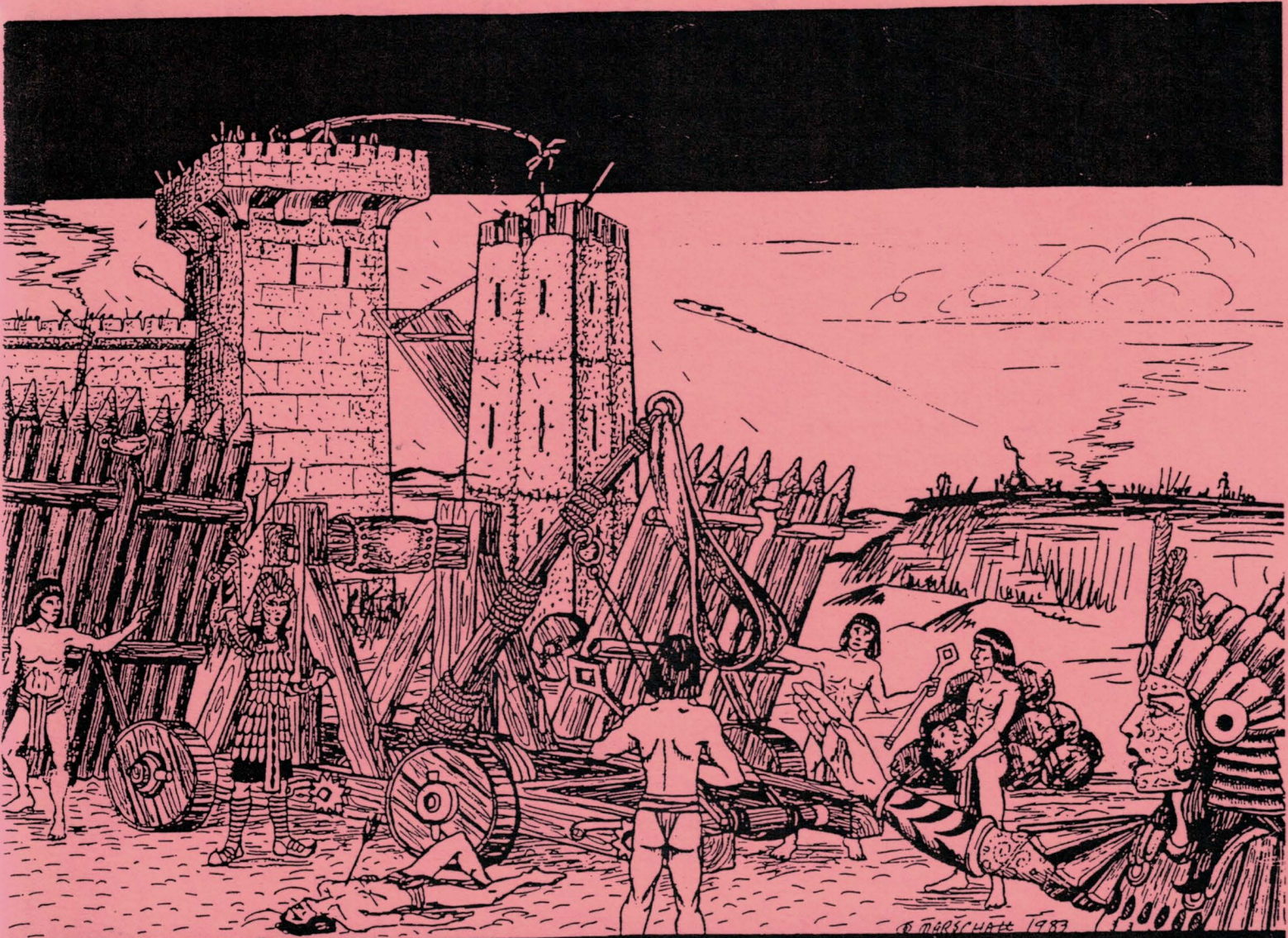


# THE ARMIES OF TÉKUMEL

## VOLUME V



# LIVYÁNU AND TSOLEÍ



# Combat Guide

1	2	A	B	C	D	E	4
5	6	7	8	9	10	11	12

- 1: Cohort Number
- 2: Level of the troops in the cohort
- A: Armor class
- B: Shield class
- C: Long weapon, melee weapon class 1 or 2 (Missum miniature rules)
- D: Short weapon, melee weapon class 3 or 4 (Missum miniature rules)
- E: Missile weapon
- 4: Cost in points per figure
- 5: Morale rating
- 6: Magic defense rating
- 7: Melee defense factor (using long weapons/using short weapons)
- 8: Missile defense factor
- 9: Long weapon attack factor
- 10: Short weapon attack factor
- 11: Missile attack factor
- 12: Shieldless melee defense factor/Shieldless missile defense factor

## Statistics Section Abbreviation Key

### 1: Cohort Number

**1-25** Cohort number where each cohort is normally 500 troops unless noted otherwise in the "Strength" section of the text, e.g., certain Shén units

cohorts

**X:Y** The number of artillery pieces : The number of personnel required to support each piece

**#** Number of troops in irregularly sized

*continued on p. 50*



# ARMIES OF TÉKUMEL

## VOLUME V

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## Foreword

The republication of the 1997 edition of Armies III through V was an arduous task.

When I began the republication project, I had hopes of getting by just issuing a reproduction of the original works. Yet, as I worked on the reproductions, my sense of unease grew profound: Not only had Prof. Barker gently suggested that I was on the wong path, I soon discovered that the original works were far lower in quality than I had suspected. A close analysis of the books revealed that the original texts were riddled with misspellings and typographical errors, and the statistical tables in the original were occasionally illegible and contained many errors. My reluctant conclusion was that I did not want to offer such an inferior product to my largely Internet customers, who would be unable to see how inferior the product was that they were buying.

Instead of giving up the project--the logical and financially reasonable step--I plowed ahead with a new edition. Despite every effort on my part to do the proofing lacking in the earlier editions, my efforts would have still produced only a marginally better product without the help of Victor Raymond, who did the thankless work of putting in all the accents on my drafts and double-checking the spelling of the proper names (which I had just copied from the originals), and without the help of Prof. Barker, who supported Victor's work.

Even with these efforts to reintroduce a quality product, I still feel the need to make two comments about the accents in the texts. Please note that some words with an umlaut in the text also require an acute accent--an accent omitted because it was not easily supported by WordPerfect. The some of the most common of these words are Ssü, Béy Sü, N'lüss, Güdru, H'lüss, and Hrü'ü (the last "ü," not the first one, requires an acute accent). Also, the painting guide lacks accents because Lotus 123, the software package used to produce this section, has no capability to support accents of words, and frankly, I thought I would do a shoddy job of putting them in by hand.

If you have any comments or questions about this edition of Armies III through V, please let me know.

**Carl L. Brodt**  
**March 1997**



*Taken from the Archive  
of the Pages of Silver Excellence  
in the Hall of the Lumbent Throne  
in the Temple of the god of Gods, Zame'el.  
in mighty Tsámra, the City of Glory*

**"Unto the Shadow Lord, all hail!**

**Unto the Power of He Who Is, all hail!**

**Unto the Hunched One of the Twilight, all hail!**

**Sacrifices unto thee!**

**Unto the One of Shapes in the Halls of Silent Images, all hail!**

**Unto the Lord Whose Arms reach to the Quarters of the Sky, all hail!**

**Unto the Lord Whose Feet Touch the Quarters of the Earth, all hail!**

**Unto the Lord Whose Body fills the World,**

**Whose heartbeat is the pounding of the Seas and the roaring thunder of the air, all hail!**

**We bring sacrifices and worship unto Thee,**

**For thy Pleasure in the Temple of Silence, dimly lit yet refulgent with Thy Being!**

**All hail! All hail! All hail!"**

*—Hymn of the Priests of Qame'el in Tsámra*

The fifth of the Five Empires, Livyánu, is the hardest to characterize governmentally or militarily. This ancient and priest-ridden land lies between the Sea of Aishúl to the west and the Deeps of Chanayága to the east, protected by the natural barriers by any invasion from these quarters. On the north, Livyánu is bordered by the peaks of the Tláshite Heights and the impassible jungles of Nmartúsha. To the south lie the warring states of the reptilian Shén, impossible to unite because of their age-old egg-group loyalties. Of all the great nations, thus, Livyánu has remained the most isolated and is perhaps the most different--xenophobic and unapproachable as well--of the Five Empires of this part of Tékelmel.

The Gods of the other four Empires are clearly divided into the Lords of Stability and the Lords of Change, although at times the dichotomy appears to be more political than theological. To the Tsolyáni, the Lords of Stability are "like the day," whereas those of Change are "like the night." The Gods of Livyánu are then like the twilight: shadowy, numinous, secretive; worshiped in the gloomy depths of sprawling, monumental temples within the ages-old cities of the land, in rituals never seen by outsiders.

The heavy hand of religion lies upon every act, every breath, every thought; the intricate social customs are governed by centuries of



tradition and strict doctrine. Magic and sorcery are commonplace--the whole region of Livyánu is a magically "fertile" area, where spells operate easily and the "Skin of Reality" is as thin as the rice-paper of Laigás. Within the impenetrable walls of the temples there are many devices of the Ancients, and the recondite lore of the Latter Times is jealously guarded by legions of Hierophants.

Foreigners are only allowed within special enclaves in the walled port cities; Tsámra, Heméktu, Laigás, and to some extent, Fosháa on the east coast; and in Nuférsh, Kakársh, and Sraón on the western shore. Commercial and scholarly travel is difficult and is usually limited to the Sákbe roads that connect the cities. Guarded, guided and clearly purposed missions are sometimes permitted into the countryside as well, provided that members of the Vrú'uneb, the "Friends of the Gods" (the ubiquitous secret police and religious arm of the Temples of the Shadow Gods) are present with the party.

The reins of government--so far as can be discerned--lie in the hands of the hierarchy of the Temple of Qame'él in Tsámra. Said to be an amalgam of the Tsolyáni deities Thúmis and Ksárul, the doctrines and rituals of this god are pervasive throughout Livyánu. At the head of the order is one Ásqar Gyardánaz, Principle Staff of the Glory of Qame'él. As is the case with so many of the shadowy rulers of Livyánu, nothing much is known of his training or antecedents, and his youngish, nondescript features first appear on the golden Shí'idok (a Livyáni coin worth about two Tsolyáni Káitars) in 2345 A.S. Ásqar Gyardánaz is taciturn, unpretentious, simple of life-style, and introduces himself only with the title of "Dumúz," which signifies something akin to

Brother-in-the-Faith."

Under Dumúz Ásqar there is a central council of all of the twelve major temples (minus the One of Fears of the city of Dlášh, whose members wish to have no participation in government). Each Temple sends four representatives to this body: ten are retained as Dumúz Ásqar's advisors; ten more appointed to command the ten Chároneb (a term roughly equivalent to "army") of the military; ten more are assigned to govern the ten Prefectures (Provinces); and another ten are each given charge of one of the Ministries: Trade, Foreign Relations, Roads and Communications, Temple Education, Procurement of Sacrifices, Public Works, Dealings with Non-human Races, Collection and Disbursement of Taxes and Tithes, Food and Agriculture, and the Glorification of the Temples. The remaining eight members of the Council are termed the Duru'uba Shirudanáz ("The Brothers of the Shadow"), and their functions are not known. The dreaded Vrú'uneb is also represented, but the number and powers of its delegates are not ascertainable. Each smaller city also has its council, ruled by the priesthoods most powerful in its region. All are directly subordinate to Tsámra, however, and the government can thus be termed a tightly-run oligarchy of the priesthoods.

The military forces of Livyánu are divided into ten Chároneb ("armies"), as was mentioned before. These are based at the largest cities, and troops are recruited from local populations, paid for with Temple tithes and taxes, and have a strong religious component. Each Chároneb is divided into a varying number of "Llüneb" ("legions") of individual troop-types. A Llüneb of heavy infantry thus contains no crossbowmen,



sappers, etc., and these must be summoned from other Llüneb when necessary. This is similar to the Tsolyáni and Mu'ugalavyáni pattern and different from that of other states, such as Yán Kór. A Llüneb is composed of any number of troops, unlike Tsolyánu, where each legion has a maximum strength of twenty

cohorts of four hundred men each.

The following table gives the names and organizational structures of the Livyáni army. A common soldier is called a "Sréz" ("Sréb," if female).

Unit Name	Number in Unit	Title of Officer	Tsolyáni Titles	Function
Sikúab	25	Ni'úz	Tirrikámu	Lower subaltern
Vilunéb	100	Eshu'úz	Heréksa	Higher subaltern
Dláineb	500	Úoz	Kási	Captain
Ssáoneb	1000	Khúaz	Molkár	Officer*
Llüneb	varies	Qáqqodaz	Kérdu	General
Chároneb	varies	Rúozhuz	Kérdudáli	Senior General

\* There is no equivalent for the Tsolyáni rank of Dritlán "higher officer."

Livyánu differs from all of the other great Empires by dividing its magical contingents into separate legions, call "Díodaz." Every officer of the rank of Khúaz and above is also a member of this unit, and the senior general of the Chároneb is also the chief officer of the "Díodaz." The numbers and strengths of the various Díodaz vary from region to region. In the other Empires, magic-users are attached as subcontingents of each legion and are then grouped into offensive and defensive units for each battle on a temporary basis. The Livyáni pattern permits greater organization, more practice, and better coordination.

There are also non-human forces within the Livyáni army. Most of these are Shén from the friendlier states just south of Livyánu. These are hostile to the large Shén enclave, Shényu, farther south. The fragmented

organization of the Shén makes it difficult to imagine any real aggression from that quarter, and the Livyáni employ their Shén mercenaries mostly as border guards and as a hammer to use against other foes (viz. the Mu'ugalavyáni to the north and the pirates of Tsoléi to the west).

