. If a range is given, use the lowest number given. For example, a division starts with 4 squadron-size units.

To fill out your force, roll 3 dice and follow the directions below. Roll once for each unit needed, until your force contains the formations it needs. Remember that your troop's mother squadron or battalion counts as one of the units in your force.

The Troop Strength (TS) of your force equals the total TS of the units already in it (if any), plus the TS of the new units being added. If the new units are reinforcements, do not total the TS of the formations already in the force — use the total TS, which has been adjusted for battle casualties, instead. Add the new unit values to the old total.

(If your War Situation is BANDITS or RAID, you are probably already done — if so, turn directly to 580.)

- 3 — Turn to 227.
- 4 — Turn to 273.
- 5 — Turn to 299.
- 6 — Turn to 328.
- 7 — Turn to 356.
- 8 — Turn to 376.
- 9 — Turn to 399.
- 10 — Turn to 434.
- 11 — Turn to 555.
- 12 — Turn to 459.
- 13 — Turn to 479.
- 14 — Turn to 500.
- 15 — Turn to 491.
- 16 — Turn to 522.
- 17 — Turn to 538.
- 18 — Turn to 562.



When you are finished, turn to 580.

**568** The assault is beaten back, but the defenders are shaken.

*Make a note:* The force under siege suffers a -2 Morale penalty in the *next* battle for this city, if the siege continues.

Turn to 72.

**569** Your captain rides up. "I'm riding with your squad for this fight, lad," he says, adjusting his helmet's sliding cheek plates. "Show me what you can do."

"I will, sir," you promise, wishing you'd had warning. Being in combat is tough enough, without having someone watching you.

Turn to 223.

**570** The assault is inconclusive . . . the attacker gains no ground.

(Neither side may use this battle to claim a Morale bonus for having defeated the enemy.)

Turn to 72.

**571** Your *force commander* is the officer commanding your entire force. Determine his name and stats, and record them on the Player Force Roster (p. 14). You may also roll to learn his nickname, if you like (p. 7).

The officer's rank is found by looking up your force's size on the *Chain of Command* table (p. 7).

When you are ready, turn to 506.

**572** *Make a note:* The besieging force suffers a -2 Morale penalty in the *next* assault on this city, if the siege continues.

Turn to 570.



**573** You notice one of your troopers holding a bugle. "Rodjuh's sick, sir," says the man, noticing your curious gaze. Rodjuh is the bugler in your command.

Try a Quick Contest of Bugle Skill among all non-officer characters in the player group. If no character has this skill, use defaults: to any other horn at -3, any other musical instrument at -5, or IQ-6 (for the purposes of this roll only). If you aren't sure how to run a contest for multiple characters, see p. 18. The winner of the contest is the bugler for this battle. If there is more than one winner, the winners must roll over.

Turn to 203.

**574** As the attackers stream back from their unsuccessful attempt on the walls, the defenders rally. "To the death!" roars an officer on a massive black stallion, leading the pursuit. Desperate officers try to form their men to repulse the unexpected sally.

*Make a note:* The besieging force receives 2 siege points.

Turn to 521, and make *withdrawal* Morale rolls for the besieging force.

**575** Your previous commander is your commanding officer once again. Turn to 506.

**576** "We're to be attached as escort to a battalion of pike-toters," says your captain.

"Pikemen?" asks a lieutenant. He sounds less than impressed.

"It's an excellent idea," says your commander. "We're a good mix — those pike pushers are damn near impregnable to a cavalry charge, you know."

Turn to 376.

**577** "Did you piss your breeks yet?" asks an obnoxious voice. Without turning, you know who it is — the lieutenant. He has never liked you.

"No, sir," you reply. Still, the officer doesn't ride on. Obviously he means to stay at your side for the coming fight.

*Make a note:* Add your platoon's lieutenant to your player group for this encounter. If a PC is your lieutenant, add a lieutenant from another platoon in your troop.

Turn to 223.

**578** *Make a note:* The besieging force suffers a -2 Morale penalty for the rest of this battle. In the next paragraph, roll one die and add this result to the number of siege points the besieging army gets.

