



Llama Order of Battle and Set Up.

Llama shaman and khan. All clans and herds. Founder. Set up within two hexes of the Pairing Stones or the Dwarf Knoll.

Order of Play

The Llama player is the attacker, and the Sable player is the defender. The Sable player sets up first and the Llama player moves first.

Victory Conditions.

The Llama player wins if he can destroy both caravan counters or occupy Pavis.

The game ends if either of these two conditions is met. The Sable player wins if either caravan counter gets to Pavis. If after 20 turns neither player has won, the game is a draw.

Special Rules.

The only independents in the game are the Sun Dome Templars, who can be emissaried normally.

The Templars will only muster one unit of infantry, however.

No Sable unit may ever enter Pavis, though they can occupy a Rubble hex.

The Ancestors, Protectresses and Sable Founder may be summoned normally.

The Llama Founder begins the game on board.

It's summer, so Winter Fertile ground is treated as chaparral.

See *Shamans, Spirits and Bundles Abroad* for rules on shamans and cities.

Silver Shields, Wyyvern Riders, Antelope Lancers, Supply Caravans, Axe Brothers and *Beryl*

Phalanx counters are published in *Drastic:Prax*. Some counter sheets are still available. Contact Stephen Martin at the *Book of Drastic Resolutions* web site listed later.

Careless Tork Costs Lives! – by Keith Nellist

Tarsh Civil War (1448..1455)

The Big, the Bad and the Terrifying A three player game.

Historical background:

Following an unfortunate incident on the borders of Tork the Kingdom of Tarsh was left without a King. Now, without an heir, several power factions attempted to make their own king, based upon different customs, local needs, and shifting political currents.

The Shaker's Temple mustered the old Kerofini tribe to their cause. They insisted upon a queen and a matriarchal inheritance, overseen by the priestesses. Their candidate was Eranthea Gor, a terrifying incarnation of the Tarshite war goddess in apparently mortal form.

Another candidate was Tarkalor the Huge, a Princeros tribesman and the Prince of the Aldachuri. When his brother staggered home from Orios' defeat Tarkalor created a tribal ring, was declared Prince, then named King of Tarsh. He named eight ancestors to qualify himself, then sent 9,000 warriors to prove his argument.

Jornkalar was a citizen of Talfort and got famous in rallying the city to throw off the army of Huge Tarkalor.

Deployment: There are three factions, one for each player:

A- The Shakers

The Kerofin Tribe, led by Erantha Gor of the Shaker Temple. She was a terrifying incarnation of the Tarshite war goddess and possesses man killing magics.

May be placed in Shaker territory: - Bagnot and up to three hexes around that city, Wintertop, Irishold, Shaker Temple, Exile Territory, Bush Range, up to but not including Trader Valley, (ie hilly terrain up to Trader valley.)

Diplomacy Allocation:

initial 2 cards

2 cards per city sacked, (i.e. occupied once) (Cities: Slave Wall, Talfort, Dumstop, Goldedge)

Per turn:1 card if Temple occupied by Shaker forces.

Units

[Eranthea Gor]¹ leader of Earth Temple faction, Hero, candidate,Exotic magic Eranthea [2]- 4*- 4 -0 Normal male units get a 'negative leadership' effect if fighting against Eranthea and stacked next to her. 'Normal male' units include most major units with certain exceptions: the Womens Regiment, Unicorn Women, Beasts, Ducks, any Trolls, Tusk Riders, Delecti, the Dwarf and his Gifts.

Kerofini:

Use Tarsh Exiles Infantry and Cavalry Counters. Earth Priestesses as per Shaker in DP.

B- The Aldachuri

Led by Huge Tarkalor of the Princeros tribe. May be placed in Aldachuri territory: - Far Point, Trader Valley (no 'hill' hexes) up to within 3 hexes of Slave Wall (ie up to Too Far)

Diplomacy Allocation:

Initial 5 cards

Per turn:1 card per occupied city or temple.(ie while it is occupied)

(Shakers Temple, Talfort, Slave Wall, Bagnot, Goldedge, Dumstop.)

Units

[Huge Tarkalor] leader of Aldachuri faction. Hero. Candidate [1]! -6 -5- 0

[Tovtarsar] second of Aldachuri faction, Tovtarsar appears, stacked with any allied unit if Huge Tarkalor is slain. Candidate. [1] -5 -4 -x

Princeros, Tovtaros, Vantaros, Kasdarni tribes are represented by Native Furthese Corps of DP.

C- Urban tarsh

The cities of Tarsh were rallied to resist the hill barbarians by Jornkalar, a citizen of Talfort.

Jornkalar may be placed in Talfort, Furthest town, Copper Town, Goldedge,Slave Wall, Dunstop.

Borni's Landing. Note Cities (underlined) are neutral until Jornkalar visits them, at which point he converts them to his cause. Their Militia are treated as disrupted until Jornkalar visits them. No one but a leader of the Urban faction can rally the cities.

Diplomacy Points:

initial 10cards

per turn: 1 card if Jornkalar alive and on the board; 1 card if 2 cities remain unoccupied.