There are also some units composed exclusively of another non-human race: the gnarled little Tinaliya of northern Livyánu. These clever diminutive beings are armed and armored as heavy infantry but are not equivalent strength because of their small statures. The Livyáni do not interfere in their customs, religion, or activities beyond requiring them to provide troops to guard the northern frontiers.

The Livyáni recruit no foreign mercenaries,



but they do occasionally allow individual foreigners to partake of the sacraments of one of their strange Shadow Gods and to become Livyáni citizens. These persons then may join the Livyáni armed forces, one of the priesthoods, or even marry into one of the less-noble clans. Nobility in Livyánu is determined by one's clan and more particularly one's status in the priesthood of one's temple. Foreigners must then serve the hierarchy of their chosen order before intermarriage, land ownership, and permanent residence are granted. This is difficult.

The present political situation is complicated. As of this writing (2359 A.S.), the Livyáni have embarked upon their first aggressive, imperialistic enterprise in many centuries. Provocation from the pirates of the Tsoléi Isles first led to reprisals and then to an open invasion. Troops from the Cháronebs of Núfersh, Kakársh, and Sraón were sent to take Ngaró (the southernmost of the Isles). This proved to be harder than it looked, and the Livyáni next invaded Llürúra Isle to the north. After a protracted siege (which occasioned the training of the first legion of sappers in the nation's history), the city of Míyél was taken and sacked. This was followed by an advance northward and an encirclement of the city of Llü'ür on the coast. The chaotic and anarchistic societies of Tsoléi responded poorly to this threat by sending only token detachments to aid their comrades.

The Shén of Shényu saw this Livyáni aggression as a major hindrance to their hegemony of the region, however, and several Shén units sailed to Ku'úl Isle and thence to relieve Llü'ür. The Livyáni perforce had to withdraw troops from other areas--particularly the quiet southern border with Mmátugual--

and these units are now locked in stalemate near Llü'ür.

The Mu'ugalavyáni--sensitive to an alliance between Livyánu and Tsolyánu--have also entered into the affair, although their forces are too distant to provide much help. The Mu'ugalavyáni have therefore threatened the isolated enclave of Neihái in the north and have warned the Livyáni that further invasion of Tsoléi will result in the loss of this rich agricultural region. The Livyáni have urged the Tsolyáni to add to their forces on the western frontiers of Mu'ugalavyá. The Tsolyáni Imperium is loathe to do this, however, having no troops to spare from the continuing war with Yán Kór. Two huge battle groups of Tsolyáni forces now face the northerners: one in the west near Khirgár, and the second moving northeastwards from the Pass of Skulls into Milumanayá with intentions of invading Saá Allaqí.

The Livyáni can expect little in the way of real assistance and have begun raising more Llüneb from such populous areas of Tsúpil Hlayá, Farshá, Asuáz, Súnuz, and other smaller cities of the central and northern Prefectures. The High Council of Livyánu expects Llü'ür to fall within a month or two at the most, and it is rumored that Dumúz Ásqar's advisors are encouraging him to consolidate the gains made on Llürúra Isle, then perhaps strike north to take the ancient sanctuaries on Hólis Isle or even Khrúsha Island, leaving the powerful Shén and the Tsoléini possession of the Isle of Ku'úl and the northwestern islands.

As of this writing, only troops from the Livyáni Prefectures of Sraón, Núfersh, and Kakársh are involved in the Tsoléi expedition.



These include: (1) the Llüneb of Nirusáma; (2) the Llüneb of Túoz Mísheb of Kakársh; (3) the Llüneb of the Black Beetle; (4) the Llüneb of the Clawed Slayer of All; (5) the Llüneb of the Sword of Ndárka; and (6) the Llüneb of the Singing of the Rituals of Ru'ungkáno. The associated Díodaz are also represented by small groups, but sorcery does not operate in the Tsoléi Isles, and these are thus more or less useless. Two of the new units (the Llüneb of Those Who Conquer and the Llüneb of the Might of Guodái) are also in Tsoléi. More could be provided if needed, and the Livyáni are also thinking about calling upon the

Shényu's hereditary foes, the Shén of Mmátugual, Ngúa, Gopúri, Shrukhe'él, Qónu, Khákh, etc., to send further units.

The Tsolyáni colony of Linyará on the coast of the Unknown Land in the far southwest has not been heard from, but the Livyáni colony of Nuróab (which was supported by Tsolyáni units) was devastated by a joint expedition from Mu'ugalavyá and Shényu. The Shén still have their large colony of Shüggar on the coast of this wild region, moreover, and plans to take Linyará have had to be postponed.

## Standing Livyáni Legions

### A. The Chároneb of Mighty Tsámra

*Rúozhuz*: Dumúz Ásqar Gyardánaz, Principle Staff of Qame'él, delegated to Chief Priest Sýryz Dáshquz

#### (1) The Llüneb of the Hunched One

*Qáqqodaz*: Chief Priest Sýryz Dáshquz

*Based*: Tsámra [map 1 / hex 1923] - now at base

*Arms*: Full articulated Chlén-hide armor, covered with runes and trceries of designs taken from the complex symbology of the worship of Qame'él, tall helmets with side flanges and knobs at the top, small shields, scalloped around the edges, long barbed pikes, curved chopping swords (with the sharp edge inside the curve, like the Egyptian "Khepesh"), some composite bows

*Strength*: 10,000 heavy infantry (2000 have

composite bows), 4000 reserves

*Statistics*: HI

1	9	H+3	R+3	LP	LW	-	159
20	12	27	19	14	18	-	18/10

2-4	7	H+2	R+2	LP	LW	-	103
20	10	23	17	12	13	-	15/9

5-8	5	Hs	Rs	LP	LW	-	68
20	8	17	13	7	11	-	11/7

9-16	3	H	R	LP	LW	-	32
20	6	13	11	5	9	-	8/6

17-20	3	H	R	LP	LW	cb	25
20	6	13	11	5	9	3	8/6



ave.	4	Hs	Rs	LP	LW	cb	66
20	7	16	12	6	10	3	10/7

*Remarks:* This force is Livyánu's crack Llüneb: it is charged with palace and city guard duty in Tsámra. It is historically a very ancient legion with traditions that go back nearly 4000 years in one form or another, and it has been battle against the Shén, the Mu'ugalavyáni, and the Hlüss. Its special bodyguard unit is classed as fanatic (the first four cohorts).

(2) The Llüneb of the Little Moon (called "Káshi" in Tsolyáni)

*Qáqqodaz:* Eaz Drúob Shiénaz of Tsámra

*Based:* Near Tsámra in map 1 / hex 1924 - now at base

*Arms:* Breatplates of Chlén-hide, tall flanged helmets, two-handed axes, short swords, small scalloped shields (discarded in melee), greaves and vambraces

*Strength:* 5000 medium infantry, 1000 reserves

*Statistics:* MI

1-2	5	Ms	Ss	TAX	SW	--	66
16	8	9/13	8	15	11	--	9/5

3-6	4	M	S	TAX	SW	--	50
16	7	7/10	7	14	10	--	7/4

7-10	2	M	S	TAX	SW	--	25
16	5	5/8	7	12	8	--	5/4

ave.	3	M	S	TAX	SW	--	43
16	6	6/9	7	13	9	--	6/4

*Remarks:* A good unit, experienced against the Hlüss: it stood fast and repelled Hlüss landings along the coast north of Tsámra in 2320 A.S., officered by a young fanatic priest of Qame'él. This Llüneb has also been used on Livyáni ships as marines.

(3) The Llüneb of the Planet Garu'u (the next planet in towards the sun from Tékumel, called "Ríruchel" in Tsolyáni)

*Qáqqodaz:* Vúoz Kaodíz Cháqqib of Tsámra

*Based:* Tsámra [map 1 / hex 1923] - now at base

*Arms:* Small, medium, and large ballistae with a number (30) large siege trebuchets in reserve. Men heave leather armor, bronze helmets, and short swords.

*Strength:* 2000 artillerists, 500 in reserve

*Statistics:* AT

100:2	3	L	--	--	SW	ld	*
13	6	4	2	--	6	18	4/2

80:4	1	L	--	--	SW	md	*
13	4	2	2	--	6	24	2/2

46:6	1	L	--	--	SW	hd	*
13	4	2	2	--	6	32	2/2

30:20	1	L	--	--	SW	ht	*
13	4	2	2	--	6	*	2/2

604#	2	L	S	--	SW	--	19
13	5	6	5	--	8	--	3/2





A-1



A-2



A-3



A-4



A-6



B-1



B-2



*Remarks:* This artillery unit is charged with the defense of the city walls of Tsámra. The light ballistae have also been taken aboard ship for raids against the Hlüss. It is a good unit.

(4) The Llüneb of the Planet Múo (called "Shíchel" in Tsolyáni)

*Qáqqodaz:* Niáz Zhaggáo of Ssaón

*Based:* Near Tsámra in map 1 / hex 2023 - now at base

*Arms:* Composite bows, large mantelet-type shields, leather armor of Chlén-hide, helmets, short axes

*Strength:* 8000 light archers, 1000 reserves

*Statistics:* AR

1-2	4	L	R	--	AX	cb	38
8	7	5	7	--	6	7	5/3

3-16	2	L	R	--	AX	cb	17
8	5	3	7	--	6	5	3/2

ave.	3	L	R	--	ax	cb	25
8	6	4	7	--	6	6	4/2

*Remarks:* A good unit of light archers. These men carry wicker mantelets with them for cover. They are historically a band of light infantry but have been taken over by the Priesthood of Kirrinéb and have since become a regular military unit.

(5) The Llüneb of the Great Moon (called "Gayél" in Tsolyáni)

*Qáqqodaz:* Cháuvaz Deshshuqómez of

Núfersh

*Based:* Tsámra [map 1 / hex 1923] - now at base

*Arms:* Light thrusting spears, short bows, clubs. They wear no armor; these light infantry fight naked except for tattooed body designs.

*Strength:* 6000 light infantry, 2000 reserves

*Statistics:* LI

1	2	--	--	SS	CL	cs	12
6	5	3	2	6	8	1	3/2

2-12	1	--	--	SS	CL	cs	10
6	4	2	2	5	6	1	3/2

ave.	1	--	--	SS	CL	cs	10
6	4	2	2	5	6	1	3/2

*Remarks:* This Llüneb of light infantry is organized from the followers of the God Vrusáemaz, a deity rather similar to the Tsolyáni Wurú. It has only recently been given the status of a regular Llüneb; otherwise, many Livyáni light units are simply recruited from villagers and townspeople as needed. Its general is a veteran of the Llüneb of the Red Hand of Nuférsh, however, and he has sworn to train these troops and turn them into a good skirmishing unit.

(6) The Díodaz of the Chároneb of Tsámra

*Qáqqodaz:* Dumúz Ásqar Gyardánaz

*Based:* Tsámra in map 1 / hex 1923 - now at base



**Arms:** Magic. These priests are armed as Heavy Infantry with steel weapons and armor.

**Strength:** 12 senior priests and 300 of the middle ranks with 3000 of the lowest ranks.

**Statistics:** PR

3312 #	4	Hs	Rs	LP	LW	—	75
20	7	15	12	6	10	—	9/6

## B. The Chároneb of Tsúpil Hlayá

**Rúozhuz:** Dumúz Shéumayuz Buódla of Tsúpil Hlayá

(1) The Llüneb of the Shadowed One

**Qáqqodaz:** Dumúz Shéumayuz Buódla

**Based:** Tsúpil Hlayá [map 1 / hex 2524] - now in map 1 / hex 2625 at the village of Neáb

**Arms:** Breastplates, greaves, vambraces, large shields, long thrusting spears, "Chídok" swords, composite bows

**Strength:** 3000 heavy infantry, 1500 reserves

**Statistics:** HI

1	6	H+2	R+2	LS	SW	—	93
11	9	22	17	10	12	—	14/9

2-3	4	Hs	Rs	LS	SW	—	60
11	7	16	13	8	10	—	10/7

4-5	3	H	R	LS	SW	—	32
11	6	13	16	7	9	—	8/6

6	3	H	R	LS	SW	cs	35
11	6	16	13	7	9	1	8/6

ave.	4	Hs	Rs	LS	SW	cs	63
11	7	16	13	8	10	1	10/7

**Remarks:** This unit is the primary heavy defense unit along the northern coast and at the pass through the mountains below Chekudáni Peak. A good but undistinguished unit with some experience fighting the Hlüss.

(2) The Llüneb of the Ritual of Divine Praise

**Qáqqodaz:** Riumáliz Mu'uvéliz of Tsúpil Hlayá

**Based:** Tsúpil Hlayá [map 1 / hex 2524] - now on coastal guard duty in map 1 / hex 2427

**Arms:** Conical helmets, breastplates, greaves and vambraces, medium diamond-shaped shields, short thrusting spears, "Chídok" swords

**Strength:** 2500 medium infantry, 700 reserves

**Statistics:** MI

1	3	M	R	SS	SW	—	40
18	6	11	9	7	9	—	6/4



2-5	2	M	R	SS	SW	—	30
18	5	10	9	6	8	—	5/4

ave.	2	M	R	SS	SW	—	30
18	5	10	9	6	8	—	5/4

*Remarks:* A unit officered by one of the Senior Priests of Kírrinéb in the region; these troops are al devoted fanatics of this Goddess. This Llüneb has little battle experience.