Turn to 574.

**579** As your troop rides forward, you watch with horror as a lead horseman goes down — with the company standard. The tattered and greasy banner is a symbol of your unit, a point to rally on and a morale raiser.

It has to be rescued.

Each character in your player group may make one attempt to collect the fallen banner. This requires two rolls: a DX roll to grab the pole, followed by a Riding Skill roll to stay on your horse.

If he succeeds at the DX roll, he grabs the colors. If he fails, he misses.

If he succeeds at the Riding Roll, he stays on his horse. If he fails, he slips — *dropping the colors, if he had them* — and must make a second Riding roll. If the second roll is failed, he falls from his horse and must fight the encounter on foot.

(If the PCs are fighting dismounted in this encounter, they automatically recover the colors.)

If the banner is recovered, turn to 242.

If it is unrecovered, turn to 249.

**580** As part of the horde approaching battle, it comforts you to know that your force commander is . . .

If you have a record of a previous force commander, turn to 582.

Otherwise, turn to 571.

**581** Shattered against harsh walls of stone, the attacking army swirls on the low ground, milling and confused. Despite the shouts of officers, clumps of soldiers — disorganized, undisciplined — throw down their arms and desert. The mood threatens to sweep the field.

*Make a note:* Roll 2 dice. The besieging army receives this many siege points.

Turn to 521, and make Morale rolls for the besieging force.

**582** The size of your force is the number of battalion or squadron size formations it contains — which should be the same as the number of entries on the force roster sheet, not counting your own troop's entry.

Use the *Chain of Command* table (p. 7) to compare your formation's size against the rank of your most recent force commander.

If your previous leader has exactly the right rank to lead this force, turn to 532.

If your previous leader is one rank too low to command this force, turn to 543.

If neither of these apply, turn to 561.

**583** There's an officer of some kind among the enemy ahead — a junior officer, judging by his uniform. Probably somebody's lieutenant.

Add a *minor officer* to the enemy in the coming encounter.

Turn to 223.

**584** *Make a note:* The besieging force suffers a -2 Morale penalty for the rest of this battle. In the next paragraph, roll an extra die when determining the besiegers' siege points.

Turn to 581.

**585** If you just completed a *last stand* Morale roll, immediately turn to 80.

Otherwise, check the Battle Contest result you wrote down earlier.

*If the besieging force won:*

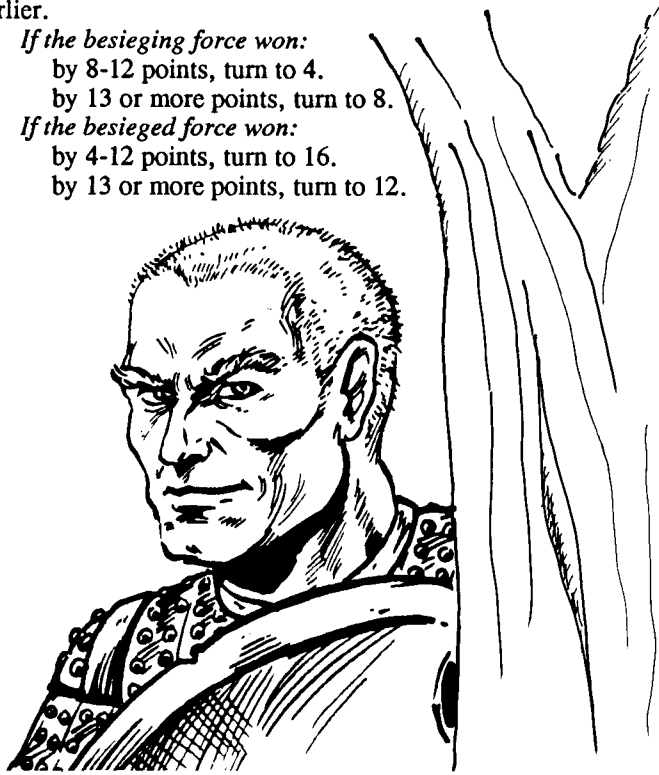
by 8-12 points, turn to 4.

by 13 or more points, turn to 8.

