

Expanding the World of Chivalry & Sorcery

Swords & Sorcerers



Vikings, Steppes Nomads, Gaels and Picts

Edward E. Simbalist
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Fantasy Games Unlimited, Inc.

blue high

Swords & Sorcerers

dedicated to Dave Arneson

The Father of Fantasy Role Playing



Fantasy Games Unlimited, Inc.

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Liz Girsch

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Introduction

SWORDS & SORCERERS is the first of the planned expansions to Chivalry & Sorcery. The difference between an expansion and the "usual" supplement must be clarified. Expansions of this kind will add to the world of C & S the nationalities and regions on the fringes of and outside Medieval Europe so as to complete the world of the Medieval European. These expansions are certainly not necessary to the play of Chivalry & Sorcery and are useful only to those who wish to create characters or armies outside of the standard European context as found in C & S.

This book covers the Vikings, Mongols, Gaels, Picts and Celts. Each such nationality is fully discussed in terms of social organization, military organization, magick user types, character development, and political/economic systems. In addition to discussing this new set of nationalities, SWORDS & SORCERERS offers Mass Combat Modifications to properly allow for the battle tactics and effectiveness of these new army groups. A new battle system for paper and pencil is also presented for those who wish to speed up mass combat resolution or who wish to avoid the use of large numbers of miniatures (why anyone would wish to pass up the full splendor and pageantry of medieval miniatures is inexplicable.) Finally, a set of tables for instant calculation of feudal holdings and fortress construction is also included in this rule book.

Future expansions will include a look at the Middle East during the Crusades, a look at the world of the legendary King Arthur, and a playing aid card system for the C & S combat system. Each of these works will be a true expansion of the world of Chivalry & Sorcery and not a set of new rules needed for the play of C & S, which is certainly the most complete rule book ever published.

For those who wish to see their worlds expand and become complete entities, welcome and we hope that you find SWORDS & SORCERERS to be as useful and interesting as we do.

Scott B. Bizar

Editor

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Nordic Barbarians

The Nordic barbarians originated in lands too barren and cold to nourish a truly dynamic political and economic life; rather, the struggle just to survive bred a hardy and an enduring warrior culture in which the weak had little place.

It was the warrior who stood at the top of the social scale. He entered the service of a war chieftain and attached his star to that of his leader. For it was from his Lord that all things flowed - arms and armour, wealth, land, and honours.

The bond between warrior and chieftain was intense. The warrior was sworn to stand by and defend his chieftain unto death, and if his Lord was slain the obligation reached beyond death to demand that vengeance be paid upon the slayers. For his part, the chieftain was honour-bound to provide for the welfare of his men, to lead them often and successfully into battle, to accord them the honours due their deeds of valour, and to bestow upon them generous gifts. War was a way of life, and men had to know that they were bound by steadfast loyalty to one another. Treachery was despised and punished without mercy, cowardice was never forgiven nor forgotten, and men sought as their goal an undying glory forever preserved in the songs of heroic deeds sung by the Skalds, the bards and poets of the nation. At the end, a warrior desired death in battle, weapon in hand, the bodies of his enemies heaped around him; for such was the way to gain Valhalla and service in the armed host of Odin Allfather.

To a Nordic, honour was everything. Dishonour was a reflection not only upon himself, but also upon his family, his ancestors, and his descendants. Once dishonoured, only the greatest of deeds could re-establish his reputation - and even then, not always. Thus it was that a Nordic would prefer death to oathbreaking, cowardice, and treachery.

A man's oath is his bond; and in a culture where writing was a mystery to all except those who could read the sacred runes, a single failure to stick to one's spoken commitments could ruin any future chance of others believing that he would abide by his spoken contracts. Breach of oaths of loyalty and friendship, of course, were intolerable and never forgiven.

Boasting was commonplace. However, when a Nordic said he did something or would do something, he could expect someone to ask him to prove it. A little "honest" exaggeration about past deeds was acceptable and, indeed, expected. But in the final analysis, one either "put up or shut up", and bragging "idly as the wind blows" was greeted with hoots of derisive laughter and ridicule. Boasting was, after all, the method by which a warrior made his prowess known to others - an honoured method of establishing his "credentials", as it were - and empty boasting was an abuse of the custom.

The very nature of Nordic society is that one's own identity was tied to one's birth and lineage. You are literally who your ancestors were, for their honour is yours. Even the introductions one makes will be liberally stocked with references to one's father, grandfather, and other illustrious relatives and their deeds ("I am Beowulf, son of Ecgtheow, famed among all the nations..."). A warrior was proud of his identity.

To hide one's identity is to deny everything of importance. Worse, it is hard to do, for someone always knows the people you mention and can ask embarrassing questions which will quickly reveal any lies about your background. All that is open to the Black Sheep driven from his clan in disgrace, to the coward, or to the false traitor who betrayed his friends is to flee far away, taking service as a mercenary in a distant land or becoming a nameless man working an oar on some trading ship. For never, NEVER will a dishonoured man be accepted or trusted in the society of warriors proud of their honour and their loyalty to one another.

The worst breaches of the warrior's code were cowardice, treachery, and desertion of one's friends in times of trouble. Such offenses were punished by ostracism - the deliberate shunning and casting out of the offender. A chieftain will banish such a man - or have him slain. The Skald Singers will sing of the event far and wide, naming names and telling all - often embellished to make the deed even more terrible than it really was - so that there can be little hiding from such misconduct. One's own family will disown the offender, regarding him

as dead and forgotten.

Weregeld

In a harsh, violent society, men will slay men during arguments or disputes. Where plain murder was committed, nothing less than the life of the slayer would satisfy the relatives and friends of the victim. However, many instances of "man-slaying" were not so clearcut, and to preserve the peace of the clan or nation a system of paying weregeld ("man-gold") as blood payment for the life of the victim was established. Weregeld was also paid for injuries short of death - loss of an eye, an arm, etc. If virtual civil war threatened when the relatives and friends of a victim refused to accept weregeld (always a possibility) a man had little choice but to flee for distant parts. Such was the case of Ecgtheow, the father of the illustrious Anglo-Saxon hero Beowulf, and for many years he had to live in exile in the land of the Danes until tempers had cooled at home. Ecgtheow was a Prince of the Jutes, closely related to the King, so it can easily be seen that rank had to give way in the fact of a blood-feud with a powerful family.

Weregeld is more or less fixed. The values given below are fairly arbitrary, as they did change from time to time, and are "inflated" to C&S values.

<u>Social Class of Victim</u>		<u>Manslaying</u>	<u>Maiming</u>	
Unskilled Thrall	100	SP	25	SP
Skilled Thrall	250	SP	100	SP
Clan Warrior	1000	SP	250	SP Add 3% for each experience level over 6
Chieftain's Guard	1500	SP	500	SP Add 5% for each experience level over 6
Jarl's Clan Warrior	1250	SP	300	SP Add 3% for each experience level over 6
Jarl's Guard	2000	SP	750	SP Add 5% for each experience level over 6
King's Clan Warrior	1500	SP	500	SP Add 5% for each experience level over 6
Royal Huscarl	2500	SP	100	SP Add 5% for each experience level over 6
Clan Officer (Guard)	2000	SP	750	SP Add 5% for each experience level over 6
Jarl's Officer (Guard)	2500	SP	1000	SP Add 5% for each experience level over 6
Huscarl Officer	3500	SP	1500	SP Add 5% for each experience level over 6
Clan Guard Commander	5000	SP	1750	SP Add 5% for each experience level
Jarl's Guard Commander	8500	SP	3500	SP Add 5% for each experience level
Huscarl Commander	10000	SP	4000	SP Add 5% for each experience level
War Chieftain #1-3	15000	SP	7500	SP Add 5% for each experience level
War Chieftain #4-7	25000	SP	12000	SP Add 5% for each experience level
War Chieftain #8-10	50000	SP	20000	SP Add 5% for each experience level
Jarl/relative of King	100000	SP	50000	SP Add 5% for each experience level
Prince	125000	SP	50000	SP Add 5% for each experience level
King	500000	SP	200000	SP Add 5% for each experience level

Women & Children: 50% of the weregeld owing for the slaying of husband/father/etc.

Guests in Household: Weregeld owing for the slaying of the host (such an affront to his hospitality is a deadly insult to his ability to protect those under his roof, whatever their rank may be).

Mages: Highly variable, but at least that of a Warrior.

Priests of Odin: Jarl's Guard Commander weregeld.

Offended parties always have the option of refusing weregeld when offered, particularly when questions of honour arise. To do so declares a bloodfeud, a most serious matter which can be settled only when all the members of one side or the other are dead, or when there is a powerful enough Lord to step in and enforce a peace.

Weregeld is split equally between the family of the slain man and his Lord. The maiming price is split between the victim of the wounding and his Lord. This division occurs because the Lord is compensated for the loss of a trusted follower, etc.

Social Organization

Nordic society was based upon blood relationships, with the clan being the base upon which most loyalties were built. A number of clans would be linked together under Jarls or Warlords, and these nobles in turn would be bound by marriage and oaths of loyalty to a King. Kings were, themselves, only the dominant chieftains and military leaders of the "folk", often ascending to high rank by virtue of force of arms and staying there because they had the wisdom to outwit and defeat their enemies. In the case of succession to the leadership of a clan or eorldom or Kingdom, a minor was often passed over in favour of an elder member of the ruling family. Sometimes plain usurpation of the position resulted, but often it was done by general consent of the folk in the best interests of the group (children cannot be warleaders). On occasion, a strong relative would act as guardian and regent until the heir reached maturity.

Individual status was based upon one's lineage and the station one occupied in society. However, it is a man's deeds which speak the loudest, and a warrior could rise to high rank and reputation through his battle prowess and wise leadership of others.

Inheritance largely went to the eldest son (or daughter, if no sons were left). Women, however, could not rule and usually were married off to a strong warrior who could properly lead the clan. Women of lesser rank could live as widows, under the general protection of their families.

The Lords maintained great mead halls, wherein warriors and guests would feast often and long between raiding and making war. Hospitality to the stranger was most generous, with both host and guest bound by the strictest of prohibitions against any treacherous behavior. While under his roof, a host's obligation to a guest included ensuring his personal safety (see Weregeld, above). For his part, a guest was obligated to refrain from any hostile act against his host or any breach of hospitality.

Strangers to a land were greeted by the coastguard (a strong patrol capable of fighting a rear-guard action long enough for the strength of the area to be gathered against invasion) or by land patrols. Proper identification of oneself was instantly required if trouble was to be avoided. If one came in war, one said so then and there. No deception or subterfuge was tolerated by the Warrior's Code.

Introductions were a matter of (often lengthy) statements of one's lineage and deeds, with as much namedropping about illustrious friends and relatives as possible to perhaps establish that one had Powerful Friends and Allies. This often gainstayed others from possible violence, for one's friends and relatives would be sure to avenge one's death. It also was a method of obtaining prestige in the eyes of others. Needless to say, any lies that were found out led to the total discrediting of a person's truthfulness.

Law

Nordic law was, in essence, summed up by the axiom: "An eye for an eye, and a tooth for a tooth". Payment for crime was taken in blood or in money. There was no imprisonment or whipping (except for Thralls). Prisoners of war being held for ransom were expected to give their parole (word) not to escape or else were heavily guarded; but they were given the freedom of the hall and village treated as honoured guests. Warriors were not punished by imprisonment or whipping because that was "dishonourable" treatment; rather, they were either put to death or exiled. When blood payment was required, one either paid or ran for one's life.

Designing Nordic Nations

The economic basis of most northern nations was farming, herding, fishing and hunting. Thus, most warriors could be considered as equivalent to feudal Yeomen and followed comparable livings in peacetime. (See Feudal Economics section in the Chivalry & Sorcery Sourcebook) for the statistical guidelines).

The basic military/social/economic/political unit is the clan. The clan is governed by a War Chieftain and his council of Warriors. While quite independent in most respects, the clan owes allegiance to a Jarl or to the King directly:

Clan Warrior Households					Total			Total	Total	
Type	No.	Warriors	Family	Thralls	Pop.	Food/Yr.		Warriors	Warboats	Other Boats
#1	50	150	350	100	600	14400 bu.	200	200	2WB	5F
#2	75	225	525	150	900	21600 bu.	275	275	2WB/1LS	1SM/7F
#3	100	300	700	200	1200	28800 bu.	350	350	2SB/2LS	1SM/10F
#4	125	375	875	250	1500	36000 bu.	450	450	3WB/2LS	2SM/15F
#5	150	450	1050	300	1800	43200 bu.	525	525	4WB/2LS	2SM/1LM/18F
#6	175	525	1225	350	2100	50400 bu.	600	600	5WB/2LS	2SM/1LM/20F
#7	200	600	1400	400	2400	57600 bu.	700	700	5WB/3LS	3SM/1LM/23F
#8	225	675	1575	450	2700	64800 bu.	850	850	6WB/4LS	4SM/2LM/25F
#9	250	750	1750	500	3000	72000 bu.	950	950	7WB/4LS	5SM/3LM/30F
#10	500	1500	3500	1500	6500	156000 bu.	1800	1800	10WB/10LS	10SM/6LM/50F

Clan Chieftain's Household and Holdings (Farmed or Rented)										Household
Type	Family	Guard	Servants	Thralls	Farm Size	Farm Income/Yr.		Rents/Yr.		Food/Yr.
#1	20	50	20	50	800 acres	360	GP	25 GP		3360 bu.
#2	20	50	20	60	900 acres	425	GP	40 GP		3600 bu.
#3	20	50	20	70	1000 acres	500	GP	50 GP		3840 bu.
#4	20	75	25	100	1310 acres	625	GP	65 GP		5280 bu.
#5	20	75	30	150	1600 acres	750	GP	75 GP		6600 bu.
#6	30	75	40	200	1950 acres	875	GP	90 GP		8280 bu.
#7	40	100	50	300	2200 acres	1000	GP	100 GP		9360 bu.
#8	40	175	50	400	3175 acres	1125	GP	115 GP		15960 bu.
#9	50	200	60	500	3675 acres	1250	GP	125 GP		18960 bu.
#10	60	300	70	750	6150 acres	2500	GP	250 GP		28320 bu.

Total Pop: The number of people in the clan, except the Chieftain's Household.

Total Warriors: The total fighting strength of the clan, including the Chieftain's Guard.

Total Warboats: The full naval complement of the clan; WB = 75-man warboat; LS = 100-man Longships.

Other Boats: The clan's merchant and fishing vessels. SM = Small merchantman, 16-ton cargo; LM = Large merchantman, 40-ton cargo; F = fishing coasters, 4-10 man capacity.

Chieftain's Family: Number of people in Chieftain's immediate family living with him.

Guard: Number of men in the Chieftain's personal (household) troops. They live in his mead hall and usually are unmarried.

Farm Size: The acres of farmland held by the Chieftain. Pasturage is extra (see the Feudal Economics section of the Chivalry & Sorcery Sourcebook).

Farm Income: A convenient average of the disposable annual income after the Chieftain has seen to the living (food supply) of his household.

Rents: About 10% of the population rents cottages, small plots of land, etc., from the Chieftain, at an average rate of 5 GP/year.

Food/Yr.: The annual food requirement for the people indicated. Each person requires 24 "bushels" of grain or animal equivalent each year. (See the Economic Section in the Sourcebook).

JARLDOMS

A Jarl is essentially a Warlord. Through force of personality, force of arms, marriage, inheritance, or any combination of these factors, the Jarl managed to gain sway over 2-5 clans besides his own. Roll D6, with 1, 2 = 2 clans; 3, 4 = 3 clans; 5 = 4 clans; 6 = 5 clans. The Earl's own clan will always be a #10 Clan type.

KINGDOMS

Kingdoms are nothing more than a collection of 1-6 Jarldoms. If only one, a Jarl had probably chosen to name himself "King" or else a formerly more powerful Kingdom had declined. The Royal Clan is equivalent to two #10 Clan types, so double all figures. The Royal Uuscarls will number 1000 men (not 600), with the extra 400 being men of good families who have come

from other clans to serve the King. Thus the King's personal troops and clan relations can muster 4000 fighting men alone, with 40 ships to carry war to their enemies. The King is, after all, nothing more than a powerful noble raised to royal rank.

To design a Nordic world, decide how many kingdoms there will be (2-6 is advisable). For each kingdom, find the number of Eorloms + the King's own "Jarldom". Determine the number of clans in each Jarldom, then roll D10 for each clan to find its strength.

There is also the possibility for independent clans and breakaway clans. A number of these should be established to permit Kings the opportunity to invade and so consolidate their power. Needless to say, such independent clans will turn to the enemy of an invader for aid, starting a real war.

Nordic Warriors will be of the following military classes and infantry types:

Class A: 1% Beserker MI
 24% Huscarls (HAI), Guardsmen (HI), and Heavy Infantry (HI)
 Class B: 45% Medium Infantry (MI)
 Class C: 25% Medium Infantry (MI)
 Class D: 10% Light Infantry (LI), representing trainees and replacements.

Nordic replacement rates are 20% per year. Upgrading is possible by providing arms and armour (C&S, p.34) suitable to the class of troops. Cost of training (60 days at 1/4 pay) is not a factor; rather, to upgrade fighting levels requires committing them to a season of raiding or campaigning for a minimum of 60 days.

The Nordic Warrior

The warrior is typically armed with a variety of weapons, 4 of which he specializes in (C&S, p.7). Nobles, Guardsmen, Huscarls, and all born of Royal blood specialize in 5 weapons:

<u>Warrior</u>	<u>Guardsman</u>	<u>Noble/Royal</u>
Dagger	Dagger	Dagger
War Axe*	War Axe*	War Axe*
2-Handed War Axe*	2-Handed War Axe*	2-Handed War Axe*
Spear/Javelin	Spear/Javelin	Spear/Javelin
Sling	Bastard Sword*	Bastard Sword*
Short Bow	Barbarian Sword*	Barbarian Sword*
Barbarian Longsword*	Short Bow	Short Bow
Short Sword (Saex)*	Short Sword (Saex)*	Short Sword (Saex)*

Denotes weapons on the "Chivalric" Combat Matrix (C&S, p.57). Weapons not marked with an asterix () are on the Infantry Combat Matrix.

Most warriors were clad in leather armour (hard leather = heavy skins or studded soft leather), although those of some experience may have had scale or mail shirts, along with conical helmets and large round shields of linden wood. Nobles, Guardsmen, Huscarls, and Royal warriors tended to have metal armour - chain shirts at least - conical helmets (sometimes with nasals), and round shields. Huscarls often wore birnies of ring or scale armour equivalent to class 7 mail hauberks.

Characters possessing Superhuman Strength are "Beserkers", for such men are clearly marked by Odin to die gloriously in battle so that they may join the host in Valhalla. Beserkers tend to gain protection from missile fire. Before battle, Beserkers may build up a battle rage ("Ferocity", C&S, p.54) and, once beserk, strike with Ferocity. Each blow is also considered to be a Great Blow, but the cost is only 2 blows (not the usual 3), a bonus from Odin Allfather!

All Nordic warriors can fight with "ferocity" whenever they choose, but cannot strike the Great Blow unless of Royal, Noble, or Huscarl rank (in this instance, Great Blows with ferocity cost 3 blows, or 2 blows by themselves).

Characters are born into service. That is, the son of a Guardsman, Huscarl, etc., will learn arms as befits a member of his social class. He will also have a place waiting for him whenever he attains experience level 6 (the mark of the blooded, proven fighter). Berserkers are automatically enrolled in the Guard of a Chieftain or Jarl, or in the Royal Huscarls.

WARRIOR EXPERIENCE

Nordic warriors receive experience as do any fighters in C&S (p.111), except with respect to championing ladies. Also, because loot is an integral part of Nordic life, warriors receive the Gold Piece value of loot as experience points (to a maximum of 100/level of experience per month).

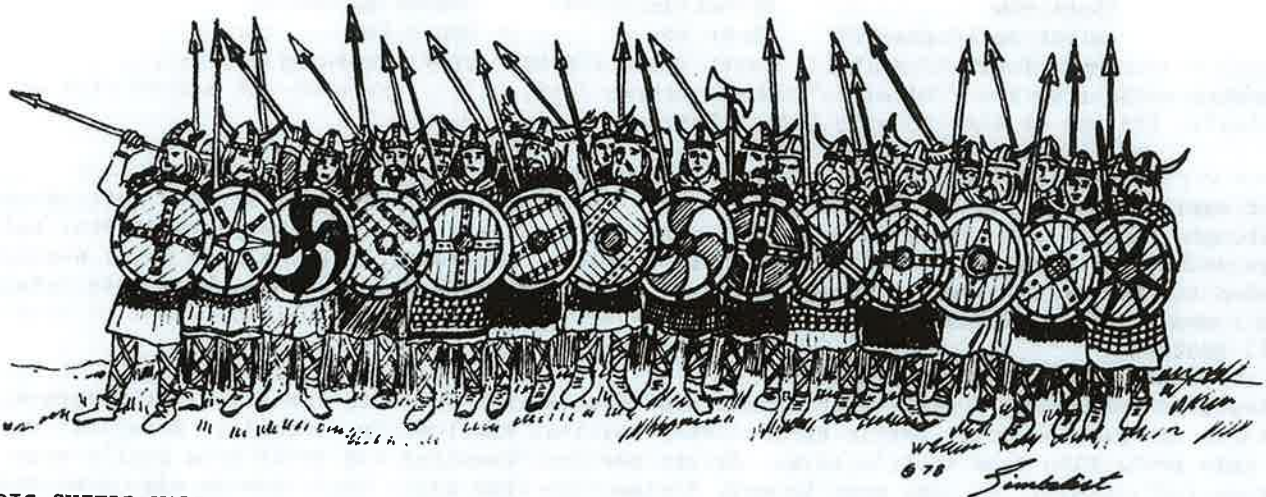
NPC NORDIC WARRIORS

NPC warriors are considered to be Average Fighting Men for levels 1-6 (C&S, p.114) after which they are rated as Average Knights (but with less armour).

Nobles, Guardsmen, and Royal NPCs will be considered as Average or Superior Knights, for the most part, although an exceptional Mighty fighter may appear (these are berserkers).

Huscarls are always Superior Knights when determining fighting prowess, with experience 6-20. They wear full armour - ring or scale birnies.

Berserkers are always Mighty Knights of level 1-20.



NORDIC SHIELD WALL

Nordics employed the famous "shield wall" in battle. The shield wall was a dense, well protected formation superbly suited to receiving infantry or cavalry charges. The shield wall can be used in line or square formation, with a minimum of two lines of infantry in close

formation. Increase the defensive advantage in shock actions (C&S, p.44) by the following bonuses:

Huscarls & Berserkers : -2 plus -1 per rank of close order infantry*
 Guardsmen : -1 plus -1 per rank of close order infantry*
 Heavy Infantry (A or E): -1 per rank of close order infantry*
 All C Class Infantry : -1 per two ranks of close order infantry*

*This is in addition to the -2 bonus for defending with pole arms (spears).

Huscarls in a prepared position or on a hill or with protected flanks have an additional -2 defensive bonus against shock attacks. They NEVER break ranks to charge or to pursue fleeing enemies without orders, and they will not flee the battlefield in a rout. Withdrawals are always made in an orderly manner and, if trapped, Huscarls will die to the man rather than surrender.

BESERKERS

Beserker is derived from a Norse word meaning "bare sark" or without metal armour. The Berserkers will NEVER check morale because of their sheer ferocity. Dedicated to Odin and sworn to die in battle, they are terrible in battle.

Treat Berserkers as Heavy Infantry (HI) in attack and as Medium Infantry (MI) in defense and for movement. They sustain 30 points of battle damage per figure. In addition, the following bonuses apply:

Shock Action: +2 per Berserker figure attacking
 Melee Action: +1 per Berserker figure attacking
 Missile Fire: +1 per Berserker figure throwing axes or javelins

These bonuses apply in addition to any others given in C&S.

FOOT VS HORSE

In individual combat against mounted enemies, Nordic characters are not intimidated. Eliminate the -5% hit probability penalty for fighting on foot against horsemen (C&S, p.59). In addition, Nordics armed with two-handed axes will tend to strike the horse whenever it is possible to do so. When receiving a cavalry charge a natural (unmodified) 01-05 on the individual combat matrix signifies an automatic decapitation of the horse or the cutting off of its head with the heavy axe! (Knights beware if they miss with the lance!)

THROWING WEAPONS

Probably the most widespread weapon was the spear. Skill in casting spears was greatly valued and was constantly practiced. Give all Vikings +5% hit probability when casting the javelin if they choose the spear for special weapon skill and add +1 x WDF at close range.

Throwing the axe was also a popular skill. Either a hand axe or a Norman (Northman) War Axe could be used as a missile in the hands of a Viking warrior. Give all Vikings +5% hit probability when casting the axe if they choose it for special weapon skill.

Vikings of exceptional Dexterity (+16) and superior Strength (+16) were able to cast two spears or axes at once. Count such a casting as one blow and drop the hit probability of the first cast by -5%. An enemy will be able to defend against only one cast with an active shield unless he is a Viking of similar capability (only one blow need be expended for a double active shield in this instance) or a fighter of Dexterity 20. Such skill was one of the most famous feats of King Olaf Tryggvason. After Olaf's death, a man called Tryggvi and claiming to be Olaf's son by a foreign marriage, tried to win the Norwegian throne. His rivals mocked him and declared he was only a priest's son, but in his final battle Tryggvi stood flinging spears from both hands at once, crying, "THAT was how MY father taught me to say Mass!" Skilled axemen could do the same with throwing axes.

Another skilled feat often described in Nordic sagas was catching a spear in mid-flight and

hurling it back at the enemy without a pause. This was done by dodging to the side, catching the spear with a back-handed motion, and swinging one's arm around in a backward circle so that the javelin was brought round and up again all in one movement, pointing the right way for the return cast. Nordics of Dexterity 18+ and superior Strength (+16) have a 5% chance per experience level to a maximum of 40% of successfully accomplishing such a maneuver when they dodge a thrown spear or axe. If successful, the missile can be returned without further cost besides the blow expended in dodging.

In mass-combat situations, Nordic missile fire was intense immediately before charging or receiving a charge. Add +3 missile tactical factors to Nordic hurled-weapon firepower (C&S, p.43).

NORDIC SHIELDWORK

Nordic warriors were exceptionally skilled with the shield. In swordplay, they did not try to parry with the blade against blade, which could spoil the weapon (reduce weapon parry by -5%) but rather preferred to turn the blow of the enemy with the shield, which was held well away from the body and kept constantly in motion. There is a 2% chance per experience level of the Nordic to a maximum of 20% that, if he successfully parries a blow with an edged slashing weapon, he has managed to catch the enemy blade wedged in his wooden shield. If so, there is a 40% chance - 2% per experience level of the enemy that the blade is broken (1-30%) or twisted out of his hand (31-00%).

NORDIC WEAPONPLAY

Nordics trained to use weapons in both hands. They could shift a weapon from hand to hand and so confuse an enemy. There is a 5% chance of dropping a weapon when doing this, but if successful, +5% is added to hit probability unless facing a Nordic of equal or superior experience.

Nordics with exceptional Dexterity (+16) and superior Strength (+16) often employed a weapon in each hand, usually axe and sword or two axes. When using such a combination, +1 blow is obtained and a 50% chance of a second blow simultaneous with the first. Of course, no defense is possible when simultaneous blows are struck. If neither blow lands, expend two blows for the attack; but if one or both land, expend only one blow for the simultaneous attack.

Nordic Attitudes Toward Death

The Nordics welcomed death in battle as a sure ticket to Valhalla if a man died bravely and well. Thus there is no provision for "resurrection" of slain Nordics. If a Christian priest, etc., is used to resurrect a Nordic, he will not welcome the event; for he will receive only 50% experience for the following year and his skill at rune-craft will be lost (see Nordic Rune Magick). Generally, Nordics were cremated at death, and everyone knows of the elaborate ritual of burning a Chieftain or great Hero in his warboat, surrounded by his prized possessions.

If a Nordic character is resurrected, he will be unable to show his face at home ever again. Valhalla will be closed to him. And if he is a Berserker, he loses that special status. For the rest of his life he will have "bad luck" (5% modifications of all D100 and 1 point modifications of all other die rolls against his favour). If foretellings of the future bode good, the "bad luck" remains through the power of Odin. If bad luck is foretold, double the penalties. You can have your favorite Viking character, in other words, but he won't have the same edge as before!

Viking Raids

"The Vikings are upon you!" All of Mediaeval Europe knew fear when the square sails of the sleek Viking warboats were sighted approaching the shore. Raiding was an important part of the Nordic way of life. Not only was it an opportunity to win glory in battle, but it also served the very real economic necessity of obtaining adequate amounts of gold and silver, always scarce in the Northlands.

Raids were of several types. The typical Viking raid was a small affair, rarely involving more than 4 or 5 warboats, and often only one. Typically, no more than half the clan's fight-

ing strength would be committed for such duty, the remainder being held in reserve to defend the home territory against attack by other Nordics.

A much larger combined raid could be launched by several clans. This was a major raiding expedition intended to capture a portion of a foreign shore and to establish a summer base there, from which raids inland could be launched. The Anglo-Saxon conquest of England took this form of raiding, with Kent being the staging area for attacks inland. If local resistance was weak, thought would be given to conquest and permanent settlement.

War raids were really large-scale military expeditions aimed at conquest or else the destruction of the military power of a foe. Such raids would be organized by Jarls and Kings. War raids were the logical extension of combined raids, with the Nordics coming to stay!



VIKING RAIDS: 1 TO 7 SHIPS

Vikings were "freebooters" in the most piratical sense of the term. They were out for loot and glory, and cared not how they got either. Young warriors in search of adventure, experience, fame, and booty signed on with experienced raiding Captains and crews. The warboat crew was bound to "brotherhood" for the duration of the cruise, with shares being portioned out according to prior agreement. All loot was pooled, although each man could retain one item of arms, armour, or booty for himself. "Holding out" on booty taken was dangerous, to say the least. Cruises were planned for a minimum of 3 and a maximum of 6 months. The following results may be expected on such raids:

Per ship (75 men) :	3 GP + D6 GP/man per month raiding	casualties = 2D6% of crew/mo.
Per ship (100 men):	4 GP + D6 GP/man per month raiding	casualties = 2D6% of crew/mo.

Casualties are computed at the end of each month of voyaging, based upon the original crew complement. The surviving crewmen determine the numbers upon which loot is computed in the following month. Reduce casualties proportionately by 1/3 for Class A crews and by 1/4 for Class B crews. (These factors apply on all raids.)

The random determinations are used when individual actions are not fought in a given month. When characters are involved in specific adventure encounters (capturing a ship, looting a town, etc.), casualties amongst the crew are computed on the basis of the actual results of combat. Also, when using the cruising rules, characters run the percentage chance of being slain each month equal to the crew casualties. For example, if 7% of the crew was killed, a 01-07% chance exists for each player character of being in that number. If not slain, double that percentage chance exists that wounds were taken equal to 2D20% of the characters body/fatigue levels, divided evenly between them. For example, 7% casualties brings a 01-14% chance of wounds. Suppose wounds occurred amounting to 37%, and the combined body and fatigue of the character mounted to 32 points. 37% of 32 = 12, of which half or 6 would be suffered to the body. If 25% body damage occurred, check the Physician rules for Wound and Broken Bone results. (See the C&S Sourcebook.)

Also, when using the cruise rules, a character may check to see whether he slew someone in battle. He has a 6% chance per experience level and may check once per 2 experience levels he possesses. However, more than one check is being "heroic", so increase the chance of being slain by +2% or wounded by +4% for each additional check. If a slaying occurred, it was an average fighting man with an experience level up to that of the character's. A level one, for instance, would fight only level ones. A level 5 would fight level 1 to 5 opponents, etc. Each combat over one month brings a fresh risk of a character's being slain or wounded, corrected to higher percentage levels for each combat. Berserks have a 8% chance of slaying per experience level, but will fight the maximum number of combats each month.

Characters might be required to stipulate the number of combats first, to prevent "chickening out" because of wounds.

COMBINED RAIDS: 8 OR MORE SHIPS

Per ship (75 men) :	3 + 2D6 GP/man per month raiding	casualties = 2 + 2D6% of crew/mo.
Per ship (100 men):	4 + 2D6 GP/man per month raiding	casualties = 2 + 2D6% of crew/mo.

More than 10 ships: number of ships x D100 GP/month raiding in addition to the above.

WAR RAIDS: 25 OR MORE SHIPS

Per ship (75 men) :	3 + 3D6 GP/man per month raiding	casualties = 2 + 3D6% of crew/mo.
Per ship (100 men):	4 + 3D6 GP/man per month raiding	casualties = 2 + 3D6% of crew/mo.

25 to 35 ships: number of ships x D100 GP/month raiding in addition to the above.

36+ ships : 50 GP/ship + number of ships x D100 GP.

Because of the increased risk of suffering wounds and even death, and because of the much hotter tone of the fighting, characters on war raids have an 8% chance per experience level (10% for Berserkers) of slaying an enemy, with a check being possible per experience level the

character possesses.

COST OF VESSELS

Viking-type warships are dealt with in considerable detail in Bireme & Galley, a comprehensive set of naval rules just published by FGU and which contains C&S adaptations. However, costs are basically 1200 GP for an average 75-man warboat and 1800 GP for a 100-man longship.

RAIDING ADVENTURES

Raiding adventures will require an adequate set of naval rules. Bireme & Galley, mentioned above, provides for naval actions from 1500 B.C. up to Lepanto in A.D. 1571. Mediaeval and Viking vessels occupy a considerable portion of the rules, so it is recommended that they be used to conduct a day-by-day adventure.

The advantage of the extended adventure is that actual battles to capture towns, cities, etc., can be waged, permitting 6-36 times the total monthly revenue of such targets to be gathered in. Both mass-actions and individual actions can be fought aboard ship and on land, giving characters plenty of opportunity for winning experience.

LOSS OF VESSELS

There is always a chance that a ship will be lost at sea or will be destroyed as the result of enemy action. The following chances exist:

Class A or B crew:	2% per month	Per 10% casualties from original crew:	+2%
Class C crew	: 3% per month	Per month at sea on raids	: +1%
Class D crew	: 5% per month		

There is a 01-70% chance ship will be lost at sea; and a 71-00% chance it will be destroyed by enemy action. If lost at sea, there is a 01-25% chance that it occurred close enough to land to permit the crew to reach shore, with 5D6% casualties. If lost through enemy action, there is a 01-50% chance that the ship was burned/damaged on shore, and the crew is forced to fight its way home; otherwise it was destroyed in battle and D100% of the crew was lost. Survivors of a sea-fight are taken prisoner 01-75% of the time, and manage to escape otherwise (clinging to wreckage and washing ashore, etc.).

DIVISION OF SPOILS

Loot is apportioned out amongst the crew according to their fighting skill and duties:

Owner	(1) = 50 shares	The number of shares is therefore dependent upon		
Captain	(1) = 50 shares	the size of vessel and the quality of the crew:		
Navigator	(1) = 15 shares			
Officer	(2) = 10 shares	<u>Crew Type</u>	<u>75-man Warboat</u>	<u>100-man Longship</u>
A Crewman	= 5 shares	A crew	710 shares	835 shares
B Crewman	= 3 shares	B crew	560 shares	635 shares
C Crewman	= 2 shares	C crew	485 shares	535 shares
D Crewman	= 1 share	D crew	410 shares	435 shares
Raid Leader	= 200 shares			

Usually, the owner is also the Captain of a war vessel, although a Chieftain may in fact, own all of his clan's ships and will appoint Captains. The Raid Leader receives the lion's share of the loot because he has the responsibility of paying wergeld to the widows and orphans of men lost on the raid. Wergeld is the share owing the man lost plus one-half that amount from Leader's share (bad leadership is not profitable). Costs of provisioning a warboat are drawn out of the general proceeds once a voyage is over, but are initially paid out by the owner, who is compensated later before sharing out occurs.

When a Chieftain/Jarl/King did not accompany the raiders it was customary for the successful returnees to present their lord with rich gifts; for just as he was generous to them, so should they also show their gratitude by giving him of the finest of their booty. Besides, Vikings were practical, and that was plain good politics.