### (3) The Llüneb of the Ritual of the Journey of the Dead

*Qáqqodaz:* Eúniz Disúlu-Káng-Dlók of Dlášh

*Based:* Tsúpil Hlayá - now in map 1 / hex 2525

*Arms:* Light crossbows, mantelet shields, leather armor, helmets, short axes

*Strength:* 4000 light crossbowmen, 1000 reserves

*Statistics:* CB

1	5	L	EL	—	AX	lc+1	69
11	8	2	7	—	6	12	2/2

2-3	4	L	EL	—	AX	lc	43
11	7	2	7	—	6	9	2/2

4-8	3	L	EL	—	AX	lc	29
11	6	2	7	—	6	8	2/2

ave.	4	L	EL	—	AX	lc	43
11	7	2	7	—	6	9	2/2

*Remarks:* The pride of Tsúpil Hlayá's chivalry, who think it fitting to send their younger sons into the Llüneb. Crossbows are an important part of the ritual paraphernalia of Gúodai, a Livyáni form of Chegárta. This Llüneb has had much experience in the northern mountains against both beasts and bandits.

### (4) The Díodaz of the Chároneb of Tsúpil Hlayá

*Qáqqodaz:* Dumúz Shéumayuz Buódla

*Based:* Tsúpil Hlayá [map 1 / hex 2524] - always at base

*Arms:* Magic. They are armored as heavy infantry and fight as regulars

*Strength:* 5 senior priests, 125 of the middle ranks, 1700 of the junior ranks.

*Statistics:* PR

1830 #	3	H	—	LS	SW	—	28
11	6	13	16	7	9	—	8/6

*Remarks:* The average level for this unit is something like 4-5, and its senior officers are of levels up through 12th. However, it is not known as a distinguished group.

## C. The Chároneb of Laigás

*Rúozhuz:* Dyáomaz Shritlimáno of Laigás

### (1) The Llüneb of the Horned God of Secrets



*Qáqqodaz*: Chief Priest Gúoz Bilitlanúu of Laigás, Deputy of Dumúz Dyaómaz

*Based*: Laigás [map 1 / hex 2829] - now at base

*Arms*: Full Chlén-hide armor, beaked visored helmets, small shields strapped to the shoulder, halberds with blades on both ends, short maces, about 1000 light crossbows

*Strength*: 7000 heavy infantry, 2000 reserves

*Statistics*: HI

1	7	H+3	S+3	HB	MC	--	141
16	10	25	19	15	12	--	18/12

2-3	6	H+2	S+2	HB	MC	--	103
16	9	22	17	14	11	--	16/11

4-5	5	H+1	S+1	HB	MC	--	85
16	8	19	15	13	10	--	14/10

6-10	4	Hs	Ss	HB	MC	--	65
16	7	16	13	12	9	--	12/9

11-12	4	H	S	HB	MC	lc	60
16	7	14	11	12	9	5	11/8

ave.	5	H+1	S+1	HB	MC	lc	89
16	8	19	15	13	10	5	14/10

*Remarks*: This unit functions as city guard and standing palace troops for the great port city of Laigás. It has seen Qadárni fighting with the Mu'ugalavyáni although the Livyáni only rarely respond to Qadárni challenges. Governor Dyáomaz is justly proud of these troops and lavishes funds upon them.

## (2) The Llüneb of High Tláshte

*Qáqqodaz*: Vusómish Dáqqo, probably of Tráhlú

*Based*: Map 1 / hex 3027, guarding the Sákbe road pass - now at base

*Arms*: Longbows, short thrusting spears, leather shields, leather armor, Chlén-hide helmets of simple skullcap pattern, short swords

*Strength*: 6000 light mountain troops, 2000 reserves

*Statistics*: LI

1	5	L	S	SS	SW	lb	60
11	8	9	5	5	6	9	6/2

2-4	3	L	S	SS	SW	lb	42
11	6	7	5	5	6	7	4/2

5-12	2	L	S	SS	SW	lb	29
11	5	6	5	5	6	6	3/2

ave.	3	L	S	SS	SW	lb	42
11	6	7	5	5	6	7	4/2

*Remarks*: Mountaineers form one of Laigás' major contributions to the Livyáni forces. These men are specially trained to fight in the high crags, and it is said that six of them held off a Mu'ugalavyáni probing incursion in 2102 A.S. Their general is a Mu'ugalavyáni renegade of proven loyalty to Livyánu.

## (3) The Llüneb of the Lost One of the Sea

*Qáqqodaz*: Niudáomi Háosaz of Laigás



*Based:* Map 1 / hex 2830 near Laigás - now at base

*Arms:* Chlén-hide breastplates, conical helmets, medium oblong shields, one-handed battleaxes, some light bows

*Strength:* 3000 medium marines, 2000 reserves

*Statistics:* MA

1	6	Ms	Rs	-	AX	-	68
11	9	16	11	-	12	-	10/5

2-3	4	M	R	-	AX	-	48
11	7	12	9	-	10	-	7/4

4-5	2	M	R	-	AX	-	25
11	5	10	9	-	8	-	5/4

6	2	M	R	-	AX	cs	29
11	5	10	9	-	10	1	5/4

ave.	4	M	R	-	AX	-	48
11	7	12	9	-	10	-	7/4

*Remarks:* These men are employed primarily as marines aboard Livyáni coastal shipping. They are excellent swimmers and fighters, and recruit only the best young men (though not necessarily those of particularly high level) into their ranks. Their general is an experienced sailor who owns a fleet of merchant ships. He is only nominally a priest of Qame'él and has been known to voice mildly anti-religious comments.

#### (4) The Llüneb of the Obelisk

*Qáqqodaz:* Dú'uz Saomirè of Tsúpil Hlayá

*Based:* Map 1 / hex 2930 - now at base

*Arms:* Long slender javelins, short clubs, no body armor (these men fight naked except for body paint and tattooing)

*Strength:* 2000 light infantry, 1000 reserves

*Statistics:* LI

1-4	2	-	-	-	CL	lj	17
8	5	0	1	-	6	5	0/1

*Remarks:* These light infantry are devotees of the Goddess Quyó, a female deity with attributes similar to those of Sáрку, except perhaps less pleasant. They guard the great Obelisk of this Goddess, a secret temple hidden in the mountains. Nothing is known of their rites.

#### (5) The Díodaz of the Chároneb of Laigás

*Qáqqodaz:* Chief Priest Gúoz Bilitanúu

*Based:* Laigás [map 1 / hex 2829] - now at base

*Arms:* Magic. These men are rumored to have access to the Demon Spells of the ancient wizard Nyéľmu. The younger priests can fight as heavy infantry in +1 steel armor.

*Strength:* One very senior priest (an old man known simply as "The Power of Qame'él), 4 senior priests, 58 of the middle ranks, and 700 of the junior ranks

*Statistics:* PR

700#	4	H+1	-	HB	MC	-	60
16	7	15	12	12	9	-	12/9

*Remarks:* The direful Demon Spells of



Nyéľmu, if they indeed exist, would prove a puissant weapon indeed--but they might also backfire upon their users. It is thought that the

Livyáni would never dare use them except as a possible last resort. Otherwise, this unit is not particularly notable.

## D. The Chároneb of Heméktu

*Rúozhuz:* Riumáľiz Murúshu, cousin of Tiudaz Murúshu, and Governor of the Prefecture of Heméktu

### (1) The Llüneb of the Dead Hand of Quyó

*Qáqqodaz:* Riumáľiz Murúshu

*Based:* Heméktu [map 1 / hex 3539] - the unit is now scattered along the Mu'ugalavyáni border in map 1 / hexes 3625, 3726, 3727, 3728, and 3628

*Arms:* Full armor, visored helmets with masks made in the beetle pattern of the Goddess Quyó, long pikes, small targe shields, long swords, composite bows

*Strength:* 8000 heavy infantry, 4000 reserves

*Statistics:* HI

1	6	H+3	T+3	LP	LW	—	131
13	9	24	19	8	12	—	17/ 12

2-3	5	H+2	T+2	LP	LW	cs	93
13	8	21	17	7	11	1	15/ 11

4-5	4	H+1	T+1	LP	LW	—	76
13	7	18	15	6	10	—	13/ 10

6-9	4	Hs	Ts	LP	LW	—	60
13	7	16	13	6	10	—	12/9

10-16	2	H	T	LP	LW	—	41
13	5	12	11	4	8	—	9/8

ave.	4	Hs	Ts	LP	LW	—	60
13	7	16	13	6	10	—	12/9

*Remarks:* Although it would be impossible for the Livyáni to defend this enclave against a determined Mu'ugalavyáni invasion, these good troops would make it a costly victory. The Mu'ugalavyáni have coveted this region for centuries, but any action here would have repercussions along the Tsolyáni border. Tsolyáni shipping uses Heméktu Port to trade certain raw materials with Livyánu, and the Tsolyáni would thus not take kindly to any incursions by the Mu'ugalavyáni.

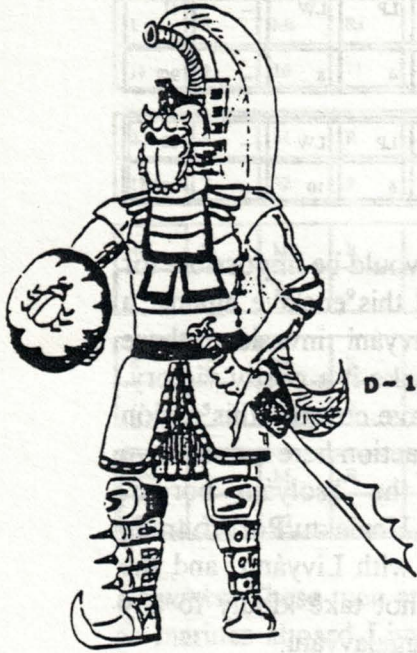
### (2) The Llüneb of the Shallows of Ngiu

*Qáqqodaz:* Do'ónish Divráimu, a Mu'ugalavyáni renegade

*Based:* Heméktu [map 1 / hex 3529] - now mostly at base

*Arms:* Long jagged-edged swords, breastplates, vambraces, large oblong shields, helmets of leather carved with curious patterns and reinforced with bronze, some long bows







**Strength:** 5000 medium marines, 1000 reserves

**Statistics:** MA

1-4	4	M	R	--	LW	--	37
8	7	13	9	--	10	--	7/4

5-6	2	M	R	--	LW	--	21
8	5	10	9	--	9	--	5/4

7-10	2	M	R	--	LW	lb	26
8	5	10	9	--	9	4	5/4

ave.	3	M	R	--	LW	lb	31
8	6	11	9	--	9	4	5/4

**Remarks:** These marines are used to protect the Livyáni shipping at Heméktu and also act as land troops. They have participated in a Qadámi battle with the Mu'ugalavyáni, which the Livyáni lost; however, they are still considered to be a medium to good unit.

### (3) The Llüneb of the Goddess Kirrinéb

**Qáqqodaz:** Dúmuab DísiB Cháoseb, High Priestess of Kirrinéb of Heméktu

**Based:** Heméktu [map 1 / hex 3529] - now at base

**Arms:** 100 large stone-throwing ballistae, 150 medium ballistae, 200 light dart throwers; troops wear scale armor of the Chlén-hide, crown-like helmets of Chlén-hide and leather, and carry short axes or short swords

**Strength:** 4000 artillerymen (and women), 2000 reserves

**Statistics:** AT

200:3	1	M	--	--	SS	ld	*
6	4	4	4	--	6	16	4/4

150:4	1	M	--	--	SS	md	*
6	4	4	4	--	6	24	4/4

100:1	1	M	--	--	SS	hd	*
7	4	4	4	--	6	43	4/4

1100 #	4	M	R	--	AX	--	40
11	7	12	9	--	10	--	7/4

**Remarks:** The artillery of the Temple of Kirrinéb is famous for its accuracy. It is always administered by a priestess, and many of the troops and officers are priestesses; however, the engines are operated by slave troops.

### (4) The Llüneb of the Ram of Iron

**Qáqqodaz:** (Name unpronounceable)

**Based:** Heméktu [map 1 / hex 3529] - now at base

**Arms:** No armor, long spears of polished bone, cutlasses of Hlüss chitin or steel. They do not use Chlén-hide. They are counted as light infantry although they do not like to fight on land.

**Strength:** 2000 Swamp Folk who dwell on the Livyáni side of the Mu'ugalavyáni border in map 1 / hex 3628, 500 reserves

**Statistics:** LI (Swamp Folk)



1	4	-	-	LS	LWs	-	67
11/6	8	5	2	8	11	-	5/2

2-4	2	-	-	LS	LW	-	40
11/6	6	3	2	6	8	-	5/2

ave.	2	-	-	LS	LW	-	40
11/6	6	3	2	6	8	-	5/2

**Remarks:** This legion of non-humans is a recent addition to Livyánu's armies. Raised by an enterprising Swamp Folk mercenary, it has just been given status in the Livyáni forces. These troops fight mostly as sailors and marines. (The first morale number is for when fighting on ships or water; the second number is for when fighting on land.) These troops are excellent in swamps.

#### (5) The Díodaz of the Chároneb of Heméktu

#### Qáqqodaz: Riumáliz Murúshu

**Based:** Heméktu [map 1 / hex 3529] - now at base

**Arms:** Magic. These men and women also fight as soldiers and wear full medium armor.

**Strength:** 4 senior priests and priestesses, 4 of the middle ranks, 76 from the local temples, 578 junior priests

#### **Statistics:** PR

662#	2	M	-	-	LW	-	21
8	6	10	9	-	9	-	5/4

**Remarks:** The Governor, Riumáliz Murúshu, is himself an avid practitioner of magic and leads this unit with considerable interest. It is a competent but not distinguished unit.