*If the besieged force won:*

by 4-12 points, turn to 16.

by 13 or more points, turn to 12.



**586** Discharged with the blessings of King Gilbuht, full of tales of wars, combat and adventure, you fork your faithful steed and head towards home.

Congratulations! You have finished a career in the royal army — and you are *probably* more experienced (100+ character points) than the other “starting” characters you’ll be campaigning with from now on.

As you leave the confines of this campaign book, however, you’ll need to make some adjustments to your character sheet.

The following advantages or disadvantages should be lost, bought off, or replaced with substitutes

(In some cases, you can keep the item by adjusting its cost and frequency.)

*Duty (King Gilbuht).* Keep this only if you continue in direct service to the monarch.

*Enemy (Pitzburk).* Keep this only if you continue in the service of an enemy of Pitzburk.

*Military rank.* On your discharge, your rank is “lost.” If you join a new military group, your rank there depends on the openings available, the quality of the formation, and on the Reaction Roll of the officer who hires you — you might find yourself with a rank higher (or lower) than your former Harzburk grade. You need not pay for any levels of rank “regained.”

*Patron (King of Harzburk).* Now that you are no longer a fosterling, you lose the king’s full protection.

Your father or other relative, a military organization, or a powerful friend met while in the royal service could all make appropriate substitute Patrons.

*Sense of Duty.* If you have this and are leaving Harzburk, you must buy it off or transfer it to someone who will be a regular presence in your new campaign.

You must return all weapons, armor and mounts provided to you by Harzburk. You may retain clothing, boots and sundries, as well as loot and personal property. If you do not own your own mount, King Gilbuht will loan you a palfrey for the ride home.

If you have a bride (or *brides*, if you are Kindred), you need to think of their future role in your life. As long as you were in the royal service, your wife was only a seasonal companion — now her frequency of appearance may rise.

Lastly, you may want to take one or more Quirks with which to remember your service in the royal army. Some possibilities include:

*Cries “Up Harzburk!” when going into battle.* (In the excitement of battle, you “forget” your current battle cry . . .)

*Contemptuous of non-Harzburk soldiers.* A touch of pride might be appropriate.

*Keeps hair shaved.* Most Freefighters, and many other Middle Kingdoms soldiers, keep their hair shaved — both for comfort under a helmet, and for sanitation reasons (keeps the nits down).

*Likes to be called by former rank.* As a former lieutenant in the royal army, perhaps you make your friends or former military comrades call you “lieutenant” . . .

*Loves his weapons.* Especially if you are a Sword Brother.

*Loves his horse.* Particularly if you shared many adventures together.

This campaign is now over — and your future is before you. *Up Harzburk!*

If other player characters remain in the campaign, return to 207.

Otherwise, this is . . .

THE END

# COMBAT MAPS

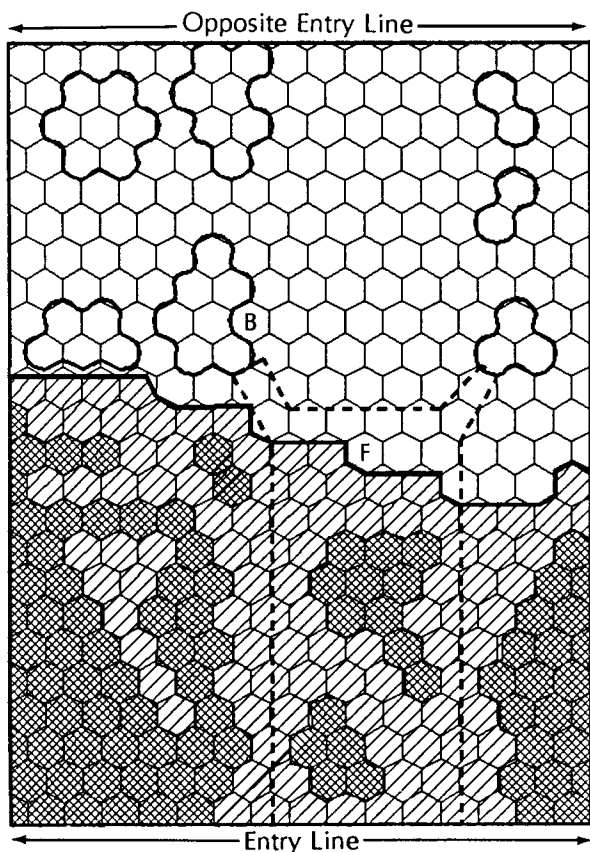
These seven maps are for all player group combat when using the *GURPS* Advanced Combat System. For the most part, their use and features are explained in the adventure. Note that in some cases, a map detail can represent one feature in one context and another feature in other contexts. For example, the line running through Combat Map Two is sometimes a stream, sometimes a trail, and sometimes ignored.