Valkyrie Types

While it seems that most Nordic women tended to stay home and tend the farms while their husbands were away raiding or at war, for the sake of a good game, it is permitted that female characters elect for the warrior class (but never can become War Leaders or Chieftains). These mortal Valkyries should be considered in every way as Warriors for gaming purposes. Berserker-types will become priestesses as well (see Priests of Odin in Nordic Rune Lore).

Common Nordic Names

To assist players, the following Nordic names are provided for their characters:

Aelgifu (F)	Buri	Bunnvor (F)	Hrothgar	Sigrid	Tosti(g)
Aethelweard	Ceolwulf	Guthorm	Hrolf	Sigtrygg	Tovi (F)
Alfhild (F)	Egill	Guthrum	Horsa	Siglinde (F)	Tryggvi
Alrik (Elrik)	Eirik	Gyda (F)	Hygelac	Sigvaldi	Ubbi
Anlaf	Elsa (F)	Haki	Ingjald	Skapti	Ulf
Anskar	Elva (F)	Hakon	Ingrid	Snorri	Uni
Ari	Erik	Halfdan	Knut, Knute	Sokki	Volund
Arinbjorn	Erika (F)	Hall	Leif	Sturla	Yrsa (F)
Arngrim	Einar	Hallfred	Olaf	Strybjorn	Sigrid (F)
Arnulf	Erling	Harald	Ottar	Sven	
Asa (F)	Fjolnir	Heardred	Ragnar	Rhora (F)	
Asfrid (F)	Floki	Helga (F)	Ragnhild (F)	Thorfinn	
Askold	Freydis (F)	Helgi	Rognvald	Fhorgeir	
Askri	Gerloc (F)	Hemming	Rollo	Thorir	
Astrid (F)	Godfred	Hengist	Rorik	Thorkell	
Aud (F)	Gorm	Herigar	Rurik	Rhorleif	
Beowulf	Gudrid (F)	Herjolf	Saemund	Thormod	
Bjarni	Gunnar	Hjorleif	Sigred	Thorolf	
Bjorn	Bunnbjorn	Horik	Sighvat	Rhorvald	
Brynhild (F)	Grunnhild (F)	Hrethel	Sigmund	Thyri (F)	

Surnames were often a matter of adding -son or -sson onto the name of the father. For example: Ari Thorgilsson, Bjorn Einarsson, Eirik Thorvaldsson, etc. Also, many colourful "nicknames" found their way into names: Eirik Bloodaxe Haraldsson, Harald Breycloak, Harald Bluetooth, etc. Often the "nickname" became the one identifying a famous person.

Character Determination

Characters born into Nordic settings will have several of their characteristics altered:

Size

Nordics were big, by any standard, and therefore use the following determination before computing height, weight, and body bonuses:

<u>Height of a Male</u>	<u>Frame of a Male</u>	<u>Height of a Female</u>	<u>Frame of a Female</u>
1-4 = Short	1-5 = Light	1-4 = Short	1-9 = Light
5-10 = Average	6-10 = Average	5-12 = Average	10-16 = Average
11-20 = Tall	11-20 = Heavy	13-20 = Tall	17-20 = Heavy

Constitution

Nordics tended to be more robust than Southerners, so add +1 to Constitution scores.

Appearance

Nordic girls had a reputation for beauty, so add +1 to female's Appearance.

Social Status

Characters born into Nordic settings have their initial status determined by their father's rank in society, and they build upon this by entering service, etc., and by gaining some experience:

Father's Social Class:

01-10 = Thrall (slave)
11-80 = Warrior
81-95 = Noble
96-00 = Royal

Character's Sibling Rank: As given in C&S, p.8

Character's Family Status: As given in C&S, p.8. However, Black Sheep are given a chance. If they distinguish themselves by going on a viking raid and coming back covered with glory and weighed down with loot, they acquire "Credit to the Family" status. But they had better come back successful!

Father's Social Rank:

Father of Royal Blood

01-65 = Cousin of the King
66-75 = Brother/Bro.-in-law of King
75-85 = Uncle of the King
86-90 = Father-in-law of the King
91-92 = 6th Prince/Princess
93-94 = 5th Prince/Princess
94-96 = 4th Prince/Princess
97 = 3rd Prince/Princess
98 = 2nd Prince/Princess
99 = Crown Prince/Princess
00 = The King/Queen

Father's Position in Society

Cousin of King = Chieftain
Brother of King = Chieftain (01-75) or Jarl (76-00)
Bro.-in-law = Warrior (01-40), Chieftain (41-75), or Jarl (76-00)
Uncle of King = Chieftain (01-40), Jarl (41-85), or Prince (86-00).
Father-in-law = Chieftain (01-30), Jarl (31-76), or King of foreign nation (76-00).
Prince = Brother of the King. The 3rd to 6th brothers will always be in the Huscarls as Officer types, personal bodyguards of the King.

Also check for the mother's rank. 01-90 = rank of her father (determine social class); 91-00 = of royal blood, a foreign princess. In that last instance, go directly to the Father of Royal Blood table for her rank in the family. If she is the Crown Princess, she stands to inherit her Father's Kingdom; if a Queen, she is the ruler and her husband has bained control of her kingdom as well ("protecting" it as it were).

Father of Noble Blood

01-75 = War Chieftain	76-90 = Jarl	91-00 = Exile under Eorl's/King's protection
		Roll 01-25 = Royal, 26-50 = Jarl,
		51-00 = War Chieftain.

Father of Warrior Rank

01-40 = Clan Warrior
41-50 = Chieftain's Guard
51-70 = Jarl's Clan Warrior
71-75 = Jarl's Guard
76-85 = King's Clan Warrior
86-90 = Royal Huscarl
91-00 = Lordless Rover

Warrior's Occupation

01-30 = Freehold Farmer
36-50 = Freehold Stockman
51-55 = Carpenter/Cartwright
56-60 = Armourer
61-65 = Shipbuilder
66-75 = Fisherman
76-85 = Hunter/Forester
86-87 = Merchant Captain
88-89 = Merchant Navigator
90-91 = Merchant Officer
92-00 = Merchant Crewman

Guardsman's Rank

01-70 = Warrior
71-75 = Commander of 10
76-80 = Commander of the Guard
81-85 = Warboat Captain
86-90 = Warboat Navigator
91-95 = Warboat Officer
96-97 = Lord's Skald Singer
98-00 = Coastguard Commander

Father a Thrall

First, check for the father's rank in a "civilized" country (C&S, p.8-9). As a Thrall, he will be either an unskilled field hand or else will be skilled in some craft learned before his capture. Then roll to see who owns him.

Thralls are collared with an iron band and are not allowed to bear arms (punishable by death)

unless permitted to do so by their masters. They are generally not mistreated, although a master has the right to put his Thrall to death whenever he likes.

Rank

The social status of a character depends upon the status of one's father:

<u>Rank in Social Class</u>	<u>Status</u>	<u>Rank in Social Class</u>	<u>Status</u>
Thrall	0	War Chieftain #1	10
Clan Warrior	2	War Chieftain #2	12
Chieftain's Guard	5	War Chieftain #3	14
Jarl's Clan Warrior	3	War Chieftain #4	16
Jarl's Guard	7	War Chieftain #5	18
Royal Clan Warrior	4	War Chieftain #6	20
Royal Huscarl	9	Jarl	25
		Prince	27
Lordless Rover	1	King	30

The status points assigned to a character at birth can be augmented by the following points given for attaining a particular position in society. Except for Sibling status, only one of the following bonuses may be added to one's status:

<u>Rank Attained</u>	<u>Status</u>	<u>Rank Attained</u>	<u>Status</u>
Sibling: 1st Son	+1	Eorl's Guard	+6
Freeholder	+4	Eorl's Officer	+8
Carpenter/Cartwright	+2	Eorl's Commander	+15
Armourer	+5	Royal Huscarl	+9
Shipbuilder	+7	Huscarl Officer	+12
Fisherman	+3	Huscarl Commander	+18
Junter/Forester	+3	Warboat Captain	+12
Merchant Captain	+7	Warboat Navigator	+8
Merchant Navigator	+6	Warboat Officer	+7
Merchant Officer	+5	Skald Singer	+2/level
Merchant Crewman	+3	Coastguard Commander	+10
Chieftain's Guard	+5	War Chieftain	+15
Chieftain's Officer	+6	Eorl	+20
Chieftain's Commander	+10	Prince/Princess	+10
Mage/Priest of Odin	+2/level	King	+50
Beserker	+3/level to max. +30.	Queen	+25

Rune Lore

Rune Magick differs from most other forms of C&S magick in that the proficiency of the caster has virtually nothing to do with the results. The Runes are merely means of summoning and focusing the mana (the pervasive magical forces of the universe); the power itself derives from divine sources. In the Poetic Edda, Odin paid a terrible price for the runes:

*I know that I hung for nine whole nights
Upon a windswept tree,
Cashed by a spear and given to Odin,
Myself given to myself,
On the tree of which no man can tell
From what roots it has sprung.*

*No man served me with bread and drink;
I peered down below,
Took the runes up, shrieking took them,
Then fell back again.*

From Odin the runes came, and Odin's power is in them. To men he promised power over the runes and power through the runes:

*You shall find runes and signs to read,
Signs mighty, signs most strong,
Which the soothsayer coloured, the high gods made,
And Hroptr of the gods has carved.*

But knowledge is required to use the runes:

*Do you know how they should be carved?
Do you know how they should read?
Do you know how they should be coloured?
Do you know how they should be tried?*

To simulate the "feel" of Rune Magick, a player must learn the runes his character knows. He must be able to write them and pronounce them, at least. When he discovers runes, he must be able to read them straight-away without references to be able to employ them immediately (or else spend time learning the runes). This is not too much to ask in return for the power of the Aesir themselves.

Nordic Magick was inextricably bound up with the Aesir, particularly Odin Allfather. Odin was called "Lord of the Runes" and was the patron of all forms of wisdom - especially Magick. His name contains a valuable clue to the essence of his nature; for not only does it mean "god" or "spirit", but it is also related to an adjective meaning "frenzied" or "mad" in the sense of "possessed". From Norse myth and legend it is clear that three different frenzies were Odin's gifts to men: the beserker ferocity and strength of men in battle; the visionary trance of the Vola or Seer; and the spell-binding power of poetry and song fashioned by the Skald.

The numbers 3 and 8 were magical to the Nordics, and it is perhaps no accident that the original Teutonic runes were 24 in number, arranged in 3 groups of 8 dedicated to the goddess Freya and the gods Hagal and Tiw. However, when cast, the runes are the expression of Odin's will and also that of the mysterious goddess Wyrd (Fate) whose decrees rule the lives of gods and men and all things.

THE ANCIENT RUNES

The Ancient Runes are those acquired by Odin by submitting to torture on the great tree Yaggdrasil. They are sacred and were used to make prophecies, cast spells, and bind oath-swearers. The Nordics regarded the Ancient Runes with awe, for most were illiterate and could not understand them or the writings they embodied. The following table presents the basic divisions of the 24 runes, then the symbols, pronunciations, names, and basic meanings. Subsequent sections will deal with the magical qualities of the runes:



















FREYA'S RUNES

HAGAL'S RUNES

TIW'S RUNES

F N P F R C X P : N T I S J C Y S : T B M M T O R M

<u>Rune</u>	<u>Sound</u>	<u>Name</u>	<u>Meaning</u>	<u>Rune</u>	<u>Sound</u>	<u>Name</u>	<u>Meaning</u>
F	f	feoh	Cattle	C	P	peoro	A secret or hidden thing
N	u	ur	A wild ox. Strength. Manhood.	S	E	eoh	The hunting god Ullr. Avertive powers.
T	th	thorn	Giant. Great Spirit	R	R	eolh	An elk. A sedge or rush. Defence, protection.

Rune	Sound	Name	Meaning	Rune	Sound	Name	Meaning
	r	rad	Riding. A journey		s	sigel	The sun. Life force
	k	cen	Torch. Fire. A protection		t	tir	Tir or Tiw (God of War)
	g	gyfu	A gift		b	beorc	Birch twig. Fertility. Growth
	w	wyn	Joy. Happiness		e	e(o)h	A horse. Transport
	h-	haegl	Natural forces which damage		m	man	A man
	n	nyd	Necessary. Constraint.		l	lagu	Water, fluidity
	i	isa	Ice. That which cools or impedes.		ng	Ing	Ing (Fertility Cod)
	a	os	God		o	epel	Inherited property or possession
	j	ger	One year. Harvest		d	daeg (day)	Light. Prosperity. Fruitfulness.

THE RUNES OF THE FUTHARK

The following are the runes of the futhark. Only the first 16 are magically charged:

FREYA'S RUNES







HAGAL'S RUNES

TIW'S RUNES






ADDITIONS

F N D F R P : * t l t h : t B Y T A : t P A






Freya's Runes

Rune	Sound
	f
	u
	th
	Q
	r
	k




Hagal's Runes

Rune	Sound
	h
	n
	i
	a
	s

Tiw's Runes

Rune	Sound
	t
	b
	m
	l
	R

Later Additions

Rune	Sound
	e
	g
	y

THE POWER OF THE FUTHARK

In order to learn the runes, language points must be expended. The futhark was available to all Nordics and, at a cost of 3 language points (C&S, p.6), the alphabet can be mastered. However, because the Nordics were an illiterate people, the likelihood of anyone's actually learning the runes must be considered. Even if learned, the number of spells that will be spelled with the runes will be limited.

IQ	<u>Chance of Learning</u>		<u>Total No. of Spells</u>		<u>Time to Learn Rune-Spell</u>	
	<u>Men</u>	<u>Women</u>	<u>Men</u>	<u>Women</u>	<u>Men</u>	<u>Women</u>
8-9	10%	15%	1	1	60 days -1/Wis.*	60 days -1/Wis.*
10-11	15%	20%	1	2	60 days -1/Wis.*	60 days -1/Wis.*
12	20%	25%	2	2	60 days -1/Wis.*	60 days -1/Wis.*
13	25%	30%	2	3	60 days -1/Wis.*	60 days -1/Wis.*
14	30%	40%	3	3	60 days -1/Wis.*	60 days -1/Wis.*
15	35%	45%	3	4	60 days -1/Wis.*	60 days -1/Wis.*
16	40%	50%	4	4	60 days -1/Wis.*	60 days -1/Wis.*
17	45%	55%	4	5	60 days -1/Wis.*	60 days -2/Wis.*
18	50%	60%	5	6	60 days -2/Wis.*	60 days -2/Wis.*
19	55%	65%	5	7	60 days -2/Wis.*	60 days -2/Wis.*
20	60%	75%	6	8	60 days -2/Wis.*	60 days -3/Wis.*
21	65%	80%	6	9	60 days -3/Wis.*	60 days -3/Wis.*
22	75%	85%	7	10	60 days -3/Wis.*	60 days -3/Wis.*
23	80%	90%	7	11	60 days -3/Wis.*	60 days -4/Wis.*
24	85%	95%	7	12	60 days -4/Wis.*	60 days -4/Wis.*
25	90%	100%	8	16	60 days -4/Wis.*	60 days -4/Wis.*

The table is used as follows: First, check to see if the character is likely to learn the runes at all this year (% chance of learning). If so, the % chance of learning then becomes the chance of successfully spelling out a rune-spell in the time to learn it allotted to his/her IQ category. The time to learn is reduced by -1 day/Wisdom point over 12. The total number of spells that can be placed into runes is dependent upon the EQ of the character, and represents the possible number of spells known, subject to this limitation: A runespell no. = 1 BMR.

Any runespell may be attempted in the following categories up to BMR 3:

Detection (C&S, p.90)	Command (C&S, p.95)	Black Magick (C&S, p.101)
Basic Magick (C&S, p.97)	Illusion (C&S, p.97)	

Women can also learn to runespell Command: Love, but their chances of casting such a runespell will be 5% + 5%/Appearance point over 10. Mages have 3 x normal number of spells.

For example, suppose a woman with IQ 18 and Wisdom 18 wished to learn Illusion: Trustworthiness, at BMR 3 (C&S, p.98). Three of her total number of 6 runespells would be expended to overcome the BMR of the spell. The time needed to learn how to spell out the magick in runes is 60 days - (2 x 6) = 48 days. Her chance of successfully learning the runespell after that time is 60%. The only way she can be sure of whether it works is to cast the runes. If success occurs, the runespelling is correct and can be used with surety thereafter.

RUNESMITHING

"Runesmithing" is the actual inscribing or carving of the runespell on parchment or wood or stone, etc. The runespell can be written or carved in:

$$\text{Layman} = \frac{24 \text{ hours} + 3 \text{ hours/BMR of the runespell}}{\text{Dexterity}}$$

$$\text{Mage} = \frac{24 \text{ hours} + 3 \text{ hours/BMR of the runespell}}{\text{Dexterity} + (\text{IQ or Wisdom or Bardic Voice})}$$

When a runespell is fashioned that will benefit the recipient, it is written with the normal

rune glyphs: Using our example of "Trustworthiness", it would be inscribed:

↑ 1 0 4 ↑ 0 1 R P 1 1 4 4
T R U S T W O R T H I N E S S

However, if the intent was to do some harm to the recipient or place him in a clearly disadvantageous position, the runes would be reversed:

↓ Y U N ↓ U 1 2 1 1 1 1 1 1
' T R U S T W O R T H I N E S S

Such a runespell is called an yfelrun (literally "evil rune").

CASTING A FUTHARK RUNESPELL

By the power of the runes, a rune caster can work his will for good or evil according to his intention for, like all magical forces, the runes themselves are totally neutral and their power is coloured only by the intentions of the person using them. To perform rune magick, it is necessary to deliver them into the hands of the person for whom the rune-cast is intended. Rune-casting is a face to face matter, and the rune-cast must be accepted by the recipient into his hands; a rune-caster cannot simply slip the rune-cast onto his victim's person or into his home or possessions. The recipient must pick up the rune-cast.

Acceptance of the rune-cast does not mean knowing that it is present in the object received. Rune-casts were often hidden in some way, particularly yfelrun. Also they could be handed to the recipient - concealed in the body of a message, for example (the futhark were also used for written communication) - or simply left lying where he might find it and pick it up. The rune-caster must be physically present, however, when the rune-cast is accepted.

A good rune presents no problems. A person will accept it gladly as a gift which might serve him well. Wives, for instance, might fashion a buckle for their husbands' warbelts with the runespell "Awaken" inscribed on it, along with the intention that they would be alerted from sleep at the approach of enemies (this would also require a "Detect Enemies"). A friend might inscribe the runes of "Bravery" on an armring and give it to a warrior departing on a Viking raid. And so on.

The percentage chance of a runespell working depends upon the intentions of the rune-caster and his Intelligence (used as a measure of his understanding of the runes and his care at inscribing them correctly). The percentage chances of a successful targeting are:

Good Rune = 10% + % chance of learning the runespell Maximum = 80% targeting

Yfelrun = % chance of learning the runespell Maximum = 50% targeting

If a rune is successfully targeted, it produces the desired effect. If it fails, it simply hasn't worked that time, and targeting percentages drop by 5% for the next time it is used.

Good runes will work once if inscribed on unenchanted materials. If inscribed on enchanted materials (made as a simple magical device, C&S, p.70), there is a 25% chance that a rune will "recharge" in 24 hours after being successfully used.

Yfelrun will work only once. The first targeting will not occur for 24 hours after it has been received. If targeting fails, another 24 hours passes; then a second targeting 5% lower than the first occurs, then a third 10% lower, and so on until 5% is reached - whereupon the probabilities remain constant until the effect occurs. Once that happens, the yfelrun becomes inert.

A yfelrun is a form of Curse, only there is no protection from the targeting percentages through wearing an amulet of protection or standing in a Charmed Circle of Protection because the Curse has already been attached to the recipient. A recipient of an yfelrun can avoid the consequences either by meeting the conditions attached (which are to the effect, "If you

do not do such and such, then X will happen to you!) or by handing back the rune-cast to the person who gave it to him.

"Throwing back" the runes requires returning them to the sender. The sender must "accept" the rune-cast into his own hands. Here, some subterfuge is permitted. The rune-cast may be concealed in some object which is left in such a way that the sender picks it up, and so "accepts" the thrown back rune-cast. However, if the "throwing back" fails, the victim must either submit to the request or find a very high Mage to remove the Curse.

Nordic Curses may be removed by a Priest of Odin or a Vola, with the chance of removing the curse at 43% + 3%/MKL of the Mage. Failure to remove the Curse means that it cannot be removed by human agency. Submit or take the consequences! (Only one removal attempt is permitted, with no enhancements possible.)

The Ancient Runes

The 24 runes of Odin can be learned only by the following character types:

Nordic Weaponsmiths	Priests of Odin	
Nordic Jewelsmiths	The Vola	Dwarvish Artificers

Each of the Runes is learned as a spell of level 3 at BMR 3. If IQ, Wisdom, and Bardic Voice characteristics average 15+, a +10% bonus is added to the Success Bonus on the Magick Resistance Table (C&S, p.69). If the characteristics average 18+, +25% bonus is added.

Once the Runes have been mastered, any spell in the following categories may be "learned" (literally written in the Runes):

Detection (C&S, p.90)	Command (C&S, p.95)	Black Magick (C&S, p.101)
Basick Magick (C&S, p.97)	Illusion (C&S, p.97)	

The time needed to "learn" the spells and inscribe them in the Runes for the first time is found by averaging IQ, Wisdom, Dexterity, and Bardic Voice:

Av. IQ/Wis/Dex/BV	Time Needed to Learn Spell	Time Needed to Inscribe a Rune-Cast
9-12	60 days + 3 days/BMR of spell)	
13-15	43 days + 3 days/BMR of spell)	
16-17	24 days + 3 days/BMR of spell)	24 hours + 3 hours/BMR of spell
18-19	16 days + 3 days/BMR of spell)	Dexterity
20+	8 days + 3 days/BMR of spell)	

CASTING THE ANCIENT RUNES

Only the Priests of Odin and the Vola can cast the Runes and obtain a direct magical effect. Other mages must literally give the Runes to the recipient as outlined in the futhark rules. Details will be given later under the appropriate headings.

THE POWER OF THE ANCIENT RUNES

The Ancient Runes are exceedingly powerful and are cast at double the PMF and MKL of the mage using them. (C&S, p.66) They may be good runes or yfelruns.

For example, if a Vola was casting a Magick Fire runespell, and her PMF was 20 at MKL 4, the effect would be at PMF 40 at MKL 8, for Odin will add his power to hers in the same proportion. At 5 x EDF (11-20 pts), 55 - 100 points of damage would be caused with a 4 volume fireball with range of 20' x 8 MKL = 160'.

When the PMF runs over 50, increase range +5'/MKL for each additional 5 PMF. Thus, PMF 60 would have a range of 20' + 10' = 30'/MKL. Other effects are not raised.

Such is the power of the Ancient Runes that commands and illusions are cast as if the rune-caster

was an adept of his casting level. (Eg: if at spell level 5, the rune-cast would be considered as thrown by a 5th circle adept.)

Ancient Runes placed on an object by Nordic Weaponsmiths, Nordic Jewelsmiths, and Dwarvish Artificers will tend to work for the benefit of the possessor of the object. For example, a Jewelsmith will tend to fashion protective amulets - neck chains or armrings - which guard against certain perils or which provide charms that aid the wearer. A weaponsmith might place Berserker Rage spell upon the weapon (Command spells can be learned for the purpose of enhancing the power of the weapon or the wielder, but not to provide direct magical effects against opponents. Artificers aren't powerless.)

Curses (yfelrun) might also be placed on amulets and weapons to guard them from falling into the wrong hands. A favorite runespell for a sword might be Demoralization, placed under the wrappings of the hilt or inside the pommel to prevent the weapon from being used by, say, a man not of lordly rank. And so on. No targeting penalties result, however.

When placed upon an enchanted item, by Weaponsmiths and Jewelsmiths, the Runes will operate at the same percentages as for runes of the futhark. In the case of Volas and Priests of Odin, however, different probabilities apply, as will be seen following. The one difference is that the runes are self-recharging if placed into 7 enchanted materials and may be used once every 24 hours.

The Nordic Magick Users

The types of Nordic Magick Users are somewhat limited:

Priest of Odin (Mage/Cleric)	The Weaponsmith	The Skald
The Vola	The Forester/Fighter	The Jewelsmith
The Brewmaster		

Characters may attempt to become any of these types of Mage provided that they are not poorly aspected for such a calling (the Gods or Wyrd decree otherwise; see The Bola, following) and meet the requirements of the Mage-type desired.

Priests of Odin

Any character who wishes to become a Priest of Odin must be chosen for the office by members of his community. There will usually be a Priest of Odin for every 75 warriors (one per warboat crew). There is a 90% chance that the office is already filled (check per warboat in one's home band, as assigned by the Game Master). Females may also become priestesses (Valkyries) if they meet the minimum requirements. If a character is born to the priesthood as a result of a Vola's prophecy (see "Vola" following) his intelligence and wisdom will be 12+.

Priests of Odin are Warriors - really lay-priests - as the religion was not formally organized. However, once being appointed to the office, a Warrior receives several miraculous powers:

"Sanctify" materials	MKL I	Cure Serious Wounds	MKL 2
Prepare potions of Curing	MKL I	Remove Curse	MKL 2
Cure Minor Wounds	MKL I	Cure Disease	MKL 3
Read Ancient Runes*	MKL I	Cure Grievous Wound	MKL 6

*This power permits him to read the Runes and write them even though his IQ is only minimal.

Undead are not a part of the Nordic mythos, but if he ever meets one a Nordic Priest of Odin will be able to summon in himself the Nordic equivalent of the clerical miracle Smite the Godless (p.62) simultaneous with Berserker Ferocity (p.54) without extra blow expenditure, his weapon biting into the foul minions of Hela (the Norse goddess of the Dead, the enemy of Odin) as if it were magical even if only an ordinary blade!

Priests of Odin have no qualms about shedding blood and will employ the sharpest weapon they

can find! They are Warriors and representatives of the warlike Chieftain of a warlike band of deities, and thus have no qualms about spilling a little blood.

However, if they shed blood, they can also learn to bind up wounds like a Chirurgeon and are also the warband's corpsmen in battle. (See the Physician rules in The Chivalry & Sorcery Sourcebook.)

THE OATH RING

In each band there is a sacred Oath Ring, used to seal all solemn oaths taken between Vikings. It is a heavy gold or silver arm ring, ornately carved and inscribed with many Ancient Runes of Power. The Runes spell out 8 + 3 Curses, beginning at level 1 and proceeding to level 11. The Curses will be invoked against anyone who steals the Oath Ring or who falsely swears on it or breaks an oath of loyalty or comradeship.

The Oath Ring is efficacious only for Nordics, so if a believer in some other religion swears on the ring and then proves false to his oath or else steals it, one could say that there is a conflict at the Cosmic level. Roll two dice (D6), with one being the Nordic and the other the offender's Deity or Deities. If the Nordic is higher, the Curses are effective; if the reverse, no effect occurs. If a tie, roll again.

Each Curse comes into effect at the end of a month, with 80% targeting and no possible magical or religious protections (if the monthly 2D6 goes against the believer in another religion). The Curses cannot be removed by any means, only survived. Nowhere on earth is far enough to escape the wrath of the Aesir. An oath ring may also be used to exorcise a spirit or demon, with 80% targeting, for such are regarded as curses by the Nordics.

The age of an Oath Ring is the measure of its defensive power against Magick, for it gains in strength because of the number of oaths sworn upon it in Odin's name. The age of the Oath Ring is 10 years x D100, with 1 experience factor per year of age. It is thus a defensive Amulet of Protection and must be successfully targeted in order to target the wearer. (It does not lose its Power, however, if momentarily overcome, for the Runes are too charged with mana to be discharged.)

The Oath Ring is placed into the hands of the senior Priest of Odin, but if he is slain or dies, it goes to his successor (find the number of Priests in the band, and divide 100% by that number; this is the percentage chance of the character obtaining it). In the field, the Oath Ring is taken up by the senior Priest of Odin.

In addition to the Great Oath Ring of the band, each lesser Priest of Odin "sanctifies" his own Oath Ring, fashioning it out of 24 different materials, of which 3 must be metals and 8 must be gems. On it he inscribes one Curse for each casting level he attains - the spell being entirely of his own choosing and learned as a runespell. In time, he hopes, his Oath Ring will also be great with many solemn oaths.

CASTING RUNES

The Priest of Odin may cast runes directly toward another without "acceptance" being required once he has sanctified his own Oath Ring. Such runespells are targeted at 70% against all adversaries. A total of 24 Ancient Runes may be employed in this fashion. On a small medallion the key rune is inscribed, and around the name of the spell. The medallion, always made of bronze, is then enchanted. It will discharge the runespell once every 24 hours when cast by the Priest who fashioned it. Each rune-cast will be of a different spell.

EXPERIENCE

Priests of Odin receive experience for fighting only. Magick is performed gratis, and no experience can be had for vanquishing anything except Magick Users and Priests of other religions when Magick is applied to do the full job.

The Brewmaster

The Brewmaster is nothing more than the Conjuror (C&S, p.82), only he is limited to spells of casting level 1 - 4.

Female conjurors are non-fighters and obtain experience as do any mages.

Male brewmasters can be fighters as well, and so may gain experience as mages or as fighters. However, in battle, they will not use magick against their enemies unless being met with magical attack or faced with Legendary Monsters, Trolls, Giants, etc. Force of arms is preferred because that is the Warrior's code.

The Vola

Of all the mages, the Volas are perhaps the most mysterious and, in many respects, amongst the most powerful. It was from a Vola that Odin learned of the Ragnarok and the fate of the Aesir, for these female seers were ultimately the creatures of Wyrd, the dark goddess of Fate who rules the lives and destinies of all things. Thus the Vola was much respected and much feared by the Nordics.

To become a Vola, a character has to meet stringent requirements. This is in keeping with the great power the character acquires:

Female	Intelligence 13+	Bardic Voice 15+
Unmarried Virgin	Wisdom 13+	Alignment 8-15

The Vola is quite hermit-like in her habits, but appears punctually whenever a child is about to be born (they are midwives and healers) to assist in the delivery and, more important, to prophesy its future. They also tend to show up whenever an adventure or expedition is about to be launched or a calamity is threatening. For the Volas know the future of men and will come forward to give warning when such will be averted. In the story The Vikings (also a movie), a Vola prevents the slaying of a young thrall who is really the son of the Chief and a half-brother of the man who wishes to slay him. Such a killing would break Odin's law, and thus she steps forward to prevent it. On this and several other occasions, the Vola was shown casting her "bones" or 24 slivers of wood or bone inscribed with the Ancient Runes to read what Wyrd had decreed.

The Vola's "bones" are her focus. However, they are not fashioned as are other focii. All that is required is that the Vola learn the 24 Ancient Runes, enchant 24 different bones or pieces of wood (either from different types of animal or tree or from different individuals of the same type), and inscribe the sacred Runes, one on each "bone". No other procedures are necessary (no correspondances, favourable aspects, etc., as called for for other magical focii in C&S) because the Ancient Runes are themselves sacred and charged with mana when used in this manner.

Once the Vola has her "bones", all runes are clear to her, and she will Detect their presence and know if they are charged with mana, the identity of the recipient intended, the identity of the rune-caster, and the nature of the rune-cast.

The Vola uses her bones in several ways: casting rune-spells at others or at herself; divining; and prophesying.

CASTING RUNE-SPELLS

With her bones the Vola has the power to "cast runes" at the intended recipient(s) without their "accepting" the casting. In short, direct magical effects can be cast. The bones are thrown down on the ground before the Vola in the presence of the recipient(s) and the spell is targeted at a flat 80%, irregardless of the identity of the recipient or the nature of his protections; for the power of Odin flows through the runes, and no mortal man can stand before

it! Wyrd has decreed the casting.

Direct magical effects are cast at double the Vola's PMF and MKL. However, if the rune-cast fails, the runespell "returns" to the Vola and exhausts her completely, causing her to fall to the ground unconscious and will all fatigue points gone.

The Vola may "cast runes" in this fashion for a number of times per day equal to her MKL. Fatigue levels are not lost in the process. Before the runes are cast, the name of "Odin!" is invoked three times.

The Vola may learn as many spells as she is able and incorporate them into her rune-casting. However, spells will be learned according to her casting level, and spells above her level will be impossible to cast through the runes until she attains a higher casting level.

BIRTH PROPHECY

The Nordics did not have Astrologers or Diviners as given in C&S. Therefore the Vola is used in their place to make a prophecy about the new character about to enter the game. For Nordics (and Dwarves, if desired), the Vola's Birth Prophecy replaces the Life Horoscope. Riffle shuffle the "bones", so that it is possible for several of the cards to be reversed (upside down). Deal the cards into 3 rows of 8. The player owning the new character draws up 8 cards from the "bones" and turns them face up. These will affect his character determination rolls: (The cards are to be cut apart from the inserted sheet in this booklet.)

Rune Prophecy

ƒ : Born into Noble/Royal family

1 : Born into Warrior/Thrall family

Π : Strong as the wild ox: Strength 12+

U : Weakened. Strength -1

▷ : Tall, with heavy frame if male

◁ : Of Short or Average height only

ƒ : Chosen by Odin: Vola or Priest

√ : Two Phobias and a mental ailment

R : Viking Born! +25% experience raiding

Y : Born a rover; Father an Exile.

< : +5% on rune-casting

> : -10% against other's rune-castings*

Rune Prophecy

⌒ : Natural Talent: Detection Spells

⌒ : -10% finding things, hearing enemies.

Y : A great hunter (150% experience hunting) or, if a mage, +10% removing curses, runes.

⋈ : Always unlucky in the hunt; +5% on D100 and +1 on other dice as for poorly aspected.

⌘ : -10% against enemy penetrations (C&S, p.31)

3 : +1 Constitution

↑ : +10% experience in war

↓ : Normal experience in War

B : +1 for Height

B : -1 for Height

M : A natural horseman; fights as a Knight on horseback.

W : A born navigator; never loses sense of direction at sea.

✕ : +1 on IQ & Wisdom (Odin's Gift) or
+1 on Bardic Voice or Charisma

✕ : Male child

ⱦ : Joy: Good son/daughter

ⱦ : Female child

ⱦ : Disgrace: A black Sheep

ⱦ : Father owns a ship or ships.

ⱦ : Berserker. Strength 20; Constitution meets minimum requirements.

ⱦ : Fear of water (hydrophobia)

✕ : Constraint: +1 Wisdom or +1 military ability

⬢ : Fertility. +5% on all crops, herds.

ⱦ : +10% on Morale Determinations

⬢ : Inheriting son/daughter.

ⱦ : Successful at farming. +5% crops.

⬢ : Inheritor of ancient (magick) weapons.

*Odin favours you with his special and personal protection against runemagick.

⬢ : Prosperity. Business ventures yield +10%.

In addition to the general Birth Prophecy, whose dictates override all other considerations, a second prophecy will be made concerning the vocation chosen by the character. The way of determining the omens is given in the next section. However, those "Chosen by Odin" to be Vola or Priests always receive +25% experience, and the omens need not be consulted. Volas so chosen are guaranteed minimum characteristic requirements.

DIVINATION & PROPHECY

The Vola's chief function was to divine and prophesy the unknown. Players of such characters should make a deck of "bones". An old deck of plasticized cards is excellent, for the corners and backs do not become dog-eared or easily recognizable. A permanent marker can be used to inscribe the runes on the faces of the plasticized cards if such is to be made in preference to the cards provided here.

DIVINING THE OMENS

The "bones" are shuffled and 8 are cast before the querant. If the majority of the runes are favourable, the prospects are auspicious, with +5% or -5% on D100 and +1 or -1 on all other die rolls in the character's favour. If the majority of the runes are unfavourable, the prospects are inauspicious, with the die modifiers against his interest. The period of time covered 8 days x MKL of the Vola. If any other blend occurs (no clear majority of inauspicious runes), Wyrd has decreed that the character is on his own resources, with no benefits or penalties.

When determining experience bonuses, each auspicious rune represents +5% experience in the chosen vocation (Warrior, Mage, etc.), and each inauspicious rune represents -5%. Total up each side, subtracting inauspicious runes from auspicious ones. No more than +25% experience nor less than -10% experience can result.