Units

[Jornkalar] Leader of Urban faction [Hero], Candidate, [1] -4 -5 -0

For troops use the Granite Phalanx, Marble Phalanx, Jasper Phalanx, Yalamese, Jintori, and Lost Sky from the Lunar Heartland Corps.

¹ Eranthea was an incarnation of the Tarshite War Goddess and possessed man killing magic.





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

Balazarings⁵ - An emissary must go to any northern mapboard edge that isn't mountain.

Balazarings are not generally powerful enough to kill an emissary unit. If that is the result on the table, then roll as if the Balazarings had attacked the emissary unit. Note that any unit can be used to emissary the Balazarings. If there are no more counters, no more Balazarings can be allied.

Balazaring counters: use Unriver, Wingtemple, Winedance and Riverfork.

Dragonewits⁶ - may supply mercenary units. Send an emissary to their cities and use the emissary table to receive a random dragonewit counter. Note that neither the Priests or Inhuman King will appear. Also note that they will not use their roads, and will not return after they have been killed. (Although they can be emissaried again)

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

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

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

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

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

[Blond Arim] leader, Candidate. [L]: 6- 5-0

Women's Regiment - use Hell Sisters

Lunar Magicians¹⁰ - use all Minor class magicians.

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

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

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

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

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

Assassin - use Lunar Assassin.

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

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

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

SPECIAL RULES

Blond Arim:

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

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

Map changes:

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

Diplomacy Points:

Factions gain diplomacy cards at the start of the game and some each turn. These are received in the form of cards dealt from a standard deck, with a value of the number of on the card, or 10 for picture cards. The player does not hold them in his hand but must allocate them to a Major Independant during his alliance phase. They are played face down in front of the player in piles representing the eleven different factions, they are turned face up if an alliance is tried.

To get an alliance the player must announce which major independant he is trying to ally, and then turns his cards allocated to that independant face up. The other players then state whether the alliance is successful or not. If 'not' then they must turn enough of their cards face up to prove it. If the alliance is successful then the other players cards allocated to that independant are put in a discard pile, to be reshuffled when the deck is exhausted.

Major Independants, advantage required:

Grazers 15 Syllians 10 Poljoni 10

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





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

RANDOM EVENTS:

- 11 Initiative shifts. 1st becomes second, second becomes third, last becomes first.
- 12 Extra Diplomacy card allocated to each player, face up, must be allocated immediately.
- 13 Syllians ally with whoever has offered the most diplomacy points.
- 14 to 16 Rain falls for the rest of the game turn
- 21 to 26 A Giant appears.
- 31 Warlords of Pent threaten trouble, all Syllian diplomacy points zeroed (discard cards) If already allied, then a unit must move northward until it leaves the board. Each turn that there is a northward moving unit on the board at the book keeping segment means another unit must also be chosen to move off board, as the threat has not been diverted.

- 32 Plague
 - 33 Troll trouble - Aldachuri must move 1 unit toward Dagoni Inkarth until it leaves the board. This escalates as per event no.31.
 - 34 Undead uprising. Lismelder and Ducks return home, diplomacy cards allocated to them are discarded
 - 35 Twin Stars appear and ally with whoever has allied the Lunars, or with Blond Arim, or with the enemies of the Moon Haters, or with any faction allied with the Grazers. (in that order of preference)
 - 36 Creatures of Chaos, or Parts of the Devil, appear in Snake Pipe Hollow
 - 41-46 Temple Politics - Leader of Shaker faction must move toward Shaker Temple this turn, or to attack another unit.
 - 51-56 Cities in turmoil - Leader of Urban faction must move to a city this turn
 - 61-66 Prince accused of cowardice! - Leader of Aldachuri faction must move to attack another unit.
- (The purpose of events 4,5 and 6 is to keep the Leaders actively involved rather than having them hiding out in some obscure location)

VICTORY CONDITIONS

The winner is whichever player has the most Victory Points. These are assigned as follows:
 Leader of Faction is legitimate King of Tarsh: 3pts (Eranthea Gor, Blond Arim, Huge Tarkalor , Tovtarsar, Jormkalar)
 Leader of Faction is illegitimate King of Tarsh: 2pts (Derik Pol Joni, Dastaldarin, Jardanroste, Black Tusk, Jaldon Toothmaker)

The game becomes a draw if there are no candidates remaining.
 So if Eranthea Gor is alive and Huge Tarkalor, Tovtarsar, Jormkalar, Derik Pol Joni, Dastaldarin, Jardanroste, Black Tusk, Blond Arim are not (or have not appeared, or are allied with Eranthea) then the faction that controls Eranthea Gor is the outright winner.