Also, some of these maps can be too restrictive for mounted combat. If a map (especially Maps One, Two and Three) overly constrains mounted fighters, extend the map five or ten hexes in each direction, using the terrain found at the current edge of the map.

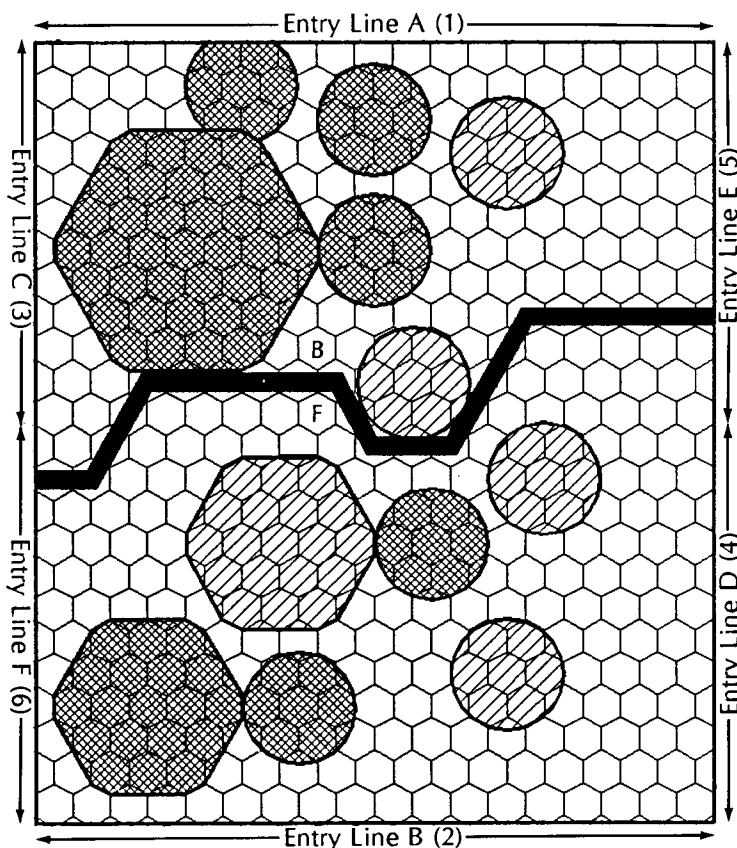
*Scale and key.* Each map hex represents a *GURPS* hex — 1 yard wide. A small rectangle on a wall (—□—) represents a door; two parallel lines on a wall (—||—) represent a window. The “dumbbells” (—••—) on the TOWER map represent a ladder.