<u>Type of Character</u>	<u>Auspicious</u>	<u>Neutral</u>	<u>Inauspicious</u>
Warrior/Warrior-Maid*	Tiw's Runes	Hagal's Runes	Freya's Runes
Mage/Priest of Odin*	Hagal's Runes	Freya's Runes	Tiw's Runes
Woman/Vola*	Freya's Runes	Hagal's Runes	Tiw's Runes

F N P F R C X P : N T I S J C Y S : T B M P M T O X M

*It should be noted that these categories may cross. For example, a Warrior attempting rune-casting is classified as a Mage for that purpose. A woman who is a Warrior-Maid checks as a Warrior for matters involving battle and adventures, as a Woman for matters involving love, etc.

DIVINING PEOPLE & THINGS

The Vola is a Diviner and, by using the bones, can cast the following Diviner spells (C&S,p.81):

Locate Object: The Vola has a Clairvoyant experience and actually sees the place the object is in. Percentages of determining the exact direction and distance are the same as for Diviners. The Vola can describe the place but does not know if any magick or traps are present. The experience is one of seeing what would be visible to a person actually there.

Locate Person: The Vola sees the person sought in a Clairvoyant vision and may even hear what is being said/at that moment through Clairaudience. Percentages of determining the exact direction and distance are the same as for Diviners. The rune-cast is useful in finding out the current situation of friends as well as where they are.

Trace: The Vola can determine one fact about an object for each auspicious rune not negated by an inauspicious rune. Only one rune-casting is possible per week for a given object. 8 runes are cast.

OTHER POWERS OF THE VOLA

The Vola are Shamanistic Magick Users, in addition to their runecraft, and should be treated as outlined for that class of Magick User in C&S (p.75) and in the Shaman section in this book. The only difference is that all the Magick is cast through the Runes except for curative spells, which are performed through Shamanistic-like trance states or are provided through potions. Raising the Dead is prohibited, however, because of the Odinist's commitment to providing warriors for Valhalla.

EXPERIENCE

Volas receive experience as non-fighter Mages for purposes of computing body and fatigue levels only. Magically, they advance 3 MKL per year, once they have learned all of the runes of the futhark and the Ancient Runes.

Experience factors for targeting Volas with non-rune magick are computed on the basis of comparing the MKL of the caster to the Vola. If the MKL is lower, he is inferior; if equal, they are equals; if superior, he has the advantage.

The Nordic Weaponsmith

The Nordic Weaponsmith differs little from his counterparts in other climes (C&S, p.78), except that he is not capable of fashioning weapons superior to +3 or armour superior to -3 unless he is of Intelligence and Wisdom 16+. (Does not apply to Dwarves)

Weaponsmiths are fighters and obtain experience for fighting and magical work.

THE NORDIC FORESTER

The Nordic Forester is always a Warrior and otherwise does not differ from other Forester/Mages. If a Nordic receives a Vola's Birth Prophecy to make him a "great hunter", consider him to be a primitive talent magick user as outlined on page 74 of C&S.

The Skald

The Skald is an Enchanter (C&S, p.82). Skalds were the bards and poets of the nation, a very important class of men in all Nordic communities. With their phenomenal memories, they preserved the historic lore of the people and the stories (sagas) of famous heroes, which were sung to the accompaniment of a harp or lyre during the feasting in the great hall. They were also the "Laysayers" and were asked to give the law whenever a legal matter came up; for that too was committed to memory lest the laws be misremembered in the largely illiterate society of the North.

Skalds often became trusted advisors of Chieftains and Kings. When computing the status of such men in Nordic society, add their status bonus (+2/level) to any office they hold is of Bardic Voice 18+.

Skalds were Warriors as well as Enchanters and often went on adventures and raids with the fighting men. If a Skald comes on an expedition, he will recount it in the hall of the Chieftain/Jarl/King upon returning. Considerable bonuses may be obtained for all who won glory (experience through fighting) on the adventure. If the Skald is above MKL 3, he will know the following mighty songspell:

Enhance Reputation: The Skald will sing of the exploits of the heroes of the expedition. Each person mentioned has a chance of receiving +5% experience for the expedition equal to the Skald's Bardic Voice x 3 + 1% per 500 experience points won on the adventure.

The Skalds also could exhort Warriors to greater courage in battle. At MKL 3 they acquire without learning the spells the following powers:

Command Bravery: The Skald will be able to affect all friendly Warriors within his casting range.

Command Berserker Fury: The Skald will be able to name one Warrior for each 3 MKL he possesses and exhort him to live in the great tradition of his ancestors. The frenzy of the Berserker will fall upon the man so named and he will strive to outdo the deeds of his fathers.

At MKL 11, the Skald will be able to summon a Hero of Valhalla to his aid or to the aid of his party when hard pressed by vastly superior foes. Such a hero will be one of the great names drawn from Nordic legend: Beowulf, Siegfried, Sigurd, Beorn, Voland, etc. The hero will stand 7' tall, weigh 400 Dr., be immune to Command and Illusion spells cast by an adept below Circle IX, and have a body of 75, fatigue of 75, and hit, parry, dodge, etc. of a level 20 Mighty Knight.

Summon Hero of Valhalla: The Skald will call upon Odin's aid, and a hero will appear for 3 turns x MKL of the caster. Only one summoning is possible per month. The Hero fights Berserk, and has leather armour, shield, and helmet. Arms are typical Viking weapons.

There is one drawback to the summoning. The Hero may be accompanied 24% of the time by a Valkyrie. She will "choose" one of the Nordics present to die gloriously (roll D6 amongst the Nordics; high man wins!), whereupon the lucky fellow fights Berserker without blow expenditure. He will attack the toughest adversaries. If he survives, he gains 3 x the experience. If not, he goes straight to Valhalla!

The Nordic Goldsmith

Nordic Goldsmiths may learn 24 spells to be placed into enchanted armrings (simple magick devices) by inscribing with Ancient Runes. They must have IQ 12+, Wisdom 12+, and Dexterity 16 to qualify. They are also Warriors.

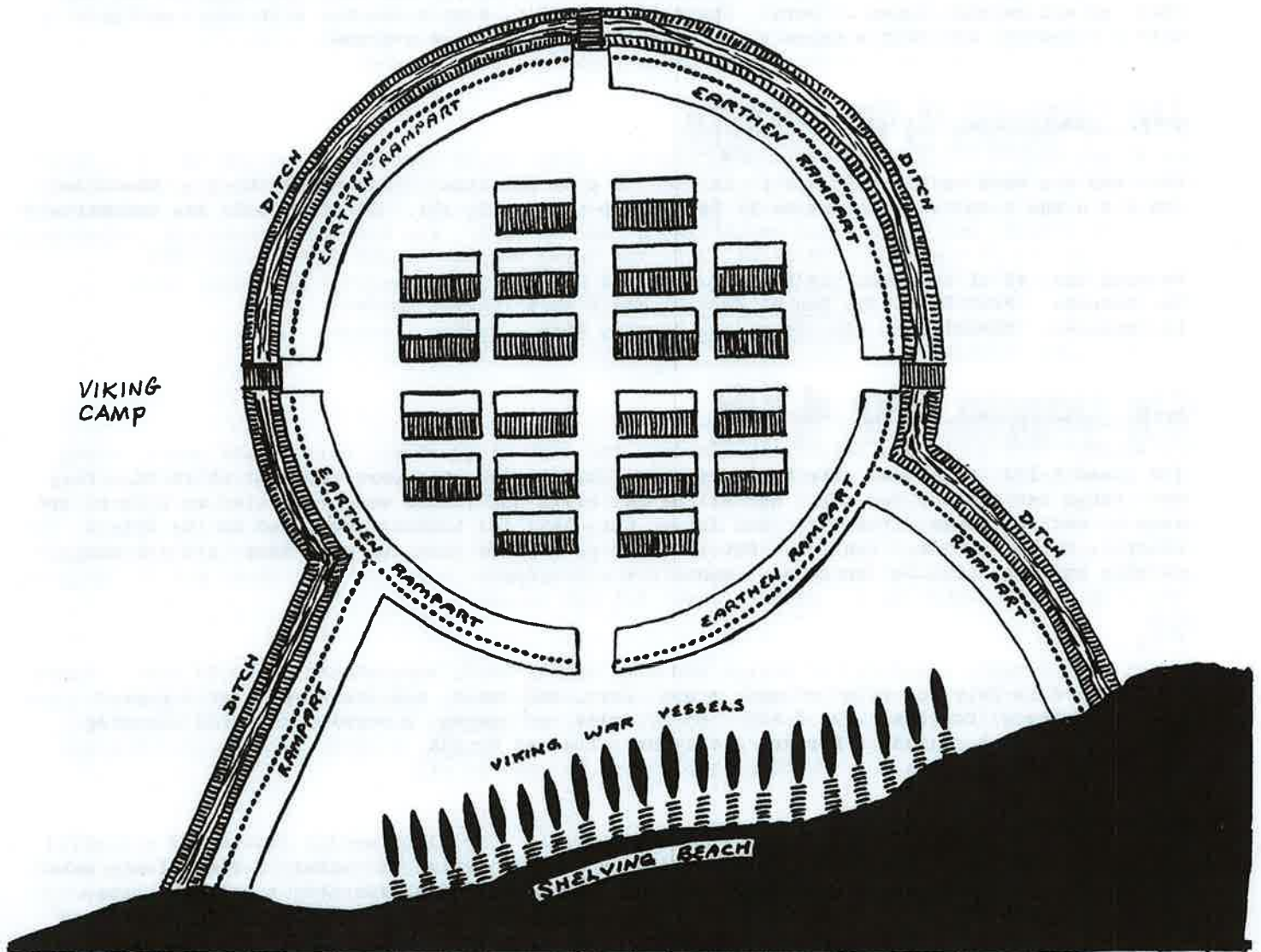
TARGETING NORDIC MAGES

All Nordic Magick Users are regarded as "Natural Talent" mages for purposes or "targeting"

by other mages.

Nordic Settlements

The average Nordic family lived in a cottage, usually of stone but wooden homes were not uncommon. The poorer households had only one-room cottages, but those of the more well-to-do contained a large main room, off which were several rooms for storage and for the sleeping quarters of the head of the household. Generally, the family and servants slept throughout the house, with sleeping places being prepared on the benches along the walls.



Chieftains, Jarls, and Kings owned large mead halls, lofty structures with a great central hall often capable of holding some hundreds of people at one time. The mead hall was used for a meeting and feasting place, with rows of tables and benches enough to seat the warriors of the community. Off the main hall were sleeping quarters, kitchens, and storerooms. The structure was often very sturdily built and could serve as a final refuge in case of attack. Characteristically, the entrance to the hall was placed low, so that men entering it had to stoop down, making enemies easy targets for defenders inside.

The Nordics preferred open battles when fighting against each other, but they were not slow to raise ramparts around encampments and trading centers. The outstanding feature of the Viking burghs is their amazing uniformity. Usually, they were enclosed by a circular rampart of earth reinforced by timbers, on top of which was often erected a pallisade of sharpened tree-trunks.

Four gates placed at 90° to each other pierced the rampart. In the fortification would be located barracks and storehouses.

Nordic Merchants

The warlike reputation of the Vikings has often obscured the fact that the Nordics were also great merchants. They traded throughout the Baltic region, into the British Isles, and even into the Mediterranean. Their trade was also carried into the heart of Russia, reaching down the Dnieper and across the Black Sea to Byzantium (Mikkeldgard) and down the Volga to the Caspian Sea and Baghdad beyond. Nordic characters could take up trade for a living, for the life offers adventure and riches aplenty. Characteristically, Nordic traders were armed and prepared for battle, as their voyages often took them into hostile regions.

The Nomads of the Steppes

The steppe nomads would be a worthy addition to a large-scale campaign. Setting up the steppe-lands and the peoples who populate it is not all that difficult. For those who are unfamiliar with the nomadic way of life and would like to read up on it, the following texts are recommended:

General history of nomadism: PHILLIPS, E.D. The Royal Hordes, London & New York: 1965.

The Mongols: PHILLIPS, E.D. The Mongols, London: 1969.

The Mongols: PRAVDIN, M. The Mongol Empire, Its Rise & Legacy, London: 1940.

The Mongols: VERNADSKY, G. The Mongols & Russia, Yale: 1959.

The Nomadic Way of Life

The nomadic life style was relatively simple. The clans kept sheep, cattle, and goats, along with large herds of horses. The horses ran half-wild until they were four, at which time they were broken and trained for war. Not all of the clans and tribes were committed to life on the steppes, either. Some, like the Khoris Tuman, were skillful hunters who lived in the forest country and were skillful hunters. However, the peoples we know the most about are the Mongols, and they will be taken as the general model for all nomads.

FOOD

Mongol food largely consisted of mutton and more rarely beef, supplemented by wild game, cheese and cheese curd from the milk of ewes, goats, cows, and mares, and grain and rice imported from agricultural regions. For drink they had milk and kumiss, a warming alcoholic beverage fermented from mare's milk. Drunken revels were enjoyed by all.

SHELTERS & CAMPS

Mongol tents were circular structures of felt stretched over light wooden frames and resembled squat bee-hives. Several layers of felt would be used in winter for warmth. Small tents were carried on pack horses or in carts. The large tents were kept permanently erected on large wagons. These were called ger. (The word yurt is misleading, for it means "home", "homeland" or "domain". The yurt of Temujin was, properly, Mongolia.) A smaller, low-spreading tent called a maikhan was used on caravans and military expeditions because of its lightness and portability.

The ordu was a great camp, either a military headquarters or the court of a Khan. The term does not properly apply to any Mongol encampment. In camp, the ger were set up to face south, with those of a group of related families grouped together in an ayil which formed a circle open to the south. Wagons were drawn around the ger to serve as makeshift fortifications in case of attack.

The interior of the tent was divided in two. Visitors were admitted only to the western section, the other being reserved for the women, household utensils, provisions, water and kumiss jars, etc. In the center under the smoke hole at the peak of the tent was the hearth. The master's

couch would be behind the hearth to permit him to lie there facing southward. The floor was covered with felt, skins, or rugs laid on dried grass. The size of the ger and the elaborateness of its furnishings were direct reflections of his position and wealth.

CLOTHING

Clothing for men and women consisted of a long, sack-like garment opening from top to bottom and fastening across the chest, with trousers underneath. Women's clothing was fitted more to their forms than for men. Boots were of felt or leather. Winter clothing was of wool, with sheepskin or fur coats, and fur caps. The wealthy also imported cotton and silk from China for summer dress. Khans and other nobles and high officials wore elaborate versions of the common dress.

SELF-SUFFICIENCY

Almost everything needed was produced in the household. Men made the carts, wagons, tent-frames, harness, bows, arrows, spears, swords, axes, daggers, armour, and whatever else was needed for war, hunting, or family utensils. They also trained and kept the dogs, which roamed the camp in packs and had to be introduced to strangers before they could safely dismount. The warriors also trained all horses and cared for them. Another task reserved for men was beating mare's milk in large leather bags until the whey was separated from the curds, whereupon it would be made into kumiss. Finally, the men mounted guard over the herds, patrolled the area beyond the camp, and kept watch during the night.

The women were even busier than the men. Their tasks included driving carts (often, the ger were yoked to as many as 20 oxen), setting up camp, milking the cows, goats, etc., making butter, preparing skins, sewing, making felt from wool for clothing and tents, cooking, serving the menfolk, and raising the children. Each wife was the mistress of her own household, and her security was assured. They had to put up with polygamy, but rank order from first to last wife existed, and little quarreling occurred between them.

To provide added security for widows and orphans, the heir would marry them all. In the case of the death of a father, the son would marry all of his wives, except his own mother. This common practice prevented the chance of virtual enslavement and robbery of the widow's goods and animals.

PLACE OF WOMEN

Women occupied a fairly advantageous place in Mongol society. In all matters but hunting and war, their advice was continually sought. During the Empire, the widows of Khans often served as regents with little problem. Mongol women were famous for their loyalty to their husbands and for their chastity. Finally, by law, all women were required to be able to ride and shoot so as to defend the camp when the bulk of the men were away with the army.

SOCIAL ORGANIZATION

The obok or patrilinear clan was the basis of Mongol society. The obok itself was not entirely of one kinfolk, for it contained besides the kin or uruk which controlled its servants and slaves attached to it by defeat in war or some other misfortune (jalaghu or unagan bogol). Entire clans or tribes, complete with chiefs, military organization, and grazing rights could be unagan bogol, subject to a suzerain clan. Ruling families of unagan bogol clans often intermarried with members of the ruling clan, however, to cement them together.

The average member of a clan was a vassal or servant of the ruling families, but a chief could free members of this class and bestow the title of darkhan on him. The darkhan was of the minor nobility and had a number of privileges, one of which was to keep game he killed. The darkhat were the ruling families of the clan.

Above the darkhat were the noyat or "princes". These often were also the generals of the re-organized army under Chengis Khan. The noyan leading a clan or tribe was the Khan.

Outside the kinship system, warriors might swear "brotherhood" between themselves and become anda. The bond thus established placed deep obligations on each to assist one another in times

of trouble and not to desert each other.

Finally, a group of warriors could attach themselves as nokut or personal followers to a great chief. The nokut was intensely loyal, more so than most kinsmen, and would follow a rising chief who began as an adventurer and needed men of steadfast devotion. This was the case of Temujin himself, in his early career; for his clan (the Kiyat) had been scattered or made unagan bogol, and his task was to reunite them. In this his nokut served him well, and he never forgot their service in later years.

THE YASSA

The Yassa (Yasa, Yasakh) of Temujin Chinghis Kha Khan aimed at three things: unquestioning obedience to the Great Khan; unification of the clans; and the merciless punishment of wrongdoing. In the flush of resounding victory after victory, he was believed to be a bogdo or sending from the Gods and he used their conviction that he had the power of High Heaven itself to establish his laws and overturn tribal custom:

1. The following offenses are punishable by death:

Theft from a Mongol	Duels between Mongols	Bearing false witness
Adultery by a Woman	Spying	Rape of a wife/virgin
Horsestealing	Black sorcery	Murder

2. The following military offenses are punishable by death:

Desertion of the arban under field discipline
 Desertion of a wounded comrade of the arban
 Retreating or fleeing before the standard is withdrawn from battle or the order is given by higher authority
 Turning aside from the battle to pillage and loot before the order is given
 Disobedience of a military order in the field

3. A warrior is entitled to whatever loot he captures in battle, officers notwithstanding.
4. Drunkenness is permitted only 3 times per month, with fines, demotion, etc., for excess.
5. Noyan offending the Yassa and meriting death shall be rolled in rugs and beaten to death with sticks to avoid shedding noble blood.
6. Religious freedom is permitted to practice the faith/creed of one's preference.
7. From first heavy snow to the first grass, the winter is to be devoted to great hunts to train and exercise the Horde. (A very popular law!)
8. Each spring a kuriltai (council of chieftains and high officers) will be held in the ordu of the Kha Khan. "And those who, instead of coming to me to hear my instructions, remain absent in their camps, will have the fate of the stone that is dropped into deep water or an arrow among reeds - they will disappear." Demotion to the ranks, in other words! With this, the Kha Khan established the unmistakable fact that all rank and position, honours and power, flowed from him and him alone. There is but one Kha Khan. This concept had international implications; all lands and peoples and rulers owed service to the Kha Khan. The earth is the Lord's. Defiance and rebellion were thus punished with widespread destruction and decimation of offending populations.

Ghenghis Khan also disapproved of disobedient children, defiant younger brothers, failing to place confidence in one's wife, failure of a wife to submit to her husband, failure of the rich to aid the poor, and failure of inferiors to show respect for their superiors. Exact prescriptions for these offences were not laid down, but it was enough for him to say these "angered" him. Usually, the penalty was a severe beating.

Similarly, he held each warrior responsible for his arms and equipment, and charged his officers to beat offenders severely. By extension, the beki arban was responsible for the conduct of his Ten and answered to his commander, the beki jegun (Commander of 100), the beki jegun to

his noyan mingan (Commander of 1000), and so on up the line to the Great Khan himself.

Unless caught in the act of committing a crime (or seen by witnesses), an offender was innocent unless he confessed. Confession was the rule when guilty Mongols were caught and brought before an officer, Khan, or magistrate. (In character play, only Alignment 16 - 20 will lie.) For in an illiterate society a man's word was taken seriously. At the same time, while guilt might not be "proven", suspicion will linger and the offender should walk very carefully afterward.

Nomad Economics

Wealth to a Mongol nomad meant having large herds, many servants, and vassals. Money was a rare commodity until the invasions of more civilized lands began, and therefore it had a higher worth than usual (increase the value of C&S money by 10-100%, so it buys more in a nomad camp!). Most trade was by barter.

Metals such as copper, iron, and steel had to be imported at considerable cost (C&S price 10 - 200%). Thus most men fashioned their own weapons; those made by others were much too expensive.

Food, on the other hand, was very cheap (50% C&S costs).

When setting up a steppeland, the total number of nomads should be determined by considering an average household of 100 as having 6 warriors of the darkhat class (Father and sons), 14 warriors of the unagan bogol (servants and low-ranking vassals), and the remainder as women, children, and slaves (jalaghu or karachu). Such a family group would own, on the average:

250 horses	1 large <u>ger</u>
100 cattle/oxen	6 smaller <u>ger</u>
300 sheep & goats	5 SP/day in hard money (to head of household)

Possessions for the ruling household and the 3 subject household would be more or less as indicated for Shelters and Clothing, above, with appropriate attention to their status. Arms and armour will be dealt with later.

Such a nomad household would require about 60 square miles of grazing land to support it. This figure includes ungrazable terrain, so that the grazing range of a family group or of a clan/tribe can easily be computed:

20 warriors (1 household) :	60 sq. mi. (approx. 8 mi. x 8 mi. range)
100 warriors (5 households):	600 sq. mi. (approx. 25 mi. x 25 mi. range)

Because nomads were "nomadic" and moved around a lot, considerable portions of the steppe will be relatively free of any human life. Nomads tended to band together in camps of at least 5 households for protection, and camps of 50 households were not unheard of. The ordu of a Khan could easily reach 100 households, while that of the Great Khan could be 300 households (personal retainers) plus the 10,000 men of his keshik or Guard. Such a vast ordu would likely be split into several camps to prevent the instant destruction of the pastures.

The wealth of higher ranking members of the clan/tribe/nation can be computed in terms of the number of households of the uruk (clan member) given above:

<u>beki jegun</u> (Commander of 100)	: 2 households + 2 SP/day extra + 3 households under his command.
<u>noyan mingan</u> (Commander of 1000)	: 10 households + 1 GP/day extra + 40 households under his command.
<u>khan</u> (clan/tribe Chieftain)	: 10 households + 5 households/100 households in the clan +1 GP/day extra per 100 households.
<u>noyan</u> (general/prince of the Empire)	: 25 households + 1 GP/day per 1000 warriors under his command.

Great Khan

: 300 households + 5 GP/day per 1000 warriors + any tribute owing from conquered territories.

"Households" in this regard refer to those of relatives, sons who now have families, etc. The heads of each household receive the usual 5 SP/day, but an additional 5 SP/day goes to the head of the larger family group.

In the basic household unit, two of the sons are assumed to be married, and they and their families occupy two of the smaller ger.

Mongol Religion and Magick

The Mongols believed in the spirits of fire, water, animals, and ancestors. Over all ruled Tengri, the god of Heaven, to whom the highest chiefs stood in a special relation as his servants on earth. The will of Tengri and of lesser spirits was made known in oracles, visions, and dreams. The earth goddess Nachigai (Itugen) was mistress of the grass, crops, and herds. Her image was in every dwelling, and to her were addressed prayers for good weather, increase of crops and flocks, and prosperity of the family and clan.

Ongot or idols of felt were made by the women. Some were kept in the dwelling: over the master's bed hung "The Master's Brother", over his wife's bed "The Mistress' Brother", and a third at the foot of the master's bed faced the servants at work. Two others watched over the women who milked the cows and the men who milked the mares. Special ongot sacred to the camp or clan or tribe as a whole were kept in special ger tended by the Mongol kam or shaman. Still others were placed in all military headquarters.

The standard of Ghenghis Khan was also sacred, in which his soul was thought to dwell so he could watch over his people. In each of the greatest headquarters of the army, a special ongot represented the spirit of the Kha Khan, and failure to bow low before it brought instant death.

The kam or shaman of the Mongols fits the C&S Shaman quite well. He was a wizard, prophet, and medicine man. He was also a spiritualist medium and would contact the spirits on behalf of men. He also mediated between ordinary men, even rulers, and helped to settle disputes. He was also a medical practitioner, with Chirurgical Skills (see the section on Physicians in the C&S Sourcebook) and would be found on military expeditions.

The Shaman is the only real type of magick user to be found amongst the Mongols. Thus characters of the Mongol race will have to settle for that class of magick if a Primitive Natural Talent is not rolled. However, the Shaman of the Mongols has his compensations; he is a fighter, a cleric, and a mage rolled into one, with some honest medicine (chirurgery) on the side! (See the section on Shaman for details.)

Warriors of darkhat rank or above who qualify for Weaponsmithing may take up that very valuable vocation if they choose.

Doing magick is a simple question of having the prime and secondary requisites for Yeomen (C&S, p. 64-65), and no die rolls are necessary. However, Shaman types are warned to have low Alignments to ensure the favour of Tengri, as spells are cast on the basis of the divine intervention probability for clerics before targeting.

The Mongol Horde

The Mongol army was a 100% cavalry force, ideally suited to operations on the vast steppes of Asia and Russia. As constituted by Ghengis Khan, the Horde was the result of a complete reordering of society on a feudal/military model, but the organization was startlingly modern in its concept and efficiency.

ORGANIZATION

The Mongol Horde was decimal in organization, and all units were constituted as follows:

- 10 Warriors = arban (the Ten), commanded by a beki arban and equal to a squad.
 10 arban = jegun (the Hundred), commanded by a beki jegun and equal to a troop or squadron of cavalry.
 10 jegun = mingan (the Thousand), commanded by a noyan mingan (rank equivalent to a colonel or brigadier, with definite overtones of nobility) and comparable to a regiment of cavalry.
 10 mingan = tuman (the Ten Thousand), commanded by a noyan (rank general/prince) and comparable to a cavalry division.

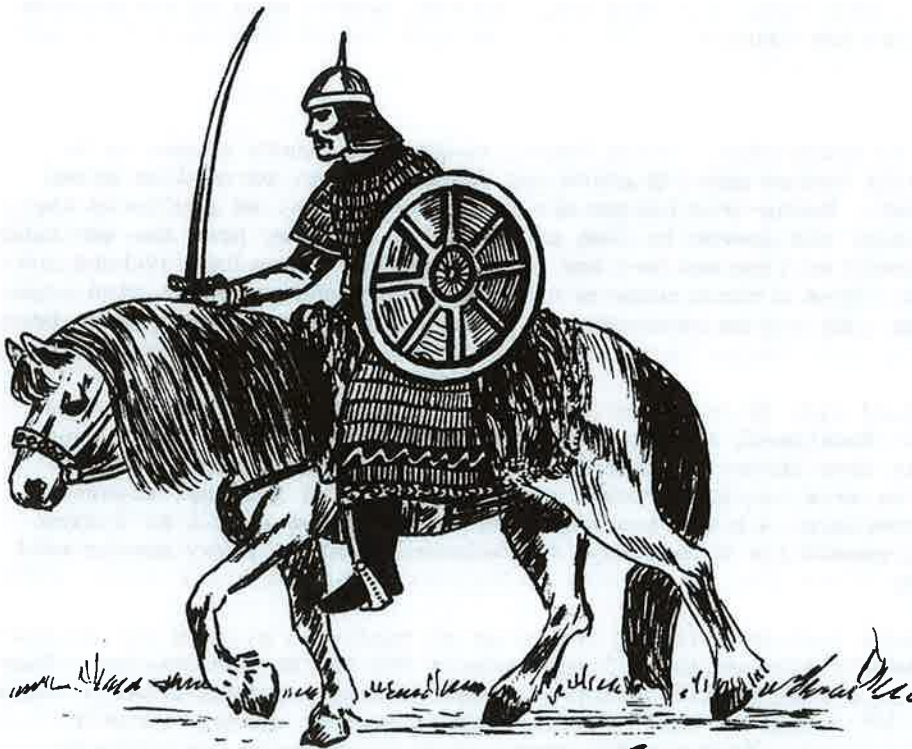
THE IMPERIAL GUARD

The Imperial Guard of the Great Khan, an elite tumen called the keshik, was organized as follows:

- 7 mingan of the keshik (Lifeguard), each man being a baghatur.
 1 mingan of the turga'ut (Dayguard), charged with guarding the Great Khan and his compound.
 1 mingan of the kehte'ut (Nightguard), also charged with guarding the Great Khan and his compound.
 1 mingan of the korchi (Quiverbearers), charged with close escort of the Great Khan in the field, on the hunt, etc.

The keshik was the crack force of the entire army. It was recruited from the whole Mongol nation, with each unit represented by sons of its commander and others specially chosen. Once

trained, a guardsman of the keshik was thought fit to command any other unit of troops at need, for the keshik was also the Mongol Military Academy and Staff College. All high appointments were made from its members, and thus it was that young Mongols aspired to its ranks because of the high honour it bestowed and because of the opportunities for advancement.



In the field, the keshik was placed in the center with the Great Khan, and it was committed to battle at the crucial moment to decide the issue. Its members were on continuous active service, for the Guard always accompanied the Khan. Members of the Guard were also the grooms, cooks, doorkeepers, and any other servant-task required, thus ensuring the integrity and safety of the Khan's ordu. They were, apparently, almost incorruptible.

When in the field, treat the keshik as having attack/defense values of a class of cavalry one higher than normal. Thus, as light cavalry, they have medium cavalry defense against missiles, shock, and melee attacks. As medium shock cavalry, they have heavy defense values. This reflects the superiority of their horses, arms, armour, and training. Also increase all attack values (melee, shock, and missile) by +2 in mass actions.

EQUIPMENT

Each unit of the Mongol army was either a "screening" unit of light horse archers or a light or medium cavalry "shock" unit. Usually, each jegun (100) would have 2 or 3 arban (10s) of

shock cavalry armed with light oriental lances or spears, with the remainder as light horse archers. This proportion of shock troops to missile troops was carried on upward throughout the army. However, shock cavalry was also armed with bows, and horse archers could easily be issued with lances. Thus the proportions could be varied at need.

Mongol cavalrymen were typically light horse. Each warrior was equipped with a conical steel helmet with leather neck-pieces; jerkins of hide laquered against damp (often covered with overlapping scales or strips of metal, giving class 2, 3, or even 4 armour protection); one of 4 different sizes of shield (either a small round buckler or a large round shield in C&S) made of skin stretched over willow frames and reinforced with strips of metal; a recurved horse bow for shooting from the saddle; a heavier composit bow for archery on foot; two quivers and 60 arrows; two bowcases designed for easy drawing or sheathing of the bows; a dagger; a hatchet; a file; an awl; a fish-hook and line; a small iron cooking pot; flint and steel; two leather bottles, one for water and the other for kumiss; a waterproof leather kit-bag; a fur helmet and sheepskin coat for extreme cold; and a cloak. The total weight of arms, armour, and gear did not exceed 75 - 80 Dr.

Light horse archers would carry a small shield at best; shock cavalrymen would have a heavy shield and either a light oriental lance or a spear.

Rations were dried meat (sheep, goat, or horse) and mare's milk cheese. Field provisions were augmented by foraging and hunting.

An arban (10) would also have a hide tent, but this would be left behind when on war patrols or on fast sweeps deep into enemy territory.

MOUNTS

The Mongols rode ponies 14 or 15 hands high. These light, range-bred mounts needed to be watered but once a day and mostly fed on growing grass (or hay in winter, as well as grass scratched from beneath the snow). Range-bred horses are not quite as fast as grain-fed light horses (increase grain-fed battlefield speeds by 50mm or 20 m/yd), but they have the admirable virtue of being exceedingly steady on long marches and can forage for themselves without losing their strength and stamina. Thus a force mounted on range-bred ponies was not tied down to supply lines and slow-moving pack trains carrying the grain needed to maintain medium horses in fighting condition.

The result was that Mongols could ride 75 to 100 miles per day, giving a mount 3 to 4 days' rest while remounts were used. Sometimes, as many as 20 remounts followed each rider, and usually at least 5 to 10 mounts were on each warrior's string. The other virtue of the Mongol pony was that he never strayed, so large herds could be assembled and kept together without difficulty. Without remounts, a horse can sustain forced marches only 1 or 2 days, after which he will have to be grazed for 2 to 4 days to recover. Wearing heavy armour will break down such animals quickly.

Especially when there was a large confederation of tribes or an Empire to provide the necessary grain to feed them, the Mongols also employed larger mounts for the medium cavalry. They were able to carry the weight of a more heavily armoured rider (usually wearing class 5 chain shirt; elite units might have 3/4 armour of steel strips sewn to leather coats) and were barded with hardened leather to protect from missile fire. Such horses were used only in large armies or near concentration areas in the Mongol homeland, for extensive pack trains were required to carry the grain. The keshik would possess a good number of such mounts and would use them to drive home a devastating shock attack against lighter nomads. However, there was no such thing as a standing medium cavalry force; rather, the shock cavalryman had both light and medium mounts and chose the light, range-bred pony whenever he could not be assured of a grain supply.

Mongols never employed heavy mounts; the loss in mobility was too great a price to pay.

MONGOL DISCIPLINE

Mongol military discipline was severe but practical. It began in the arban (10). The warriors of an arban trained together, ate together, fought, looted, pillaged, raped, and car-

oused together. Each warrior of the arban was held responsible for the conduct of his comrades. If a man broke the Yasa (the laws given by Ghengis Khan) and fled from punishment, the other nine were expected to pursue and bring him to justice. The beki arban had to inspect the arms and equipment of his men before battle and see to the supply of all deficiencies on pain of punishment from higher authority. Indeed, if any man dropped anything on the battle or the march, the man riding behind was bound to return it to him if at all possible. (Accountability for equipment is not a modern invention!)

If a warrior was remiss in his maintenance of equipment, his officer would beat him for it. This accountability went on up through each rank of the army, ending with the Great Khan, who sat as final judge of all.

Death penalties were exacted for plundering without permission, deserting comrades in the arban, and sleeping while on guard. Cowardice and refusal to obey proper orders also carried the death penalty. Officers could expect perhaps a worse fate if they did not attend the Khan's addresses or failed to control their men on campaigns: they were quickly removed and demoted to the ranks!

An interesting development was the tendency of Mongol leaders to avoid placing men who were physically far superior to the average into positions of command. It was felt that such men felt hunger, thirst, and exhaustion less than did ordinary warriors and so would tend to push them beyond their capacities without realizing it. Leaders were expected to be quick-witted and sound tacticians first; battle prowess was always important, too, but it was not felt to be the major consideration when making command appointments. Mongol discipline, then, reflected what the Mongol leadership had discovered to be the capacity of the average warrior to deliver. Severe it was, but never impossible. With it, the nomadic Mongols became more than a warlike people; they became a military nation.

MONGOL TACTICS & STRATEGY

All nomad horsemen base their strategy and tactics on mobility, but the Mongols made mobility into a science of war. In the wide reaches of the steppes, they could not afford to be slowed down by or dependent upon supply trains. Speed of movement was everything. In the attack, speed permitted one to outmaneuver the foe. With Mongol discipline and training, formations from 10 men to 100,000 men were able to deploy, maneuver, strike, and retreat as planned and ordered, with mobility being the decisive factor.

The marching order of any force of substance was:

1. Screening/scouting forces of light horse archers deployed well in front, to each flank, and to the rear of the main column to warn of the presence of enemy troops and to drive off enemy scouts.
2. A kara'ul or vanguard of light horse archers would precede the main column. The task of the kara'ul was to form a line and attack an enemy force with archery while the main body of the force was forming up behind. When preparations were completed behind, the vanguard would retire to allow the shock cavalry to pass through them.
3. The main body was headed by the shock cavalry (light or medium horse), followed by more horse archers.
4. Pack or supply/seige trains were placed at the rear, along with the remount herd. In most instances, supply trains were kept to a minimum and animals were lightly loaded to permit them to keep up with the cavalry. In a major confederation or in the Mongol Empire, supply trains tended to be more substantial to support medium shock cavalry units, while seige trains and Chinese military engineers were taken along to reduce walled cities and fortifications with seige engines, gunpowder charges, and fire projectors.*
5. The rearguard of light horse archers would cover the supply/seige train and remounts, protecting the rear of the column from attack.