## E. The Chároneb of Neihái

**Rúozhuz:** Dumúz Síruoz Mandákiz of Neihái

#### (1) The Llüneb of the Black Veil

**Qáqqodaz:** Dumúz Síruoz Mandákiz

**Based:** Neihái [map 1 / hex 3821]- now at base or along the Mu'ugalavyáni border

**Arms:** Long halberds, medium shields, full armor, helmets similar to the Mu'ugalavyáni "Cookpot" type, but with high spiked crests, "Chídok" swords, and some composite bows

**Strength:** 6000 heavy infantry, 1500 reserves

#### **Statistics:** HI

1	6	H+2	R+2	HB	SW	-	90
11	9	22	17	14	12	-	14/9

2-3	4	H+1	R+1	HB	SW	-	64
11	7	18	15	12	10	-	11/8

4-6	3	Hs	Rs	HB	SW	-	42
11	6	15	13	11	9	-	9/7

7-8	2	H	R	HB	SW	-	27
11	5	12	11	10	8	-	7/6



9-12	2	H	R	HB	SW	cs	30
11	5	12	11	10	8	1	7/6

ave.	3	Hs	Rs	HB	SW	—	42
11	6	15	13	11	9	—	9/7

*Remarks:* This unit is charged with border duty in the tiny Livyáni enclave of Neihái, left to Livyánu on sufferance by the Mu'ugalavyáni, who finds its presence useful in dealing with the forest tribes of the Nmartúsha jungles.

(2) The Llüneb of the Priests of Ndárka (a Livyáni deity similar to Tsolyáni Belkhánu but with quite different doctrines)

*Qáqqodaz:* Húoz Milsaózof Neihái

*Based:* Neihái [map 1 / hex 3821] - now patrolling in map 1 / hexes 3820 and 3721

*Arms:* Long slender spears, heavy cutlasses (used also for jungle cutting), no armor (naked except for tattooing and body paint)

*Strength:* 6000 light infantry, 2000 reserves

*Statistics:* LI

1-12	2	—	—	LS	LW	—	20
18/8	5	1	1	6	8	—	1/1

*Remarks:* This unit of local tribesmen is charged with the patrolling of the impenetrable jungles of Nmartúsha. These men have a long history loyalty to Livyánu and hostility to Mu'ugalavyánu. They fight as fanatics against the Mu'ugalavyáni but as regular light troops with average morale against others.

(3) The Llüneb of the Priests of Qame'él at

Neihái

*Qáqqodaz:* Dumúz Chri'iz Baosámyz of Neihái

*Based:* Neihái [map 1 / hex 3821] - now at base

*Arms:* These troops are the "jack-of-all-trades" in the Livyáni forces. They are armed with heavy crossbows, wear scale tunics of Chlén-hide, and carry "Chídok" swords. They also have been used in the past to man the medium ballistae on the walls of Neihái. When fighting as composite bowmen, thus, they carry medium diamond-shaped shields, otherwise they are shieldless. They are instantly recognizable by their tall helmets of decorated Chlén-hide.

*Strength:* 2000 medium infantry, 500 reserves

*Statistics:* MI

1-2	6	M	R	—	LW	hc/cs	87
16	9	14	9	—	12	10/9	9/4

3-4	4	M	R	—	LW	hc/cs	69
16	7	12	9	—	10	8/7	7/4

ave.	5	M	R	—	LW	hc/cs	78
16	8	13	9	—	11	9/8	8/4

*Remarks:* These troops have seen much combat, both in Qadárni-type battles and also in the jungles of Nmartúsha. They are considered to be a fine unit although their present general is not much above average.

(4) The Díodaz of the Chároneb of Neihái

*Qáqqodaz:* Dumúz Síruoz Mandákiz, but



directly commanded by the Underpriest Dumúz Cháomiz Kitáz

*Based:* Neihái [map 1 / hex 3821] - now at base

*Arms:* Magic. These priests also wear full armor and can fight as regular troops if need be. Their leader, Dumúz Cháomiz Kitáz is known as a very powerful sorcerer indeed.

*Strength:* 2 senior priests, 8 of the middle ranks, and 432 junior priests

*Statistics:* PR

442#	4	M	-	-	LW	hc/cs	69
16	7	12	9	-	10	8/7	7/4

*Remarks:* It was the sorcerer-priest Dumúz Cháomiz Kitáz who laid the Spell of Unseeing upon the Mu'ugalavyáni troops invading this little enclave in 2341 A.S. Unable to see the Livyáni forces, the Mu'ugalavyáni expedition wisely retreated in good order.

## F. The Chároneb of Hráis

*Rúozhuz:* Tí Sà Qó, a Tinaliya

(1) The Llüneb of the Standing Rock

*Qáqqodaz:* Tí Sà Qó

*Based:* Hráis [map 1 / 2920] - now at base

*Arms:* Long hooked halberds, needle-like straight swords, small oval shields, bronze or Chlén-hide armor, helmets bristling with spikes; some also use the small Shén pistol-crossbow

*Strength:* 12,000 Tinaliya armed as heavy infantry (but due to their small size, they are unable to fight on a par with same).

*Statistics:* HI (Tinaliya)

1-2	8	H+2	S+2	HB	SW	sx	113
13	14	20	13	14	11	5	14/7

3-4	6	H+1	S+1	HB	SW	-	90
13	12	16	11	12	9	-	11/6

5-10	4	Hs	Ss	HB	SW	-	60
13	10	12	9	10	7	-	8.5

11-24	4	H	S	HB	SW	-	47
13	10	10	7	10	7	-	7/4

ave.	4	Hs	Ss	HB	SW	-	60
13	10	12	9	10	7	-	8/5

*Remarks:* These little non-humans are historically loyal to Livyánu, which wisely lets them practice their customs and follow their own life patterns without hindrance. The city of Hráis is about half Tinaliyan in population, and these diminutive beings are enterprising scholars, traders, and magic-users, although they dislike working with their hands and prefer to purchase human slaves for fieldwork.



## (2) The Llüneb of the Bronze Gate

*Qáqqodaz:* Rúoz Mashíu'uz of Hráis

*Based:* Hráis [map 1 / 2920] - now at base

*Arms:* Full Chlén-hide armor, helmets with tall spiked crests, long thrusting spears, "Chídok" swords, large shields

*Strength:* 2000 heavy infantry, 1000 reserves

*Statistics:* HI

1	2	Hs	Rs	LS	LW	-	29
8	5	14	13	6	8	-	8/7

2-4	2	H	R	LS	LW	-	21
8	5	12	11	6	8	-	7/6

ave.	2	H	R	LS	LW	-	23
8	5	13	12	6	8	-	7/6

*Remarks:* A mediocre unit used mostly to patrol human villages in the neighborhood of Hráis. It has seen no combat for a generation or so, but is supposed to have reasonable good morale.

## (3) The Llüneb of the Pinnacle of Eúz

*Qáqqodaz:* Dumúz Gyúmiz Nmíriz of Hráis

*Based:* Hráis [map 1 / 2920]- now at base

*Qáqqodaz:* Zháuz Ámíriz Nmíriz of Hráis

*Based:* Núfuz [map 1 / hex 2312]- now in map 1 / hex 3011 at the white

*Arms:* Two-handed poleaxes, helmets with

*Rúozhuz:* Dumúz Éasyz Aovídeb of Kakársh

*Arms:* Longbows, leather armor, short chopping axes, poisoned arrows

*Strength:* 3000 light infantry, 5000 reserves

*Statistics:* LI

1-6	1	L	-	-	AX	lb-p	21
8	4	2	2	-	6	7	22

*Remarks:* A unit of mountaineers trained to patrol the peaks of the mountains north of Hráis and also to watch for incursions from the jungles along the foothills. A good but undistinguished unit famed mostly for its ability to perform well as scouts.

## (4) The Díodaz of the Chároneb of Hráis

*Qáqqodaz:* Tí Sà Qó

*Based:* Hráis [map 1 / 2920]- now at base

*Arms:* Magic. The Tinalíya are renowned magic-users, and their abilities are perhaps the best in Livyánu. Tinalíya magic-users do not wear armor and do not fight as soldiers in battle.

*Strength:* 17 senior magic-users, 48 of the middle ranks, 1200 of the junior ranks

*Remarks:* This unit is perhaps the strongest magic unit Livyánu has.

## G. The Chároneb of Kakársh

### (1) The Llüneb of Nirusáma



*Qáqqodaz:* Dumúz Éasyz Aoviddeb of Kakársh

*Based:* Kakársh [map 1 / hex 2916] - now at base

*Arms:* Two-handed axes, light breastplates, vambraces, and greaves. Each soldier also carries a light crossbow and has no shield.

*Strength:* 2000 medium infantry, 700 reserves

*Statistics:* MI

1-4	3	M	-	-	TAX	lc	34
8	7	6	4	-	12	5	6/4

*Remarks:* This Llüneb serves both to guard the northern frontier and the Black River which comes out of the jungle at Kakársh, and also as marines for shipping in Kakársh Bay. It is a good unit, though much localized and without formal battle experience.

## (2) The Llüneb of Túoz Mísheb of Kakársh

*Qáqqodaz:* Eúz Mísheb, son of Túoz

*Based:* Kakársh [map 1 / hex 2916] - now mostly at base

*Arms:* Light Chlén-hide breastplates, bronze helmets, medium spears, medium shields of diamond shape, maces set with metal spikes

*Strength:* 4000 light troops, 1000 reserves

*Statistics:* LI

1-8	3	L	R	SS	MC	-	28
8	6	9	7	7	9	-	4/2

*Remarks:* This unit serves to patrol the villages in the prefecture of Kakársh, and some troops are also used as light marines on the ships plying Kakársh Bay. These men fight as light infantry because their Chlén-hide breastplates are too light to qualify as medium armor.

## (3) The Díodaz of the Chároneb of Kakársh

*Qáqqodaz:* Dumúz Éasyz Aoviddeb of Kakársh

*Based:* Kakársh [map 1 / hex 2916] - now at base

*Arms:* Magic. Dumúz Éasyz is said to know the Spell of Opening Out the Ranks of the Enemy, but this is perhaps nothing more than rumor. These persons wear regular armor and can also fight as regular troops if need be.

*Strength:* 1 senior magic-user (Éasyz himself), 4 of the medium ranks, 250 of the junior ranks

*Statistics:* PR

255#	3	M	-	-	TAX	lc	34
8	7	6	4	-	12	5	6/4

*Remarks:* This Díodaz is untried and without experience although Dumúz Éasyz is said to be a powerful sorcerer devoted to the less savory deities of the Livyáni pantheon.



## H. The Chároneb of Nuférsh

*Rúozhuz*: Dúmuab Káeb Esúeb of Nuférsh

### (1) The Llüneb of the Black Beetle

*Qáqqodaz*: Dúmuab Káeb Esúeb of Nuférsh

*Based*: Nuférsh [map 1 / hex 2512] - now at base with some units patrolling the coast in map 1 / hexes 2511 and 2411

*Arms*: Long double-bladed swords, medium shields visored helmets, composite bows, Chlén-hide breastplates, and greaves

*Strength*: 2500 medium infantry, 800 reserves

*Statistics*: MI

1-5	4	M	R	—	LW	cs	50
11	7	12	9	—	10	1	7/4

*Remarks*: This unit is officered by the priestesses of the Temple of Kirrinéb at Nuférsh. Troops are employed as marines and as coastal guards against incursions by the piratical islanders of Tsoléi. A good unit with experience in fighting large bands of armed raiders.

### (2) The Llüneb of the Third Eye of Vrusaemaz

*Qáqqodaz*: Zhúvaz Aodiólyz Qá of Nuférsh

*Based*: Nuférsh [map 1 / hex 2512] - now in map 1 / hex 3011 at the village of Dlízha

*Arms*: Two-handed poleaxes, helmets with spiny ridges, breastplates and greaves of Chlén-hide, short swords

*Strength*: 2000 medium infantry, 500 reserves

*Statistics*: MI

1-4	3	M	—	PA	SW	—	32
1/6	6	6	4	11	9	—	6/4

*Remarks*: A provincial unit formed mainly to guard against raids from Tsoléi or from the jungles of Nmartúsha. It has seen many such "police" actions and has a good record of dealing with them. Very few persons from this remote area ever visit other parts of Livyánu, and this little legion has never fought farther away from home than Kakársh. (The first morale number is for when they fight in their usual area of operations, and the other is for when they are fighting outside this region.)

### (3) The Llüneb of the Clawed Slayer of All

*Qáqqodaz*: Ss-Hrr-Ga, a Shén from Mmátugual

*Based*: Nuférsh [map 1 / hex 2512] - now at base

*Arms*: Heavy armor, medium shields, Shén-type swords, halberds, some small Shén pistol-crossbows

*Strength*: 2000 heavy Shén infantry, 500 reserves

*Statistics*: HI (Shén)





G-1



G-2



G-3



H-4



H-2



H-1



H-5



1-2	8	H+1	R+1	HB	LW	sx	155
16	14	24/ 31	24	26	22	5	24/ 17

3-4	6	H	R	HB	LW	—	110
16	12	20/ 25	20	24	20	—	20/ 15

ave.	7	Hs	Rs	HB	LW	sx	132
16	13	22/ 28	22	25	21	5	22/ 16

*Remarks:* A Shén unit from Mmátugual sent to reinforce the coast against incursions from Tsoléi, this unit has been much action at Nuférsh due to a landing of Tsoléi “Khíò” (a type of fanatic berserker) in map 1 / hex 2711 in 2337 A.S.

#### (4) The Llüneb of the Merchant Princes of Nuférsh

*Qáqqodaz:* Chief Merchant Búoz Reosámryz of Nuférsh

*Based:* Nuférsh [map 1 / hex 2512] - now at base

*Arms:* 40 light stone-throwing ballistae, and 35 medium stone-throwing ballistae (possibly onagers--informant not certain); these troops wear only a leather kilt and a colorful headband of cloth and feathers. They carry “Chídok” swords but wear no other armor.