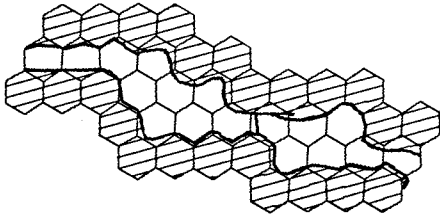
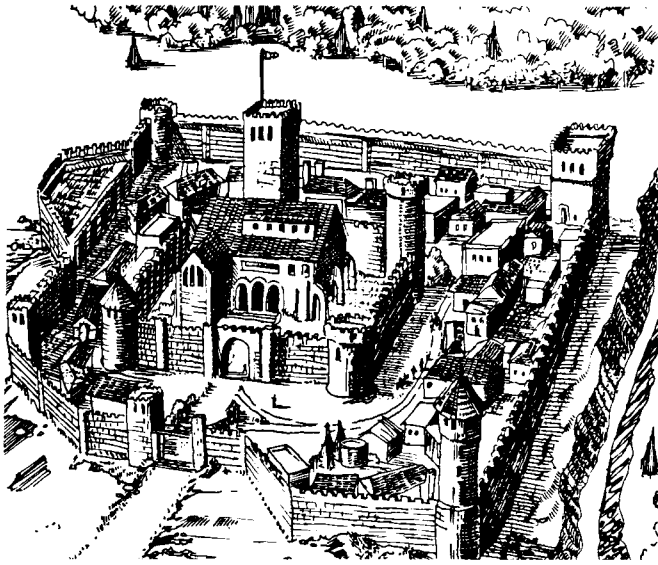


COMBAT MAP ONE



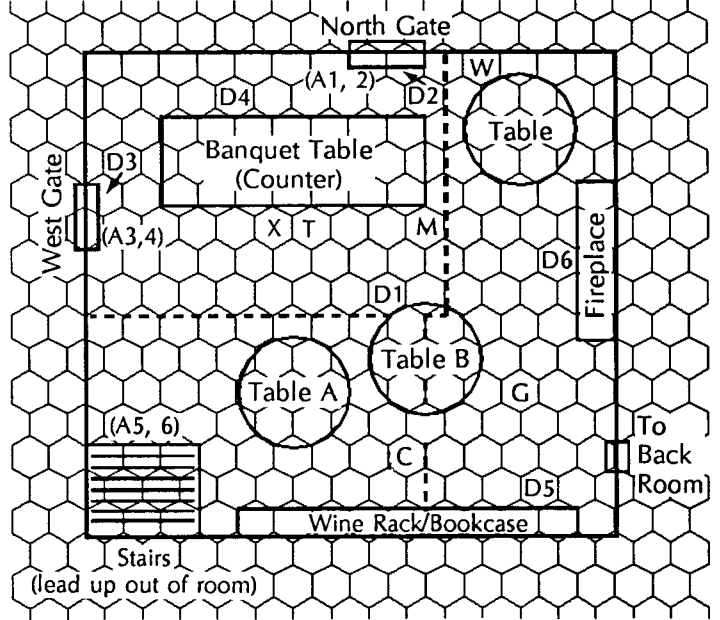
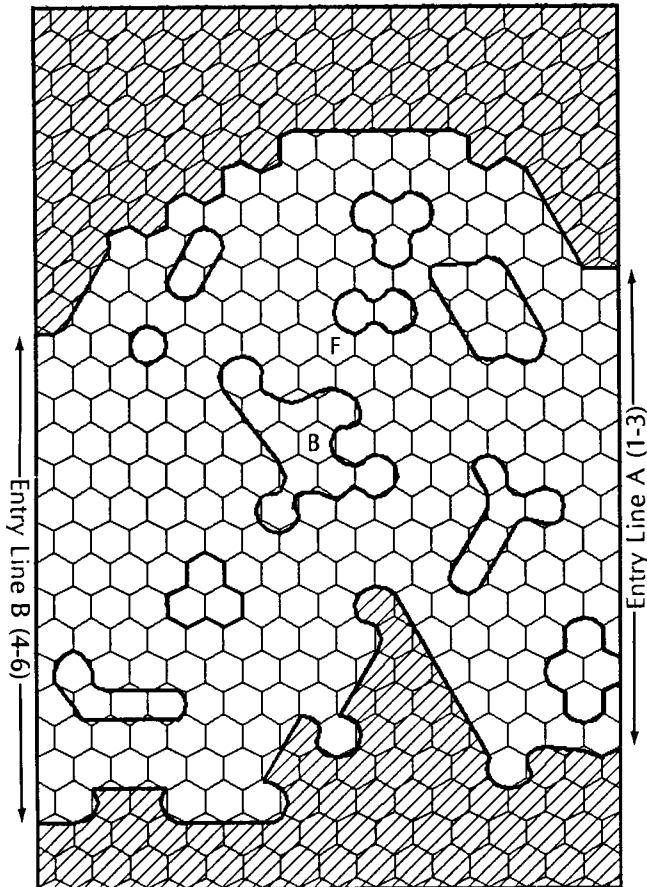
COMBAT MAP TWO