*When a clan or tribe was on the march, the yurts, women and children, sheep, goats, etc.,

occupied this position in the column. Even in "peacetime", nomadic peoples practiced the tactics of war and remained alert for surprise attack.

Mongol armies tended to march in several columns, usually about 10,000 men in size, with an interval of several hours to one days' ride between the central column and the flanking forces. Constant contact was maintained by fast-riding couriers stripped of all equipment except sword and bow. The favorite formation contained three columns. When entering an enemy-controlled region, the center column would dart forward to catch the enemy's attention.

Scouting arban and jegun thrown ahead of the column would report the approach of enemy forces. The moment that a strong enemy response was indicated, the flanking columns would be ordered to converge on the prospective battleground from several points of the compass at once. Caught between the hammer and the anvil, with lines of communication, supply, and retreat cut, the enemy force would be suddenly and unexpectedly confronted by a force much superior to that which was expected. Usually inferior in mobility to Mongol troops, such enemy armies rarely survived the experience.

But if a Mongol army could be concentrated quickly, it could also be dispersed just as quickly. Units ranging from a mere arban of 10 men up to mingan and even tuman could be detached from the main body for simultaneous thrusts in different directions, leaving the enemy guessing where the real Mongol strength lay. If he kept his army intact and pursued one force, the others could converge on him. If he split up his troops, he would be destroyed piecemeal or else run into the ground in vain pursuit of a mobile adversary. Even if a Mongol army was defeated, the power of dispersion permitted the troops to scatter and make effective pursuit difficult or impossible, the army rejoining at a pre-determined spot later. And, finally, the power of dispersion was most useful in crossing arid country.

Thus it was that the Mongols often appeared to be present in numbers far higher than in actual fact. Dispersed, they seemed to be everywhere. Converging on a battle from three or four directions at once, their numbers became magnified. In the Mongol invasion of 1241, after careful preparation and scouting the year before, the Mongols under Subotai and Batu within little more than the space of a month had destroyed the Polish army and burned Cracow, annihilated the Teutonic and Hospitaller force under Henry the Pious at Liegnitz, harried the almost 100,000 man army of Wenceslas of Bohemia without serious casualties, and crushed the Hungarian armies piecemeal before they had a chance to concentrate. These operations were carried out by four columns which operated independently or converged to act in concert. So constant was communication between them that the army commanders knew all the developments on each front within a day. So mobile were the 10,000 and 20,000 man columns that they could appear to be "everywhere". Considering the usual mediaeval practice on the march, they were! However, the 40,000 to 50,000 Mongols in the force became 100,000 or even 150,000 in the eyes of European observers and historians.

A favorite tactic of small units and large was to send a force of horse archers forward to rain arrows on the enemy, goading him into charging. The moment a charge occurred, the horse archers would retire through the lines of shock cavalry advancing behind them in silence, in close formation and at the steady pace called the "wolf-lope" (canter-speed). While the enemy became embroiled in melee with the Mongol shock troops, the horse archers would take position to the flanks and rear. Then the shock cavalry would disengage, feigning a rout, the "victorious" enemy would pursue, and superior Mongol mobility and archery would decimate them. Finally, with the enemy force breaking under the strain or else turning to gallop back to the protection of the army, the Mongol shock troops would return to smash them.

Constant use was made of feigned flight and ambush, with the subsequent pursuit ruthless to the extreme. What is of special note is that the Mongols made no attempt to waste time and arrows on broken units and panicked individuals fleeing the battle. All their attention was devoted to units still maintaining discipline and trying to fight free of the trap. Such results were possible because of Mongol mobility, training, communications, and military discipline.

It should also be noted that Mongol light horse archers were very unlikely to engage in close combat with more heavily armed and armoured opponents unless there were enough shock troops present to turn the tide. Retreat in such circumstances was not only good tactics; failure to retreat could see heads rolling for stupidity! A small force (say a scouting party of 1 to 5 arban) would high-tail it for the nearest Mongol force of suitable size. A larger force

might try outmaneuvering the pursuit and shooting it full of arrows from a respectful distance.

Steppe Nomad Mass Combat

A distinction should be drawn between the military capabilities of steppe nomads in general (including Mongols) and the troops of the Mongol Army as it was reorganized and trained under Temujin.

COMMAND CONTROL

Until Temujin imposed rigid discipline and rigorous training in mass tactics upon his Mongol followers, nomadic warriors tended to be quite undisciplined and hot-headed in battle. For nomadic warriors, then, all mass combat rules governing insubordination (C&S, p.40-41) and morale (C&S, p. 42) apply. For the Mongols of Temujin and the Empire, however, the following changes occur:

1. Commander's character is always "self-disciplined" (C&S, p141) as a result of exhaustive training and also careful selection for command.
2. Mongol units do not check morale until 50% casualties have been sustained.

ARCHERY

All nomadic troops were expert with the bow, whether on horseback or on foot. Modify the missile fire rules (C&S, p.43) as follows:

1. All nomadic troops are not penalized the -1 missile tactical factor for using mounted bows.
2. The Mongols of Temujin add +1 missile tactical factor for superb training.
3. When firing against slow moving (less than 80 m/ys) or standing targets, all nomad archers add +3 missile tactical factors.
4. Horse archers are not penalized the -2 missile tactical factors for firing while re-tiring, as this was a common tactic in which they were well trained.
5. The Mongol Horse Bow has the range of a Short Bow +25mm. Also use the following weapon factors:

	<u>LC</u>	<u>MI</u>	<u>HI</u>	<u>HAI</u>	<u>LC</u>	<u>MC</u>	<u>HC</u>	<u>AC</u>	<u>HAC</u>
Mongol Horse Bow	7	4	2	1	7	5	3	1	0

MEDIUM SHOCK CAVALRY

Considering the fact that Mongols were small people, they weighed considerably less than their European and Arab counterparts. That weight consideration actually made it possible for them to wear good metal armour (1/2 or 3/4 light chain or scale or ring birnies) or laminar armour and bard their horses with leather without overburdening their mounts. Also, by using the spear or the oriental light lance, they tended to avoid shattering their weapons in shock actions and could reuse them. The following rule changes result:

1. Mongol MC shock units are rated as HC for defense purposes and receive the Chivalry +1 close combat bonus for riding barded horses.
2. Mongol MC shock units of the keshik are rated as HC for defense purposes and receive all "Chivalric" bonuses (+1 in attack, -1 in defense) because of their superb morale and training. These bonuses apply in shock and melee actions in addition to #1, above.
3. Nomadic MC shock units not trained or equipped in the manner prescribed by Temujin are

rated as MC units, with the preceding advantages not applying.

4. In all shock and melee actions, units of the keshik (LC, LC shock, MC shock) add +1 for special ferocity and esprit de corps.

Miniatures

As far as this commentator is concerned, there is only one manufacturer of Mongol figures, RAL PARTHA. The figures are superbly sculptured, with Mongol ponies that look like Mongol ponies, not Arabians. The line includes LC and MC troops and also foot troops. Whether one uses them for mass actions, or only for individual combats during adventure scenarios, RAL PARTHA Mongols can't be beat.



Individual Combat

Individual combat amongst the steppe nomads differs somewhat from other types in C&S.

THE LANCE

In individual combat, the nomadic lance is rated as a thrusting spear on the Chivalric Combat Matrix. Damage is the PCF multiplier of the character x 3 points, with the 1-10 bonus for charging applying only against targets in class 0 - 7 armour. As in the case of the Chivalric Lance, all hit probability, shield, parry, and dodge modifiers apply. (Dodge, in this case, referring to the horse's ability, not the man's, if the target is mounted.) The reason for the reduced damage is that the oriental light lance and the spear were used overhead (refer to the use of the lance by the Normans on the Bayeaux Tapestry), not couched. It should also be noted that the oriental light lance is shorter than a Chivalric Lance, so it will strike second. Similarly, the spear is shorter than the oriental light lance, and will strike second.

MELEE

On horseback, a nomad is a terror. On foot, he has problems. Mongols and other nomads tended to be atrocious infantrymen! Hit probabilities and dodge bonuses remain the same, but all parry bonuses for weapon and active shield are cut in half when a nomad fights on foot. For example, a Mongol has a parry bonus of -35% on horse, but afoot this is reduced by 1/2 to -18%.

Warriors of the keshik, however, may be exempted from this penalty - once again, due to excellent training.

Against horsemen, a nomad on foot is not penalized -5% (C&S, p.59) if his adversary is a European or another nomad below his experience level.

NOMAD WARRIORS

A Mongol will specialize in the following weapons:

Tulwar or Yataghan (Scimitar)	Light Oriental Lance/Spear
Horse Bow	Dagger
Composite Bow	Mace <u>or</u> long-hafted War Hammer (shock troops only)

In addition to the above six specializations, Mongols are able to use any weapon not requiring a two-handed grip. "Chivalric" and "Non-Chivalric" distinctions do not apply. Mongols were noted for their ability to employ any weapons that came into their hands.

Experience

Nomads will gain experience in the same manner as other fighting men. In addition, the following factors apply:

1. Appointment to the keshik provides 3 experience points/level per day (rigorous training), in addition to any other daily awards.
2. All nomads obtain experience points equal to the GP value of any booty taken in war or on raids. (They were a "mercenary" lot in this sense!)

The Mongol Nation

When setting up a steppe region, a campaign designer may not wish to include the entire Mongol nation and the other tribes in the historical Asian Steppes. However, the following guidelines will at least provide names and approximate strengths of different clans and tribes. How the campaign designer decides to use them will be conditioned by his own world view!

THE MONGOLS

The Mongols were divided into a great many obok or clans. Some of these were grouped into irgen or tribes. In the beginning, the Mongols were not united, and it was the task of Temujin to weld them into a single people. A suggested course of action would be to take several of the more powerful tribes/clans and give them 1-6 unagun bogol or subject clans. This reduces the total number of individual units and does reflect the actual political situation quite well:

<u>Clan/Tribe</u>	<u>Households</u>	<u>Warriors</u>	<u>Clan/Tribe</u>	<u>Households</u>	<u>Warriors</u>
KIYAT	500	10000	Keraits	750	15000
Arulat	250	5000	Khalka	100	2000
Baarin	200	4000	Khochot	150	3000
Barulas	150	3000	Khongirat	100	2000
Basut	150	3000	Oirat	700	14000
Borjigin	500	10000	Onggirat	150	3000
Noyakin	750	15000	Oronar	100	2000
Uru'ut	100	2000	Qorolas	200	4000
Manghut	400	8000	Sakhayit	200	4000
Taijiut	750	15000	Salji'ut	100	2000
Quinqutan	200	4000	Suldus	100	2000
Ganigas	250	5000	Tarkhut	250	5000
Buriyat	250	5000	Unjin	200	4000

Chahar	150	3000	Uru'ut	150	3000
Ikireis	200	4000			
Jadaran	200	4000	Naimans*	1500	30000
Jalair	250	5000	Merkits:		
Jaurat	100	2000	Udujit*	1000	20000
Jurkin	150	3000	Uwas*	1500	30000
Khadagin	150	3000			
Kamluks	100	2000			

*Tribal confederacies who bitterly opposed Temujin before the founding of the Empire.

The total strength of the Mongols is 180,000 (total population about 900,000), not counting the 80,000 Naimans and Merkits who were quite hostile to Temujin (total population 400,000).

Strengths of other steppe peoples are approximately:

People	Households	Warriors	People	Households	Warriors
Kipchaks	2000	40-00	Alchi Tatars*	3000	60000
Seljuks	3000	60000	Juijin Tatars*	2500	50000
Uighurs	1500	30000	Kharlukhs*	1500	30000
Olkunut*	1000	20000	Khori Tumat*	5000	100000
Ongut	1000	20000			

With 410,000 steppe nomad warriors (total population 2,050,000) to contend with, in addition to 80,000 Mongols who opposed unification under Temujin and the Kiyat clan, the potential Kha Khan has his work cut out for him. In addition, China was reputed to have 600,000 troops, including 125,000 Tangut nomads taken into the Empire. With the 100,000 to 150,000 nomads of the Russian tribes, and the 100,000 troops of Iran and Mesopotamia thrown into the balance, the magnitude of the Mongol victories becomes apparent.

THE EMPIRE

During the reign of Ghenghis Khan, the Mongol army would have numbered about 200,000 Mongols and about 250,000 subject troops. However, such a force was spread throughout the length and breadth of Asia and European Russia, with many warriors being required just to maintain Mongol rule over potentially rebellious subject races and to guard the homeland. The effective armed force for conquest was therefore about 40% of the total, at most 175,000 to 180,000 men. These troops would have been deployed on a number of fronts at once.

After the death of Ghenghis Khan, the Mongol Empire split into four parts, with considerable migrations of Mongols and subject peoples. The forces of each would be approximately:

China (Yuan Dynasty founded by Kublai):	150,000 warriors + Chinese troops
Central Steppes (House of Jaghatai):	150,000 warriors
Western Steppes (Golden Horde):	150,000 warriors
Iran (under the Ilkhans):	30,000 warriors + 40,000 Seljuks

By this time, many of the lesser subject peoples had been integrated into the Mongol Army and thus the number of Mongol warriors is larger than the Mongol people itself could possibly provide.

SETTING UP A STEPPE REGION

First, decide on the number of nomad warriors desired, then divide that number by 20 to find the number of households. Each household will account for 60 square miles of territory so multiply the number of households x 60 to find the area of the steppe. Add 10-30% for good measure.

Once the extent of the steppe is determined, mapping it should be no problem. Once that is done, decide the size of each clan (units of 1000 are best because that fits the general military organization around the mingyan) or simply adopt the values given on the preceding page

for those tribes chosen for inclusion. Summer and winter pasturages could be decided, and patterns of migration.

Encounters with nomads would be somewhat spotty, as considerable regions are relatively uninhabited, although there is always a chance of a patrol of anywhere from one arban to a jegun. Chances of encounters will be greatest in the vicinity of camps and in the regions where the strength of the clan/tribe is concentrated during a particular season of the year. Because such factors will reflect the desires of the campaign designer, to provide encounter tables is a bit presumptuous.

TROOP STRENGTHS

Temojin's Mongols : 25% A
30% B
35% C
10% D

Nomads & Other Mongols: 15% A
30% B
45% C
10% D

Replacements are 20% per year. Cost of horses is 1/2 of C&S values.

Western steppe nomads will be about the same (Cumens, Avars, etc.) only: 10% A
20% B
60% C
10% D

Character Determination

Characters born into a Mongol setting will have several of their characteristics altered:

SIZE

Mongols were rarely over 5'8" tall. Use the following determinations when computing height, weight, and body bonuses:

Height

1-8 = Short
9-15 = Average
16+ = Tall

Frame

1-5 = Light
6-16 = Average
17+ = Heavy

These values will apply to the men and women alike. For characters over 5'10" simply add the body bonuses and leave the height as 5'10". Thus a character rolling 6'4" would stand only 5'10" but has +5 on the body.

SEX

Mongol women have less fun as characters, so players have males.

Social Status

Characters have the social status of their fathers but may rise as they are promoted, etc.

FATHER'S SOCIAL CLASS

01-10 = Unagan bogol (vassal warrior)

11-75 = Darkhan: 01-10% chance of being a Shaman

01-60 = householder with 2 arban (one which he leads, the other by the eldest son)

61-00 = beki jegun (5 households under his command, with 9 beki arban ranks to bestow,

several of which go to his sons)

76-80 = Noyan mingan (50 households under his command and 1000 warriors)

81-85 = Khan of clan

86-90 = Khan of Tribe (1-6 clans under his command)

90-00 = Imperial Guard/Family:

01-50 = in keshik as a baghatur

51-57 = in korchi

58-63 = in turga'ut

64-70 = in kebte'ut

71-85 = in Kha Khan's clan (darkhat)

86-90 = in Kha Khan's clan (beki jegun)

91-95 = in Kha Khan's clan (noyan of 1000)

96 = Kha Khan:

01-90 = son of 2-10 wife

91-00 = son of 1st wife

Rank in keshik:

01-60 = warrior

61-75 = beki arban

76-90 = beki jegun

91-00 = noyan of 1000

CHARACTER'S SIBLING RANK: As given in C&S, p.8; but no bastards.

CHARACTER'S FAMILY STATUS: Good Son (you wouldn't dare not to be!)

Characters will have the choice of becoming warriors. Period! If qualifying for Shaman status, they can do that too.

If the Mongol Imperial system is not being used, stop at 90% on the table. If over 90 on the initial roll, roll again + whatever excess was on the first die. A second 90+ = son of a Khan of a tribe.

SOCIAL STATUS

The social status of a character depends upon the status of one's father and also the status of clan:

<u>Rank in Social Class</u>	<u>Status</u>	<u>Bonuses for Clan Status</u>
Unagan bogol	1	subject clan member : 0
Darkhat	5	ruling clan (per tribe): +1
Beki Jegun	8	in Kha Khan's clan : +10
Noyan Mingan	20	in keshik : +10
Khan of clan	25	
Khan of tribe	30	
Kha Khan	50	

In addition to rank obtained at birth, further status may be had by attaining a particular position in society:

Sibling: 1st son	+1	Heir-designate of Kha Khan	+50
Warrior	+2	Kha Khan	+90
Beki arban	+5		
Householder	+8	When speaking for their husbands,	
Beki Jegun	+10	women have their spouses' status.	
Noyan Mingan	+20	Otherwise, 1/2 status. Regents	
Khan of clan	+20	have Kha Khan status until the heir	
Khan of tribe	+25	assumes the throne.	
Officer in keshik/baghatur double bonus			
Officer in keshik/turga'ut triple bonus		Army Commander: +75 except to Kha	
Officer in keshik/kebte'ut triple bonus		Khan	
Officer in keshik/korchi triple bonus			
Warrior in keshik	+10		

In a sense, status points are somewhat irrelevant in the Imperial system. Command comes from above. When even a warrior delivers an order, he speaks with the authority of the man who gave

it. Status therefore applies in social rather than in formal situations. A warrior of the keshik was held to be of sufficient status that, of ordered, he could take command of an army away from a noyan and speak with the authority of the Kha Khan himself. No man, however high his rank, would dispute the situation. In the end, all power flowed from The Lord.

Mongol Names

Many players will not be familiar with Mongol names. There follows a list of names of steppe nomad personalities, some of whom are very illustrious personages indeed:

Aibek	Burundai	Juchen	Murteza	Tokur	Abagai (F)
Aljai	Buyantu	Jurchet	Nayan	Tolui	Al (ai) (F)
Altan	Chapar	Juvaini	Nogai	Tuda	Bortai (F)
Amasandji	Chiluku	Kadan	Ogodai	Tuva	Cha'ur (F)
Arghun	Choban	Kaikobad	Orda	Ugetchi	Chotan (F)
Arik	Chormangan	Kamala	Shadibeg	Ulugh	Doquz (F)
Arpa	Dayan	Ketboge	Shiban	Uriankadai	Gaimysh (F)
Arslan	Edigu	Khaishan	Subotai	Urus	Hoelun (F)
Ashgambu	Elbek	Kilij	Subudei	Vais	Hulan (F)
Asikipa	Eljigidei	Kokchu	Tarmashirin	Yesugai	Khada'an (F)
Ayusidhara	Gaikhathu	Kotyan	Teleboge	Yesu	Khorijin (F)
Baidu	Galden	Kublai	Temuge	Yesun	Orbai (F)
Baiju	Ghazan	Kuchek	Temujin	Charakha	Seroctan (F)
Barak	Guchluk	Kushala	Temur	Chileidu	Surkukteni (F)
Barchak	Guyuk	Kutlugh	Timur	Chilger	Temulin (F)
Batu	Hulegu	Kutula	Togan	Chimbai	Toregene
Bayan	Jaghatai	Ligdan	Togha	Dair Usun	Turakina (F)
Berke	Janibeg	Mamai	Toghrol	Dalan	Tuva (F)
Boge	Jenkshi	Mandughai	Rogh	Daritai	Tuvei (F)
Boru	Jochi	Mongke	Tokhta	Dorbai	Yesugun (F)

Shaman & Dance/Chant Medicine Persons

The "Medicine Person" is a tribal Mage/Cleric who uses his talents for both personal and tribal benefit. His powers are particularly strong in areas such as hunting, healing, weather, war, and fertility magick. Because he is capable of Astral Projection, he is able to enter the "Spirit World" to seek knowledge or to present petitions from his tribe to the tribal spirits or Totems. Indeed, the appearance of the Totem during trance states is representative of his special communion with the Spirits of Higher Planes.

As they appear in C&S, the Shaman and the Dance/Chant mages are representatives of the declining Old Religion, the religions of Gaul and Britain before the appearance of Christianity. As far as the Church is concerned, such mages are likely considered to be heretics. Nor is it accidental that they tend to appear amongst the common folk of the countryside more than amongst the townsmen and nobility, for it is the common rural folk who remained closest to the Old Ways. Long after they were nominally converted to Christianity, the common folk still remembered and often turned to the Old Religion of Forest and Stream and Earth deities.

However, the Shaman and Dance/Chant mages can also be seen to exist in a milieu divorced from a "Christian" type of mediaeval universe upon which C&S is based. Pictish tribes, ancient Britons, the Irish (who also had the "Enchanter" in the form of the singer), and many of the barbarian peoples who inhabited the Central Steppes (Mongols, etc.) had their Medicine Persons, too. When creating worlds in which other social systems besides that of feudalism exist, it is these mages who will predominate.

The Shaman in the full tribal sense is a very powerful magician who also bears religious responsibilities. As a Medicine Person he is able to cast spells directly or may call upon his tribal spirits to assist him, thereby gaining "targeting" advantages beyond those which he can normally attain through "enchancement" procedures. For his Spirits guide and power his spells, intervening as it were in the interests of the religious representative of the tribe. The Dance/Chant mages are also Medicine Persons, but they rely upon the power of their Totems to

perform the magick required. In this respect, they are less powerful than the Shaman, who may cast spells directly as well as go into a trance-state which requires considerable time. (Incidentally, the Shaman in a culture in which dancing and chanting are part of tribal ritual will be able to employ that mode of trance-inducement as well as one of silent contemplation, so he could in fact include Dance/Chant Magick in his own mode.)

Hunting Magick

The Shaman and Dance/Chant Mages who are "Forester" types (such belong to Hunting & Fishing or nomadic Herding cultures, or else come from the peasantry of feudal societies) have the ability to affect animal life far beyond the degree normally associated with all other Magick Users. For it is one of the primary duties of the Medicine Person to make strong magick to fill the cooking pots of the tribe. When summoning game, therefore, the Medicine Person enjoys special advantages:

1. By following the Law of Similarity, the Medicine Person will use the image of the animal sought to increase the range and targeting of his magick. Range and targeting advantages arise from the similarity between the image and the animal; and the quality of the image is determined by his Dexterity at fashioning it:

Crude drawing or carving (Dexterity 13 or less):	+100% casting range; +1% targeting
Fair drawing or carving (Dexterity 14-16)	: +200% casting range; +2% targeting
Good drawing or carving (Dexterity 17-18)	: +300% casting range; +3% targeting
Fine drawing or carving (Dexterity 19)	: +400% casting range; +5% targeting
Excellent drawing or carving (Dexterity 20)	: +700% casting range; +7% targeting

The time in hours required to fashion an appropriate image is found by dividing the casting range bonus by the Medicine Person's Dexterity and Second Requisite. A Shaman with Dexterity 20 and Charisma 18 (total 38) would fashion an excellent carving in $700/38 = 18$ hours, probably two days' work.

2. By following the Law of Contagion, the Medicine Person will use some part of the animal to increase his range and targeting. For having part of the creature gives him added affinity and influence over it:

Hair/feather/skin/blood/bone of the animal	: +100% range; +1% targeting
Enchanted hair/feather/skin/etc. of the animal	: +300% range; +5% targeting
Hair/feather/skin/etc. of a specific individual sought:	+300% range; +3% targeting
Enchanted hair/feather/etc. of a specific individual	: +700% range; +7% targeting

3. By invoking the name of the animal, the Medicine person will increase his range, his targeting, and the number of animals which can be attracted (if a general hunt is contemplated). "Public Names" are the names by which animals are known to the tribe. "Secret Names" are the "true" names of the animals or individual animals sought, and these can be learned only through a Shaman's communing with his Totem for a period exceeding his danger point (highest Totem available will be consulted). Once learned, such Names will be remembered but never disclosed to others:

Use public name of animal species	: +100% range; +1% targeting; 1 animal/2 MKL
Use secret name of animal species	: +300% range; +3% targeting; 1 animal/MKL
Use secret name of individual animal:	+700% range; +7% targeting.

4. By invoking the Tribal Totems, a form of prayer, the Medicine Person goes into a trance-state and communes with the Spirit of the animal sought, petitioning Him to send the desired animals so that the tribe may live, etc. This is a deeply religious rite, and the Totem will not tolerate frivolous requests (indeed, without demonstrable need for the slaying of His creatures, He will curse the undertaking with 75% chance of failure in order to protect His beasts from the Medicine Person and the hunters for 1-20 days).

The Shaman enjoys a special advantage here, for he alone increases his targeting probabilities against such animals (C&S, p.75) by the percentage allotted for the Totem he communes with. However, since such an invocation is an act of Piety, both the Shaman and the Dance/

Chant Mage will have their chance of winning the Totem's active support affected by their piety. Remember, in the tribal setting, they are religious figures, and their relationship to the Spirits is reflected by Alignment. Beginning with Alignment 1, allow a 90% chance of a successful petition, decreasing that chance by -5% per point above that.

Successful Petition : +700% range; Shaman has Totem's targeting bonus.
 Unsuccessful Petition : no effect on the hunt.
 Totem angered by the Petition: 75% chance that animal does not appear when rolled on the appearance table for next 1-20 days. This applies to all members of the tribe when a tribal hunt is contemplated; to the hunters on whose behalf the petition was made, otherwise.

5. Because all Magick is affected by the Law of Perversity ("Anything that can go wrong will go wrong"), the omens must be right. The Shaman is able to Divine the omens for a hunt (1-33% = favourable; 67-00 = unfavourable). All bonuses given above will apply only if the omens favour the hunt. The Shaman must commune with his Totem each day until he determines that the omens are favourable. Each day that unfavourable omens occur reduces bonuses by 1/4. (Dance/Chant mages cannot divine; Game Masters do.)
6. For each Magick Level of the Shaman or Dance/Chant Mage, the "save" of an animal or a Legendary Beast against Commands may be reduced by -1% when a trance-state is used when Casting a Command against it. This bonus applies only when the omens are favourable to the hunt, and enhancement bonuses may exceed -25% in that case (Cf: C&S, p.95).

When summoning animals, the following procedure is followed. Add all the range bonuses to the Medicine Person's basic casting range. When summoning an individual, the range indicates the distance from which that specific individual animal can be called, if it is targeted. When summoning animals in general for the hunt, roll once on the appropriate animal appearance table for each 100% range acquired. Also roll once for each animal influenced by using "public" or "secret" names. If the omens are favourable, any die result +5 or -5 on either side of an encounter = animal summoned; other wise, the exact percentages must be obtained on the encounter table (Cf: "Designing C&S Outdoors Adventures"). Only the type of animal summoned for the hunt will appear; other results are ignored as a "no contact". Summonings of a specific animal individual automatically occur if the animal is within range (Game Master's decision) and has been targeted.

Once the medicine has been made, the hunters go to the spot indicated by the Medicine Person and check for each encounter, with kills/attempted kills being made before the next check. When a group of animals is indicated (animals which naturally herd or flock together), from 1-20 may appear, depending upon the number the Medicine Person was able to summon, with each animal counting as an "encounter". Clearly, in such instances it is advisable to have a large hunting party able to shoot or trap enough members of the group before they are warned and flee.

Healing Magick

The tribal Shaman is also a healer. Able to enter the Spirit World (by Astral Projection), he can transport himself and his patient to the Spirit World to seek the direct assistance of his Totem. However, such a procedure must involve a risk to be successful, and success will be obtained only when the Shaman passes the "danger point" in a trance (C&S, p.75).

Once the "danger point" is passed, an additional point of healing occurs for each turn spent over the danger point. When a Totem VI+ is summoned for communion, the natural healing process (C&S, p.5) is doubled in speed, so that wounds take 1/2 the time to heal. Clearly, what the Shaman does is exchange his fatigue/body levels for the body damage suffered by his patient - a form of empathic healing through the spiritual link between himself and his patient. He receives 5 x the normal experience for such acts of sacrifice on behalf of others.

If the Shaman fails to reach the danger point in the trance, he runs the risk of losing his patient, whose spirit will wish to remain in the Spirit World. He must expend one fatigue/

body point to raise his trance-state duration by one turn until he reaches the danger point, then roll D6 to pass beyond it. Failure to do this bring +5% chance of the patient's dying for every turn short of the danger point.

If a Shaman is assisted by Dance/Chant Medicine Persons, he can draw upon their fatigue levels (at a rate of 1 fatigue point gained for each 3 leant him) to deepen his trance-state and effect greater healing. He may be assisted by two Dance/Chant Medicine Persons in such instances.

Raising the Dead by Shamanistic medicine is only a temporary procedure and requires healing medicine as outlined above, only fatigue points equal to the Totem's rank (VI+) are expended before the healing process takes place. The person so raised will remain in the world for a number of days equal to the Shaman's MKL minus 1-20. If a negative time occurs, he will remain alive for a number of hours equal to the Shaman's MKL minus 1-20. If a negative still occurs, the Shaman was unsuccessful in bringing the spirit of the person back. This medicine works only for those dead less than 3 days.

Raising Dead Fully can be accomplished only by a Shaman of MKL 16+ in a Totem VIII trance. He performs healing medicine until he has completely restored the body and fatigue levels of the corpse, then repeats the process twice more so that the body has been healed three times its total body and fatigue levels. At that point, the resurrection has a 90% chance of success minus 5% per Alignment point of the Shaman over 1. Bodies more than 3 days dead have a -5% chance per additional day of being resurrected. (Cf: Clerical Miracles,)

Disease to the Shaman is a matter of Spirit possession, and to cure it he will employ Exorcism. His chance of successfully curing disease is equal to that of a Cleric of equivalent Alignment, once the Exorcism is successful.

Weather Magick

Both the Shaman and the Dance/Chant Medicine Persons are masters of Ancient Weatherlore, only here it is the Dance/Chant mage who really shines.

The Dance/Chant Medicine Person invokes a Totem VII. The range of the Totem is 22 miles in every direction, and this range can be increased by adding to it the range of the Dance/Chant mage (1 mile per MKL). Indeed, up to 3 Dance/Chant mages can combine their powers to produce coverage of awesome proportions. The Magick so cast is equal to MKL 14 + MKL of the caster (s), so dispelling it can be a real problem. (Cf: C&S, p.89) Indeed, only other Dance/Chant mages will have a good chance of performing a successful Dispell, for they can call upon their Totem to boost their MKL by 14. All weather effects on the Weather Tables ("Designing C&S outdoors Adventures") are possible for Dance/Chant mages, not merely those in Ancient Lore Weather Control.

A Shaman can learn Weather Control spells from a Totem VII, but he must cast the spell himself at his own MKL, which limits his range. (Of course, Shaman Medicine Persons who belong to cultures which use dance and chant as a fundamental part of Shamanistic Medicine are also able to perform as Dance/Chant mages if they possess the Bardic Voice second requisite requirements.)

Shaman Medicine Persons are also able to predict the weather from close observation of nature, with a 10% chance of success + 1%/Intelligence point + 1%/Wisdom point + 2%/MKL. If the prediction is correct, the weather for the next 24 hours will be revealed to them (by the Game Master, who rolls on the Weather Table). If the prediction is in error, the degree of error will be assessed on the basis of how great a failure occurred. For instance, with a 43% chance of success, a Shaman rolls 85%. That is a significant error, and a considerable deviation might be possible. The Game Master gives the prediction, then proves the Shaman wrong in the following day.

War Magick

Medicine Persons were expected to make powerful magick when the tribe prepared for war. Thus

they acquire certain spells of Ancient Lore and Command from their Totems to make War Medicine:

Totem II : Ancient Lore of Silence & Far Sight

Totem III: Ancient Lore of Speed & Strength

Totem VI : Commands of Bravery, Berserker Rage, Confusion & Demoralization

The Medicine Person may use such magick for himself or he may cast it upon others of his tribe for their benefit, with 10 members of the tribe being affected for each MKL of the Medicine Person. In battle, the Shaman may also cast Confusion and Demoralization against his enemies, but only once during a battle.

In battle situations, such spells will have an effect on the appropriate numbers of men when they are standing in an area equal to the Medicine Person's range in all directions around him. He may also cast the spells upon specific individuals in his own tribe. War Magick requires an 8-hour period of dancing, chanting, and communing with the Totems before it can be cast (ie: during a battle on the following day):

Speed: The spell increases troop speeds by 25% on the battlefield and triples march distances.

Strength: Add +3 to shock and melee advantages, as well as individual advantages otherwise.

Bravery: Add +2 to unit's Morale Level (ML).

Berserker Rage: Add +3 to shock and melee advantages, with no morale checks. Troops so affected cannot be controlled once committed to close combat until the enemy force it engages has been wiped out.

When cast upon "friends", Battle Magick is exceedingly effective. Only the area in which they are standing needs to be targeted, for they are receptive to such magical aid.

When cast against enemies, the area in which they are standing must be targeted, and then a "save" is rolled to find out if the men affected will succumb to the spell. Each of the following spells can be cast only once during a battle:

Confusion: See C&S, p.96: A total of 10 enemies will be affected per MKL. Assume that the average Wisdom for Men is 7 + D6; Dwarves & Hobbits have similar Wisdom; Elves have 12 + D6; Orcs, Trolls, and Giants have 2 + D6. These are averages for the group and only one saving roll is made for them all.

Demoralization: Subtract -1 from the morale level (ML) of the enemy for each 3 MKL of the Medicine Person casting the spell. Compute enemy saves as for Confusion, with 10 men affected per MKL of the caster.

Since most battles will have a men to figure ratio of 1:10 or 1:20, the exact number of miniature figures affected can be found without difficulty. For example, a Medicine Person of MKL 12 would affect 12 x 10 or 120 men. This is 6 figures at 1:20 or 12 figures at 1:10.

When several Medicine Persons are on the battlefield, their MKL can be combined with that of the most powerful Magick User present to increase the number of friends/enemies affected. Note: Confusion and Demoralization can each be cast only once during the battle, and if more than one Medicine Person is present, they will always combine their powers and never cast spells separately.

Duration of spells for battle purposes is computed as follows: Individual game turns = 5 minutes, while battle turns represent 10 minutes, so reduce spell duration times to 1/2 the number of turns indicated in C&S.

The most frightening aspect of War Medicine is the ability of the Dance/Chant Medicine Person to merge with his Totem and "walk forth" against his enemies. The Totem will be merely returned to the Spirit World if "slain", but the Medicine Person whose spirit walks in animal form will be forever dead if he dies in that shape. (Cf: C&S, p.75) This is the original "shape change". On the individual play level, the Totem cannot be harmed by anything other than magical weapons or magical spells. In full-scale battles, it can be the cause of instant

panic and rout:

Class D troops rout immediately when attacked by a Totem Spirit.

Class C troops check morale -8

Class B troops check morale -6

Class A troops check morale -4

A total of 10 men will be affected per MKL of the Dance/Chant Medicine Person in Totem form the moment he approaches within charge range. If a rout or withdrawal is not called for, the enemy troops will fight. Treat the Totem as having movement appropriate to its form and the fighting ability of 1 armoured foot figure with heavy weapons per MKL of the Medicine Person. It will sustain 10 points of battle damage per MKL and never checks morale. Friendly troops led by the Totem will never check morale either, but instantly flee if the Totem is defeated. Only one Totem will appear on the battlefield at any one time; if more than one Dance/Chant Person takes Totem form, only the highest remains; the others wander into the woods and do not return for the duration of the battle.