*Strength:* 1000 artillerymen, no reserves

*Statistics:* AT

40:5	2	—	—	—	SW	ld	*
8	5	1	1	—	6	21	1/1

35: 6	2	—	—	—	SW	md	*
8	5	1	1	—	6	32	1/1

590#	2	—	—	—	SW	—	15
8	5	1	1	—	6	—	1/1

*Remarks:* This Llüneb was paid for by the merchants of Nuférsh to guard the city walls, It has three times repelled Tsoléi landing parties and has sunk several ships. Although Livyánu frowns on private commerce, it tolerates this unit as long as it is officered by a cadre of regular Livyáni soldiers. Although Chief Merchant Búoz Reosámryz is thus nominally in command, it is commanded in reality by a senior officer from Tsámra whose name is Míuz Barátlab, probably of “Khúaz” rank.

#### (5) The Díodaz of Nuférsh

*Qáqqodaz:* Dúmuab Káeb Esúeb of Nuférsh

*Based:* Nuférsh [map 1 / hex 2512] - now at base

*Arms:* Magic. The Priestess Káeb Esúeb is said to be an expert in the spells of flying and invisibility, and she has used these to perform scouting missions against the Tsoléi foe. Otherwise, this Díodaz is not particularly distinguished. Junior members wear medium armor and fight as medium infantry is the need be. The senior priests and priestesses do not engage in combat.

*Strength:* 2 senior magic-users, 3 of medium rank, 157 of the junior rank

*Statistics:* PR



157#	3	M	—	PA	SW	—	32
16	6	6	4	11	9	—	6/4

*Remarks:* The worth of this unit depends largely upon the powers of Priestess Káeb Esúeb, a lady of great magical talent but of such surpassing ugliness that one Tsolyáni traveler stated that he would rather have

intercourse with a Ghár instead of her. It is said--though no one knows the thrust of it--that the lady heard of this remark, had the traveler kidnaped by Livyáni agents in Penóm, and transformed him into a Ghár. Now he swims in a pool in Nuférsh and makes ferocious love to the other Ghar each day. At any rate, he has disappeared from Penóm.

## I. The Chároneb of Sraón

*Rúozhuz:* Mikuz Easámyz of Sraón

### (1) The Llüneb of the Sea Goddess of Kakársh

*Qáqqodaz:* Vrauqáz Hiusu'úmiz of Sraón, Deputy of Mikuz Easámyz

*Based:* Sraón [map 1 / hex 2416] - now at base

*Arms:* Tall flanged Chlén-hide helmets, breastplates, greaves, vambraces, large shields, short barbed thrusting spears, short flanged maces, some composite bows

*Strength:* 2500 heavy infantry, 1200 reserves

*Statistics:* HI

1	4	Hs	R	SS	MC	—	46
8	7	15	12	8	10	—	10/7

2-3	2	H	T	SS	MC	—	28
8	5	12	11	6	8	—	7/6

4-5	2	H	R	SS	MC	cs	31
8	5	12	11	6	8	1	7/6

ave.	2	Hs	R	SS	MC	cs	37
8	6	14	12	7	9	1	9/7

*Remarks:* A traditional palace guard legion, used mainly for city defense and occasional skirmishes within the Tsolói pirates. This legion has also fought one battle with a hostile Shén incursion in 2340 A.S., which it won due to the failure of the Shén to make full use of terrain advantages.

### (2) The Llüneb of the Sword of Ndárka

*Qáqqodaz:* Haumáiz So'ó of Sraón

*Based:* Sraón [map 1 / hex 2416] - now on coastal guard duty in map 1 / hex 2315

*Arms:* Helmets with unusual disc-like brim, light breastplates, greaves, short hooked swords, light crossbows

*Strength:* 4000 medium marines, 1000 reserves

*Statistics:* MA



1-2	4	M	-	-	SW	lc	44
11	7	7	4	-	10	5	5/4

3-8	3	M	-	-	SW	lc	34
11	6	6	4	-	9	5	6/4

ave.	3	M	-	-	SW	lc	34
11	6	6	4	-	9	5	6/4

*Remarks:* A legion of marines trained for coastal patrol. This legion maintains its own fast little ships in a harbor in map 1 / hex 2315. It has seen several actions against Tsoléi, and its men have landed three times on Khrúsha Isle to make reprisal raids. Its general is an experienced officer and sailor.

### (3) The Llüneb of the Banner of Xáx

*Qáqqodaz:* Ssdrú-Ss-khâ, a Shén from Khákh (or Xáx)

*Based:* Sraón [map 1 / hex 2416] - now at hex 2316

*Arms:* heavy armor, medium shields, Shén-type swords, halberds, some small Shén pistol-crossbows

*Strength:* 3000 heavy Shén infantry, reserves unknown

*Statistics:* HI (Shén)

1	6	H+2	R+2	HB	LW	ss	159
16	12	23/31	26	24	20	5	23/18

2-3	5	H+1	R+1	HB	LW	-	132
16	11	21/28	24	23	19	-	21/17

4	4	Hs	Rs	HB	LW <sup>h</sup>	-	100
16	10	19/25	22	22	18	-	19/16

5-6	3	H	R	HB	LW	-	77
16	9	17/22	20	21	17	-	17/15

ave.	4	Hs	Rs	HB	LW	ss	105
16	10	19/25	22	22	18	5	19/16

*Remarks:* This is an excellent unit officered by a fierce and powerful Shén from the friendly tribes of Khákh. It has seen several actions against the islanders of Tsoléi, once landing on Llürúra Isle and remaining there for four or five days in the face of very unfavorable odds and a strong Tsoléi defense position.

### (4) The Llüneb of the Singing of the Rituals of Ru'ungkáno

*Qáqqodaz:* Háiz Úo of Sraón

*Based:* Sraón [map 1 / hex 2416] - now in map 1 / hex 2116 on patrol

*Arms:* Long trusting spears, longbows, short swords, no armor--these men wear only a twist of cloth around their waists, died deep red in honor of their deity.

*Strength:* 4000 light infantry, 1000 reserves

*Statistics:* LI

1-8	2	-	-	LS	SW	lb	17
4	5	1	1	5	6	6	1/1

*Remarks:* This unit is intended primarily as a patrol legion for the Mmátugual border, a rather quiet frontier. Mmátugual is allied with



Livyánu and also with certain other Shén enclaves against Shényu to the south, although Shén temperments do not run to conquest or serious warfare within their species. There are certain "egg-group loyalties," however, which divide the Shén into semi-hostile groups and which prevent them from unifying. A light unit such as this Llüneb is thus sufficient to maintain a human presence along the Mmátugual border.

(5) The Llüneb of Kikúmarsha (a Livyáni form of Ksáru)

*Qáqqodaz*: Eúz Asómu of Sraón

*Based*: Sraón [map 1 / hex 2416] - now half at Sraón and half on Húsomai [map 1 / hex 2315]

*Arms*: A battery of 39 medium ballistae mounted on Húsomai Promontory to keep Tsoléi ships from entering the Bay Kakársh, 20 more medium ballistae mounted on the seawalls of Sraón itself, 29 light ballistae also mounted at Sraón. These troops of this legion wear leather armor, Chlén-hide helmet, and carry short axes.

*Strength*: 2000 artillerymen, 500 reserves

*Statistics*: AT

59:4	4	L	-	-	AX	md	*
8	7	2	2	-	6	27	2/2

29:3	2	L	-	-	AX	ld	*
8	5	2	2	-	6	17	2/2

1677 #	2	L	S	-	AX	-	21
8	5	6	5	-	8	-	3/3

*Remarks*: This unit is charged with the protection of shipping in the Bay of Kakársh, with some 27 Tsoléi ships to its credit. It is not an old unit, having been formed about ten years ago, replacing an earlier Llüneb which was disbanded because of peculations of the senior officers.

(6) The Díodaz of the Chároneb of Sraón

*Qáqqodaz*: Míkuz Easámyz of Sraón

*Based*: Sraón [map 1 / hex 2416] - now at base

*Arms*: Magic. This contingent is reported to not be very strong since the Preists of Qame'él in Sraón have refused to have anything to do with Míkuz and his supporters. If need be, the middle rank and junior priests of this Díodaz can fight as medium infantry, wearing armor, and carrying weapons appropriate to this classification

*Strength*: 2 senior priests, 16 of the middle ranks, 235 of the junior ranks

*Statistics*: PR

247#	3	M	-	-	SW	lc	34
11	6	6	4	-	9	5	6/4

*Remarks*: This is perhaps the weakest Díodaz in Livyánu's forces. It is not kept up to strength due to feuding between the priests of Qame'él and those of Ru'ungkáno. It is strong enough to handle the occasional raiders from Tsoléi, though.



## J. The Chároneb of Dlášh

*Rúozhuz*: Heomúlyz Káng-Dlók of Dlášh

### (1) The Llüneb of the Web of Fears

*Qáqqodaz*: ? (probably Heomúlyz Káng-Dlók himself, but information is not certain)

*Based*: Dlášh [map 1 / hex 1818] - now at base

*Arms*: Heavy armor, medium shields, Shén-type swords, halberds, some small Shén pistol-crossbows

*Strength*: 4000 heavy Shén infantry, 2000 reserves

*Statistics*: HI (Shén)

1	6	H+2	R+2	HB	LW	xx	164
16	12	23/32	26	24	20	5	23/18

2-3	5	Hs	Rs	HB	LW	-	120
16	11	20/26	22	23	19	-	20/16

4-8	4	H	R	HB	LW	-	88
16	10	18/23	20	22	18	-	18/15

ave.	5	Hs	Rs	HB	LW	xx	124
16	11	20/26	22	23	19	5	20/16

*Remarks*: Dlášh is a forbidden city, off-limits to human travelers from other nations, although occasional renegades have penetrated its crumbling black walls. It is partially a Shén city and partially human, and its priests worship a local deity called "The One of

Fears." Its troops would most assuredly fight for Livyáni if the nation were threatened, but they strongly prefer to stay in Dlášh. Battle experience for this legion is unknown.

### (2) The Llüneb of Dark Striking

*Qáqqodaz*: ?

*Based*: Dlášh [map 1 / hex 1818] - supposedly now patrolling along the Mmátugual frontier

*Arms*: Medium armor, strange masked helmets, heavy stirrup crossbows. "Chídok" swords, no shields, but large pavises used in field operations

*Strength*: 2000 medium crossbowmen, 500 reserves

*Statistics*: CB

1	6	Ms	R	-	SW	hc	96
13	9	10	10	-	6	17	5/5

2-4	4	M	R	-	SW	hc	74
13	7	9	9	-	6	15	4/4

ave.	5	M	R	-	SW	hb	79
13	8	9	9	-	6	16	4/4

*Remarks*: A good unit of heavy crossbowmen, often considered to be the best in Livyánu. These men also perform patrol operations along the border with Mmátugual.

### (3) The Llüneb of the Servants of Fear





I-2



I-6



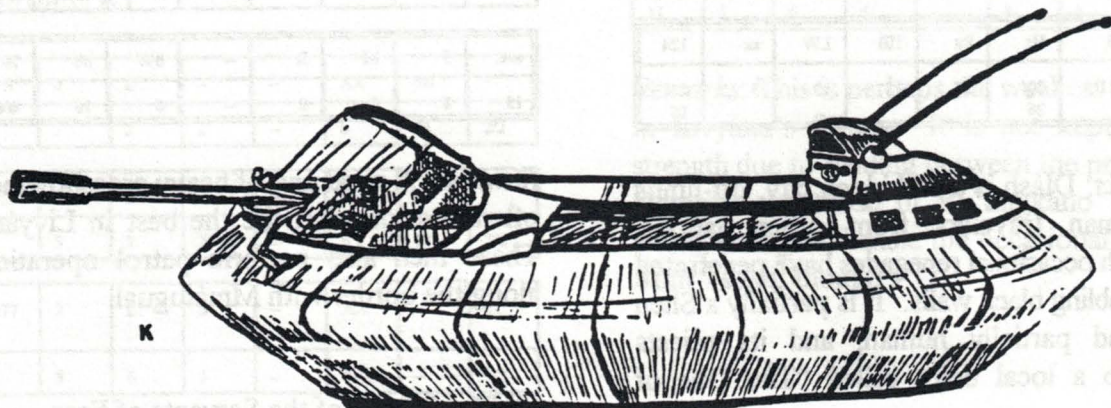
J-2



J-6



K



K



*Qáqqodaz*: Probably one Déuz Káng-Mmrál of Dlášh

*Based*: Dlášh [map 1 / hex 1818] - supposed to be in map 1 / hex 1916 on the border

*Arms*: Composite bows, short hooked swords, leather and Chlén-hide armor heavy enough to classify them as medium troops, small shields

*Strength*: 2000 medium archers, 400 reserves

*Statistics*: AR

1-4	4	M	T	-	SW	cs	42
11	7	7	7	-	6	7	4/4

*Remarks*: A unit of specialist archers, thought to be quite good. Nothing is known of their battle record.

#### (4) The Llüneb of the Egg-Layers of Bárdysh

*Qáqqodaz*: Probably one Hss-nn-Ský, a Shén from Bárdysh

*Based*: Dlášh [map 1 / hex 1818] - now at base

*Arms*: Heavy armor, medium shields, Shén-type swords, halberds, some small Shén pistol-crossbows

*Strength*: 2000 heavy Shén infantry, reserves unknown

*Statistics*: HI (Shén)

1	3	H	R	HB	LW	ss	104
11	9	17/22	20	21	17	5	17/15

2-4	2	H	R	HB	LW	-	86
11	8	18/21	19	20	16	-	16/15

ave.	2	H	R	HB	LW	-	86
11	8	18/21	19	20	16	-	16/15

*Remarks*: Apparently a mediocre unit of Shén auxiliaries; their battle record is unknown.

#### (5) The Llüneb of Spreading Terror

*Qáqqodaz*: ?