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

Historical Outcome:

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

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

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

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

New Counters For the Tarsh Civil War:

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

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

- Vampire Legion (Lunar College of Magic). *The feared undead legion.* The vampires act as if they were the agents of their coffins, they attack similar to a physical agent but during the exotic magic phase (the night before battle). They attack using their CF but may select casualties by the enemies CF or MgF (vampires choice). Structures give their usual defensive bonus to units attacked by vampires, but no other terrain type is effective. They may not attack across a river, but may move around a river by using a ford hex or marsh hex. The vampires are not subject to DSM. Dragons, superheros, the Sword Brothers, Delecti, zombies and ducks may not be selected as casualties of vampire attacks. The Sword Brothers and Delecti protect their stacks from the vampires and get a free counterattack using their combined CF and MgF against the vampires CF. Delecti may “capture” the vampires as if he were a magical leader. If this occurs the coffin counter is removed from the board, the vampires subsequently using Delecti’s ruin in place of their coffins and the vampires will then be eliminated by any enemy units occupying Delecti’s Ruins. In all other cases eliminating the coffin eliminates the vampires and vice versa. The coffin unit acts as a Treasure that can only be carried by a major unit. Vampires 6-3*-*-8. Coffin T-3*-0-8, by Joerg Baumgartner

- The Iron Boot Legion (Lunar Heartland Corp). *The Legion of the Iron Boot raised the rebellious city of Rome using their regimental earthquake magics to destroy the city’s walls. The Iron Boots are still based at the ruins of Rome in Kostaddi.* Iron Boot Legion 5-3*-3-x. Special: once per game the Iron Boot Legion may reduce a structure they are attacking to rubble. The defensive bonus of that structure is reduced by one level ie treat cities (x2CF) as ruins (x1.5) and hill forts lose bonus etc. This occurs during the exotic magic phase. by Joerg Baumgartner and Peter Metcalf

- Elurae (Demi-Beasts). *The secretive and elusive Fox Women of Beast Valley.* Special ability: add +2 to the MF of all units in their stack for purposes of retreat rules.1-4*-3- 4, by Joerg Baumgartner and Stephen Martin

- Cattle Herds (Pol Joni). For Nomad Gods games featuring the Pol Joni 2h- 3-4-x. – everyone thought of this one !





- 4-3 Water from the River Styx:** In any conflict eliminates one vampire, coffin or zombie unit before any other action occurs. Removed once used.
- 4-4 Poem that must be Eaten:** 10pt Diplomacy bonus.
- 4-5 Ring Made from Vingkot's Crown:** double's a leaders leadership ability, useable once.
- 4-6 Sacred Mark of Vingkot:** adds one to individual CF. Not transferable.
- 5-1 Shimmering Cloak:** gives a unit a roll on the heroic escape table. Heroes may roll twice.
- 5-2 Silver Lips of Reluctance:** adds one to roll for emissaries.
- 5-3 Staff of Fortune:** for die rolls that affect the stack containing this item all 3's and 4's need to be re rolled. If stacked with Mostal's Magnet then all but 2's and 5's are re rolled.
- 5-4 Thanestriker:** when used treat one unit as if they are Basmolli berserks.
- 5-5 Tarshite Wood:** acts as leader 1 when attacking a fortification
- 5-6 Tornado Rope:** unleashes a Whirlwish when used.
- 6-1 Vargast's Ring:** replacement units may appear stacked with this item as well as on the capital.
- 6-2 Veil of Chalana Arroy:** eliminates any scapegoat counters it encounters.
- 6-3 Vinga's Comb:** (1) CF treasure
- 6-4 Whirlwind Jar:** as Tornado rope.
- 6-5 Widebrew:** when used doubles the CF of one attacking unit, and immediately disrupts them before the defending counter attack.
- 6-6 Wolfsbane Bush:** Wolfrunners may not voluntarily enter the ZOC of this Bush, which may not be moved once it is discovered.

Changes to *Dragon Pass* units - by Stephen Martin

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

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

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

T.V. Heroes – by Keith Nellist

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



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

Cyberboard Gameboxes for DP and NG – by Mark Ramsdale

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

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

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

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

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

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

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

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



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

The Independents of Dragon Pass - by Robert McArthur

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

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

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

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

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

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

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

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



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

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

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

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

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

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

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

Optional rules for Dragon Pass and Nomad Gods

Whoops Apocalypse – by David Cheng

1) City Devastation Markers

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

2) Ridge Line /Hell Crack Markers

The Earthquake is too bland. How about this:



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

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

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

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

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

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

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

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

This table summarises these costs:

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

16	16	8
17	17	9
18	18	9
19	19	10
20	20	10

The Glorantha Board Games Email List – by Robert McArthur

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

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The Book of Drastic Resolutions - site - including Nomad Gods official errata and much more:

<http://www.geocities.com/TimesSquare/Ring/1722/>

Don's pages – Grazers, Tribal Shamans, Hill Peoples, and more:

<http://www.alpha-link.com.au/~dfinlay>

Jonathan's pages – Combat rules, Chaotic Scorpionmen, Elves, and more

<http://www.doves.demon.co.uk/dp/>

Official Glorantha page – loads of Gloranthan info here:

<http://www.glorantha.com/>

Cyberboard site – boardgame shareware:

<http://www.execpc.com/~d-larson/cyberboard.html#games>

PBEM Emporium

<http://pbem.brainiac.com/>

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