Fertility Magick

Tribal Medicine Persons were expected to maintain the strength of the tribe by bringing fruitfulness to the fields and herds, and by encouraging the conception of new warriors to swell the tribe's fighting strength. Again, the Totems can be called upon to teach the Shaman the Medicine required:

Totem III: Ancient Lore: Growth

Totem IV : Command Plants

Totem VI : Command Love

Fruitfulness of Crops: By combining Growth with Command Plants, the Medicine Person can increase the breeding rate of the tribe's animals. He may do no other magick and must spend all his time fasting, praying, and entering trances for 28 days (one lunar month). He has a +3% chance per MKL of increasing the yield by +5%.

By combining Growth with a Command Animal, the Medicine Person follows the same procedure as given for crops. At the end of 28 days of uninterrupted ritual, the animals to be made fruitful will be brought to him for blessing. If he obtains an intervention (at the percentage allotted for his Alignment. as for Clerics), he will affect 100 animals/MKL and cause them to increase +5%. This is a May Your Herds and Flocks Multiply type of medicine.

Finally, by combining Growth and Command Love the Medicine Person may produce 1-10 Love Potions to be administered during the Harvest Rites or Spring Rites to prospective parents/lovers. These will result in pregnancy 100% of the time -5% per Alignment point of the Shaman over 1. If there is proven infertility, the base chance of success is 50%. Only one dose is required per couple.

'Black Magick'

Shaman may practice Black Magick without the various unclean rites associated with it as a form of War Magick. So long as the Magick is not aimed at squaring personal scores, he avoids the risk of being accused of Black Sorcery, for it is done in the interests of the tribe. Note, in Mongol societies, Black Sorcery carried the death penalty. Usually, a Shaman employs it only when no other recourse is open, and advantages for range, targeting, etc., may be obtained as for Hunting Magick (see above).

In closing, it should be noted that Medicine Persons do not deal with the Demons given in the Demonology section of C&S. Their Totems or Tribal Spirits are merely of equivalent power. Medicine Persons deal with the Old Earth Spirits which predate the Judeao-Christian-Islamic demons, and they do so in a clear awareness of the religious nature of their practices.

The Celtic & Pictish 'Barbarians'

There is a vast gulf separating us from the Celts and Picts, for much of their history, customs, mythology, religion, and virtually every other aspect of their cultures have not survived the passage of years intact. This was due, in part, to the fact that the Celtic peoples were given to oral, not written, forms of communication.

Historically, the Celts were divided into European Celts (Gauls) and British Celts (Irish, Britons, Welsh "Picts", and Scottish Gaels or "Picts"). Howard's Hyborean Age fantasy works also introduced the wild Pictish tribes and portrayed them as forest dwellers exhibiting much of the ferocity of the Caledonian Picts of Southern Scotland and Wales who fought the Romans. As an alternative or as companions to Nordic Barbarians, the Celts and Picts offer considerable dimension to fantasy campaigns modelled either on a historical location or on a purely fictional and player-created level.

The earliest and most detailed information we possess about the institutions and culture of the Celts comes from Ireland. The early Irish had no towns whatsoever, as we understand them. Rather, their earth and stone forts were either protected households or royal and military strongholds, with the common populace living in cottages and hovels in the countryside. The Welsh, Britons, and Picts or Caledonians were essentially similar in their approach to urban living, preferring individual holdings or small settlements to towns and cities. Only in Gaul did the town begin to take on a "civilized" character, and urban life had become a significant part of Gallic life by the coming of the Romans.

Because the "barbarian" cultures of the British Isles are most in keeping with a fantasy campaign (the savage Picts lurking in the forests and hills!), and because a more historical campaign can recreate the Norman conquest of Wales, Southern Scotland, and Ireland, I have chosen to focus upon the Celtic peoples as revealed through Irish eyes. The Gallic peoples more properly belong to an Ancients campaign.

Social & Political Organization

Society appears to have been characterized by definite distinctions between social classes amongst all of the Celtic peoples. The Irish and Britons appeared to have numerous "Kings" and "kingdoms". The Welsh and Gaels tended to use the title of "king" less freely, with "princes" or "war chieftains" being equivalent to the many petty kings of Irish and Briton tribes.

For consistency's sake, Irish and Briton peoples will be organized using the Irish terminology; for enough of the Irish social organization remains for us to reconstruct it, while the societies of the Britons were obscured and much knowledge about them lost because of the disruptions of the Roman conquest and occupation, followed by the Nordic invasions. Using Irish terms, then, the land was divided into provincial kingdoms or coicedah, each ruled by a ri ruirech or High King. Under each ri ruirech would be a number of ruired or smaller kingdoms, each ruled by a ri or king. Each ruired contained its tuath or "people", roughly equivalent to a tribe or a major division of a tribe.

The society of the Irish and Britons were divided into five distinct groups:

1. The ri and his immediate family and relatives to the fourth generation were the "royalty" and highest ranking families of the tuath.
2. The "nobility" was composed of the warrior aristocracy, the clan chieftains and leaders of war bands, their families, and their relatives. They were known as the flaith and were large landholders and patrons of the arts.
3. The aes dana were the intelligensia of the society and enjoyed special privileges. For, unlike members of other classes, the aes dana had complete freedom of movement throughout the land and were fully protected by local law. Membership in this group

was gained through merit and training, not birth, and it included Druids, bairds (bards), filids (seers), jurists, physicians, and skilled craftsmen.

4. The freemen formed the basis of society. In peace, they were the small farmers, hunters, herdsmen, shepherds, fishermen, and minor craftsmen. In war, they provided the bulk of the military force.
5. The slaves were usually captives taken in battle and provided the labour for the nobility. They were the absolute property of their owners.

The Welsh and Gaels, as mentioned, tended to use the title of Prince rather than King for the lesser leaders, with only High Kings assuming the full title. However, for all intents and purposes, their social organization was very similar to that of the Irish and Britons. Only the terminologies are different, with the leadership (Princes, War Chieftains) followed by the noble uchelwr, breyr, or innate bonnedig as they were variously called. The commons were known as the theog, aillt, or alltud, and were originally the people conquered by the Celts during an invasion long past. They were freemen but had not the same rights or status as the noble classes. The slaves made up the bottom group. There was also the equivalent of the aes dana, only this group tended to have much more partisan ties with a particular people and were numbered amongst the cenedl ("kindred") who formed the tribal nobility.

Law

The rights and obligations of each freeman within a tuath or people were clearly defined and were enforced largely by custom. Within the tuath, parties to legal disputes agreed in advance to submit to the rulings of professional jurists (brithem, in Ireland) who had memorized the laws and precedents. There was no police force as such, as the power of custom and tradition was usually sufficient to bring an offender to the judgment of the brithem. Druidic priests, furthermore, had the power to excommunicate a fugitive and cast him beyond the protection of the law. An outlaw's life was then forfeit to anyone who could slay him, and he was barred from all religious rites and benefits.

Blood relationship was the heart of Celtic law. The "tie of the kindred" operated to give any relative up to four generations remove a claim on his relatives for assistance. In return, he was obligated to meet his share of responsibility for any fines payable as the result of any legal dispute lost by a member of the "kindred". In general, the "kindred" stood or fell together. Obligations to the "kindred" depended upon one's wealth and family rank, and the kinship group took full responsibility for the actions of its members.

Irish legal tradition provided for a system of "honour prices" for murder on downwards. In Wales, the galanas ("blood-feud") applied in cases of murder and homicide, and the sarhad ("insult" or "injury") applied in the case of lesser crimes. Like the Irish, the Welsh (and undoubtedly the Britons and Gaels) made provision for a system of compensation in the form of fines. Imprisonment was unknown. Either the appropriate fines were paid, or a vendetta would be waged by the kinfolk of the injured or slain party until the galanas or sarhad was wiped out in blood or property taken by force. Generally, such blood-feuds and raids for cattle, etc., were carried out against offenders from other peoples. Within a given tauth or "nation" the judgment was automatic and the offender more or less had to bow to it to prevent excommunication or civil war.

Legal protection was extended only to the aes dana and to the members of one's own tuath. "Foreigners" took their chances. However, when several kingdoms were linked together by common allegiance to a High King, the law was extended to one's allies.

Marriage was a close tie, and women appear to have enjoyed a high position in society. In the land of the Britons, the Iceni Queen Boedicia ruled her people after the death of her husband and even led her warriors into battle against the Romans, arguing for almost the equality of men and women.

Alliances

All of the Celtic peoples were divided into semi-independent groups. In the absence of

strong central government, the small kingdoms and principalities practiced the system of fosterage. Fosterage involved sending some of the sons of the flaith (nobility) to be raised by their neighbours. This was done both within the tuath and also between different tuatha. Thus, strong personal bonds were forged between leading members of a particular people as well as between the leaders of different peoples. When a tuath was ruled by a High King, the ri of the subject tuath would send a son to be "fostered" in the household of the ri ruirech. Close bonds of affection and loyalty resulted between foster brothers, and foster fathers often assumed the status of trusted advisor to a fosterling. Fosterlings also served as possible hostages against disloyalty and treachery.

Alliances were otherwise established through marriages. These were not taken lightly, for the "ties of kindred" were forged through marriages, with corresponding legal obligations as outlined above.

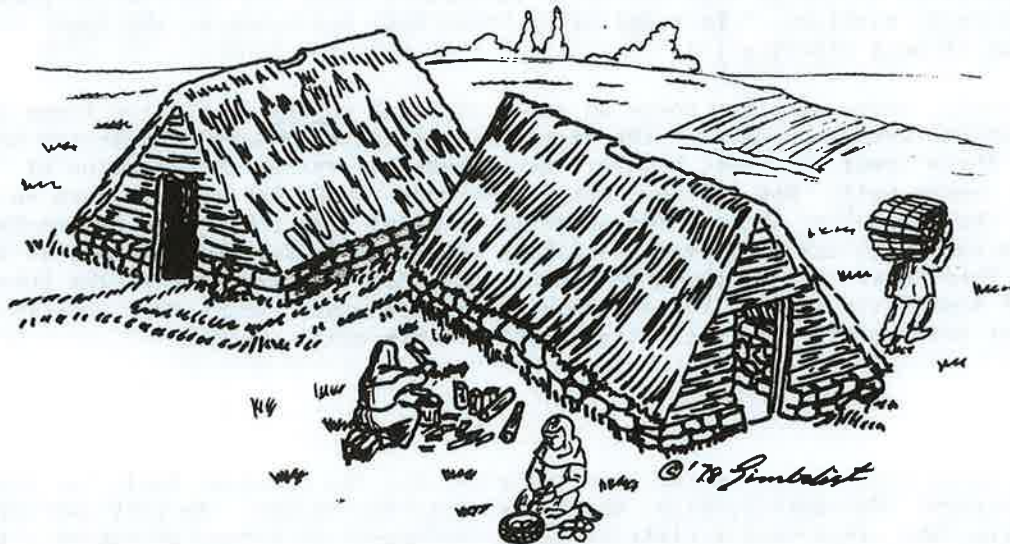
The Kingship

Kings were not born to the throne. Rather, anyone who was within four generations of relationship to the present King could succeed to the title (being a member of the royal "kindred"). It is not clear exactly how Kings were chosen, but some appear to have been chosen by election and others by royal designation as the heir apparent. It is clear from the flaitheus h'Erenn ("the sovereignty of Ireland") that marriages of Kings were made with wives of royal blood. The laws of succession for the Scottish Picts were through the female, so one had to marry the former Queen or else her eldest surviving daughter to gain the kingship.

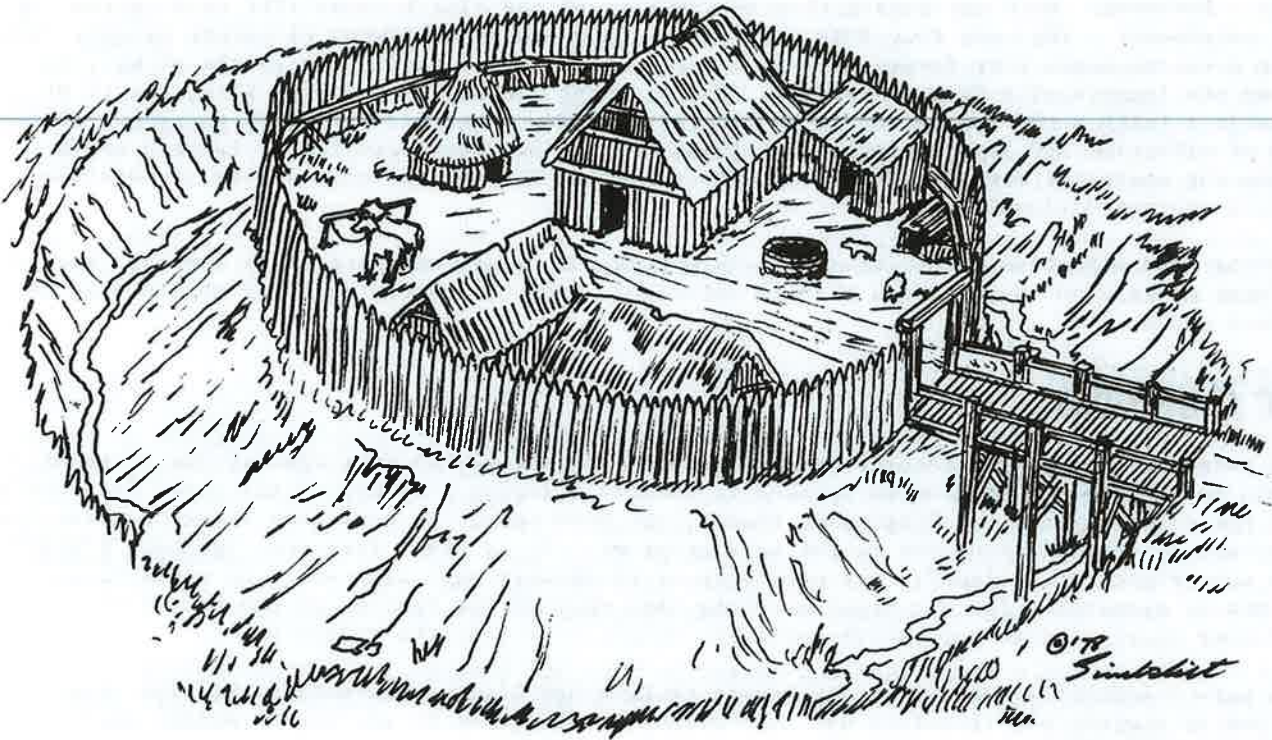
Kings were essentially warleaders and appear to have had limited law-making ability. Law was tied to custom, and therefore was hard either to change or to add to, no matter what one's rank might be.

Fortifications & Dwellings

The houses of Celtic freemen were on the small cottage model, the slaves living in hovels (see the C&S descriptions, p.29, for details). In Ireland and western and northern Britain a fogou, uamah, or weem consisting of a stone-lined trench covered with a roof of timbers and turf formed an "earth house". These were often dug into the side of a hill, with several underground rooms, and were used variously as dwellings, storehouses, and places of refuge in times of danger.



Crannogs or artificial islands were constructed near the shores of lakes and inland rivers from layers of timber, brushwood, stone, clay, and peat, with vertical posts anchoring the mass to the subsoil. A strong wooden palisade usually enclosed the crannog, with the dwelling and other farmbuildings inside.



Numerous cashels (ring forts with earthen banks and stone walls) or raths (ring forts with wooden palisades) can be found in Ireland, and were not uncommon in the rest of Britain. Many were quite small and likely represent fortified households. Inside the defences would be placed the dwelling of a well-to-do family, along with the other farm buildings. Indeed, fortified homesteads appear to have been the rule, indicating the degree of raiding that went on in Celtic lands. The larger fortifications provided extensive security, with palisades or walls, earthen banks, trenches, and the like all linked in often complex and strong defence works. Some of the ring forts are more than 250 feet in diameter and served either as places of refuge for the people of the region or as the strongholds of chieftains and kings. Inside such fortifications would be located the dwellings and other buildings of the nobleman's holding. Chieftains and kings also had large banqueting halls for the entertainment of warriors and important visitors. The ring-fort at Tara has, for example, the Tech Midchuarta or "house of mead circling".

As mentioned previously, there were few towns as such, although oppida or hilltop towns with extensive fortifications were the seats of the kings, princes, and powerful chieftains of the Welsh tribes. These towns were not, however, true towns but rather a collection of dwellings within a common wall. Few, if any, public buildings would be found in such settlements. Similarly, the "towns" of Ireland tended to be powerful ring forts used as meeting places, markets, fairgrounds, and military marshalling centers. As for the Britons, it is on the record that they never took to the Roman towns and, with the departure of the Romans and the collapse of Roman Britain, the towns were quickly abandoned. Celts were country dwellers. Ring fort settlements were one thing; "cities" were quite another.

Economy

Celtic economy was based upon barter in the British Isles, but the European Gauls had developed a system of coinage. To simplify play, use C&S coinage and values. Society was rural, with farming, herding, and other such activities being the universal method of making a living. Some craftsmen were present as well, but these were in a definite minority.

Designing Celtic Kingdoms

Since the economic basis of Celtic culture was agricultural, most warriors could be considered

as equivalent to feudal Yeomen and followed comparable livings in peacetime. (See "Feudal Economics in Chivalry & Sorcery" in the C&S Sourcebook for the statistical guidelines.)

The basic military/social/economic/political unit is the "kindred" or clan. The "kindred" is governed by a War Chieftain who is answerable to the ri or king of the tuath.

Clan Type	Warrior Households				Total			Total		Light Chariots	Heavy Chariots
	No.	Warriors	Family	Slaves	Pop.	Food/Yr.		Warriors			
#1	50	150	350	100	600	14400 bu.		200	10	-	
#2	75	225	525	150	900	21600 bu.		275	20	-	
#3	100	300	700	200	1200	28800 bu.		350	30	-	
#4	125	375	875	250	1500	36000 bu.		450	40	-	
#5	150	450	1050	300	1800	43200 bu.		525	50	-	
#6	175	525	1225	350	2100	50400 bu.		600	50	10	
#7	200	600	1400	400	2400	57600 bu.		700	60	10	
#8	225	675	1575	450	2700	64800 bu.		800	60	20	
#9	250	750	1750	500	3000	72000 bu.		950	70	30	
#10	500	1500	3500	1500	6500	156000 bu.		1800	150	50	

Clan Type	Chieftain's Household and Holdings (Farmed or Rented)								Household		
	Family	Guard	Servants	Slaves	Farm Size	Farm Incom/Yr.		Rents/Yr.	Food/Yr.		
#1	20	50	20	50	800 acres	360 GP		25 GP	3360 bu.		
#2	20	50	20	60	900 acres	425 GP		40 GP	3600 bu.		
#3	20	50	20	70	1000 acres	500 GP		50 GP	3840 bu.		
#4	20	75	25	100	1310 acres	625 GP		65 GP	5280 bu.		
#5	20	75	30	150	1600 acres	750 GP		75 GP	6600 bu.		
#6	30	75	40	200	1950 acres	875 GP		90 GP	8250 bu.		
#7	40	100	50	300	2200 acres	1000 GP		100 GP	9360 bu.		
#8	40	175	50	400	3175 acres	1125 GP		115 GP	15960 bu.		
#9	50	200	60	500	3675 acres	1250 GP		125 GP	18960 bu.		
#10	60	300	100	750	2500 acres	2500 GP		250 GP	28320 bu.		

Total Pop: The number of people in the clan, except the Chieftain's household.

Total Warriors: The total fighting strength of the clan, including the Chieftain's Guard.

Light Chariots: The number of light chariots in the clan.*

Heavy Chariots: The number of heavy chariots in the clan.*

Chieftain's Family: The number of people in the Chieftain's immediate family living with him.

Farm Size: The acres of farmland held by the Chieftain. Pasturage is extra (see the "Feudal Economics" section in the C&S Sourcebook).

Rents: About 10% of the population rents cottages, small plots of land, etc., from the Chieftain at an average rate of 5 GP/year.

Food/Yr.: The annual food requirement for the people indicated. Each person requires 24 bushels of grain or animal equivalent each year. (See the section on "Feudal Economics" in the C&S Sourcebook.)

*Chariots are typical of the Ancient Britons. Irish Celts also had them. Gauls would have 50% chariots indicated, with an equivalent number (take number given in tables) of Medium Cavalry armed with lances. Welsh and Scottish "Picts" are 100% infantry.

"KINGDOMS"

The small "kingdoms" are often nothing more than a grouping of several clans under a single chieftain. The size of these groupings is highly variable, ranging from one or two clans up to nine or ten.

THE HIGH KINGDOMS

The High Kingdoms were composed of a number of small "kingdoms" ruled by a High King who had

managed to obtain their allegiance. The names of the ancient coicedah of Ireland are virtually unknown, so I have given more modern names. The ruireds which comprise them could be made to correspond with the present counties of Ireland. There were also a number of kingdoms in Wales, but I have chosen to use the names of Welsh divisions of more recent years rather than the Roman names. The northern kingdoms of the Caledonian Picts are largely unknown, the Romans preferring to group them together under the heading of the "Caledonian Confederacy", so players are on their own when naming them. The kingdoms of the Britons are a curious mixture of large (relatively) and small tribes. The names given us by the Romans are used.

The strengths of the kingdoms is more or less arbitrary and can be modified up or down to suit the campaign designers aims. Whether or not one wishes to create the actual British Isles, these divisions can be used for tribal groups. Gallic tribes have been omitted because they properly belong to a period beyond the purview of C&S. If desired, any good history text will provide the tribal divisions and approximate strengths. Caesar's Commentaries would also be of significant use.

Irish : 5 coicedah: Ulster, Leinster, Connaught, Munster, and Meath, with 125-150 clans to divide between them in 32 ruireds.

Welsh : 7 coicedah: Gwynedd, Clwyd, Powys, Dyfed, Glamorgan, Carmarthen, and Radnor, with 100-125 clans to divide between them. Each might contain several lesser principalities corresponding to ruireds.

Britons: 19 "kingdoms" of widely varying size. Kingdoms marked with an asterix (*) are considerably larger and more powerful than those left unmarked. Between 100-125 clans would be divided between them:

Brigantes**	Dobunni*	Setantii	Regeneses
Iceni**	Voltadini*	Selgovae	Parisi
Trinovantes**	Dumnonii*	Cornovii	Carvetii
Cantiaci*	Coritani*	Belgae	Dumnonii
Catuvellauni*	Novantae	Atebates	

Picts : 125-150 clans in as many divisions as desired.

Celtic Warriors

Like the Nordics, the Celts considered personal honour to be everything. To be dishonoured was to bring dishonour upon one's "kindred" as well, and therefore was to be avoided.



The Celtic Warrior sought fame and went to great lengths to perform deeds of valour of which the bards would sing throughout the land. The mark of greatest recognition was to be given a "Hero's portion" in the hall of one's Chieftain or King, the first and best cut of meat from a roast pig or ox, symbolic of being the first Warrior in the land.

Again, like the Nordics, boasting was commonplace. Indeed, eloquence was much prized amongst the Celts. Oratory or public speaking was a skill vital to success in public life as well, for the prestige of a leader depended upon his ability to impress his own personality on others. A continuous and active propaganda program was needed to maintain a leader's reputation. This was accomplished through his own boasting about his deeds and services to the community, and through the praises sung to him and his ancestors by the bards. Since his illiterate followers believed their eyes as well as their ears, the political figure would also make a great show of power and wealth by displaying fine clothes, weapons, and

chariot teams. He also showed great generosity and bestowed fine gifts upon his followers and important visitors. The poor he provided for whenever possible. In Celtic society, a splendid and generous appearance went far to establish one's greatness. Needless to elaborate others in society attempted to imitate the example of their leaders, with much eloquent boasting and show of finery.

Celtic characters should therefore be played with bravado, long periods of verbose displays, and incessant reminders of just how great they are. They also tend to be very quarrelsome, quick to be offended by real or imagined slights, and exhibiting pride and insolence towards those they do not respect. Arguing over practically everything of a contentious nature is characteristic of social equals, although one would likely defer to his social superiors.

The Celts were no less warlike than the Nordics, as Roman accounts attest. Indeed, many practiced the grisly custom of riding home from battle with the heads of enemies they had slain fastened to their horses' necks. Once home, these trophies would be affixed over the entrance to their homes as evidence of their battle prowess. Their superheroes, who corresponded to the Nordic Berserkers, were capable of uncontrollable battle fury. Thus characters possessing Superhuman strength may be granted Berserker rage.

Celtic armaments tended toward use of the Barbarian Longsword, the saex (a dagger the size of a light sword), the javelin, the short bow, and perhaps the sling. Armour tended to be light, with most wearing little or no armour, carrying only a large shield and wearing a leather or metal helmet. Thus most warriors will wear little more than leather cuirasses, although nobles might wear birnies (hauberks) of scale or metal rings sewn to leather coats, or chain shirts.

Celtic forces tended to fall into the following classes:

Type	Irish	Britons	Welsh	Gaels
Guards	A MI/HI	A MI/HI	A MI/HI	A MI
Warriors	20% A MI	20% A MI	20% A MI	30% A MI
	40% B MI	30% B MI	40% B MI	30% B MI
	30% C MI	30% C MI	30% C MI	30% C MI
	10% D LI	20% D MI	10% D MI	10% D MI

Replacement rates are at 20% per year.

Chariot forces are drawn from the class A and B troops. These are described in the section on C&S Mass Combat Modifications, under the heading of "Unusual Units". Lords and their personal troops could rate as heavy as HAI when dismounted from their heavy chariots, but these units would be few, most being HI. Light chariot crews tended to be HI or MI when dismounted. The cost of a heavy chariot and team of 3 would be 125 GP (1250 GP for a figure of 10 chariots); light chariots would cost, with team of 2, about 75 GP (750 GP for a figure of 10 chariots). Chariot crews tended to be drawn from the flaith and the Chieftain's or Royal Guards.

When fighting hereditary enemies, the Celts tended to fight with "fanaticism" (+1 on mass combat factors) if they were class A or B troops. Guard units always fought with fanaticism.

About 50% of a Celtic force were armed with short bows or slings, the remainder carrying javelins for close-in work, so they were well armed in terms of missiles.

The Celts tended, however, to suffer from impetuosity in battle. To reflect this tendency to charge the enemy, add +10% to Commander's Characteristics when determining Obedience considerations. This rule is, of course, optional.

WARRIOR EXPERIENCE

Celtic warriors gain experience as do any other fighters in C&S (p.110-111), except that they receive full experience for loot (1 GP = 1 experience point) and do not receive Chivalric bonuses for championing a lady unless they are Champions of a Chieftain or a King and are defending a lady of his household.

Celtic Magick

The types of Celtic Magick Users are somewhat limited:

Druid (Mage/Cleric)	Weaponsmith	<u>Baird</u> (Bard)
<u>Filid</u> (Mage/Cleric)	Forester/Fighter	<u>Guiddonot</u>
	Conjurer	<u>Gwrach</u>

Characters may attempt to become any of these types of Mage provided that they are not poorly aspected for such a calling and meet the requirements of the Mage-type desired.

Weaponsmiths

The Celtic Weaponsmith differs little from his counterparts in other climes (C&S, p.78) except that he is not capable of fashioning weapons superior to +3 or armour superior to -3 unless he is of Intelligence and Wisdom 16+.

THE FORESTER/FIGHTERS

The Celtic Forester is always a warrior and other wise does not differ from other Forester/Mages.

Conjurers

The Celtic Conjurer is identical to the Conjurer (C&S, p.82), only he is limited to spells of casting level 1-4.

Female conjurers are non-fighters and obtain experience as do any Mages.

Male Conjurers can be Fighters as well, and so may gain experience as Mages or as Fighters. However, in battle they will not use magick against their enemies unless they are met with magical attack or are faced by Legendary Monsters, Trolls, Giants, etc. Force of arms is preferred because that is the Warrior's Code.

Bairds

The Celtic Baird or Bard is identical to the Nordic Skalds described elsewhere in this volume, except that Bairds cannot summon "Heroes of Valhalla".

The Druids

Little definite is really known about the Druids. It is clear, however, that they do correspond to the Shaman Medicine Person and functioned as priests and judges. Celtic magick also placed great emphasis upon the spoken word, and thus Druids with high Bardic Voice could also become Enchanters (C&S, p.82). Conjunction was also part of the Druidic arts, and those with high Dexterity could qualify for this Mage-type as well. Finally, since Druids were priests of the Natural Forces, they often were Forester/Shaman. In the rarest cases, the truly wise became Seers (filid) of great power and vision.

Prerequisites: In order to be admitted as an acolyte, a Druid must possess Intelligence 15+, Wisdom 13+, Bardic Voice 14+, and Charisma 13+. Since all Druids are Shaman Medicine Persons they must possess a second requisite of 13+ Charisma.

Enchantment Magick: A Druid with Bardic Voice if 16+ may also become a Baird.

Conjunction: A Druid with Dexterity 15+ may also become a Conjurer, with spell limits to level 9.

Seer (filid): A Druid with Wisdom 18+ may also become a filid.

Shaman/Forester: A Druid possessing 12+ Strength, Constitution, and Dexterity may also become a Forester mage. Only in this mode may he enjoy the advantages of a Fighter.

Clearly, the Druid will be capable of a great variety of magical operations if he is a character of high ability. However, for purposes of determining his initial PMF, Charisma is always the second requisite (C&S, p.65).

The Druid is very close to Nature and therefore acquires a knowledge of all plants and herbs, from which he prepares all of his potions. Knowledge of these magical materials is acquired at a rate of 20/month for IQ 15, and +5/month for each KQ point above that. Only when he has acquired knowledge of all the herbs and plants in the magick materials list (C&S, p.72 - 73) will he be able to prepare any magical potions. However, to use them, he must prepare a golden sickle to reap them, and no herbs or plants may be used which he does not gather himself.

The Golden Sickle: The focus of the Druid and the symbol of his power is his Sickle. It is prepared by using the 22 Correspondances favored by the Sign of the Focus. The Sign is found by going into the wilderness unarmed to fast for 21 days, after which a Shamanistic Trance 1 is experienced which lasts 7 turns + D6 turns. (Celts do not practice Astrology as such, so the "Sign" must be revealed in a Vision.) In addition to its functions as a magical focus the sickle also functions as a weapon, equivalent to a light sword +2xWDF.

Mistletoe: Mistletoe is sacred to the Celts, and a Druid will automatically incorporate it into any magical preparation such as a potion. It is fully enchanted for a Druid, and so may be employed by him without his reducing its BMR.

Sacred Oak Groves: The Oak is also sacred to the Druids, and within a Sacred Grove he will enjoy +10% enhancement of all spells, including learning spells, in addition to any other enhancements he may employ. Sacred Groves should be designated by the Game Master.

Druids have the ability to do the following Clerical Miracles (C&S, p.62) and acquire the power in the same fashion as do Christian Clerics:

- | | | |
|--------------------------|-------------------------|--------------------------|
| 1. Cure Minor Wounds | 8. Find the Open Way | 15. Strength of the Holy |
| 2. Purify Food & Water | 9. Recognize Evil | 16. The Great Cure |
| 3. Remove Curse | 10. Smite the Godless | 17. Control Weather |
| 4. Cure Disease | 11. Walls of Protection | |
| 5. Cure Serious Wounds | 12. Holy Word | |
| 6. Strength of the Holy | 13. Holy Symbols | |
| 7. Summon Lawful Monster | 14. Part the Waters | |

Druids who have the prerequisites may also become Physicians or Chirurgeons (see "Physician" rules in the C&S Sourcebook).

Druids advance according to their experience:

Aspirant : experience level 1
 Initiate : experience levels 2 to 6
 Druid : experience levels 7 to 12
 High Druid: experience level 13+

Initiates have the power to bestow Benedictions like a Monk (C&S, p.63).

Druids correspond to ordained clergy and can bestow Benedictions (C&S, p.63), Turn Away or Command Undead (C&S, p.63), and perform all the functions of ordained priests (C&S, p.63).

High Druids correspond to Bishops and can declare fugitives Excommunicated, Ordain Druid/Priests and Resurrect the dead (C&S, p.63).

All Clerical Miracles are performed at 80% - 5%/Alignment point over 1, just as for the Christian Clergy.

All other Magick is performed as for any Mage.

The Seer (Filid)

The filid is a very learned Druid of experience level 13+. A filid is capable of the following spells, which are performed in a Trance IX state:

Predict Weather: The ability to predict with 100% accuracy the weather for the next week within a 50-mile radius.

Locate Individual: The ability to locate any individual's position, provided that the Druid possesses some personal article of the person sought.

Speak with Animals: The ability to converse with any creature of Nature.

Protection from Fire: A very powerful protective spell which prevents the Druid from being harmed by ordinary fire, and which reduces the damage caused by Magick Fire to 50%.

Command Plants: The ability to control plant life and make it open a path through otherwise solid barriers of vegetation or to close in and prevent or hinder passage by others. An area of plant growth equal to the Druid's casting range in all directions will be affected.
Duration: 7 x usual spell duration.

Vision: The ability to commune with the spirits of the Higher Plane, who will answer 7 questions for the Druid. Only one Vision may be attempted per month, after fasting for 21 days without any other activity except prayer and meditation.

Word of Power: Weaken (C&S, p.96).

Word of Power: Blind (C&S, p.96).

Great Command: (C&S, p.96).

Enchanted Sleep: (C&S, p.96).

True Sight: (C&S, p.96).

A filid casts these spells of Command and Illusion as if an Adept of Circle X. Also, when "saving" from Commands and Illusions cast against him, a filid saves as if an Adept of Circle X. A filid cannot be affected, however, by any spells cast against him by another filid, or visa versa, for they are so familiar with these magicks that they can protect themselves fully against spells cast by others of their kind (though such action is unthinkable).

A filid is also capable of prophecy (equivalent to casting a horoscope) and is consulted to find out those omens favourable to an adventure, the choosing of a career/vocation, etc.

A filid is also a jurist by virtue of his great knowledge of the traditions and his deep insight. He is, in effect, a High justice or magistrate to whom offenders are brought to answer legal disputes and crimes. From the moment he attains experience level 6, a filid can adjudicate legal disputes and render sentence. Like High Druids, he has the power of Excommunication over offenders who do not come before him for judgment.

The Guiddonot

Women went to war in the Celtic lands, and it was not until the seventh or eighth century that the practice appears to have been abandoned. The guiddonot were female witches who specialized in Battle Magick. In effect, they were amazons trained to arms who used their magicks to enhance their fighting prowess. Boedicia of the Iceni, Maeve of Connaught, and many other examples of amazon warriors who not only fought in battle but who also led men. One cannot but wonder whether there was not a formal institution amongst the Celtic peoples.

The guiddonot live in a settled house (fortified) called Llys of Gwiddonod (The Witches' Court). A number of these would be scattered throughout the Celtic world.

As fighters, the guiddonot are armed with the usual weapons of chariot troops, and each guiddonot will have her own war chariot, with a superior male fighter/charioteer. Being women, they

are not quite the match of men for strength, and this they compensate for with their magick.

Guiddonot must have the following prerequisites:

Over 5'5" height	Constitution 12+	Dexterity 12+ (second requisite)
Strength 12+	Appearance 13+	Intelligence 12+

The guiddonot learn the following spells, which they are taught by their "sisters":

*Beserker Rage (C&S, p.96)	*Silence (C&S, p.99)	*Spells marked with
*Bravery (C&S, p.96)	*Far Sight (C&S, p.99)	an asterix must be
*Dispell Fatigue (C&S, p.98)	*Healing (C&S, p.100)	cast in potion form
Hold Portal (C&S, p.99)	*Haste (C&S, p.100)	and only affect the
*Night Vision (C&S, p.99)	*Speed (C&S, p.100)	one drinking it.
*Hear (C&S, p.99)	*Strength (C&S, p.100)	
Knock (C&S, p.99)		

All guiddonot advance in experience as fighters and do not receive any experience for performing magick. They may learn additional spells from a gwrach, however, to augment their powers. They do not possess a focus.