*Based*: Dlášh [map 1 / hex 1818] - now at base

*Arms*: Long hooked spears, clubs; these men go nude and paint their bodies dead white

*Strength*: 3500 light infantry, 1000 reserves

*Statistics*: LI

1-7	4	-	-	LS	CL	-	43
18	7	1	1	8	10	-	1/1

*Remarks*: These are the "Fanatics of Fear," who fight in total silence and who never speak to those not of their sect. Their officers communicate by signals or in writing with other Livyáni. They are said to be a deadly and totally merciless unit, used with great caution by the Priests of Fears, for once they have been committed to battle, they never cease until every enemy (even the prisoners) lies dead.



## (6) The Diodaz of Dlášh

*Qáqqodaz*: Probably Heomúlyz Káng-Dlók of Dlášh

*Based*: Dlášh [map 1 / hex 1818] - always at base

*Arms*: Magic. It is said that this unit is one of the strongest in Livyánu, but reports have it that one of its senior members, the greater sorcerer Miyutláyo, has disappeared and there

is now no trace of his hidden workshop (hex 1719). It is thus problematical as to the power of this unit.

*Strength*: 8 senior magic-users, 22 of the middle ranks. 876 of the junior ranks

*Remarks*: These priests do not fight as soldiers. Their power as sorcerers is undoubted although the loss of Miyutláyo will assuredly weaken them. Nevertheless, they are indeed to be feared.

## K. Vrú'unek

*One more unit which must be mentioned is the dreaded Vrú'unek, the arcane religious-military society which gathers intelligence and performs secret police duties.*

*Qáqqodaz*: ?

*Based*: Tsámra [map 1 / hex 1923]. There are also units in all Livyáni cities and villages.

*Arms*: Although this unit is not regularly trained and armed to fight in battles, they learn the skills of heavy infantrymen in training and can fight as such if need be. Thus, they would wear full steel armor and carry long pikes or halberds, have a small shield strapped to the arm, and also have "Chídok" swords

*Strength*: Estimated at 5000 with some 2500 reserves in training at secret bases in the mountains north of Hráis

*Statistics*: HI with long pike

1-5	12	H+4	S+4	LP	SWs	--	210
20	15	30	19	14	19	--	22/11

*Statistics*: HI with halberds

6-10	12	H+4	S+4	HBs	SWs	--	220
20	15	30	19	21	19	--	22/11

*Remarks*: The Vrú'unek cannot be employed as a regular military unit since it is distributed all over Livyánu. It would only gather, thus, as a last resort to defend Tsámra or some other great bastion. All of its forces are not included in the sum of 5000 men given above, of course; there are also senior officers, priests, women, merchants, farmers, and even some children who have been inducted into the Vrú'unek. These never fight as soldiers although they can and do serve as assassins, spies, scouts, and intelligence gatherers. Its prime functions are the maintenance of order within Livyánu, and the suppression of heresy and foreign ideas.



## L. Air Cars

**Qáqqodaz:** The Chároneb Rúozhuz to which they are attached

**Based:** Tsámra [map 1 / hex 1923], Dlášh [map 1 / hex 1818], Hráis [map 1 / hex 2920], others?

**Arms:** They usually carry 2 archers plus a steersman (always a member of the Vrú'unek), some have laser cannons, but this can be dangerous to the crew or the troops which they are supporting as it is to those who are being fired upon.

**Strength:** Some 53 (?) Air Cars are in

functioning condition.

**Remarks:** It will be noted that the Livyáni have absolutely no flying Hláka scouts because of their great distance from the territory inhabited by the Hláka. Hence, the Air Cars provide a replacement of sorts for the absent Hláka. These Air Cars have varying amounts of fuel left in their cells, and those who fly them thus risk running out of fuel and a subsequent hard landing each time they use them. They are retained under heavy guard and in great secrecy, and are never used except in matters of most dire need.

## New Livyáni Legions

### (B5) The Llüneb of Tíudaz Murúshu

**Qáqqodaz:** Tíudaz Murúshu, senior staff Priest of Ru'ungkáno (a Livyáni Deity similar to Vimúhla and Ksáru)

**Based:** Map 1 / hex 2624 - now at base

**Arms:** Short bows, javelins, light targe shield, no armor

**Strength:** 6000 light infantry, reserves unknown

**Statistics:** LI

1	3	-	T	SS	-	cs/lj	12
4	5	3	3	4	-	4/4	1/1

2-12	1	-	T	SS	-	cs/lj	10
4	6	3	3	4	-	2/2	1/1

ave.	1	-	T	SS	-	cs/lj	10
4	6	3	3	4	-	2/2	1/1

**Remarks:** In keeping with the trend toward regularizing light infantry units, the Temple of Ru'ungkáno in the foothills of the Great Tláshite Range is organizing a Llüneb. This has not been approved by the council in Tsámra, but should be entered in the Archive by the time this appears in writing. No official name has been proposed for this Llüneb.

### (A6) The Llüneb of Those Who Conquer

**Qáqqodaz:** Artúz Halúz Dió of Tsámra



*Based:* Tsámra [map 1 / hex 1923] - now somewhere in the Tsoléi Isles

*Arms:* Light Chlén-hide breastplates with steel studs, no shields, "Chídok" swords, helmets, and mining gear for sieges, firepots launched from small portable ballistae (really heavy crossbows on tripods)

*Strength:* 2000 sappers, reserves unknown

*Statistics:* SA

1-4	2	Ls	--	--	SW	ld-f	*
18	5	3	3	--	6	3	3/3

*Remarks:* This is the only organized sapper unit Livyánu has. They have been raised specifically for the Tsoléi expedition. Reports are that these troops are very good at mining, and their bravery is such that they are classified as fanatics. These lack much skill and expertise in more complicated techniques, thus suffering higher than normal casualties and slower than usual progress in siege operations.

(H6) The Llüneb of the Might of Guodái

The Tsoléini are poorly organized, consisting mostly of city militia for the various islands of the archipelago. Only recently--under Mu'ugalavyáni and Shén guidance--have formal "generals" been appointed by the city rulers of these small principalities. Most of

*Qáqqodaz:* Chúny Nyédz Boízhu of Tsámra

*Based:* A garrison somewhere in the Tsoléi Isles

*Arms:* Medium armor of Chlén-hide, helmets, long swords, long spears, medium shields, some composite bows

*Strength:* 3500 medium infantry, 1000 reserves

*Statistics:* MI

1-2	3	M	R	LS	LW	cs	26
6	6	11	9	7	9	1	6/4

3-7	2	M	R	LS	LW	--	16
6	5	10	9	6	9	--	5/4

3-7	2	M	R	LS	LW	--	16
6	5	10	9	6	9	--	5/4

*Remarks:* This legion has an ancient past, but has just recently been revived to aid the Tsoléi expedition. They have no battle experience and are truly of an unknown value. Qáqqodaz Chúny Nyédz has never led soldiers before, being a priest of Guodái in charge of military supply.

## The Forces of Tsoléi

Tsoléi's forces thus are comprised of loosely structured "bands" of pirates. The fast, fierce little biremes and smaller craft of the Islands are excellent for striking at the larger, slower Livyáni ships and for raiding the coasts of Livyánu, but they are no match for organized soldiery. The only advantage Tsoléi has at the



moment is the fact that it lies in a magically "barren" area, one in which no sorcery operates. The Livyáni sorcerers and ancient magical devices thus do not operate, and they are reduced to using physical strength and military ability—something that the Priesthoods of the Shadow Gods have never been called on to do before.

The Tsoléini call their generals "Lío." They have no fixed subalterns, officers, or military

organizations. The nearest equivalent for a "legion" is "Báun," a term used for a piratical war-band.

There are no set colors for the forces of Tsoléi. At most, there are clans and family blazons, rather similar to the heraldry of ancient Earth. Even these insignia are worn only by the leaders and nobles of the islands whereas the common soldiers and militia go attired in whatever they individually please.

## A. Forces of Llürúra Isle

### (1) The Báun of Míyél

*Lío:* Alúo of the Red House

*Based:* Míyél [map 1 / hex 1806] (now captured by the Livyáni), currently with the forces of the city of Llū'ūr [map 1 / hex 2007]

*Arms:* A mixture of Livyáni and other weapons, short one-handed chopping axeswords (like the Livyáni "Chídok"); axes (which may be thrown), maces, one-handed poleaxes, slings, and spears. A few light ballistae (once used to guard the harbors of Míyél) are also available, perhaps 35 in all, constructed and manned by Mu'ugalavyáni mercenaries. Armor is again too varied to be described—perhaps an average of light to medium coverage.

*Strength:* 1000 medium infantry, 2000 light infantry, 500 slingers, 175 artillerymen

*Statistics :* MI

250#	5	M	R	SS	SW	—	46
13	8	13	9	9	11	—	8/4

750#	3	M	R	SS	SW	—	35
13	6	11	9	7	9	—	6/4

ave.	3	M	R	SS	SW	—	35
13	6	11	9	7	9	—	6/4

*Statistics:* LI

2000 #	2	L	S	PA	DG	tax	28
11	5	6	5	8	4	4	3/2

*Statistics:* SL

500#	2	—	S	—	MC	sl	16
11	5	2	3	—	6	5	0/1

*Statistics:* AT

35:5	2	L	T	—	SW	ld	*
13	5	4	4	—	6	17	2/2



*Remarks:* Although defeated and driven from their city by the Livyáni, these troops are now regrouped under the command of the masters of Llü'ür. Battle-hardened and made desperate, they will fight for their homeland. Aluo is the best of the various commanders the city of Míyél had--a pirate leader and still master of several biremes (hidden in coves on the northern shores of the island).

## (2) The Báun of Vrü of the Red Rock House

*Lío:* Vrü of the Red Rock House

*Based:* Map 1 / hex 1907, an area of rough, low hills and jumbled ravines

*Arms:* Mu'ugalavyáni supplied spears (usually short), long swords, medium shields of oblong design, "cookpot" helmets, medium armor (for some), and a few carry Mu'ugalavyáni light crossbows.

*Strength:* 700 medium spearmen, 200 crossbowmen, about 1000 light infantry with slings, spears, and no armor

### *Statistics:* MI

200#	4	M	R	SS	LW	-	38
11	7	12	9	8	10	-	7/4

500#	2	M	R	SS	LW	-	25
11	5	11	9	6	8	-	5/4

ave.	3	M	R	SS	LW	-	34
11	6	10	9	7	9	-	6/4

### *Statistics:* CB

200#	2	L	-	-	LW	lc	24
11	5	1	2	-	6	7	1/2

### *Statistics:* LI

1000 #	1	-	-	SS	-	sl	12
8	4	0	1	4	-	4	0/1

*Remarks:* This pirate chieftain once had a fleet of ships based at Ngaró [map 1 / hex 1606], but these were destroyed by the Livyáni early in the campaign. He has since retreated to join the defense of Míyél, and after its fall he has become a land-based guerilla leader in the mazes of hills and ravines that make up the central part of Llü'úra Isle.

## (3) The Gá-Hr of the Egg-Eaters of Qeleggú

*Tf-Hss:* À-Shg-Ssá of Qeleggú

*Based:* Llü'ür [map 1 / hex 2007]

*Arms:* Standard Shén arms--axe-swords, maces, and halberds. Part of this legion is armored with steel, and a small contingent is classifiable as extra-heavy infantry. All carry the Shén pistol-crossbow.

*Strength:* 2401 troops (the usual Shén divisions by units of 7): 343 (one Shí-Gý of the legion) are extra-heavy armored troops, 2 more Shí-Gý (686) Shén are heavy infantry, the rest are classified as medium--although they are the human equivalent of heavy infantry so far as their arms and armor (and strength!) are concerned.

### *Statistics:* EHI (Shén)

1	6	EHs	Rs	HB	AX	sx	149
16	14	24/30	25	24	20	3	24/19



2-3	4	H	R	HB	AX	xx	90
16	10	17/ 23	20	22	18	3	17/2 5

4-7	2	M	R	HB	AX	xx	53
16	8	14/ 19	19	20	16	3	14/ 13

ave.	3	H	R	HB	AX	xx	77
16	9	16/ 21	20	21	17	3	16/ 14

*Remarks:* The nearest Shén port to Tsoléi, Qeleqmú, has supplied this legion (called a Gá-Hr in Shén), officered by a veteran and powerful commander of much experience (the Shén word for "general" is "Tf-Hss," as nearly as human capabilities can utter it). He has landed his troops at Llü'ür and now makes up a larger part of the garrison.

#### (4) The Gá-Hr of the One who Rends

*Tf-Hss:* Shá-Kn-Hr of Chri

*Based:* Also at Llü'ür [map 1 / hex 2007]

*Arms:* As for (3) above, except that only 3 Shí-Gý (1029 Shén) are armored as mediums, the rest are unarmored. The armored troops use long pikes as their primary melee weapon where the unarmored soldiers have long spears, shields, and the usual assortment of axe-swords, pistol-crossbows, etc.

*Statistics:* MI (Shén)

1-3	4	M	S	LP	AX	—	88
16	10	19	16	14	18	—	16/ 13

4-7	2	L	R	LP	AX	xx	48
16	8	16	15	12	12	3	11/ 10

ave.	3	L	R	LP	AX	xx	62
16	9	17	15	13	14	3	13/ 11

*Remarks:* This unit has just landed in map 1 / hex 2007 north of Llü'ür. It is digging in and establishing a depot for supplies. Its Tf-Hss is inexperienced with humans but has fought against the little splinter Shén states several times. He hopes to cut off the Livyáni encirclement of Llü'ür and form a solid northern perimeter wall to prevent their further expansion.

#### (5) The Báun of the Year-King of Llü'ür

*Lío:* Charúna Olái, Prince of Llü'ür

*Based:* Llü'ür [map 1 / hex 2007]

*Arms:* Much as for (1) above, except that the Prince's bodyguard of 500 men has heavy steel armor, long spears large square shields of wickerwork, and steel axe-swords. The city is defended by 5 large stone-throwers, 35 medium stone-throwers (20 onagers and 15 ballistae), and 50 small ballistae. These are manned by Mu'ugalavyáni and Shén mercenaries. The city militia is also ready. These troops wear only leather armor, carry long spears, wield Chlén-hide axe-swords, and use slings quite well.