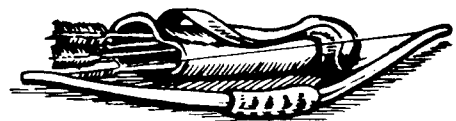
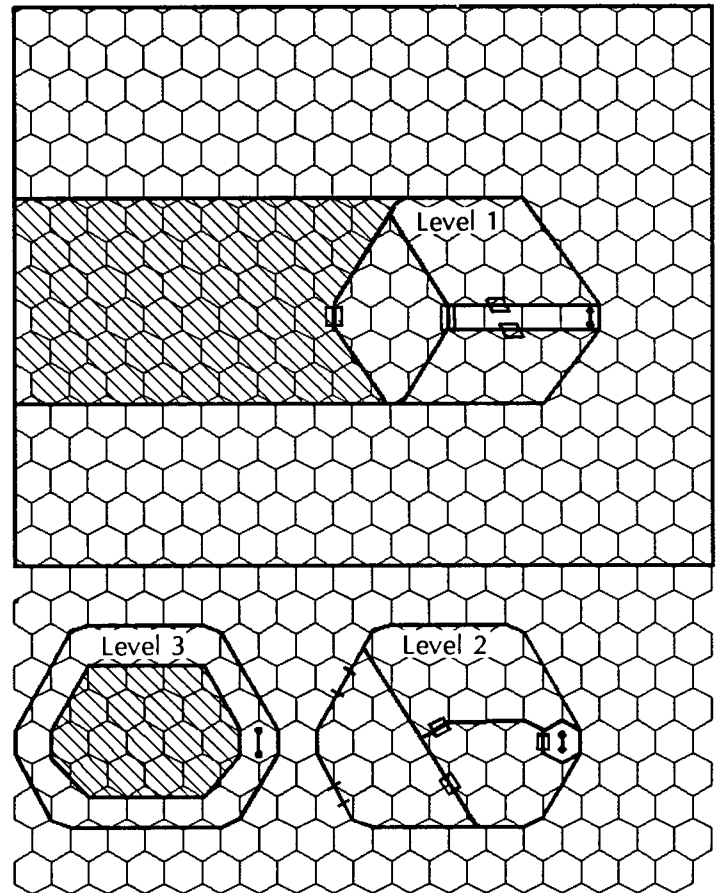
TUNNEL

COMBAT MAP THREE



CITADEL

TOWER





# GURPS

## CHARACTER SHEET

Name Bili the Axe Player \_\_\_\_\_  
 Appearance Fair-skinned, blond hair, blue eyes, 5'8", age 14  
 Character Story Son of elderly thoheeks; fosterling of King Gilbuht

Date Created \_\_\_\_\_ Sequence \_\_\_\_\_  
 Unspent Points \_\_\_\_\_ Point Total 105

Pt. Cost	<b>ST</b> 11	FATIGUE
20		
	<b>DX</b> 12	BASIC DAMAGE
20		Thrust: <u>1-1</u>
	<b>IQ</b> 9	Swing: <u>1+1</u>
0		
	<b>HT</b> 10	HITS TAKEN
0		