The Gwrach

The gwrach ("Hag") is the genuine harriidan or witch. Her prerequisites are Appearance 1-4, Intelligence and Wisdom 13+, and Alignment 15+. Her second requisite is Intelligence.

Gwrach are very powerful conjurewives and largely use potions to cast their magick. They can cast Black Magick spells directly, however, in the form of curses. To do this, however, they must cast the spell in poetic form (incantation), and players of such characters must compose the verses containing the curse.

Basic Magick is barred to the gwrach, with the exception of:

Create Fire/Create Smoke/Create Light or Dark.
Create Water/Create Fog & Mist.
Create/Detach/Affix/Accelerate/Concentrate/Remove Poison Gas.

When using potions to give them the power, gwrach may cast spells of Command and Illusion up to the Ninth Circle, any spell being cast as an adept at the same level as her spellcasting level (eg: casting level 5 = Fifth Circle). If administered to the victim in a potion, the targeting is automatically 90%.

Gwrach have very extensive knowledge of spells of Ancient Lore and may learn all such spells to level 9 from their Mistresses.

Gwrach specialize in Black Magick, and may learn all such spells from their Mistresses. In addition to the Black Magick spells in C&S, p.101, the following may be added to the list:

BMR 1 at Casting Level 1:

Sour: A curse to sour cream, curdle the milk of 1-3 cows/MKL (3x that number if goats), or sour 1 cask of beer/2 MKL. This is a nuisance spell with a duration of 1-3 weeks if cast against cattle. Remove Curse will lift the curse from cattle; drinks are spoiled.

Wilt: A curse to cause plants to wither. It will instantly kill any plants within a 10' x 10' area or will cause 1-6 acres/MKL to waste away over a 21-day period, with -5% crop loss per day of withering. The Curse may be lifted by Remove Curse.

Evil Dreams: A curse to send a nightmare against a person of the gwrach's choosing, with a range of 1 mile/MKL up to level 7, and 3 miles/MKL above that. The nightmare will prevent any recovery of fatigue during sleep, and nightmares will last 1-3 days. A Remove Curse is

necessary to lift the Evil Dreams.

BMR 2 at Casting Level 2:

Lame: A curse to cause 1 animal to go lame for 1 day x MKL of the gwrach. A lame animal cannot move faster than 1/4 speed and tires 3 x as fast as a healthy one. If performed 3x, the spell is permanent. Remove Curse will lift the curse if performed within 7 days.

Blind: A curse which blinds 1 animal permanently or 1 man for 1 turn x MKL of the gwrach.

Blight: A curse with 3x the effect of Wilt. It may be cast only by gwrach with Intelligence of 16+ and Appearance 1-2. Remove Curse will lift the curse.

BMR 3 at Casting Level 3:

Sleeplessness: A curse which prevents sleep. The spell is the same as Evil Dreams except that after the first day the victim loses 1/2 of all fighting bonuses. A Remove Curse is necessary to lift the curse.

Unhealing Wounds: A curse which prevents normal healing and increases healing time x 3. A Great Cure is necessary to counteract the curse.

BMR 4 at Casting Level 4:

Wither Limb: A curse which causes one limb to wither and lose all of its strength. A Remove Curse and a Great Cure are required to lift this terrible curse.

Age: A curse which causes the victim to age 1 year per day to a maximum of 3 x the MKL of the gwrach. Only the gwrach casting the curse or another gwrach greater than she can reverse the process. Women lose 1 Appearance point/3 years of aging.

BMR 5 at Casting Level 5:

Paralysis: A curse which causes 1 victim to lose all power of movement for 1-3 turns. A victim must be touched for the curse to be effective.

BMR 6 at Casting Level 6:

Infertility: A curse which prevents animals/men from conceiving. A Remove Curse is needed to lift the curse from each victim. From 1-6 individuals will be affected/MKL of the gwrach.

BMR 7 at Casting Level 7:

Barren Fields: A curse like Blight, only it spreads 1 mile per day for each MKL of the gwrach until the curse is Removed. This is a real "instant famine" spell.

BMR 10 at Casting Level 10:

Plague: A curse which brings any plague named by the gwrach (see "Physicians, Wounds, and Diseases" in the C&S Sourcebook for details). A gwrach will employ such a curse only if in extremis and about to be executed as a witch or if direly wronged. It is usually used to punish Kings and great nobles.

In addition to these spells, the gwrach also has the ability to change her appearance. A gwrach can increase her Appearance score by 2 points/MKL, with a spell duration equal to 3 x the PMF duration. When embodied in a potion, the spell will permanently increase/decrease the beauty of a woman by 1 Appearance Point (gwraches excluded!) Thus the spell may be used as a curse or as a "blessing" of sorts.

Gwraches are specialists in mind-altering potions, such as Love Potions, and delight in doing mischief with them. Indeed, much of their daily trade is in such items. They are also capable of preparing the antidotes (Remove Curse in philter form).

Gwraches do not use weapons to fight, relying on their talon-like nails to damage their enemies. The amount of damage they can do, and the effect of their attacks depends upon their experience levels:

Harridans: levels 1-7: 3 x WDF MMC 3 medium claws (7.5 pts/blow)
Hags : level 8+: 3 x WDF MLC 3 large claws (10.5 pts/blow)

Hit/Parry/Dodge bonuses are as for non-fighters, according to the PCF.

Finally, gwraches are capable of doing healing spells. At experience level 3 they may Cure Minor Wounds (75% chance). At experience level 7 they may Cure Serious Wounds (60% chance). At experience level 13 they may Cure Disease (50% chance). These powers are acquired naturally.

A word of warning: The gwrach prefers to be addressed as "Mother", so don't call her an "Old Crone" or anything disrespectful if you wish to remain on her good side. Hags have their pride, you know.

The gwrach receives experience only for the practice of magick.

Social Status

Characters born into Celtic settings will have their initial status determined by their father's rank in society, and they build upon this by entering service, etc., and by gaining experience.

Father's Social Class:

01-10 = Slave
11-60 = Common Warrior
61 = Noble (flaith)

Character's Sibling Rank: As given in C&S, p.8

Character's Family Status: As given in C&S, p.8. The Black Sheep literally runs away from home and never returns unless he makes a real success of himself.

Father's Social Rank:

Father of Royal Blood

01-65 = Cousin of the King
66-75 = Brother/Bro.-in-law of king
76-85 = Uncle of the King
86-90 = Father-in-law of the King
91-92 = 6th Prince/Princess
93-94 = 5th Prince/Princess
95-96 = 4th Prince/Princess
97 = 3rd Prince/Princess
98 = 2nd Prince/Princess
99 = 1st Prince/Princess
00 = The King/Queen

Father's Position in Society

Cousin of King = rich warrior
Bro. of King = Chieftain
Bro.-in-Law = Chieftain (01-70); Prince (71-00)
Uncle of King = Chieftain (01-70); Prince (71-00)
Father-in-Law = Chieftain (01-20); Prince (21-40);
King of foreign nation (41-00)
Prince = Bro. of King. the 2nd to 4th Princes will be Chieftains of clans; the 5th and 6th Princes will be officers in the Royal Guard.

Also check for mother's rank. 01-90 = rank of her father (determine social class); 91-00 = of royal blood, a foreign Princess. In that last instance, go directly to the Father of Royal Blood Table for her rank in the family. If she is a Queen, she is the ruler and her husband has gained control of her kingdom. If a character's father is a King, his mother will always be of Princess rank, so roll D10 and read up from 91.

If a character's father is a King, there is a 1-20% chance he is a ri ruirech (High King)

Father of Warrior Rank

01-40 = Clan Warrior
41-50 = Clan Guardsmen
51-60 = Clan Noble (Chieftain's kin)
61-65 = Chieftain

Father of Commoner Rank

01-40 = Farmer
41-50 = Herdsman
51-60 = Shepherd
61-70 = Hunter

cont. Father of Warrior Rank

66-90 = King's Guard
 76-80 = Guard Officer
 81-95 = High King's Guard
 96-00 = High King's Officer

Father of Commoner Rank

71-80 = Fisherman
 81-00 = Minor Craftsman

Father of the aes dana

All Warriors are farmers. High ranking nobles own 50-300 acres. These include Clan Nobles, Guard Officers. Chieftains have holdings according to the size of the clan. 01-15% chance father is a Baird if a Warrior or Guardsman.

01-10 = Druid
 11-20 = Baird
 21-35 = Physician
 36-50 = Armourer
 51-65 = Goldsmith
 66-80 = Artist
 81-00 = Musician

Father a Thrall

First, check for the father's rank in a "civilized" country, another tuatha, or a Nordic country - at the Game Master's discretion. As a Thrall, the character will be unskilled or be skilled in some craft. Then roll to see who owns him.

Slaves are not allowed to bear arms and are the absolute properties of their masters. If freed, they become of commoner rank.

SOCIAL STATUS

The social status of a character depends initially upon the status of his father:

<u>Rank in Social Class</u>	<u>Status</u>	<u>Rank in Social Class</u>	<u>Status</u>
Slave	0	Chieftain #1	10
Clan Warrior	3	Chieftain #2	12
Clan Guardsman	5	Chieftain #3	14
Clan Noble	9	Chieftain #4	16
King's Guard	7	Chieftain #5	18
King's Guard Officer	10	Chieftain #6	20
High King's Guard	10	Chieftain #7	22
High King's Officer	15	Chieftain #8	23
Commoner	1	Chieftain #9	24
<u>Aes dana</u> Craftsman	10	Chieftain #10	25
Baird	10	Prince/Princess	27
Dduid	15	King/Queen	30
		High King	40

The status points assigned to a character at birth can be augmented by the following points for attaining a particular position in society. Only one bonus may be added:

<u>Aes dana</u> craftsman/physician	1 +1/exper. level*	Chieftain	+15
Druid	2 +1/exper. level	Prince/Princess	+20
High Druid	10 +1/exper. level	King/Queen	+35
Baird	5 +1/exper. level*	High King	+50
Chieftain's Guard	+5		
Chieftain's Officer	+6	Guiddonot	+1/exper. level
King's Guard	+6	Gwrach	+1/exper. level
King's Officer	+8		
High King's Guard	+8	King's Advisor	+20
High King's Officer	+10	King's Champion	+25
Artist/Musician	2 +1/exper. level*	King's Baird	+25

*to maximum of 15 status points.

Mass Combat Modifications

COMMANDER'S CHARACTER (C&S, p.40)

Some nations and peoples maintained the equivalent of staff colleges and officer training schools. Nor was this practice limited to civilized nations like the Byzantine Empire; Emujin's Mongols received similar training in the crack *keshik* or Imperial Guard. In such instances, attendance at a staff college reduces Commander Character rolls by 1-20%. Intelligent leaders (IQ 13+, Wisdom 13+) may also add +1 to their CL after one year's service in an elite unit.

INSUBORDINATION (C&S, p.41)

The insubordination rules are optional and do not have to be used. If they are used, add the following factors if a Superior Commander is within 250mm (10 inches) of a subordinate leader:

Superior's CL is 4 = -1 Superior's CL is 5 = -3 Superior's CL is 6 = -4

The presence of a superior (eg: the Battle Commander near Unit Commanders or the Commander near Battle Commanders) tends to exert restraint on otherwise insubordinate leaders. When a leader's immediate superior or else the Army Commander is within 250mm of the subordinate and his standard can be seen, a subordinate will add the negative factors given above to his obedience check. An Army CinC will add his CL restraint to his own obedience to orders written by players because his own insights into sound military tactics will restrain his natural impulses.

MISSILE FIRE (C&S, p. 43-44)

The following modifications are recommended for all archery and crossbow fire, and they replace the previously applicable sections:



Tactical Factors:

Mounted Crossbows & Horse Bows	: -1 ^a	Target is standing	: +1
Long Range Fire	: -2	Target fired upon from the rear	: +3
Missile troops are retiring	: -2 ^a	Type A missile troops firing	: +2
Target in natural cover	: -2	Type B missile troops firing	: +1
Target exposed on battlements	: -4	Missile troops firing from height	: +1 ^b
Target behind arrow slits	: -6	Missile troops firing from defenses	: +2 ^c
Open order target	: -1	Missile troops protected by infantry	: +1 ^d
Open order target over 60m/yd	: -2	Hand-hurled weapons at 10m/yd	: +1
Target not in range for full phase	: -2	Elvish bowmen/Hobbit slingers	: +3
Target moved 80m/yd	: -2	Longbowmen	: +2
Target infantry with large shields	: -2	Mercenary Heavy Crossbowmen	: +2
Target is Nordic Shield Burgh	: -3	Mongols of the Empire	: +1
Target on barded horses	: -1	Arquebusiers firing at less than 25m/yd:	+4
Target protected by mantlets	: -6		

^aPenalty applies chiefly to Europeans; Steppe Nomads, Byzantines, and Saracens generally trained in such tactics and would not be adversely affected.

^bAlso increase range by 10m/yd (25mm) per 10 feet of height advantage, added to long range.

^c"Defenses" include sharpened stakes, earth walls, palisades, mantlets, seige towers, protective buildings, or fortifications - all of which increase an archer's sense of security.

^dMissile troops must be protected by SSH, PL, or PC formations.

Windage Factor:

The windage factor given here will replace the system in C&S, p.43. Windage is added to the Tactical Missile Factor. Roll D10, with class A archers/crossbowmen/arquebusiers adding +1 and Elvish bowmen adding +2 to the die. Long range fire subtracts -1 for all troops.

Die Windage

<u>Die</u>	<u>Windage</u>	<u>Die</u>	<u>Windage</u>
1	-4	6	+1
2	-3	7	+2
3	-2	8	+3
4	-1	9	+4
5	0	10	+6

Javelins, axes, and archery at effective range are an automatic +2 or else check windage.

<u>Type of Missile Weapon</u>	<u>LI</u>	<u>MI</u>	<u>HI</u>	<u>HAI</u>	<u>LC</u>	<u>MC</u>	<u>HC</u>	<u>AC</u>	<u>HAC</u>	<u>SHAC^a</u>
Elvish Longbow	8	7	5	3	8	7	5	3	2	1
English Longbow	7	5	3	1	7	6	4	2	0	-1
Oriental Composite Bow	7	5	3	1	7	6	4	2	0	-1
Horse Bow ^b	7	4	0	-2	7	4	1	-2	-3	-4
Mongol Horse Bow ^b	7	4	2	1	7	5	3	1	0	-3
Light Crossbow	4	4	3	1	5	4	3	1	0	-1
Heavy Crossbow	4	4	4	3	4	4	4	4	3	2
Short Bow	7	3	0	-2	7	4	1	-2	-3	-5
Slingstaff	7	3	1	0	7	4	2	0	-1	-5
Javelin	7	6	3	-1	7	5	2	-1	-3	-5
Axe	7	6	1	-2	7	5	2	-2	-4	-6
Arquebus ^c	8	8	8	8	8	8	8	7	6	5

^aSuper Heavy Armoured Cavalry on the late feudal/early Renaissance model, with very extensive use of plate armour and barding. +10 casualty points for armour.

^bHorse Bows have the same range as Short Bows.

^cThe arquebus is a short-range firearm (effective 0-25mm; long 26-75mm). It is quite inaccurate, so a windage check must be made. Only class A or B mercenaries will employ them (150% Heavy Crossbowman pay). Cost is 3x that of heavy crossbows.

SEIGE ENGINE FIRE

All seige engine rate of fire and ranges are given on p.48 of C&S. Springnals and Scorpions

have the range of a 50 Dr. Onager. Short range is 1/4 maximum range. All bombards have the range of trebuchets.

Seige Engines are rated according to the damage they will do, rather than according to tactical factors. Damage is affected by range and windage; and each engine fires independently.

<u>Type of Artillery</u>	<u>Effective Range</u>	<u>Long Range</u>	<u>On Walls/Earthworks</u>
Scorpion	1D6 on one figure	50%	25%
Springnal	2D6 on one figure	50%	25%
Onager	1D6/50 Dr. on 2 figures	50%	25%
Mangronel	1D6/50 Dr. on 2 figures	50%	25%
Trebuchet	1D6/50 Dr. on 2 figures	50%	25%
Bombard	1D6/50 Dr. on 4 figures	50%	25%

Damage is given per seige engine/bombard. Each engine may affect the number of figures drawn up in ranks given under Effective Range. A Trebuchet, for example, will affect 3 figures if drawn up in triple ranks, with damage assessed against each figure. At ranges under 100m/yd, bombards may be loaded with scrap iron and stones to discharge a primitive form of grapeshot, and may cover a frontage of 3 figures with a depth of 3 figures, with 100% damage given under Effective Range. Only figures actually struck receive damage.

Windage

Artillery may fire long or short. Roll 2D6, preferably of different size and/or colour. One die represents ranging (long, short, on target), the other the degree over or under the target:

<u>Ranging Die</u>	<u>Over/Under Die</u>	
1, 2 = short	1 = 10m/yd short/long	4 = 40m/yd short/long
3, 4 = on target	2 = 20m/yd short/long	5 = 50m/yd short/long
5, 6 = long	3 = 30m/yd short/long	6 = 60m/yd short/long

Ranges are measured to the front of the leading target figure.

TACTICAL DEPLOYMENT OF ARTILLERY

Artillery takes time to set up and, once in position, cannot be moved effectively for the duration of battle. Fire is in line of sight only. The following times are required to position seige engines:

Scorpion : 2 battle phases	Mangronel: 5 battle phases
Springnal: 3 battle phases	Trebuchet: 9 battle phases + 1/100 Dr. shot
Onager : 5 battle phases	Bombard : 5 battle phases + 1/100 Dr. shot

COST OF BOMBARDS

Bombards cost 200 GP per 50 Dr. of shot fired and are served by crews the size required for trebuchets.

MILITARY ARTIFICERS

Military Artificers are always in scant supply. Generally, 1 Military Artificer is required for each 3 crewmen of a seige engine, and they are class A Mercenaries. About 1 Artificer will be found for every 100 Men-at-Arms, Sergeants, and Mercenaries in a feudal lord's forces.

SCORPIONS

Scorpions are served by 4-man crews and cost about 50 GP each. They can be deployed in units of 5/figure. They may fire twice per combat phase.

CLOSE COMBAT: SHOCK (C&S, p.44)

The following modifications are recommended to permit a wider range of combat options:

<u>Attacker's Tactical Advantages</u>		<u>Defender's Tactical Advantages</u>	
Feudal Chivalry attacking	+1	Feudal Chivalry defending	-1
Class A troops attacking	+2	Class A troops defending	-2
Class B troops attacking	+1	Class B troops defending	-1
Super Heavy Cavalry (SHAC)	+3	SHAC defending	-4
Heavy Armoured Cavalry (HAC)	+2	HAC, AC, barded cavalry defending	-3
Armoured Cavalry (AC)	+1	Other cavalry defending	-2
Barded non-chivalric cavalry	+1	Per rank of HAI or HI in close order ^d	-1
Centaurs charging	+2	Nordic Shield Burgh:	
SHAC charging, per 2 figures	+1	Huscarls, Berserkers	-2 + -1 per rank
HAC, AC charging, per 3 figures	+1	Guardsmen (HI, HAI)	-1 + -1 per rank
HC, MC charging, per 4 figures	+1	Class A/B HI	-1 per rank
LC charging, per 5 figures	+1	Class C HI, MI, per 2 ranks	-1
Cavalry with heavy lances	+3	Infantry with pole arms	-1
Cavalry with light lances	+1	Infantry with pikes, per rank	-1
Mongol Medium Shock Cavalry	+1	Infantry with pikes vs cavalry ^e	-2
Mongol Keshik Unit	+1	Attacking troops are fatigued	-2
Charging Infantry, per 6 figures	+1	Defending troops are fresh	-1
HAI or HI in close order	+3	Attackers are disorganized	-2
Troops have pole arms	+1	Defenders are upslope	-2
Per rank of pikes	+1	Defenders behind field defenses ^f	-3
Pikes/pole arms vs none	+2	Attack made across muddy/broken ground	-2
Pikes/Nordic Axemen vs Cavalry	+3	Attackers using peasant arms	-1
Fresh troops attacking	+2	Defenders formed square vs cavalry ^g	-2
Defenders are fatigued	+2	Defender's Morale is higher	-1/ML dif.
Defenders are disorganized	+2	Commander's ability is higher	-1/CL dif.
Uncontrolled advance	+1		
Defenders are downslope	+2	An earthen wall or an abatis will completely	
Defenders are standing	+1 ^a	disrupt a cavalry charge or close-order in-	
Defenders attacked in flank	+2 ^b	fantry charge. Attackers have the option in	
Defenders attacked in rear	+4 ^b	such instances of going to a melee attack.	
Defenders with peasant arms	+1	Calthrops and stake barriers also disrupt	
Nordic Berserkers, per figure	+2	charges, so do not apply charge bonuses.	
Fanatics attacking, per figure	+1 ^c		
Attacker's morale is higher	+1/ML dif.	Pits dug in front of a position completely	
Commander's ability is higher	+1/CL dif.	disrupt cavalry charges and <u>deliver an attack</u>	
		against the charging unit equal to the number	
		of figures affected at 10 combat factors on	
		the Casualty Table.	

^aHowever, if pike are standing against cavalry, or a Nordic Shield Burgh is standing to receive any kind of charge, disregard this bonus. The same is true for charges received behind field defenses.

^bFlank and rear attack bonuses apply only to those figures actually making the attack. Figures not in contact with the flank or rear of a defender do not receive the bonus.

^cFanatics tend to arise only in religious wars or in Religious Fighting Orders.

^dNordic Shield Burghs are separate from this bonus; do not apply it twice.

^eThis bonus is added in addition to the defense bonus per rank of pikes.

^fField defenses include sharpened stake barriers, abatis, earthen walls, pits, and calthrops. Full scale fortifications always break a shock impetus; go to melee.

^gThe square formation should be characteristics of the military practice of the defenders. Nordics, Swiss, Scots (of the 13th - 14th Centuries), and Ancient Greeks and Romans made common use of the practice. It is less likely amongst European feudals (but not unheard of) and is rare amongst barbarians like the Picts and Celts.



Type of Shock Weapon	LI	MI	HI	HAI	LC	MC	HC	AC	HAC	SHAC/plate
CAV. Heavy Lance	7	7	6	5	7	7	6	5	5	4
Light Lance	8	6	5	3	8	6	4	3	1	-1
Spear/Javelin	6	5	4	2	6	5	4	2	1	-1
Heavy Weapons	6	5	4	3	6	6	5	5	3	2
Light Weapons	4	3	2	1	6	5	4	1	0	-1
INF. Pikes	8	6	4	3	8	6	5	4	3	2
Halberds/B.Axes	7	6	5	4	7	6	5	4	3	3
Pole Arms	6	5	3	2	6	5	4	3	2	1
Heavy Weapons	5	4	3	2	5	4	4	2	1	1
Light Weapons	4	3	2	0	4	3	2	1	0	-1

Random Shock Factors

Roll 1D6 (1-2-3-4-5-6) for Knights, Feudals, Dwarves, Hobbits, Steppe Nomads prior to the Mongol reorganization of the army (Mongol Empire), Nordic, Celts, Picts, etc., and for all Monsters.

Roll 1D6 special averaging die (2-3-3-4-4-5) for Mercenaries, Feudal and Civic Regulars, Mongols of the Empire, and Elves.

CLOSE COMBAT: MELEE (C&S, p.44)

The following modifications are recommended to permit a wider range of combat options:

Attacker's Tactical Advantages

Feudal Chivalry attacking	+1
Class A troops attacking	+2
Class B troops attacking	+1
Mercenaries/Regulars/Elves	+1
SHAC attacking	+3
HAC/AC attacking	+2
Barded non-chivalric cavalry	+1
Cavalry vs Infantry	+2
Cavalry vs lighter Cavalry	+2
HAI attacking in close order	+3

Defender's Tactical Advantages

Feudal Chivalry defending	-1
Class A troops defending	-2
Class B troops defending	-1
Heavier Cavalry vs lighter Cavalry	-2
Defending Cavalry is SHAC, HAC, AC	-2
Barded non-chivalric cavalry defending	-1
Cavalry vs Infantry	-2
HAI/HI in close order, per 2 ranks	-1
Nordic Shield Burgh (may add to HAI/HI)	-2
Troops have pole arms	-1

cont.

Attacker's Tactical Advantages

HI attacking in close order	+2
Troops have pole arms	+1
Troops have halberds/battle-axes	+3
Per rank of pikes	+1
Nordics with battle-axes vs Cav.	+2
Pole arms/pikes vs none	+2
Halberds/battle-axes vs pike or pole arms	+4
Defenders are fatigued	+2
Defenders are disorganized	+2
Attackers are fresh	+2
Attackers advanced this turn	+1
Uncontrolled advance/charge	+1
Defenders are downslope	+2
Defenders attacked in flank	+2
Defenders attacked in rear	+4
Attacker's morale is higher	+1/ML dif.
Commander's ability is higher	+1/CL dif.
Beserkers, per figure	+2
Fanatics, per figure	+1

Defender's Tactical Advantages

Troops have pikes	-2
Troops have pikes vs Cavalry	-2
Troops have pole arms/pikes vs none	-2
Halberds/battle-axes vs pikes/pole arms	-2
Attackers have peasant weapons	-1
Attackers are fatigued	-2
Attackers are disorganized	-2
Defenders are upslope	-2
Defenders behind field defenses	-2
Defenders on earth wall/behind abatis/inside field stockade/redoubt	-4 ^a
Defenders on wall of fortification	-6 ^b
Defender's morale is higher	-1/ML dif.
Commander's ability is higher	-1/CL dif.

^aThis bonus is not applicable if the attackers have ladders, siege towers, etc., to equalize the situation.

^bLadders reduce this bonus to -3; siege towers eliminate it.

Type of Melee Weapon	LI	MI	HI	HAI	LC	MC	HC	AC	HAC	SHAC/plate
CAV. Heavy Weapons	6	5	4	3	6	6	5	4	2	2
Light Weapons	6	5	3	1	6	5	3	1	0	-1
Lances	6	4	3	2	4	3	2	1	1	0
INF: Heavy Weapons	6	5	4	3	5	4	3	2	1	1
Halberd/B.Axe	7	6	5	4	7	7	6	4	3	3
Light Weapons	5	4	2	0	4	3	2	0	-1	-2
Pole Arms	5	3	2	1	5	5	3	1	0	0
Pikes	6	5	3	1	5	5	4	3	2	1
Mixed PC/PL	5	3	2	0	5	4	3	2	1	0

Random Melee Factors: Dice are rolled as described for Random Shock Factors, above.

LITTERED GROUND (OPTIONAL)

Thanks to Mike Gilbert (Archworld), the problem of depicting the piles of corpses left behind when a figure is annihilated and removed has been solved. "Casualty stands" or cards of 25mm x 25mm (infantry) and 25mm x 50mm (cavalry, large monsters) are placed in the spot vacated by figures removed from play. To cross over or fight through such stands brings penalties:

Infantry Casualties	Cavalry Casualties	Mixed Stands
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1	or	1
2	or	2 or 1 of each
3	or	3 or 2 and 1
4	or	4 or any combination
5	or	5 or any combination
6	or	6 or any combination

Effects of Littered Ground on Movement & Combat

Reduce move by -25mm (10m/yd).
 Reduce move by 1/4; no charge over area by Cavalry.
 Reduce move by 1/3; no charge over area.
 Reduce move by 1/2; unit passing through will be disorganized; no charges possible.
 Reduce move by 2/3; unit is disorganized; no charges are possible; all melee/shock in/out reduced -4CF.
 Area literally piled with bodies; no passage at more than 25mm (10m/yd); unit is doubly disorganized; reduce CFs by -6.

ORGANIZED PIKE FORMATIONS (OPTIONAL)

With the later Feudal period and the Renaissance came highly efficient and well trained pike formations like those of the Swiss, Germans, and Spanish. Such units may add figures 3 ranks deep to determine attacks, with ferocity bonuses of +1/figure in the front rank. Cavalry will check morale -6 when ordered to charge such formations frontally unless gaps have been opened in the line or the line is only one rank deep.

Swordsmen armed with short-swords and bucklers have the ability, if placed behind a rank of pikemen, to dart forward if their pikemen have "raised" up the pikes of their opposing pikemen. The swordsmen attack the enemy pike as LC for the melee phase, while the defenders are "disorganized" (-2) and must reply with side arms (swords, etc.). Both players roll 1D6, with high roll the winner to "raise pikes". If both formations have swordsmen and fail to raise pikes (an attempt must be made for the rule to apply), side(s) failing fight at -3 CFs. Pikes may be raised only during melee phases of combat.

UNUSUAL UNITS

There are a number of units that do not find their way onto a battlefield often, and thus they were omitted from the general rules. These are:

Heavy Chariots: With HAC movement and HC attack/defense capabilities, heavy chariots carry 3-men crews. One drives while the other two fight. Thus it has an attack value of 2 HC figures per chariot figure. Crews are in banded or mail armour, with open conical helms. The fighters have heavy shields, 3 javelins each, a bow and 40 arrows each, and perhaps one light lance/chariot. All bear light or heavy side arms. Crews are A or B class HI when dismounted and can generate 1 foot figure (plus 1/2 for drivers) per chariot. Teams are in 3s or 4s, and the horses are of high quality. Use is prohibited in swampy or broken terrain, or in wooded areas off roads. Mud slows them to 2/3 AC movement in such conditions. Steep slopes prevent uphill charges. 10 chariots/figure, with 35mm front.

Light Chariots: With MC movement and MC attack/defense capabilities, light chariots carry 2-man crews. One drives and the other fights. Thus it has an attack value of 1 MC figure per chariot figure. The crews wear leather armour, with 3 javelins, a bow and 40 arrows, and perhaps a light lance for the fighter. Both bear light or heavy side arms, and the fighter has a heavy shield. Crews are A, B, or C class MI or HI when dismounted and can generate 1 foot figure/chariot if both dismount or 1 foot figure/2 chariots if the drivers remain aboard. Teams are in 2s or 3s, with horses of high quality. Mud slows them to 2/3 MC movement, use is prohibited in swampy or broken terrain or wooded areas off roads, and steep slopes prevent uphill charges. 10 chariots/figure, with 30-35 mm front.

Chariots have the following characteristics:

<u>Type</u>	<u>Crew/Chariot</u>	<u>Men/Fig.</u>	<u>Foot.Fig./Chariot</u>	<u>Attack Charge</u>	<u>Casualty Points</u>		
					<u>A</u>	<u>B</u>	<u>C</u>
Hv (AC)	3x HI	30	1.5 or 1 HI or HAI	2x HC as HC	55	50	-
Lt (MC)	2x MI or HI	20	1 or 0.5 MI or HI	1x MC as MC	40	37	35

War Elephants: With 3/4 HAC movement and SHAC attack/defense capabilities, War Elephants carry 6-man crews. One directs the animal while the others fight. Thus it has an attack value of 4 SHAC figures per elephant figure. Crews are in banded or mail armour, with open conical helms. Three fighters have heavy shields and 3 javelins each; the other two are archers with a bow and 40 arrows each. All bear heavy or light side arms. Crews are A or B class HI when dismounted and can generate 2 foot figures/elephant figure.

There are 8 elephants/figure, with 40 fighters and 8 handlers (who do not leave their charges untended). Elephants are prohibited in swampy or broken terrain, cannot charge upslope, and are slowed to 1/2 SHAC movement in muddy terrain. If they panic, they will turn around and charge blindly off the field, attacking anything in their way. Casualty point values are: A = 110; B = 100. Charge and combat bonuses are applied at 4x SHAC/elephant figure.

PERSONALITY FIGURES (OPTIONAL)

Command figures are rated at double their normal value in attack and defense.

If characters are present on a battlefield, they must be assigned a figure which represents them and their immediate companions in the field. One character/figure may assign 5% of his body and fatigue level to the figure's casualty point level. If it is a Command figure, it is also rated at double strength.

Command and personality figures are the last to be removed from a unit.

Superhuman characters automatically double the normal value of a unit once they are at level 6 (proven warriors). If the figure is also a Command figure, its value is thus tripled.

Special mounts will also increase individual figure strengths, as will be seen in Battlefield Magick, below, under "Magical Troops and Monsters".

Battlefield Magick

Strictly speaking, war is the province of fighting men, and rarely do Mages become involved with large-scale conflicts. However, occasions do arise when magical forces may be required on a battlefield. When a Mage does join an army, however, the Game Master should keep it in mind that the other side may also have recourse to Magick Users and should provide accordingly to maintain some play balance by providing NPCs of comparable proficiency, if actual character Mages are unavailable or unsuitable.

CASTING SPELLS

Relative to the large scale of battle, Magick Users have limited powers. Few spells will have the power to directly affect the outcome of a battle, although some (like Weather Control) may have an effect on the efficiency of troops. Worst of all, Mages usually have to come into range of enemy missile troops, etc., to perform many spells - something they are loathe to do unless necessary.

1. Rate of Spell Casting: A Mage may prepare and cast spells at the following rate:

<u>Spell Level</u>	<u>Preparation Time</u>	
Devices	Immediate Effect. A Mage may fire 1 spell/combat phase per 3 Dexterity points, to the limit of his fatigue levels.	
I to III	15 minutes/ $\frac{1}{2}$ MKL of caster.	Spells cast other than through a device must be prepared beforehand. The limit to the number of spells that may be cast/battle turn is a function of the Mage's proficiency and the time taken to create the effect, subject to fatigue limits.
IV to V	20 minutes/ $\frac{1}{2}$ MKL of caster.	
VI	30 minutes/ $\frac{1}{2}$ MKL of caster.	
VII	50 minutes/ $\frac{1}{2}$ MKL of caster.	
VIII	60 minutes/ $\frac{1}{2}$ MKL of caster.	
IX	70 minutes/ $\frac{1}{2}$ MKL of caster.	
X	90 minutes/ $\frac{1}{2}$ MKL of caster.	

2. Duration of spells is computed on the basis of 1 turn for spell-casting = 3 minutes. Battle turns represent 30-minute periods divided into two 15-minute phases (see C&S, p.37). Unless Command or Illusion effects will last for 15 minutes (minimum of 5 turns for spell duration), they are ineffective.
3. Range of spells is the same as that given for a Mage's PMF or in spell descriptions.
4. Targeting is usually on area percentages ($50\% + 2\%/MKL$), with all men/animals in the area being affected if the targeting is successful. Target Area is 25mm x 25mm, with an additional unit of area possible per 4 MKL of the caster for offensive magick.
5. Basic Magick effects have the following damage effects:
 - Fire: D6 points of casualties/Volume (Fireball).
 - Magick Fire: 3D6 points of casualties/Volume (Fireball).
 - Flame: 2D6 points of casualties/Volume (Stream), directed at a single.
 - Smoke, Light/Dark: 1 25mm x 25mm area filled per Volume cast.

Dense Rock: Equal to fire from a 200 Dr. Trebuchet/Volume cast.

Porous Rock: Equal to fire from a 50 Dr. Mangonel/Volume cast.

Sand/Dust Cloud: 1 25mm x 25mm area filled per Volume cast. Visibility reduced to 50% (reduces missile fire), and troops lose -4 CL in the choking cloud.

Ice: D6 points of casualties/Volume (Iceball).

Rain/Spray: 1 25mm x 25mm area filled per volume cast. Rain reduces ground to mud instantly; spray requires 30 minutes. Can be used to put out fires (evens on D6).

Fog/Mist: 2 25mm x 25mm areas filled per Volume cast. Equal to Dense Fog or Light Fog (C&S, p.36, "Visibility").

Water: Each volume of Water created will extinguish a fire in a 25mm x 25mm area.

Air: A beam of air will stir up sand/dust equal to 1 25mm x 25mm area per Volume cast.

Poison Gas: 3D6 points of casualties/Volume, with 1 25mm x 25mm area affected per volume.

Fire produces incendiary damage to structures equal to one keg of naptha/volume. Magick fire doubles incendiary damage.

Sheets of material, such as Ice or Water, may be created to create barriers. Ice will reduce movement to 20m/yd if those crossing are to keep their footing. Fire creatures will not cross water. Walls may also be created in the volumes given in C&S.