*Strength:* 500 heavy infantry, about 300 artillerymen, 1000 medium troops, and 2000 militiamen, 325 artillerymen

*Statistics:* HI

100#	6	Hs	R	LS	AXs	—	88
18	9	17	13	12	15	—	12/7



400#	6	Hs	R	LS	AXs	—	80
16	9	17	13	10	13	—	12/7

ave.	6	Hs	R	LS	AXs	—	80
16	9	17	13	10	13	—	12/7

### Statistics: MI

1000 #	4	M	R	SS	AX	tax	39
11	7	12	9	98	10	3	7/4

### Statistics: ML

2000 #	1	L	—	LS	AX	sl	16
8	4	2	2	4	6	4	2/2

### Statistics: AT

5:10	3	L	—	—	AX	hd	*
11	6	4	2	—	6	35	4/2

35:5	3	L	—	—	AX	lo/md	*
11	6	4	2	—	6	23/28	4/2

50:2	2	L	—	—	AX	ld	*
11	5	3	2	—	6	17	3/2

*Remarks:* The Prince has no experience in generalship or in siege-craft, but he has Mu'ugalavyáni and Shén advisors. Llū'ūr's fleet--6 triremes, 30 biremes, and 54 smaller craft--is now based at Hólis, commanded by the Prince's son (if Tsoléini kinship patterns are to be believed), Evelúna Olái. The crews of these ships are experienced pirates and are able to give an excellent account of themselves. About 100 men of the Prince's bodyguard and perhaps another 100-200 throughout the fleet are "berserkers"--what the Tsoléini call "Khiu"--men (and a few women) who have selected the "Path of Heroes" and who never flee from battle. Some of these are veterans of many years of raiding the Livyáni coasts.

## B. The Forces of the Isle of Ku'úl

### (1) The Báun of Gári of Átlimn

*Lío:* Gári of the Opal Sands

*Based:* Átlimn [map 1 / hex 2002]

*Arms:* As for the Báun of the Year-King of Llū'ūr: a mixture of a Livyáni and Mu'ugalavyáni arms and armor. The Magnate of Ku'úl has a bodyguard of 200 heavy infantry; they have steel armor, pikes, long swords, and large oblong shields. In addition, he has about 700 medium infantry with similar

weapons and arms of Chlén-hide, and a militia of about 1000 slingers, javelinmen, and spearmen.

*Strength:* 200 heavy infantry, 700 medium infantry, 1000 spearmen (who also have slings) who may be classed as light infantry, almost 200 artillerymen

### Statistics: HI



200#	5	Hs	R	LP	LW	-	56
18	8	16	12	7	11	-	11/7

Statistics: MI

700#	3	M	R	LP	LW	-	32
16	7	11	9	5	9	-	6/4

Statistics: LI

1000 #	1	L	S	LS	SW	sl	16
6	4	4	5	5	7	4	2/2

Statistics: AT

2:15	3	L	-	-	AX	hd	*
11	6	2	2	-	6	23	2/2

10:8	3	L	-	-	SW	mo	*
11	6	2	2	-	6	34	2/2

15:3	3	M	-	-	AX	ld	*
11	6	4	4	-	6	18	2/2

**Remarks:** The Magnate of Ku'úl, One of the Wave-Crested Palace, has employed a pirate chieftain as his guard commander. The fleet of Ku'úl consists of 2 triremes, 15 biremes, and 25 smaller craft. This presently lies at Khu'ú, away from possible Livyáni attack on the northwestern coast. It is said that Ku'úl possesses artillery as well: 2 large stone-throwers, 10 medium onagers, and 15 small ballistae, manned by Shén and Mu'ugalavyáni mercenaries (less than 200 men in all); and there are rumors of as many as 3 Air Cars and even an ancient lightning-bringer or two. The Magnate's bodyguard are all "Khū," according to Livyáni sources.

## (2) The Báun of Khu'ú

**Lío:** Ré of the Isle of Stones

**Based:** Khu'ú [map 1 / hex 2102]

**Arms:** A miscellany of Livyáni and other weapons and armor, as described for other units above. Only some 300 troops are classifiable as medium infantry, and the rest--perhaps 1000--are light infantry, milia, spearmen, and slingers.

Statistics: MI

300#	2	M	S	SS	SW	-	18
6	5	8	7	6	8	-	5/4

Statistics: LI

1000 #	1	L	-	SS	DG	sl	6
2	4	1	2	5	3	4	1/2

**Remarks:** The ruler of Khu'ú is technically a subordinate of the Magnate of Ku'úl, but in fact he is semi-autonomous and often acts independently. His tiny army is poorly trained and has no more than a modicum of fighting experience, mostly as part of larger Tsoléini raiding fleets against the Livyáni coasts. Khu'ú has no artillery but does possess a fleet of some 20 biremes and some 30 smaller vessels. The crews of these vessels are little more than cutthroat rabble, all armed in wildly differing fashions, all semi-independent of any command, and probably of poor morale against any organized army. They may well serve as guerrillas or for purposes of harassing the Livyáni supply shipping.



## C. The Forces of Dlakelné Isle

### (1) The Báun of the Lord of Dlí'nir

*Lio:* Válla of the Portal

*Based:* Dlí'nir [map 1 / hex 2302]

*Arms:* The usual Tsoléini mixture: long spears and medium armor for the ruler's bodyguard, Livyáni "Chídok" axe-swords, oblong medium shields, the light infantry have slings, spears, and wickerwork shields of medium size

*Strength:* 200 medium infantry bodyguard (of who some 100 are "Khiu"), 750 militia light infantry

*Statistics:* MI

200#	4	M	R	LS	AX	--	55
18	7	12	9	9	12	--	7/4

*Statistics:* ML

750#	2	--	R	SS	DG	sl	15
4	5	2	3	5	3	5	2/3

*Remarks:* Dlí'nir has a small fleet of pirate ships: 1 trireme, 5 biremes, and 15 smaller craft, all manned by the expected rabble. It is said that the Lord of Dlí'nir has a personal Air Car and also some sort of ancient artillery weapon mounted on a tower of his palace--but whether this weapon is operable is another matter.

### (2) The Gá-Hr of the Heroes of Morcháptla

*Tí-Hss:* Há-Srr of Ti-Sà (a village in map 1 /

hex 0617)

*Based:* Dlí'nir [map 1 / hex 2302]

*Arms:* As for other Shén legions: pikes, pistol-crossbows, axe-swords. This legion has no steel armor and thus is classified as light infantry

*Strength:* 2401 Shén

*Statistics:* LI (Shén)

1-2	4	L	R	LP	AX	sx	70
16	10	18	15	14	18	3	13/10

3-7	2	L	R	LP	AX	sx	48
16	8	16	15	12	16	3	11/10

ave.	3	L	R	LP	AX	sx	59
16	9	17	15	13	17	3	12/10

*Remarks:* Another Shén ally. This unit was intended for Átlimn on the Isle of Ku'úl, but the troopships were blown off course and finally made a landing in map 1 / hex 2302 south of Dlí'nir. The Shén decided to remain where they were rather than set forth again for their original destination (because of friction with the Magnate of Ku'úl, it is rumored), and they now form a large part of the garrison of Dlí'nir. The northern regions of Dlakelné Isle are more or less uninhabitable--rocky, barren, and used only by the fisherfolk, whose tiny villages line the coast--while there are no inhabitants inland. The Lord of Dlí'nir hopes that eventually the Shén can be persuaded to settle in the interior of this northern part of the



island, a place not too inhospitable for Shén.

## D. The Forces of Mní Isle

### (1) The Báun of the High Glory of Mní

*Lío:* Dái Né of the Granite Cliff

*Base:* Mní [map 1 / hex 2204]

*Arms:* As for other Tsoléini units. A bodyguard of 150 heavy infantry who have reasonably good medium steel armor, long spears, axe-swords, and oblong wickerwork shields of medium size; 500 militiamen classifiable as light infantry (and who carry spears, slings, clubs, or axe-swords of Chlén-hide) and a few foreign artillerists who operate the two medium stone-throwers and 15 small ballistae used to guard the city walls

*Strength:* 150 heavy infantry, 500 light infantry militia, 60 artillerists

*Statistics:* HI

150#	5	Ms	R	LS	AX	—	68
16	8	14	10	9	11	—	9/5

*Statistics:* ML

500#	1	L	—	SS	AX	sl	16
6	4	1	2	4	6	4	1/2

*Statistics:* AT

2:15	3	L	—	—	AX	md	*
11	6	2	2	—	6	34	2/2

15:2	3	M	S	—	SW	ld	*
11	6	7	7	—	6	18	4/4

*Remarks:* The Lord of Mní, Dái Né, is young, headstrong, and impressionable. Of all of the rulers of Tsoléi, he alone sees the Livyáni incursion as a permanent danger. He has thus sent urgent pleas to Shényu and to Mu'ugalavyá for aid. His small fleet of 3 biremes and 32 smaller vessels is crewed by good fighters and would prove useful as a deterrent to Livyáni shipping. He has turned over the southern part of his island to a Mu'ugalavyáni mercenary in hopes of establishing a solid military force there.

### (2) The Báun of Tutlámish of Khéiris

*Lío:* Tutlámish Arrimúda of Khéiris

*Based:* Map 1 / hex 2104

*Arms:* Largely Mu'ugalavyáni medium armor, long swords, halberds, and some composite bows. This unit bears large shields of oval shape, and about 100 troops have good steel armor.

*Strength:* 500 medium infantry, 300 local light infantry with slings and spears

*Statistics:* MI



# C. The Forces of Diakone Island



A-5



D-1



Livyani F-1



H-1



E-1



100#	4	Ms	Rs	HB	LW	cs	49
11	3	14	11	12	10	1	8/5

400#	1	M	R	HB	LW	—	18
8	4	9	9	9	7	—	4/4

ave.	2	M	R	HB	LW	cs	24
8	5	10	10	10	8	1	5/4

Statistics: LI

300#	0	—	—	SS	—	sl	4
2	3	0	1	3	—	4	0/1

## E. The Forces of Ríss Isle

### (1) The Báun of Háka of Ríss

*Lío:* Háka of the Green Stone Mansion

*Based:* Ríss [map 1 / hex 2504]

*Arms:* Curiously wrought medium armor, made locally upon the island, oblong wickerwork shields of large size, long spears, axe-swords, slings, several medium stone-throwers (onagers and ballistae--perhaps 13 all told), 25 small ballistae, and one ancient lightning-bringer of dubious effect. The crews of the artillery pieces are locally trained and not very dependable.

*Strength:* 150 medium infantry, 250 artillerymen, perhaps 800 light infantry militia men light infantry militiamen

Statistics: MI

*Remarks:* The pirate captain Tutlámish of Khéiris has been given the southern region of Mní Isle as a semi-autonomous fief by the Lord of Mní. Tutlamish has attracted a number of other pirate chieftains--a mixture of Tsoleíni, Livyáni renegades, a few Tsolyáni, several Shén, and a handful of other Mu'ugalavyáni--and he possesses a force of some 4 biremes, 1 trireme, and 20 smaller vessels. All crewed by a miscellany of races and peoples. Whether Tutlámish would fight an organized Livyáni invasion force is problematical.

150#	3	M	R	LS	AX	—	44
18	6	11	9	9	11	—	6/4

Statistics: ML

800#	1	L	—	—	SW	sl	10
6	4	2	2	—	6	4	2/2

Statistics: AT

13: 15	0	L	—	—	DG	md/ mo	*
4	3	1	1	—	2	30	1/1

25:3	0	L	—	—	DG	ld	*
4	3	1	1	—	2	15	1/1

*Remarks:* Háka of Ríss is an arch-conservative, despising all outside influences. She allows no foreigners to settle in Mní and has designed her own arm and armor. Her bodyguard is said to be entirely "Khū," a well-trained but inexperienced little force. She has



a fleet of 2 triremes, 4 biremes, and 32 smaller vessels, all locally crewed and said to be better disciplined than other Tsoléini forces. She has refused to aid the ruler of Llürúra Isle, however, and instead has built a chain of shore forts all along the rocky coasts of Riss Isle.

## (2) The Báun of Mrün

*Lío:* Arána of the Coral Crag

*Based:* Mrün [map 1 / hex 2404]

*Arms:* As for the Báun of Háka of Ríss

*Strength:* 100 medium infantry, supplied with steel armor and all are "Khǐu," 350 light infantry militia who carry spears, oblong medium wickerwork shields, and slings

## Statistics: MI

100#	5	Ms	R	LS	AX	—	66
18	8	14	10	11	13	—	9/5

## Statistics: ML

350#	1	—	R	SS	DG	sl	10
6	4	2	3	4	2	4	0/1

*Remarks:* Arána is closely allied to her sister-in-law, Háka, and is another conservative ruler. She has a fleet of 2 biremes and 12 smaller craft, but her piratical sailors are equally well-disciplined and have raided the coasts of Livyánu both by themselves and in company of other Tsoléini expeditions for years.

# F. The Forces of Brákel Island

## (1) The Báun of Prince Siga of Nársha

*Lío:* Fé Jila, younger brother of Prince Siga

*Based:* Nársha [map 1 / hex 2704]

*Arms:* 1500 heavy infantry in Livyáni steel armor (captured during a raid on Nuférsh some years ago): full plate, helmets, breastplates and backplates, thigh defenses, greaves and vambraces, medium shields, double-bladed broadswords, some composite bows. Light infantry have spears and square wickerwork shields, short "Chídok" axes-swords. 2 heavy stone-throwers, 6 medium stone-throwers, 10 light onagers, 12 bolt-throwing ballistae, 18 very small ballistae for anti-personnel work on the walls (this artillery

is crewed by locals under Mu'ugalavyáni tutelage).