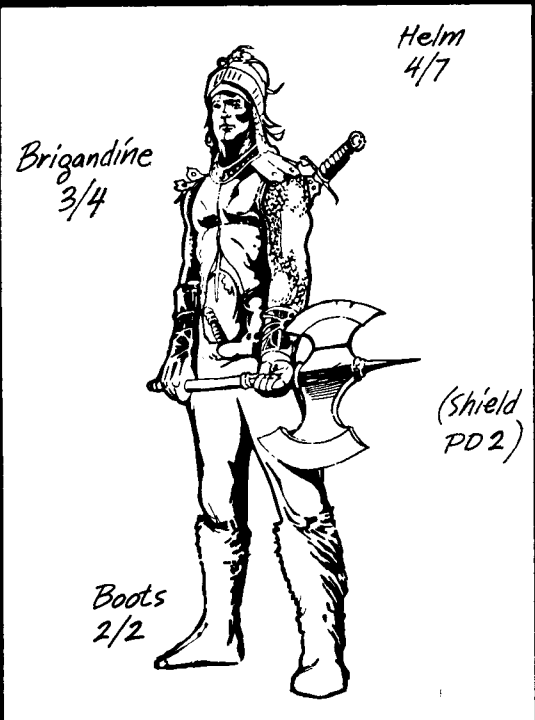
<b>Mvmt</b>	BASIC SPEED	MOVE
	5.5	3
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE		PASSIVE DEFENSE	
None (0) = 2xST	<u>22</u>	Armor: <u>2-4</u>	
Light (1) = 4xST	<u>44</u>	Shield: <u>2</u>	
Med (2) = 6xST	<u>66</u>		
Hvy (3) = 12xST	<u>132</u>		
X-hvy (4) = 20xST	<u>220</u>		
		TOTAL	<u>4,5,6</u>

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
3	AXE-6 SWORD-3	4
= Move	Weapon/2	Shield/2

DAMAGE RESISTANCE	
Armor <u>Brigandine</u> : 4	TOTAL <u>6</u>
(Helm: 7, Boots 2)	<u>(9,4)</u>
Toughness : 2	

ADVANTAGES, DISADVANTAGES, QUIRKS	
Pt. Cost	
5	Alertness (+1)
5	Charisma (+1)
15	Intuition
5	Military Rank 1 (cadet/trooper)
15	Peripheral Vision
-20	Status (Thoheek's eldest son)
-20	Wealth (Wealthy)
8	Strong Will (+2)
25	Toughness (+2)
-	Patron and Duty (King Gilbuht)
-10	Bad Temper
-20	Enemy (Pitzburk)
-15	Sense of Duty
-4	Youth
-10	Over confidence
-5	Courtly to ladies: Keeps hair cropped short; Has trouble with military discipline; Ardent lady-killer-in-training; Loves blueberry muffins.



REACTION +1- +1 (Charisma), -2 (Youth)  
 +5 (status)

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
Axe	cut	1+3	13*	4
Thrusting Broadsword	cut	1+1	7	3
(ie. Cavalry Saber) imp 1				
Harzburg helm			-	5
Brigandine armor			-	40
Small shield (5/30)			-	8
Leathor boots			-	3
Sundries (on horse)			-	(5)
Destrier			-	
War-kak and horse tack				(125)
* -1 for ST under minimum				
Totals: \$		Lbs.		<u>63</u>

WEAPON RANGES	
Weapon	SS ACC 1/2 DMG MAX

SKILLS		
	Pt. Cost	Level
Animal Handling (M/H)	2	8
Axe/Mace (P/A)	8	14
Broadsword (P/A)	deft	7
Leadership (M/A)	1	7
Riding (P/A)	4	13
Tactics (M/H)	1/2	6

Confederation		
Mehrikan (M/E)	1/2	8
Middle Kingdoms		
Mehrikan (native)	-	9

SUMMARY	
Attributes	Point Total
	40
Advantages	133
Disadvantages	-79
Quirks	-5
Skills	16
TOTAL	105

# IN THE SERVICE OF THE IRON KING

Fostered to the kingdom of Harzburk at a tender age to learn the arts of war, young Bili the Axe must now hack out a career in the royal army. Will he triumph over his foes . . . or die trying?