Fire will do double damage to Undead, Water beings, and other beings especially sensitive to its effects. Water will do double damage to Fire beings. Rocks will do double damage to creatures of the Air. Air (poison gas) will do double damage to beings of the Earth. This is in keeping with the antipathies of the four elements and bears special relevance to combatting Elementals. Animals will not cross "sheets" of fire.

6. Spells of Detection, Communication, and Transportation operate as given in C&S.
7. Commands will affect a target area (see #4 above).
8. Illusions will affect a target area (see #4, above).
9. Ancient Lore operates as given in C&S.
10. Demonology operates as given in C&S.

COMMANDING MONSTERS

Mages are usually required to command the more "exotic" Monsters brought on a battlefield, such as Trolls, Orcs, Undead, Demonic Troops, Dragons, etc.

"MAGICAL" TROOPS & MONSTERS

The following "magical" or monstrous forces may be found on a battlefield IF a player has been able to acquire them:

Legendary Mounts: The following mounts may perhaps be encountered individually, but never will they be found in numbers sufficient to form entire units (even one figure seems to be unlikely) at any one time: Griffins, Hippogriffs, Unicorns, Great Horses, Pegasi. These mighty steeds will have enhancing effects on fighting abilities of individuals.

<u>Mount</u>	<u>Armour</u>	<u>Movement</u>	<u>Flight</u>	<u>Attack/Defense</u>	<u>Casualty Pts.</u>
Griffin	SHAC	HC	2x LC	2x SHAC Fig.	90/Individual
Hippogriff	SHAC	MC	2x LC	2x SHAC Fig.	75/ "
Unicorn	MC	LC + 25%	-	2x MC Fig.	60/ "
Great Horse	LC	LC + 25%	-	1x LC Fig.	40/ "
Great Horse	MC	LC + 15%	-	1x MC Fig.	45/ "
Great Horse	HC	LC + 10%	-	1x HC Fig.	50/ "
Great Horse	AC	MC	-	1x AC Fig.	55/ "
Great Horse	HAC	HC	-	1x HAC Fig.	60/ "
Great Horse	SHAC	HC	-	1x SHAC Fig.	65/ "
Pegasus	MC/HC	LC + 25%	4x LC	1x MC/HC Fig.	50/ "
Pegasus	AC	LC + 10%	3x LC	1x AC Fig.	55/ "

Dragons: If Dragons are introduced on a battlefield, the lesser types might as well go home. A Dragon has 50 casualty points + 3/10 years of age. It fights as SHAC, with equivalent movement and armour class. Young Dragons = 3 x SHAC figures + 1/50 years of age. Mature and Old Dragons = 5 x SHAC figures + 1/50 years of age. It may use its breath weapon once per 100 years of age possessed, with a range of 10m/yd for Young and Mature Dragons, and 20m/yd for Old Dragons, delivering 1D6 points of damage/50 years of age during the missile phase.

Totems: Shaman/Clerics may summon their Totems as 1 HAI figure equivalent/MKL of the Medicine Person. The Totem is actually the Medicine Person "walking forth" to do battle with his enemies. This form of war magick is dealt with in detail in my article on Shamans in Swords & Sorcery. Totems have 10 casualty points/MKL of the Shaman.

Trolls: Rated at A/B/C/D, with HAI armour class, and casualty points: A = 65; B = 62; C & D = 60. Each troll figure rates as 4 HAI figures in combat. There are 10 trolls in a 1:20 scale battle figure. All are armed with heavy weapons. Movement given in C&S, p.36.

Giants: Rated at A/B/C/D, variable armour class and casualty points: A = 75; B = 65; C and D = 60. Each giant figure rates as 5 HI figures in combat. There are 5 giants in each 1:20 scale battle figure. All are armed with heavy weapons. Each giant throws missiles equal to a 50 Dr. Onager if C/D class, and a 100 Dr. Onager if A/B class. Movement is given in C&S, p.36.

Centaurs: Rated at A/B/C/D, with A class in HC configuration and others in LC mode. Casualty points: A = 50; B = 40; C = 30; D = 25. They tend to be armed with horse bows and light or heavy side arms. LC Centaurs will carry spears or javelins, while HC carry light lances. They fight as 2 LC or HC figures because of the rather unique marriage of fighter to mount (they are one and the same) and have 10% faster movement than their Cavalry counterparts. If they can be persuaded, they will carry fighters on their backs, which increases their value to 3 LC or HC figures/centaur figure. Undisciplined, they tend to charge once an enemy comes within reach, but they will never throw themselves on pikes.

Demonic Troops: Demonic forces may be summoned as described in C&S, p.105-106. These divide into HAI with 50 casualty points/figure, and SHAC with 100 casualty points/figure. They will be A/B/C troops, depending on the time of day or night, but rank as Chivalry for morale checks. SHAC appear only during the day (the highest class appearing). The demonic forces fight with fanatical intensity (see Shock and Melee factors, above) and move as troops two classes lighter.

Mages familiar with Demon Summoning can negate 1 figure/level of Demon Summoning mastered before they get into action, at a cost of 10-60% fatigue.

Clerics possessing the Wrath of God can smite 2D6 figures of Demonic troops with Divine Lightning/per phase of battle, provided they obtain their intervention percentages. Shaman/Clerics of Steppe Nomad peoples can do the same in such dire straits, calling upon Tengri, the Sky God, to send his lightning. Priests of Odin, however, will call upon Odin to send his Heroes from Valhalla, and an identical force will appear upon a successful intervention to counter the Demonic troops. Heroes of Valhalla will be HAI only, but fight with Berserker ferocity. Divine Interventions will not occur, however, if both sides summoned or planned to summon Demonic forces.

Individual Demons: Individual Demons may be summoned onto the battlefield by a Mage. These will never be very numerous and have individual fighting capabilities:

<u>Demon Type</u>	<u>Armour</u>	<u>Movement</u>	<u>Flight</u>	<u>Attack/Defense</u>	<u>Casualty Pts.</u>	<u>Class</u>
Gargoyle	HI	MI	2x MC	2x HI figs.	60/individual	A
Lesser Balrog	HAI	MI	2x MC	2x HAI figs.	80/individual	A
Greater Balrog	HAI	MI	2x MC	3x HAI figs.	100/individual	A
Djinn of the Ring	HAI	Giant	2x MC	3x HAI figs.	110/individual	A
Djinn of the Lamp	HAI	Giant	2x MC	4x HAI figs.	125/individual	A
Enfrete of the Lamp	HAI	Giant	2x MC	5x HAI figs.	150/individual	A
Chevalier de L'Enfer	SHAC	LC	-	5x SHAC figs.	150/individual	A (Kt)

Such beings will do no magick unless magick is directed against them by a character Mage. They will largely fight - as is perhaps most fitting for a battle. Djinn and Efreet can also throw rocks like Giants.

Elementals: The power of a Mage will be used to establish the destructive force of any Elementals summoned on the battlefield. Provided he succeeds with his summoning, the Elemental summoned will be able to attack as the equivalent of 1 SHAC x MKL of the Mage anywhere within the Mage's casting range. The Elemental will remain on the field 1 battle turn/5 MKL of the Mage. Only one Elemental will be summoned by a side per battle. Once an Elemental has been summoned, the other side will immediately counter (if it can) with its own Elemental. Elementals of similar type will merge and then destroy randomly, out of control (roll random dice to determine the direction of movement and attack as for Tornados, C&S, p.100, D6 being rolled, with 1 = N; 2 = E; 3 = S; 4 = W). Elementals will cover 25mm x 25mm (1" x 1") per 3 MKL of the caster and have casualty points equal to their SHAC equivalent (50/SHAC figure value). They can be attacked magically or by legendary creatures or even by "heroic" men. Earth Elementals will automatically battle Air Elementals, while Fire fights Water; subtract the higher strength from the lower; eg: Fire with 9 SHAC fights Water of 12 SHAC, 12 - 9 = 3 SHAC left for the Water Elemental. Of course, if one disturbs the summoner (who requires his undivided attention to control the Elemental), the Elemental will turn aside and try to destroy the summoner.

Undead: Individual Undead may be brought on the battlefield, provided conditions are right. These are their characteristics:

<u>Undead Type</u>	<u>Armour</u>	<u>Movement</u>	<u>Attack/Defense</u>	<u>Casualty Pts.</u>	<u>Class</u>
Skeleton I	HAI	LI	= 2 men	3/individual	A
Skeleton II	HAI	LI	= 3 men	5/individual	A
Zombie	HAI	HAI	= 2 men	4/individual	C
Strong Zombie	HAI	HAI	= 3 men	6/individual	C
Ghoul	HI	MI	= 3 men	4/individual	B
Spectre	HAI	LI	= 3x HAI	125/individual	A
Nazgul	HAI	LI	= 5x HAI Figs.	150/individual	A
Mounted Nazgul	SHAC	LC	= 4x SHAC Figs.	200/individual	A

Lesser Undead can be combined to form figures. For example, 20 Skeleton IIs would form a figure with triple casualty points and would fight like 3 HAI figures. For the most part, they will likely be combined for form Mage's Guard. Higher Undead could ride/march alone or else form part of a figure. A Nazgul, for instance, could ride with any cavalry unit and appear from a distance to be "one of the boys". Close in, he would augment the strength of the unit he was with by a tremendous degree.

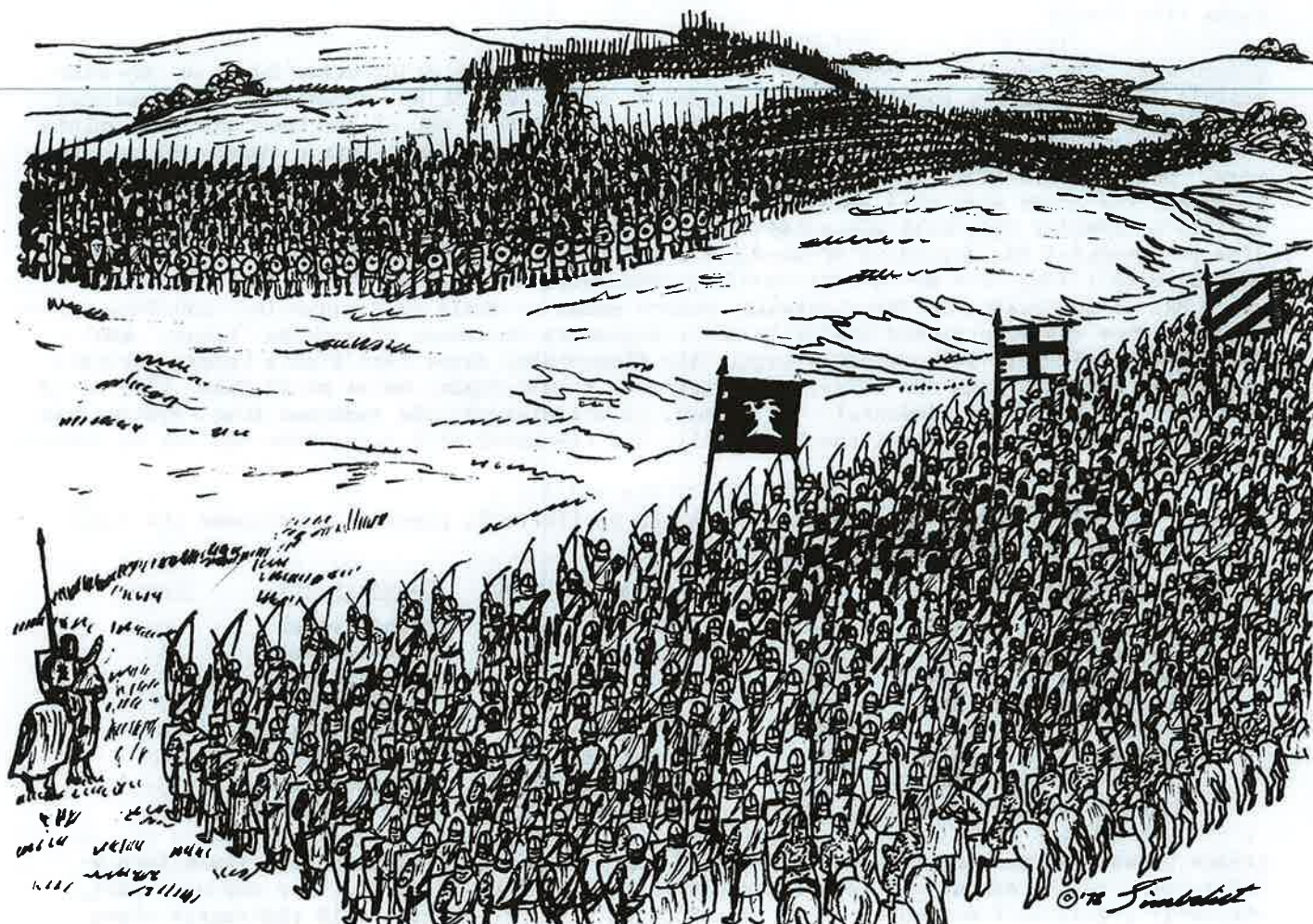
Undead cause normal units to check morale without benefit of anything except their two dice (1-2-3-4-5-6 or 1-2-2-3-3-4-5) and their Commander's CL the moment they approach within 100 m/yd. Chivalry & Elves check normally.

CHARACTER CHALLENGES

Any time that a character in the battle chooses to do so, he may engage any monster he comes in contact with by using the man-to-man combat systems or, if a Mage, by going to the usual encounter mode employed in individual adventures. A form of mini-stage which includes the immediate battle area and persons/monsters present could be set up and played out. Because of the time factor involved, such situations should be kept to a minimum, with only the most important actions being carried out in this manner.

Strategic Warfare System

Players often cannot find the time to fight out every mass-action with miniatures, and some in fact do not care for battle games. However, battles and wars occur, and to provide a fast method of determining the outcomes of battles by pencil and paper method, the following system is offered:



ARMY STRENGTHS

The following strengths may be used to compute the fighting power of each army. For small armies, the values can be taken as applying per man. Large armies can be computed on the basis of the point values being assigned per 10 men or multiple thereof to reduce the number of computations.

<u>Troop Type</u>	<u>Class</u>	<u>Value</u>	<u>Troop Type</u>	<u>Class</u>	<u>Value</u>	<u>Troop Type</u>	<u>Class</u>	<u>Value</u>
A Knight	SHAC	50	D Peasant Levy	LI	2	A Steppe Nomad	LC/S	20
A Knight	HAC	40	A Town Militia	HI	10	A Steppe Nomad	LC/HA	19
A Knight	AC	35	B Town Militia	MI	8	B Steppe Nomad	LC/S	17
B Knight	HAC	35	C Town Militia	MI	5	B Steppe Nomad	LC/HA	16
B Knight	AC	30	D Town Militia	MI	4	C Steppe Nomad	LC/S	15
C Knight	HAC	30	A Mercenary	AC	30	C Steppe Nomad	LC/HA	14
C Knight	AC	26	B Mercenary	HC	25	D Steppe Nomad	LC/HA	12
C Squire	HAC	25	B Mercenary	MC	20	A Mongol Keshik	MC/S	27
C Squire	AC	20	C Mercenary	MC	15	A Mongol Keshik	LC/S	25
A Sergeant	AC	25	D Mercenary	MC	12	A Mongol Keshik	LC/HA	23
A Sergeant	HC	23	A Mercenary	HAI	15	A Mongol	LC/S	20
B Sergeant	AC	22	A Mercenary	HI	12	A Mongol	LC/HA	19
B Sergeant	HC	20	B Mercenary	HI	10	B Mongol	LC/S	18
C Sergeant	HC	16	C Mercenary	MI	7	B Mongol	LC/HA	17
D Sergeant	MC	12	D Mercenary	MI	5	C Mongol	LC/HA	15

cont.

<u>Troop Type</u>	<u>Class</u>	<u>Value</u>	<u>Troop Type</u>	<u>Class</u>	<u>Value</u>	<u>Troop Type</u>	<u>Class</u>	<u>Value</u>
A Petit Sgt.	AC	22	A Saracen	HC/S	22	A Elvish	HAI	25
B Petit Sgt.	HC	18	A Saracen	MC/S	20	A Elvish	HI	20
C Petit Sgt.	HC	15	B Saracen	LC/S	18	A Elvish	MI	16
D Petit Sgt.	MC	12	B Saracen	LC/HA	16	B Elvish	HI	16
A Man-at-Arms	HI	10	C Saracen	LC/HA	14	B Elvish	MI	13
B Man-at-Arms	HI	8	D Saracen	LC/HA	12	C Elvish	MI	10
C Man-at-Arms	HI	6	B Caliph's Gd.	MI	10	D Elvish	LI	8
C Man-at-Arms	MI	5	C Saracen	MI	5	A Uruk Hai	HI	12
D Man-at-Arms	MI	3	D Saracen Levy	LI	2	B Uruk Hai	HI	10
A Yeoman	MI	9	A Dwarf	HAI	18	C Uruk Hai	HI	6
B Yeoman	MI	7	B Dwarf	HAI	16	D Uruk Hai	HI	5
C Yeoman	MI	4	C Dwarf	HAI	12	D Uruk Hai	MI	4
D Yeoman	MI	3	D Dwarf	HAI	10	A Warg Cav.	LC	12
A Archer/Lt. X-bow		+2	A Beserker	MI	25	B Warg Cav.	LC	10
B Archer/Lt. X-bow		+1	A Huscarls	HAI	18	C Goblin/Orc	HI	3
A Heavy X-bow		+3	A Nordic	HI	13	D Goblin/Orc	MI	2
A Long/Composite Bow		+3	B Nordic	HI	11	D Goblin/Orc	LI	1
B Long/Composite Bow		+2	C Nordic	MI	8	C Kobold	MI	2
A Arquebusier		+5	D Nordic	MI	6	D Kobold	LI	1
A Military Artificer		+4	D Nordic	LI	4	A Trollish	HAI	60
Per Springnal		+75	D Nordic Thrall	LI	2	B Trollish	HAI	55
Per Lge. Siege Engine		+150	A Hobbit	HI	7	C Trollish	HAI	50
Per Sm. Siege Engine		+50	A Hobbit	MI	5	D Trollish	HAI	40
Per Small Bombard		+100	B Hobbit	MI	4	A Giant	HI	75
Per Large Bombard		+250	C Hobbit	MI	3	B Giant	HI	65
			C Hobbit	LI	2	C Giant	MI	55
			D Hobbit	LI	1	D Giant	MI	45

SHAC = Plate armoured Super.

MC/S = Medium Shock Cav.

LC/s = Light Shock Cav.

LC/HA = Light Horse Archers.

In addition to these "regular" elements in most historical/fantasy campaigns, the following special troops might be encountered:

<u>Troop Type</u>	<u>Class</u>	<u>Value</u>	<u>Troop Type</u>	<u>Class</u>	<u>Value</u>	<u>Troop Type</u>	<u>Class</u>	<u>Value</u>
A War Elephant	SHAC	110	A Demonic Cav.	SHAC	100	Earth Elemental	50/MKL**	
B War Elephant	HAC	100	A Demonic Inf.	HAI	50	Air Elemental	50/MKL**	
A Heavy Chariot	HVCH	50	A Gargoyle	HI	60	Fire Elemental	50/MKL**	
A Light Chariot	Lt/CH	40	A Lesser Balrog	HAI	100	Water Elemental	50/MKL**	
B Light Chariot	Lt/CH	37	A Greater Balrog	HAI	200	Totem	50/MKL**	
C Light Chariot	Lt/CH	35	A Djinn of Ring	HAI	350	Dragon	1/yr. of age	
A Mage (max.3)	LI	75/MKL	A Djinn of Lamp	HAI	425	Old Dragon	+150	
Griffin	SHAC	+90*	A Efreet of Lamp	HAI	500			
Hippogriff	SHAC	+75*	A Spectre/Nazgul	SHAI	800			
Unicorn	MC	+50*	A Spectre/Nazgul	HAI	650			
A Centaur	HC	50	A Skeleton	HI	40			
B Centaur	MC	40	A Zombie	HI	30			
Pegasus	MC	+75*	A Ghoul	HI	50			
			A Great Eagles	MC	25			
			A Rocs	HC	100			
			A Giant Rocs	AC	400			

Characters with superhuman strength may add +5/experience level to level 6, and +10 for each experience level above that.

*Griffins, Hoppogriffs, etc., are mounts for cavalymen. Add these bonuses to the troop

strength totals per rider.

**The power of an Elemental is computed on the basis of a mage's MKL. Only one may be summoned per battle. Earth Elementals will battle Air Elementals, and Fire Elementals battle Water Elementals, so subtract the higher value from the lower when two appear on a battlefield, and add the remainder to the side with the stronger Elemental. The same is true for Totems.

All Monster types in columns #2 and #3 must be controlled by a mage, according to C&S rules.

STRATEGIC ADVANTAGE/DISADVANTAGE

Compute the total Strategic Advantage or Disadvantage for each army:

<u>Condition of the Army</u>	<u>Advantage</u>	<u>Condition of the Army</u>	<u>Advantage</u>
Well rested	: +10%	Fatigued from forced march	: -10%
Well supplied	: +10%	Supplied by foraging	: -10%
Defending Homeland	: +20%	Unsupplied	: -30%
Well Led (CinC's CL = 3+)	: +10%	Poorly Led (CinC's CL = 1-2)	: -20%
Excellentlly Led (CL = 5+)	: +30%	Was defeated by this enemy	
Beat enemy this season	: +20%	This season	: -20%
Has fortifications/ships to		Last season	: -10%
fall back upon	: +20%	Cut off from friendly forts	
Enemy is hereditary,		or territory	: -20%
religious, or sought for		Mercenaries/regulars not paid	
vengeance	: +20%	in full	: -10%
Beat enemy last year	: +10%	Feudals in field 60+ days	: -10%
Ambush in a wooded region	: +20%	Feudals unpaid for extra service	: -30%
(Foresters required as scouts)		Planting/harvest season at home	: -20%

The sum of all Advantages and Disadvantages is the Strategic Stance of the army. If a modifier applies to only a part of an army, then multiply the modifier by the percent of the army (as expressed in points, not men) that the modifier applies to in order to find the modifier's value. Some modifiers will always apply in full (leadership). Also, mercenaries and regulars, knights and sergeants do not care if it is planting/harvesting season.

STRATEGIC WARFARE PROCEDURE

The fast strategic warfare system is used as follows:

1. Compute the strength of each army, as expressed in strength points.
2. Subtract the smaller total from the larger. The remainder will be expressed as a percentage of the smaller force. For example, 7500 points is engaging 3900 points. The difference is 3600. 3600 is 92% of 3900. This percentage is the strength advantage of the more powerful army.
3. Compute the strategic stance of each army. In the case of the more powerful force, add the percentage for strength advantage to its strategic stance percentage.
4. Each army will roll D100 twice and take the average of the two rolls. This is the basic combat roll of each army.
5. Add the strategic stance percentage for each army to its basic combat roll.
6. If the commander of one army has a higher CL than the other, add +5% to the combat roll of his army for each CL of difference. This represents his ability to pick the most favourable terrain possible for the battlefield as well as his superior tactical ability.
7. The side with the larger combat roll is the victor. The other side is the loser. The difference between the two totals is the victor's degree of victory. Refer to the Victory Matrix below:

Degree of Victory Obtained	Casualties (% of the total Strength) Victor	Loser	Field Held By Victor	Loser	Field Is Contested
0-10%	10 + 1D20%	10 + 1D20%	01-20%	21-40%	41 + %
11-40%	10 + D10%	15 + D10%	01-35%	36-50%	51 + %
41-60%	10 + 1D10%	5 + 3D10%	01-50%	51-55%	56 + %
61-80%	2D10%	4D10%	01-65%	-	66 + %
81-90%	2D10%	10 + 3D10%	01-80%	-	81 + %
91-100%	2D10%	15 + 3D10%	01-85%	-	86 + %
101-150%	2D6%	15 + 4D10%	01-95%	-	96 + %
151-200%	2D6%	20 + 5D10%	01-99%	-	100%
200-250%	1D6%	20 + 6D10%	01-100%	-	-
251+%	1D6% of loser	20 + 7D10%	01-100%	-	-

D100 is also rolled to find out which side has won the field, or whether it is still contested. Percentage chances here are given for each degree of victory.

8. Compute casualties on the basis of proportionate losses suffered by each category of troops in the army, as well as for baggage and seige trains. The upper line for each category gives the percentage of casualties if the field is held/contested. The lower line gives the percentage of casualties if the field is lost. Baggage and seige trains are given as a percentage of the total baggage or seige engines in the army and will be lost only after a major battle.

Troop Category	Victor's Casualty Breakdown					Loser's Casualty Breakdown				
	Dead	Wounded	Fit	Invalid	Captured	Dead	Wounded	Fit	Invalid	Captured
Chivalry H/C	25%	25%	45%	5%	-	25%	25%	40%	5%	5%
L	25%	20%	25%	5%	25%	25%	25%	20%	5%	25%
Cavalry H/C	30%	30%	30%	10%	-	30%	30%	25%	5%	10%
L	40%	20%	20%	-	20%	40%	20%	20%	-	20%
Infantry H/C	30%	30%	20%	20%	-	30%	30%	20%	20%	-
L	50%	20%	-	-	30%	50%	20%	-	-	30%

Wounded are fit for duty in 2 weeks but can be committed at 25% strength is needed. Invalids are incapable of fighting for 1-3 months and are usually sent home. Fit troops survived the action with only minor bruises and scratches. Captured are held by the enemy, with a 01-60% chance of player characters being fit, 61-80% chance of wounds, and 81-00% chance of being invalidated with grievous wounds.

Supply, etc.	Victor			Loser		
	Field Held	Contested	Lost	Field Held	Contested	Lost
Baggage	N + 75%	N	-50%	N + 50%	N	-75%
Seige Train	N + 50%	N - 10%	100%	N + 50%	N - 10%	-100%

N = normal complement for baggage, seige engines, etc., according to army establishment for the campaign.

The percentage following an "N" entry is the percentage of the enemy baggage train that was captured or the percentage lost from one's own baggage train. The same is true for seige engines.

9. Casualties will include commanders and personalities such as player characters, mages, and other special elements of the army. Casualties are computed on the following basis:

Personality	% Chance of Injury, Death, or Capture
Army Commander	20% x casualty percentage for the army.
Battle Commander	25% x casualty percentage for the army.
Unit Commander	40% x casualty percentage for the army.

cont.

<u>Personality</u>	<u>% Chance of Injury, Death, or Capture</u>
Knight	50% x casualty percentage for the army.
Other Fighter	75% x casualty percentage for the army.
Artificer	25% x casualty percentage for the army.
Mage	10% x casualty percentage for the army.

Roll for each personality. If a casualty is indicated, roll again according to the #8 troop category percentages to find the nature of the casualty suffered. No % modifiers apply in the second instance.

Character Activity

If characters are involved in a battle, this section should be completed for each character before a combat die roll is made.

After all modifiers to the strategic stance has been determined, but before the actual roll of the combat dice, each character can select a level of Bravery, expressed as a percentage. This level of Bravery will affect the character's chances of becoming both a hero and a casualty. The level of Bravery may be any percentage between zero (abject cowardice) and infinity (a guaranteed ticket to Valhalla). 100% is average bravery; 125% is slightly braver than usual; 500% is almost foolhardy, but it is invariably chosen by Berserker types.

After each character has decided on his own level of bravery, the combat dice rolls are made and the battle's outcome is determined as outlined in the Strategic Warfare section.

CHARACTER HEROISM

A character will likely strive to conduct himself in a heroic manner. The chance that his heroism will be noticed, and that he will receive credit for it, is:

$$\frac{(\text{Level of Bravery chosen}) \times (\text{Winner's Losses} + \text{Loser's Losses})}{2}$$

Thus, if the losses had been 10% for the winner and 20% for the loser, and if the character was exhibiting 200% bravery, the chance that his bravery would be noticed would be:

$$(2.00) \times \frac{(.1 + .2)}{2} = .3 \text{ or } 30\%$$

Roll D100. If the total on the dice is less than or equal to the chance of recognition, then the character's bravery is noticed or commented upon. If the total is higher, then it is assumed that either everybody was looking the other way or the character didn't have a chance to really show his stuff. Perhaps everyone was so brave that the character didn't stand out. If well aspected (horoscope or divination made before battle), add +5%; if poorly aspected, subtract 5%.

If a character is noticed in battle, he may gain Honour Points. Roll 1D10 for 100% Bravery, plus an additional D10 for every 50% above that. 200% = 3D10, 250% = 4D10, etc.

CHARACTER VICTORIES

A character has a chance to score personal victories on the field of battle. To determine how many personal victories, use the following formula:

$$\text{Personal Victory \%} = (\text{Level of Bravery}) \times (\text{Enemy's Casualty Rate}) + 10\% \text{ if Superhuman}$$

The maximum victory percentage possible is 80%. If the percentage is greater than 80%, reduce it to 80%. Then the character rolls D100. If he is well-aspected (horoscope or divination), he may always reduce his percentage by -5%; if poorly aspected, +5% is added to the die roll.

This can raise the PV% to 85% because of Fate.

If he rolls equal to or less than his Personal Victory percentage, the character slays or captures an enemy; and he may then roll again for another personal combat. He may keep rolling until he rolls higher than his Personal Victory percentage, at which point he has completed all combats in the battle and ceases rolling. However, if riding a Legendary Beast (Griffin, Nippogriff, Unicorn, Great Horse, or Pegasus), roll D6. Evens means roll twice more.

For example, a Knight showing 200% bravery, whose army has just inflicted 15% losses on an enemy, obtains a personal victory percentage of 30%. ($PV\% = 200 \times 15\% = 30\%$). His first percentile roll is 25, followed by 14. His third is a 66, greater than his PV% of 30%, so he does not score a victory and ceases rolling. Note, if he had rolled 66% on the first roll, he would have scored no victories whatsoever!

Enemies killed by personal victories will range from 5 experience levels below the character's own level to 4 levels above his. Roll 3 D10, average them (rounding fractions up), subtract 6, and then add this amount (which might be negative) to the character's experience level to get the experience level of those he defeated.

For example, a Knight of experience level 7 rolls $2D10 = (6 + 4)/2 = 5$; subtracting, we get $5 - 6 = -1$. His enemy was $7 - 1 =$ level 6.

Chivalry and Cavalry tended to engage each other wherever possible. Thus a character in a mounted force will have a 60% chance of engaging an enemy of his own class, a 61-80% chance of engaging an enemy above/below his own class of mounted troops, and a 81-00% chance of engaging foot troops. These rate as Average Knights, Average Sergeants, and Average Men-at-Arms, as given in the C&S NPC sections for experience bonuses.

Foot soldiers tended to engage other footsoldiers (exception is Vikings, who often fought large contingents of mounted enemies), so give a character in the infantry a 60% chance of engaging another footsoldier, a 61-85% chance of engaging an average Sergeant, and a 81-00% chance of engaging an average Knight.

When exhibiting more than 500% Bravery, there is a 10% chance of encountering an enemy double the experience level indicated, and a 10% chance that such an enemy is a "Mighty Knight".

Characters exhibiting Bravery less than 500% are in relative control of themselves and have a 1-25% chance of taking prisoners. Characters with 500% bravery are considered to be beserk and will not take prisoners. The 1-25% chance of prisoners is applied only if the character's side holds the field; otherwise, prisoners are taken only on 01-05%.

CAPTURING PRISONERS

If a character captures a Knight, there is a 01-20% chance that his enemy is a noble, with a ransom of 75 GP/experience level + 750 GP for Earls/Counts, + 1500 for Dukes/Marquises, +2000 for Princes, and +D6 x value of Princes for a King. The chances of a noble being of a particular rank are as follows:

Baron	:	01-75	Duke/Marquis:	91-95	King:	99-00
Earl/Count:		76-90	Prince	:	96-98	

Bannerettes may be encountered 01-15% of the time, with a ransom of 25 GP/experience level.

Knights with a ransom of 10 GP/experience level may be encountered 1-40% of the time, and with 5 GP/level otherwise. If neither a noble nor bannerette is encountered, check for the Knight.

Other ranks may also have a ransom. Ruch burgers in a civic militia, for example, may bring a ransom of 143 months' income. Non-nobles can be checked using the C&S Social Determination systems on p. 8-9 to find out the rank of such peoples.

When encountering fighters of other than feudal societies (Nordic, Steppe Nomad, etc.) a

ransom of 1-3 months' income can be exacted. In the case of high ranking types, additional demands could be made.

In fact, the matter of ransoms could be made somewhat problematical. A character could demand an unreasonably high ransom (2x to 12x normal) if he desired, but he would have to maintain his prisoner in the style to which he was accustomed and be prepared to wait for a fairly long period of time while the ransom was collected. Needless to say, he would have also made an enemy for life! Such a prisoner (and his vassals, who would have to scrape up a "relief" to pay the ransom) will surely swear vengeance and pursue the matter a l'outrance once revenge is possible. Such demands are acceptable only when the captor is of equal or higher rank (ie: commoners cannot do it to nobles; however, non-feudals from Viking, Nomadic, or Celtic lands could do it to feudals, and vice-versa; for these are not bound to observe the other's honour systems).

PERSONAL CASUALTIES

Characters run the risk of being injured, captured, or killed in battle. The percentage chance of this happening at 100% Bravery is given in #9 in the Strategic Warfare Procedure section, above. This base percentage is modified by the Bravery level of the character:

$$\% \text{ Chance of Becoming a Casualty} = (\text{Bravery Level}) \times (\text{Casualty \% for Troop Class})$$

For example, a knight with Bravery 200% is in an army that suffered 25% casualties. The base percentage for knights is 50% of casualty rate or $.5 \times 25\% = 13\%$. With a Bravery of 200%, this chance = $2.00 \times 13\% = 26\%$.

Suppose he rolls 15 on the percentile dice. He is a casualty. Turn to #8 in the Strategic Warfare Procedure section to find the chances of each type of casualty. Suppose that the army had been defeated and driven from the field (second line for Chivalry). His chances are 01-25% dead; 26-45% wounded; 46-70% fit and still in action; 71-75% grievously wounded and invalided; and 76-00% captured. Rolling D100, he obtains 55%, which means that he came out of the battle unscathed.

These percentages can be modified +5% or -5% by being well-aspected or poorly aspected, according to a divination or horoscope made by a seer or astrologer. Well-aspected players choose whether a positive or negative bonus is applied. Poorly aspected characters will automatically have the worst positive or negative penalty applied.

Wounds will be $10\% + 5D6\%$ to the body. If using the Physician Rules in the C&S Sourcebook, check for critical wounds after combat when injury exceeds 25% to the body.

Grievous Wounds will be $25\% + 5D10\%$ to the body. If using the Physicians Rules, check for critical wounds after combat.

MAGICK WEAPONS

As an optional feature, if a character possesses magical weapons or armour, he may be able to increase his Personal Victory % or decrease his % Chance of Personal Injury. For each +1 increment of magick on a designated weapon, increase Personal Victory by +3%. For each -1 increment of magick on a shield or armour, reduce risk of Personal Injury by -3%, so long as no less than 50% of the possible risk remains.

For example, suppose a character has a personal victory chance of 30% and possesses a +3 sword; his chance of victory is now $30\% + (3 \times 3\%) = 39\%$. His army suffers 40% casualties and, being a knight, he runs a 50% risk or 20% chance. Opting for 300% Bravery, that is raised $3.0 \times 20\% = 60\%$. With a -1 Shield (-3%) and a -3 hauberk (-9%), the risk is reduced to 48%. Note: in no way could the risk be lowered below 30% or 1/2 the possible risk.

EXAMPLE BATTLE

John, a non-player Earl with Military ability of 6 (CL = 3) is going to fight a war. He has marshalled 7850 strength points for battle.

The NPC opposing leader's command level is rolled for $2D10/2 = (3 + 7)/2 = 5$ CL. He has mobilized 6450 strength points. Duke Robert is at a slight disadvantage.

John has the military advantage, with 1500 additional strength points. This is $1500/6450 \times 100 = 23\%$ strength advantage.