Only you can find out. Accompany Bili the Axe on four years of Middle Kingdoms campaigning, finding adventure (and experience) along the way. Bring your own young characters along, as well — even Bili will need help against the Pit-zurk hordes!

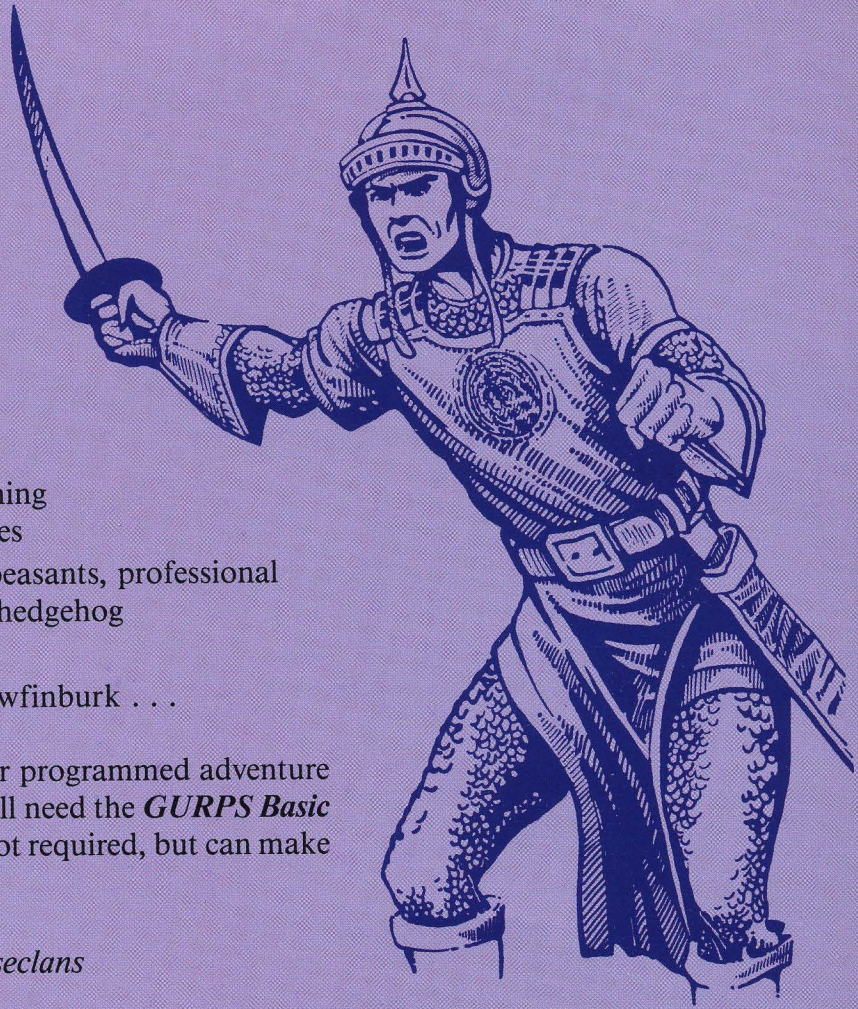
Join Bili —

- on the assault ladders and towers
- beneath the surface in a siege tunnel
- battling in swamps and forests
- with the High Lady Aldora, campaigning against the Ahrmehnee mountain tribes
- leading the charge against rebellious peasants, professional free fighters . . . even a pike-bristling hedgehog
- brawling in the taverns of Harzburk
- in the company of the Duchess of Dawfinburk . . .

This campaign book is written in “solo” or programmed adventure format. No Game Master is required. You will need the *GURPS Basic Set*. The *GURPS Horseclans* worldbook is not required, but can make play more interesting.

By W.G. Armintrout, based on the *Horseclans* adventures written by Robert Adams.  
Edited by David Ladyman and Ravi Rai.  
Cover art by Ken Kelly.  
Illustrated by Terry Tidwell, with C. Bradford Gorby.

**Note:** You need only the *GURPS Basic Set* to play this adventure.



0 80742 06202 3

ISBN 1-55634-117-2

SJG00795 6202

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