Turning to the strategic stance of the two forces, we find the following:

<u>Earl John's Force:</u>	<u>Modifier</u>	<u>Duke Robert's Force:</u>	<u>Modifier</u>
Fatigued from forced march	-10	Well rested	+10
Well supplied	+10	Well supplied	+10
Well led	+10	Defending homeland	+20
Enemy is hereditary	+10	Excellentlly led	+30
Beat enemy this year	+20	Dereated by enemy this year	-20
		Fortress in area	+20
Strength advantage	+23	Plantinf (30% yeomen & serfs)	-6 (30% of 2)
		Hereditary enemy	+10
		Duke Robert 2 CL higher	+10
	<u>+63</u>		<u>+84</u>

Both commanders roll 2 x D100. John gets $(91 + 36)/2 = 62$. Robert obtains $(58 + 45)/2 = 52$. The basic combat rolls are modified by the strategic stance percentages: John has $62 + 63 = 125$. Robert has $52 + 84 = 136$. The difference is only 11%.

Turning to the Victory Matrix, we find:

<u>Degree of Victory Obtained</u>	<u>Casualties (% of the total Strength)</u> <u>Victor</u>	<u>Loser</u>	<u>Field Held By</u> <u>Victor</u>	<u>Loser</u>	<u>Field is Contested</u>
11-30 (11)	10 + 1D10% (19% = 1492 pts.)	15 + 1D10% (22% = 1419 pts.)	01-35	36-50 (44)	51+

Suppose that John had 600 pts. of knights, 2000 pts. of Cavalry, 400 pts. of seige engines, and 4850 pts. of infantry. Robert had 500 pts. of knights, 2400 pts. of Cavalry, and 3500 pts. of infantry. The respective casualties would be:

<u>Troop Category</u>	<u>Victor's (John's) Casualty Breakdown</u>					<u>Loser's (Robert's) Casualty Breakdown</u>				
	<u>Dead</u>	<u>Wounded</u>	<u>Fit</u>	<u>Invalid</u>	<u>Captured</u>	<u>Dead</u>	<u>Wounded</u>	<u>Fit</u>	<u>Invalid</u>	<u>Captured</u>
Knights	28.5	23	28.5	5.5	28.5	27.5	27.5	44	5.5	5.5
Cavalry	152	76	76	-	76	158	158	132	26	54
Infantry	461	184	-	-	277	231	231	154	154	-

John's total casualties were 641.5 dead, 283 wounded, 5.5 invalided, and 281.5 captured (the lower line of percentages being used because he quit the field, hence higher loses. He also lost his entire seige train (400 pts). Thus his total losses were 1711 pts., leaving 6139 in his army.

Robert did well, with 416.5 dead, 416.5 wounded, 185.5 invalided, and 50.5 captured, with total losses of 1078. Since he captured 50% of the enemy seige train, reduce losses by 200. He thus has 5572 pts. left in his army. He has also captured 50% of Earl John's baggage train.

In such an instance, neither side can be said to be a winner, for a conclusive battle was not fought, although John did suffer greater casualties, lost his seige train, and all of his baggage (including the war chest). John could open hosilities again on the following day and hope to recoup his losses. Robert, being the "loser", would prefer to avoid battle if possible and would not confront John again unless John continued his advance into Robert's lands.

The Quick System

The Quick System assumes that the precise point values for either or both armies are not known and/or that the pre-battle maneuvers of the armies are unknown. Under the Quick System the Military Ability (CL x 2) of the Commander-in-Chief of each army determines the strategic stance of the army. If the Military Ability of either commander is unknown, roll 2 x D10 and average them to arrive at the leader's MA.

1. Strength: If the army strengths are known, simply use those values and compute the strength of each army and find the strength advantage of the larger force. If one or both of the armies is unknown with regard to strength, roll percentage dice twice for each side and add them together. The sum for each is compared to the other to determine their relative sizes. For example, an army of 9000 pts. rolls $51 + 38 = 89$. The other army, unknown in size, rolls $68 + 92 = 160$. The second army is $160/89$ the size of the first or 1.8 times the size. The strength advantage is thus 80%.
2. Strategic Stance is found by comparing the Military Ability of the commander to a D100 roll. If the Commander has the MA required at that percentage to qualify a particular modifier, add the modifying percentage to the strategic stance (as outlined in the section on Strategic Advantage/Disadvantage given above):

Die Roll	Military Ability Needed For Modifier to Apply
-------------	--

01-15	1+	Check for <u>Advantages</u> first. If the MA of the Commander is equal to or greater than the MA needed, then the Advantages applies. If an Advantage is found <u>not</u> to apply, roll for the corresponding disadvantage. For instance, if an army is not well rested, then check to see if it force marched to battle. If the CinC's MA is equal to or higher than the one indicated beside the die roll, the Disadvantage <u>does not apply</u> . For instance, if the CinC's MA was 9 and he rolled 76, his MA is higher than 6, and therefore the army is considered to be neither well rested nor fatigued enough to be directly relevant.
16-30	2+	
31-44	3+	
45-58	4+	
59-69	5+	
70-78	6+	
79-84	7+	
85-90	8+	
91-94	9+	
95-97	10+	
98-99	11+	
100	12+	

Do not roll for:

Leadership of the armies: The CL is given by dividing the CinC's MA/2.

Past history of battles: Such things as who won or lost the last battle, the last year's campaign; who is whose hereditary enemy, etc., are either part of your world's history or else will be determined by the outcome of the first battle.

After these determinations are completed, add up the Advantage/Disadvantage modifiers (and also the strength advantage for the strongest army) to find the strategic stance of each army. Then proceed as outlined in steps #4 through 9 for Strategic Warfare, given above.

EXAMPLE OF THE QUICK SYSTEM

Taking John as our example again, we know he has a CL of 3, but his MA could be 6 or 7, so roll D6, with evens equalling 7 and odds equalling 6. Suppose evens fall, giving him MA of 7. The opposing commander is Duke Robert. Suppose we don't know his MA or CL; roll 2D10, giving $(8 + 7)/2 = 8$ MA or 4 CL.

John's army is 7850 points, from our previous example. Duke Robert's army strength is unknown. Roll 2D100 for each army. John's relative strength is $31 + 69 = 100$; Robert's is $90 + 55 = 145$. $145/100 = 1.45$ so Robert has a strength advantage of +45%.

Going on to the strategic stance of each army, the following factors came into play:

<u>Condition of the Army</u>	<u>John's Roll</u>	<u>Modifier</u>	<u>Robert's Roll</u>	<u>Modifier</u>
Well Rested	40	+10 (3+)	70	+10 (6+)
Well Supplied	92	- (9+)	58	+10 (4+)
Foraging	30	-10 (2+)	-	-
Fortifications:	50	+20 (4+)	18	+20 (2+)
Mercenaries Paid*	75	- (6+)	92	-10 (+)
Leadership	-	+10 (CL 3)	-	+10 (CL 4)
Hereditary Enemies	-	+20	-	+20
Strength Advantage		-		+45
Strategic Stances:		+50		+105

The number in brackets (3+), (4+), etc., under the modifier gives the minimum required CL for the modifier to apply. Notice that Robert, who had an 8 MA, failed to pay his mercenaries and regulars (9+ required). No checks were made for either army to see if they force marched because "well rested" results were obtained. John's troops were not well supplied, however, (MA 9+ required on a roll of 92), but they are foraging (MA 2+ required on 30). Both armies have fortifications near by, likely fortified camps, which means that baggage is protected unless the camp is stormed. Leadership, hereditary enemies, and such factors as how long feudals have been kept in the field, planting season, ambush chances, and so forth, are for Game Master determination. Questions of who has won or lost to each other in the past while are left open, as this is the first campaign battle and no wars have been fought between the two sides (history of the area) for some years.

Once the strategic stances of the armies has been found, simply proceed as in the Strategic Warfare System.

Fortress Construction

The following tables contain various data that should prove of use when building one's fortifications or when trying to destroy other people's castles.

First of all, the costs and times required for construction are exclusive of basic preparations, which require:

Dirt Excavations	:	1.6 GP/1000 cu.ft.	.17 days/100 men
Stone Excavations	:	3.2 GP/1000 cu.ft.	.34 days/100 men
Site Clearing (Wooded)	:	.16 GP/1000 sq.ft.	.2 days/100 men
Site Clearing (Unwooded)	:	.08 GP/1000 sq.ft.	.1 days/100 men
Foundations	:	1.6 GP/1000 sq.ft.	.2 days/100 men

Cheap Construction involves the use of the cheapest materials and can be performed by unskilled labour.

Average Construction involves the use of average stone, good mortar, and hard wood bracing. An engineer to direct work and 33 skilled workmen per 100 workers are required.

Good Construction involves the use of good stone, good mortar, and fine wood bracing. A Master fortress engineer and 33 skilled workmen per 100 workers are required.

Superb Construction involves the use of fine stone, good mortar, and iron bound bracing. A Master fortress engineer and 33 skilled workmen per 100 workers are required.

If construction times seem inordinately long for the more substantial structures, the reader is reminded that mediaeval cathedrals and other great buildings often were building for several generations. Fortresses could be constructed quite speedily, but that involved the use of many men.

It should also be noted that the strength of a wall does not reflect the number of points of damage required to destroy it but rather the strength of the wall over a 10' x 10' section, which is destroyed when the strength is reduced to 0. In short a 10' x 10' section is penetrated when the wall strength is eliminated by battering. Again, if players think that the process of reducing a large wall/tower is lengthy, they are reminded that the Turks took many months to penetrate and breach the outer, weakest wall of Constantinople - using a bombard that fired 800 POUND GRANITE BALLS! The largest weapon used in seigecraft, the trebuchet, is rated at 500 Dr. in C&S. 1000 Dr. trebuchets can be constructed as well (with double the impact points) at twice the cost of the 500 Dr. model. Bombards produce 150% to 300% of the effect of a seige engine, and seige bombards are comparable to trebuchets.

When reducing a wall, it should be noted that each shot reduces the structural strength of a wall. Every 10 or 20 shots should be marked by a recomputation of the damage being done, for the amount of damage increases as the wall's strength is reduced. (See C&S, p.48)

ROUND TOWERS

<u>Dimensions (in feet)</u>			<u>Volume</u>	<u>Base Area</u>	<u>Cheap Construction</u>		<u>Average Construction</u>		<u>Good Construction</u>		<u>Superb. Const.</u>				
<u>Th.</u>	<u>Diameter</u>	<u>Height</u>	<u>(cu.ft.)</u>	<u>(sq.ft.)</u>	<u>Cost</u>	<u>Time</u>	<u>Strength</u>	<u>Cost</u>	<u>Time</u>	<u>Strength</u>	<u>Cost</u>	<u>Strength</u>			
2	8	10	250	50	6	0.5	4500	11	0.5	5400	17	0.4	6600	19	8000
4	35	35	15400	962	345	31.6	16500	685	29.3	19800	1020	27.7	24200	1125	29000
6	40	40	30170	1257	675	61.8	27000	1345	57.3	32400	2000	54.3	39600	2205	47400
8	50	40	62860	1964	1405	129	42000	2800	119	50400	4165	113	61600	4590	73600
9	50	60	84857	1964	-	-	-	3775	161	64800	5620	153	79200	6200	96400
10	60	60	113140	2829	-	-	-	5035	215	72000	7495	204	88000	8265	104000
10	60	70	132000	2829	-	-	-	5875	251	81000	8745	238	99000	9640	117000
12	75	75	212140	4420	-	-	-	-	-	-	14050	382	125400	15495	148400
12	75	85	240430	4420	-	-	-	-	-	-	15925	433	138600	17560	164000
15	80	90	339430	5029	-	-	-	-	-	-	22480	611	181500	24790	209500
15	90	90	381860	6364	-	-	-	-	-	-	-	687	-	27890	209500
18	90	100	509140	6364	-	-	-	-	-	-	-	917	-	37185	281000
18	90	110	560060	6364	-	-	-	-	-	-	-	1008	-	40905	304200
18	90	120	610970	6364	-	-	-	-	-	-	-	1098	-	44620	327600
20	100	120	754285	7857	-	-	-	-	-	-	-	1358	-	55090	366000
20	100	130	817140	7857	-	-	-	-	-	-	-	1471	-	59680	392000
20	110	130	898860	9507	-	-	-	-	-	-	-	1618	-	65645	392000
20	110	140	968000	9507	-	-	-	-	-	-	-	1742	-	70695	418000
25	120	150	1414300	11314	-	-	-	-	-	-	-	2546	-	103290	551900

Cost: in GP.

Time: 100 men working.

Volume: Volume of stone required.

Plinths may be constructed at the base of towers at 10% additional cost. A plinth will increase the structural strength of the tower by 50% at the base to a height 10 feet up the side of the tower. Depending upon the size of the tower, a plinth will extend outward from 5 to 15 feet from the base of the tower. Because of the plinth's angle, rocks dropped from above will be deflected horizontally at ground level. (See "Drop the Rock" in The Chivarly & Sorcery Sourcebook.)

CURTAIN WALLS

Thickness (in feet)	Height (feet)	Volume (cu.ft.)	Base Area (sq.ft.)	Cheap Construction Cost	Construction Time	Strength	Average Construction Cost	Construction Time	Strength	Good Construction Cost	Construction Time	Strength	Superb Const. Cost	Strength
1	10	1000	100	18	1.6	1500	30	1.4	1950	43	1.3	2400	60	2850
2	10	2000	200	36	3.2	3000	60	2.8	3900	87	2.6	3600	120	5700
3	10	3000	300	54	4.8	4500	90	4.2	5850	130	3.9	4800	180	8550
4	10	4000	400	72	6.4	6000	120	5.6	7800	169	5.2	6000	240	11400
3	15	4500	300	80	7.2	5250	135	6.3	6825	195	5.9	8400	270	9975
4	15	6000	400	107	9.6	7000	180	8.4	9100	260	7.9	11200	360	13300
5	15	7500	500	133	12	8750	225	10.5	11375	325	9.9	14000	450	16625
4	18	7200	400	130	11.5	8400	216	10	9880	312	9.4	13400	433	15960
5	18	9000	500	161	14.4	9500	270	12.6	12350	390	11.7	15200	541	18050
6	18	10800	600	195	17.3	12600	324	15	14820	468	14.1	18240	650	23940
5	25	12500	500	237	20	11250	375	17.5	14625	540	16.3	18000	752	21375
6	25	15000	600	268	24	13500	450	21	17550	650	19.5	21600	902	25650
7	25	17500	700	313	28	15750	525	24.5	20475	759	22.8	25200	1052	29925
6	30	18000	600	322	28.8	15000	540	25.2	19500	781	23.4	24000	1083	28500
7	30	21000	700	376	33.6	17500	630	29.4	22750	911	27.3	28000	1263	33250
8	30	24000	800	429	38.4	20000	720	33.6	26000	1041	31.2	32000	1444	38000
7	35	24500	700	438	39.2	19250	735	34.3	25025	1062	31.9	30800	1474	36575
8	35	28000	800	500	44.8	22000	840	39.2	28600	1214	36.4	35200	1684	41800
9	35	31500	900	563	50.4	24750	945	44.1	33475	1366	41	39600	1895	47025
9	40	36000	900	644	57.6	27000	1080	50.4	35100	1561	46.8	43200	2165	51300
10	40	40000	1000	716	64	20000	1200	56	39000	1732	52	48000	2406	57000
10	45	45000	1000	-	-	-	1350	63	42250	1951	58.5	52000	2706	61750
11	45	49500	1100	-	-	-	1485	69	46475	2146	63.9	57200	2977	67925
10	50	50000	1000	-	-	-	1500	70	45500	2168	65	56000	3007	66500
11	50	55000	1100	-	-	-	1650	77	50050	2385	71.5	61600	33077	73150
12	50	60000	1200	-	-	-	1800	84	54600	2602	78	67200	3609	79800
12	55	66000	1200	-	-	-	-	-	-	2862	85.8	72000	3970	85500
15	60	90000	1500	-	-	-	-	-	-	3903	117	96000	5413	114000
15	70	105000	1500	-	-	-	-	-	-	4553	137	108000	6315	128250
18	75	135000	1800	-	-	-	-	-	-	5855	161	136800	8120	162450
18	80	144000	1800	-	-	-	-	-	-	-	187	-	8660	171000
20	90	180000	2000	-	-	-	-	-	-	-	234	-	10826	209000
20	100	200000	2000	-	-	-	-	-	-	-	260	-	12029	228000

Cost: in GP.

Time: 100 men working.

Volume: Volume of stone required.

SQUARE TOWERS

Dimensions (in feet)				Volume (Cu.ft.)	Base Area (sq.ft.)	Cheap Construction		Average Construction		Good Construction		Superb Const.	
Th.	L.	W.	H.			Cost	Time	Cost	Time	Cost	Time	Cost	Strength
2	20	20	30	4800	400	100	9.1	200	8.2	240	7.7	330	10500
3	20	20	30	7200	400	150	13.7	300	12.2	360	11.5	500	15750
4	25	25	35	12000	625	250	22.8	500	20.4	600	19.2	830	21000
4	25	25	35	14000	625	290	26.6	590	23.8	700	22.4	965	23100
4	30	30	35	16800	900	350	31.9	705	28.6	840	26.9	1160	23100
5	35	35	35	24500	1225	510	46.6	990	41.6	1225	39.2	1690	28875
6	35	35	40	33600	1225	800	63.8	1410	57.1	1680	53.7	2310	37800
6	40	40	40	38400	1600	800	73	1605	65.3	1920	61.4	2650	37800
7	45	45	45	56700	2025	1180	108	2370	96.4	2835	90.7	3915	47775
8	50	50	50	80000	2500	1670	152	3345	136	4000	128	5520	58800
9	50	50	55	99000	2500	2065	188	4135	168	4950	158	6835	70805
10	60	60	60	172800	3600	-	-	7225	299	8640	277	11925	84000
12	60	60	70	201600	3600	-	-	8425	343	10080	323	13915	113400
15	70	70	70	294000	4900	-	-	12285	500	14700	470	22730	141750
15	75	75	75	337500	5625	-	-	-	-	16875	540	23290	149625
15	75	75	80	360000	5625	-	-	-	-	-	576	-	-
18	80	80	80	460800	6400	-	-	-	-	-	737	-	-
18	80	80	90	518400	6400	-	-	-	-	-	829	-	-
18	90	90	90	583200	8100	-	-	-	-	-	933	-	-
18	90	90	100	648000	8100	-	-	-	-	-	1036	-	-
18	90	90	110	712000	8100	-	-	-	-	-	1141	-	-
20	100	100	100	800000	10000	-	-	-	-	-	1244	-	-
20	100	100	120	960000	10000	-	-	-	-	-	1536	-	-
20	125	125	140	1400000	15625	-	-	-	-	-	2240	-	-
						-	-	-	-	-	-	-	96230 336000

Cost: in GP.

Time: 100 men working.

Volume: Volume of stone required.

Instant Manors & Baronial Holdings

Game Masters may find the establishment of the individual manors and baronies in their campaign region to be a rather involved task. The following tables are provided to make the design of nations an easier task.

The tables present Interior and Frontier Manors, as given in C&S, p.16. However, where there is "subinfeudation" (a Lord has vassals of his own, who may in turn have their own vassals), the tables provide a listing of the various vassal fiefs. These may be used as "typical" holdings and thus the process of designing the nation may be speeded up through standardization.

There is nothing preventing a campaign designer from including a solitary castle of class I through VI (with no sub-fiefs) in addition to the various vassal fiefs, to provide some variety. The same is true of additional shell keeps.

The area of the various holdings is included to permit designers to calculate the over-all areas of the nations they are designing. These areas are typical and are capable of some adjustment downward or upward (-25% to +50% range is suggested) to reflect greater or poorer fertility, terrain, etc.

Revenues and rents are stated in GPs per month, as in C&S. In the case of subinfeudation, players are reminded that Revenues of subinfeudated fiefs are not included in the Lord's personal income, but the total rent from vassals owing to a local noble is also equivalent to the rents and taxes collected by the overlord. Thus the rent has two applications: one portion to the manor lord, the other to the overlord. For example, a SFMH 1 (Interior) has 10 GP/month in rents. The fiefholder would receive 10 GP from his vassals. A second 10 GP would go to the overlord as rents/taxes from the fief. The total amount of rents/taxes owing an overlord is given in the Totals line at the bottom of all subinfeudated holdings.

Feudal service involves a vassal supplying from 50% to 100% of his fighting men (exclude serfs) for 60 days' service per year. Thus an overlord can count on at least 50% of the total fighting strength in his lands for 60 days of service. Clearly, some care has to be taken to maintain reserves in case of prolonged conflict (military seasons can last from 60 to 180 days, depending on the players). In case of invasion of a particular holding, 100% military service can be counted on, if required, but no fortress will be denuded of more than 75% of its fighting strength at any time. Within a particular fief, a knight, squire, sergeant, or man-at-arms must serve at need in defense of the fief.

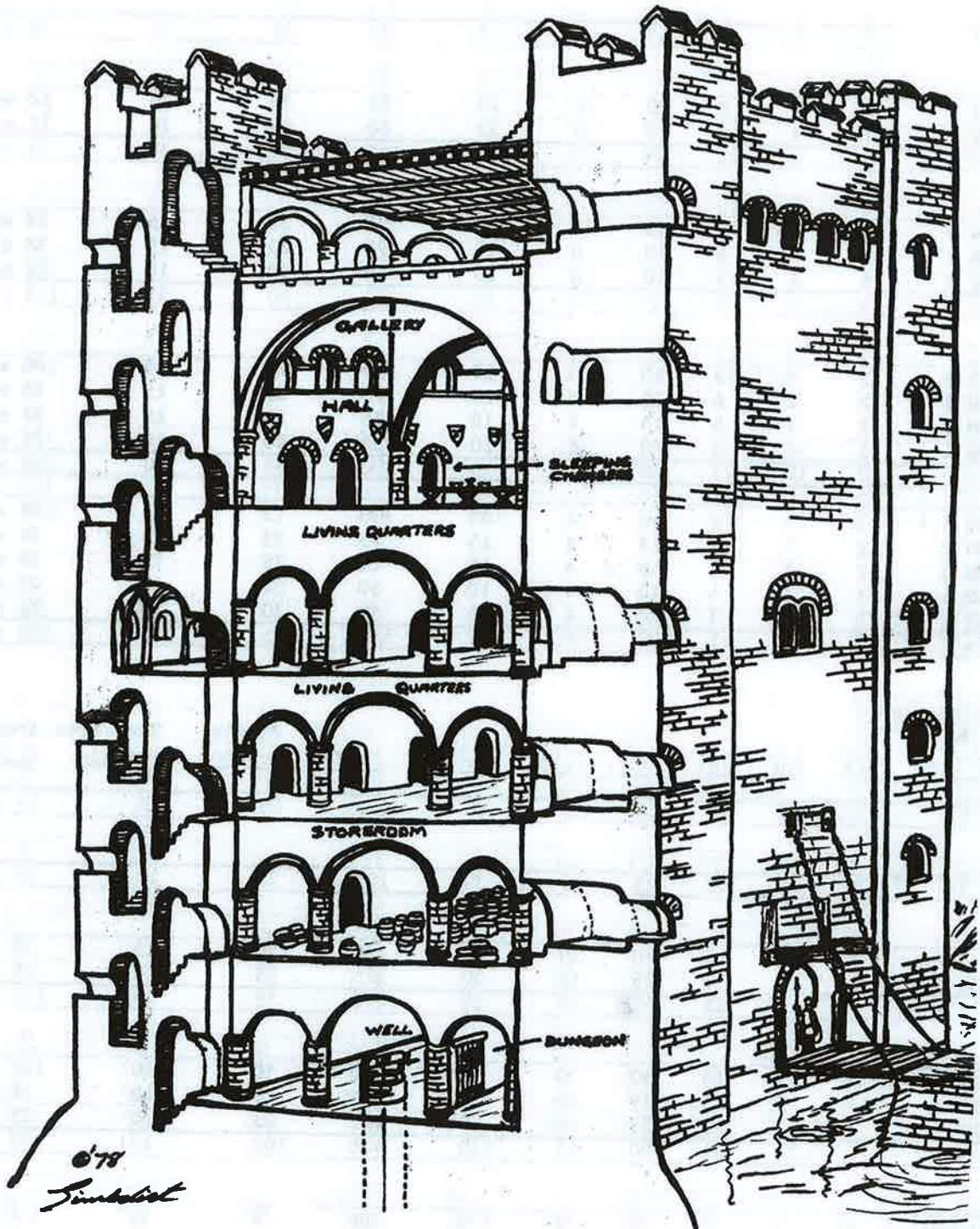
Mercenaries were not included in the figures. However, assume that 10% to 20% of the totals for sergeants and men-at-arms are employed as independent mercenaries who have taken service. These are considered paid for 60 days' service in the field/year, after which bonuses have to be paid.

INTERIOR MANORS

<u>Manor Type</u>	<u>Kts</u>	<u>Sqr</u>	<u>Sgt</u>	<u>Men</u>	<u>P.Sgt</u>	<u>Yeomen</u>	<u>Serfs</u>	<u>Fief's Revenue</u>	<u>Rent from Vassals</u>	<u>Area of Holding</u>
SFMH 1	1	1	3	10	4	10	50	20	10	22 sq.mi.
SFMH 2	2	2	6	15	8	15	75	25	15	38 sq.mi.
SFMH 3 +	2	2	8	20	12	20	100	30	20	50 sq.mi.
SFMH 1	1	1	3	10	4	10	50	20	10	22 sq.mi.
Totals =	3	3	11	30	16	30	150	50	30	72 sq.mi.
SFMH 4 +	3	3	10	25	16	30	125	35	25	68 sq.mi.
SFMH 2	2	2	6	15	8	15	75	25	15	38 sq.mi.
SFMH 1	1	1	3	10	4	10	50	20	10	22 sq.mi.
Totals =	6	6	19	50	28	55	250	80	50	128 sq.mi.
LFMH 5 +	5	5	15	40	20	50	150	75	50	100 sq.mi.
SFMH 2	2	2	6	15	8	15	75	25	15	38 sq.mi.
SFMH 2	2	2	6	15	8	15	75	25	15	38 sq.mi.
SFMH 1	1	1	3	10	4	10	50	20	10	22 sq.mi.
Totals =	10	10	30	80	40	90	350	145	90	198 sq.mi.
CASTLE I +	7	7	25	50	32	100	300	75	75	168 sq.mi.
SFMH 2	2	2	6	15	8	15	75	25	15	38 sq.mi.
SFMH 2	2	2	6	15	8	15	75	25	15	38 sq.mi.
SFMH 1	1	1	3	10	4	10	50	20	10	22 sq.mi.
SFMH 1	1	1	3	10	4	10	50	20	10	22 sq.mi.
Totals =	13	13	43	100	56	150	550	165	125	288 sq.mi.

FRONTIER MANORS

<u>Manor Type</u>	<u>Kts</u>	<u>Sqr</u>	<u>Sgt</u>	<u>Men</u>	<u>P.Sgt</u>	<u>Yeomen</u>	<u>Serfs</u>	<u>Fief's Revenue</u>	<u>Rent from Vassals</u>	<u>Area of Holding</u>
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq.mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq.mi.
LFMH 3 +	5	5	15	40	20	50	150	50	15	96 sq.mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq.mi.
Totals =	8	8	25	65	36	80	275	75	25	171 sq.mi.
SHELL KEEP 4	5	5	15	50	20	50	150	50	20	107 sq.mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq.mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq.mi.
Totals =	11	11	35	100	52	110	400	100	40	257 sq.mi.
SHELL KEEP 5	6	6	20	50	32	100	300	75	50	160 sq.mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq.mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq.mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq.mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq.mi.
Totals =	18	18	60	150	96	220	800	175	90	460 sq.mi.



HOLDINGS OF KNIGHTS BANNERETTE AND LESSER BARONS

Manor Type	Kts	Sqr	Sgt	Men	P.Sgt	Yeomen	Serfs	Fief's Revenue	Rent from Vassals	Area of Holding
CASTLE 1/A	7	7	25	50	36	100	300	75	75	225 sq.mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq.mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq.mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq.mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq.mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq.mi.
Totals =	22	22	75	175	116	250	925	210	125	620 sq.mi.

CASTLE 1/B	7	7	25	50	36	100	300	75	75	225 sq.mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq.mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq.mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq.mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq.mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq.mi.
Totals =	30	30	100	250	152	330	1200	285	155	802 sq.mi.

CASTLE 1/C	7	7	25	50	36	100	300	75	75	225 sq.mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq.mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq.mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq.mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq.mi.
SK5*	18	18	60	150	96	220	800	175	90	385 sq.mi.
Totals =	37	37	125	300	196	440	1600	360	205	930 sq.mi.

CASTLE 1/D	7	7	25	50	36	100	300	75	75	225 sq.mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq.mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq.mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq.mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq.mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq.mi.
Totals =	45	45	150	375	232	520	1875	435	235	1112 sq.mi.

CASTLE 1/E	7	7	25	50	36	100	300	75	75	225 sq.mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq.mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq.mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq.mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq.mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq.mi.
Totals =	50	50	165	415	252	570	2025	485	250	1208 sq.mi.

CASTLE 1/F	7	7	25	50	36	100	300	75	75	225 sq.mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq.mi.
LFMH 3	8	8	25	65	36	80	275	75	25	171 sq.mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq.mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq.mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq.mi.
Totals =	55	55	180	485	272	620	2175	530	265	1294 sq.mi.

*Holdings of vassals who have "sub-infeudated" their lands and have vassals of their own. See Frontier Manor LFMH 3, Shell Keep 4 and Shell Keep 5 to determine the nature of these holdings.

Six different types of Frontier Castle 1 are provided to give variety in these types of holdings. If lands are being developed purely at random, a D6 can be rolled to decide the type of Frontier Castle 1 involved. Castles 1/A through 1/C would be held by knights Bannerette; the others would be held by Lords of Baronial rank.

BARONIAL HOLDINGS: INTERIOR MANORS

Manor Type	Kts	Sqr	Sgt	Men	P.Sgt	Yeomen	Serfs	Fief's Revenue	Rent from Vassals	Area of Holding
CASTLE I	10	10	36	50	36	100	300	100	75	192 sq.mi.
SFMH 3*	3	3	11	30	16	30	150	50	30	72 sq.mi.
SFMH 4*	6	6	19	50	28	55	250	80	50	128 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
Totals =	49	49	156	370	176	455	1750	665	425	986 sq.mi.
CASTLE II	10	10	36	60	48	125	400	150	100	230 sq.mi.
SFMH 3*	3	3	11	30	16	30	150	50	30	72 sq.mi.
SFMH 4*	6	6	19	50	28	55	250	80	50	128 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
Totals =	59	59	186	460	220	570	2200	860	545	1222 sq.mi.
CASTLE III	12	12	48	100	60	150	500	175	125	295 sq.mi.
SFMH 3*	3	3	11	30	16	30	150	50	30	72 sq.mi.
SFMH 4*	6	6	19	50	28	55	250	80	50	128 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
CAS. I/A*	22	22	75	175	116	250	925	210	125	620 sq.mi.
Totals =	83	83	273	675	348	845	3225	1095	690	1907 sq.mi.
CASTLE IV	15	15	60	150	72	200	600	250	150	385 sq.mi.
SFMH 3*	3	3	11	30	16	30	150	50	30	72 sq.mi.
SFMH 4*	6	6	19	50	28	55	250	80	50	128 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
CAS. I/A*	22	22	75	175	116	250	925	210	125	620 sq.mi.
CAS. I/B*	30	30	100	250	152	330	1200	285	155	802 sq.mi.
CAS. I/C*	37	37	125	300	196	440	1600	360	205	930 sq.mi.
Totals =	143	143	480	1195	676	1575	5775	1670	985	3531 sq.mi.
CASTLE V	20	20	80	200	84	250	800	350	200	485 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
CAS. I/A*	22	22	75	175	116	250	925	210	125	620 sq.mi.
CAS. I/B*	30	30	100	250	152	330	1200	285	155	802 sq.mi.
CAS. I/C*	37	37	125	300	196	440	1600	360	205	930 sq.mi.
CAS. II*	59	59	186	450	208	545	2100	810	515	1184 sq.mi.
Totals =	218	218	716	1775	916	2265	8375	2740	1650	5011 sq.mi.

<u>Manor Type</u>	<u>Kts</u>	<u>Sqr</u>	<u>Sgt</u>	<u>Men</u>	<u>P.Sgt</u>	<u>Yeomen</u>	<u>Serfs</u>	<u>Fief's Revenue</u>	<u>Rent From Vassals</u>	<u>Area of Holding</u>
CASTLE VI	25	25	100	250	100	300	1000	500	300	617 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq.mi.
CAS. I/A*	22	22	75	175	116	250	925	210	125	620 sq.mi.
CAS. I/B*	30	30	100	250	152	330	1200	285	155	802 sq.mi.
CAS. I/C*	37	37	125	300	196	440	1600	360	205	930 sq.mi.
CAS. II*	59	59	186	450	208	545	2100	810	515	1184 sq.mi.
CAS. II*	59	59	186	450	208	545	2100	810	515	1184 sq.mi.
CAS. III*	83	83	273	675	348	845	3225	1095	690	1907 sq.mi.
Totals =	355	355	1165	2870	1456	3615	13550	4650	2865	8036 sq.mi.

BARONIAL HOLDINGS: FRONTIER MANORS

CASTLE I	10	10	36	50	36	100	300	100	75	225 sq.mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq.mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq.mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq.mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq.mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq.mi.
Totals =	66	66	216	530	308	700	2450	625	295	1466 sq.mi.

CASTLE II	10	10	36	60	48	125	400	150	100	230 sq.mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq.mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq.mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq.mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq.mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq.mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq.mi.
Totals =	84	84	276	690	416	945	3350	850	410	1856 sq.mi.

CASTLE III	12	12	48	100	60	150	500	175	125	295 sq.mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq.mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq.mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq.mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq.mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq.mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq.mi.
CAS. I/C	37	37	125	300	196	440	1600	360	205	930 sq.mi.
Totals =	116	116	388	980	580	1300	4650	1160	590	2723 sq.mi.

CASTLE IV	15	15	60	150	72	200	600	250	150	385 sq.mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq.mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq.mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq.mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq.mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq.mi.
CAS. I/C	37	37	125	300	196	440	1600	360	205	930 sq.mi.
CAS. I/D	45	45	150	375	232	520	1875	435	235	1112 sq.mi.
CAS. I/E	50	50	165	415	252	570	2025	485	250	1208 sq.mi.
Totals =	203	203	680	1720	1024	2330	8250	2055	1060	4876 sq.mi.

<u>Manor Type</u>	<u>Kts</u>	<u>Sqr</u>	<u>Sgt</u>	<u>Men</u>	<u>P.Sgt</u>	<u>Yeomen</u>	<u>Serfs</u>	<u>Fief's Revenue</u>	<u>Rent From Vassals</u>	<u>Area of Holding</u>
CASTLE V	20	20	80	200	84	250	800	350	200	485 sq.mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq.mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq.mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq.mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq.mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq.mi.
CAS. I/C*	37	37	125	300	196	440	1600	360	205	930 sq.mi.
CAS. I/D*	45	45	150	375	232	520	1875	435	235	1112 sq.mi.
CAS. I/E*	50	50	165	415	252	570	2025	485	250	1208 sq.mi.
CAS. II*	84	84	276	690	416	945	3350	850	410	1856 sq.mi.
Totals =	292	292	976	2460	1452	3325	11800	3005	1520	6832 sq.mi.

CASTLE VI	25	25	100	250	100	300	1000	500	300	617 sq.mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq.mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq.mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq.mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq.mi.
CAS. I/C*	37	37	125	300	196	440	1600	360	205	930 sq.mi.
CAS. I/D*	45	45	150	375	232	520	1875	435	235	1112 sq.mi.
CAS. I/E*	50	50	165	415	252	570	2025	485	250	1208 sq.mi.
CAS. I/F*	55	55	180	485	272	620	2175	530	265	1294 sq.mi.
CAS. II*	84	84	276	690	416	945	3350	850	410	1856 sq.mi.
CAS. III*	116	116	388	980	580	1300	4650	1160	590	2466 sq.mi.
Totals =	460	460	1539	3910	2284	5215	18550	4770	2450	10553 sq.mi.

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