*Strength:* 1500 heavy infantry (of whom 200 are said to be "Khǐu"), 2500 light infantry militia, 364 artillerymen

## Statistics: HI

200#	6	Hs	Rs	—	LW	—	84
18	9	20	15	—	14	—	14/9

500#	4	Hs	Rs	—	LW	—	60
13	7	18	15	—	10	1	12/9

900#	2	Hs	Rs	—	LW	—	48
13	5	16	15	—	8	—	10/9



ave.	3	Hs	Rs	—	LW	54	54
13	6	17	15	—	9	—	11/9

### Statistics: ML

2500 #	1	—	R	SS	SW	—	7
6	4	2	3	4	6	—	0/1

### Statistics: AT

2:20	2	—	—	—	SW	hd	*
8	5	0	1	—	6	32	0/1

6:15	2	—	—	—	SW	lo	*
8	4	0	1	—	6	21	0/1

10:15	1	—	—	—	SW	md	*
8	4	0	1	—	6	24	1/2

12:4	1	L	—	—	SW	ld	*
8	4	0	2	—	6	44	0/1

18:2	2	L	—	—	SW	ld	*
8	5	1	2	—	6	15	1/2

**Remarks:** Prince Siga has a relatively large fleet: 4 triremes, 15 biremes, 30 smaller vessels, all crewed by pirate bands who are somewhat loyal to the House of Siga. The inhabitants of Brákel Island are the least friendly and the most violent fighters in all of Tsoléi. Their pirate raids on Nuférsh and Kakársh are legend among the Livyáni, and their brutality and cruelty to their captives are legend through the Five Empires. Even the other Tsoléini fear them, and Lord Siga is himself a huge, brawling, bearded, and treacherous ruffian, matched in these traits only by his younger brother, Fé Jila, whose last incursion into Livyánu resulted in over 1000 deaths in three hours. Thus far, the Brákel

Islanders have refused to aid the inhabitants of Llürúra Isle in their battle against the Livyáni.

## (2) The Báun of Túma of the Wind Cave

### Lío: Túma of the Wind Cave

**Base:** Map 1 / hex 2904, in a cove on the northern tip of the island

**Arms:** Livyáni and other weapons and armor, mostly medium infantry in coverage and made of Chlén-hide. Short spears, cutlasses, small square wickerwork shields, and slings

**Strength:** 750 medium infantry, 1300 light infantry

### Statistics: MI

250#	4	M	R	SS	SW	—	40
11	7	12	9	8	10	—	7/4

500#	2	M	S	SS	SW	—	25
8	5	8	7	6	8	—	5/4

ave.	3	M	S	SS	SW	sl	10
9	6	11	8	7	9	—	6/4

### Statistics: ML

1300 #	1	—	S	SS	SW	sl	10
4	4	1	2	4	6	4	0/1

**Remarks:** Túma is a minor sub-chieftain, supposedly under Lord Siga's command, but actually semi-autonomous--and possibly in league with the Livyáni. He worships nothing above gold, and Lord Siga is notably miserly where the Livyáni have offered large fortunes for his aid. He is currently hesitating between accepting their offer and remaining neutral



until the situation becomes more clearly defined. He has only one bireme but possesses

some 14-15 smaller craft, all crewed by local pirate bands.

## G. The Forces of Khrüsha Island

### (1) The Báun of the City of Khrüsh

*Lío:* Princes of the Fleet, Yeméa Dalési

*Based:* Khrüsh [map 1 / hex 2508]

**Arms:** Heavy infantry clad partially in full steel armor (stolen from the Livyáni over the centuries): helmets, breastplates and backplates, vambraces, greaves, thigh defenses, large oval shields, pikes, some composite bows. Light infantry are armored in leather, carry slings, short spears, axes (which can be used for throwing), some square wickerwork shields. The city is defended by 12 large stone-throwers, 22 medium stone-throwers, and about 50 light ballistae, all crewed by foreign mercenaries.

**Strength:** 500 heavy infantry in steel armor, 1000 heavy infantry in Chlén-hide, 500 of the latter carry composite bows, 2500 light infantry, about 500 artillerymen

#### Statistics: HI

500#	5	Hs	Rs	LP	SW	—	58
16	8	17	13	7	11	—	11/7

500#	3	H	R	LP	SW	—	32
11	6	13	11	5	9	—	8/6

500#	3	H	R	LP	SW	cs	35
11	6	13	11	5	9	1	8/6

ave.	3	H	R	LP	SW	—	32
11	6	13	11	5	9	—	8/6

#### Statistics: ML

1500 #	1	L	—	SS	AX	sl	10
4	4	1	2	4	6	4	1/2

1000 #	1	L	R	SS	AX	tax	10
4	4	4	5	4	6	5	1/2

ave.	1	L	—	SS	AX	sl	10
4	4	4	2	4	6	4	1/2

#### Statistics: AT

12: 15	2	L	—	—	SW	hd	*
8	5	2	2	—	6	44	2/2

22: 10	2	L	—	—	SW	md	*
8	5	2	2	—	6	33	2/2

50:2	3	M	T	—	SW	ld	*
8	6	6	6	—	6	18	4/4

**Remarks:** The fleet of Khrüsha Island consists of 1 quinquereme (looted from the Shén), 5 triremes, 15 biremes, and 60 smaller craft, all crewed by pirate bands vaguely loyal to Princes Yeméa. The island is relatively large and agriculturally rich, and thus, there is a larger population base to draw upon. Another



2000 light infantry militia could be called up were the Livyáni to attack. So far, the Princeps has shows little interest in joining the defense of Llürúra Isle, and he has sent only a token force of 100 light infantry and 20 heavy infantrymen (under the command of one Dutlór hiSinyála, a Tsolyáni renegade of uncertain antecedents.

## (2) The Báun of Héle Vái of the Blue Cove

*Lío:* Héle Vái

*Based:* The little city of Mikhá'a on the southern tip of the island [map 1 / hex 2308]

*Arms:* The usual miscellany of Livyáni and other weapons and armor: some are classifiable as medium infantry, with helmets, breastplates, and greaves whereas others are at best light infantry, with swords or axes, square wickerwork shields, and slings. Mikhá'a has no artillery, relying instead upon its location at the top of a steep cliff above the harbor to save it from direct attack.

*Strength:* 1500 medium infantry, 1500 light infantry

*Statistics:* HI

500#	6	M	R	LP	SW	-	62
16	9	14	9	8	12	-	9/4

1000 #	3	M	R	LP	SW	-	30
11	6	11	9	7	9	-	6/4

ave.	4	M	R	LP	SW	-	41
13	7	12	19	6	10	-	7/4

*Statistics:* ML

500#	2	-	R	-	AX	sl	16
8	5	2	3	-	6	5	0/1

1000 #	1	-	R	-	SW	sl	10
8	4	2	3	-	6	4	0/1

ave.	1	-	R	-	SW	sl	10
8	4	2	3	-	6	4	0/1

*Remarks:* Héle Vái is a reasonable man of middle years, still strong and able to defend himself against either the Livyáni or the forces of Princeps Yeméa Dalési, with whom his city has warred for generations. He has a fleet of 2 biremes and 30 smaller vessels, all manned by sturdy local cutthroats. He has taken part in a number of raids against Livyánu and has done very well, taking much swag and many slaves (whom he sells to the Shén). Mikhá'a is a comparatively wealthy city because of him, and his people are fiercely loyal to him and his family. He would like to go to the aid of Llürúra Isle but cannot in view of the threat from Princeps Yeméa Dalési.

## (3) The Gá-Hr of the Ebon Egg

*Tf-Hss:* Hú-Shá-Gsh of Ssorvá

*Based:* Map 1 / hex 2507

*Arms:* Armored Shén: pikes, axe-swords, pistol-crossbows, small targe shields. Some of these troops have steel armor where the rest have armor of copper or bronze.

*Strength:* 2401--a standard Shén legion

*Statistics:* HI (Shén)



1-2	8	H+1	R+1	LP	AX	xx	192
16	14	31	24	18	22	3	24/17

3-4	6	Hs	Rs	LP	AX	xx	136
16	12	27	22	16	20	3	21/16

5-7	4	Hs	Rs	LP	AX	xx	96
16	10	25	22	14	18	3	19/16

ave.	6	Hs	Rs	LP	AX	sw	136
16	12	27	22	16	20	3	21/16

**Remarks:** Princeps Yeméa Dalési has summoned aid from Shényu, anticipating an attack from Livyánu. The Shén supplied one of their better legions, complete with supply

## H. The Forces of Hólis

### (1) The Báun of the Holy Obelisks

**Lío:** Béa Ná of the Howling Hill

**Based:** Hólis [map 1 / hex 2206]

**Arms:** Antique, locally-made heavy armor of steel, full coverage, including visored helmets, articulated plate defenses for the arms and legs, large square shields of wood banded with iron, long pikes, axe-swords, and some crossbows. Light infantry militia wear no armor, carry square wickerwork shields, and use spears, clubs or axes, and slings.

**Strength:** 1000 extra-heavy infantry. About 300 of these carry light crossbows of Mu'ugalavyáni make as a secondary weapon. It is said that 500 of these heavy and some of the light infantry (of whom there are perhaps 1000) are also "Khūu," servicing the old gods of Hólis.

ships and 7 triremes. This has proved to be unnecessary since the Livyáni chose instead too invade Llürúra Isle and the south. The Shén have therefore constructed fortifications and a small Shén city for themselves in a cove on the shore southwest of the city of Khrūsh. There they sit, awaiting action or a command from Shényu to embark and join in the fighting to the south. They serve as a counter to any attack from nearby Nuférsh, and their commanders are content to leave them where they are--much to Princeps Yeméa's pleasure and relief. Were Llürúra Isle to fall and the Livyáni advance to Hólis or to take the other intervening small islands, this unit might be sent to participate in the fight.

### Statistics: EHI

500#	4	EHs	Rs	LP	AX	--	64
18	7	18	15	6	10	--	12/9

200#	2	EHs	Rs	LP	AX	--	52
13	5	16	15	4	8	--	10/9

300#	2	EHs	Rs	LP	AX	cs	55
13	5	16	15	4	8	1	10/9

ave.	3	EHs	Rs	LP	AX	cs	60
16	6	17	15	5	9	1	11/9

### Statistics: LI

200#	2	--	R	SS	CL	sl	12
18	5	2	3	4	2	4	0/1



800#	1	-	R		AX	sl	18
11	4	0	3	4	6	5	0/1

ave.	1	-	R	SS	AX	sl	18
11	4	-	3	4	6	5	0/1

**Remarks:** The ancient citadel of Hólis is rumored to contain 3 lightning-bringers, and it is so situated that artillery cannot get within range of its crumbling, green-mottled walls, set high upon a crag overlooking the harbor. The people of Hólis are closed-mouth, devoted to strange customs and perhaps even stranger Gods, and are completely uncaring about what

happens elsewhere. This is only a small local fleet--20 biremes and 30 smaller vessels. This has been reinforced (somewhat against the will of the local rulers) by Charúna Olái's ships from Llürúra Isle (see preceding). All of these Hólis vessels are crewed by natives of the islands, and foreigners--even other Tsoleíni--are not permitted to enroll. The Lords of Hólis have refused to take part in any war with Livyánu, although they would assuredly fight if invaded. They would refuse any offer of aid from Shényu even so, unless the issue were to become most dire indeed.





# Painting Guide

The painting guide is divided into columns: Legion number, helmet, body armor, shield, leggings, cloak, and standard. The key to the abbreviations used in the column headings to the right, and the key to the abbreviations used within the columns is below that key.

Legion	Helmet			Body Armor			Shield			L	Cloak		Standard		
	B	P	T	B	K	T	B	2	3	B	B	T	B	2	3
<b>Livyani Units</b>															
(A1)	L	IF	D	IF	L	S	IF	S	E	IF	IF	S	IF	S	D
(A2)	IF	E	S	E	IF	S	E	IF	S	E	IF	E	E	IF	D
(A3)	Z	-	Z	N	R	-	-	-	-	R	-	-	R	IF	D
(A4)	IB	-	S	N	IB	IF	-	-	-	-	-	-	IB	IF	D
(A5)	-	-	-	dG and P body tattoos			-	-	-	-	-	-	dG	P	D
(A6)	bB	IF	S	IF	P	S	-	-	-	IF	IL	P	P	bB	D
(B1)	W	P	S	W	L	P	W	P	S	W	W	S	W	P	D
(B2)	dG	IG	D	dG	IB	D	dG	IG	D	dG	dG	D	dG	IB	D
(B3)	R	W	S	N	R	W	-	-	-	-	R/W checks		R	W	S
(B4)	W	dG	S	W	IF	S	-	-	-	W	IF	S	W	S	D
(C1)	L	P	S	P	L	S	P	L	S	P	P	S	P	S	D
(C2)	N	-	R	N	IF	R	N	-	L	-	-	-	R	L	D
(C3)	IF	G	S	G	IF	S	L	G	S	G	IF	S	G	IF	D
(C4)	-	-	-	N and Y body tattoos			-	-	-	-	-	-	N	Y	D
(C5)	W	IF	S	W	P	S	-	-	-	W	L	S	W	P	S
(D1)	N	Y	C	N	Y	C	Y	-	C	N	Y	C	Y	N	C
(D2)	R	-	B	R	IF	B	N	-	B	R	IF	R	IF	R	D
(D3)	IG	-	-	N	-	-	-	-	-	-	IG	S	IG	-	D
(D4)	-	-	-	-	-	-	-	-	-	-	-	-	N	Y	D
(D5)	IF	Y	L	IF	Y	B	-	-	-	IF	Y	L	IF	Y	D
(E1)	bR	L	D	IR	IF	D	IR	L	D	IR	IF	D	bR	IF	D
(E2)	-	-	-	dY and C body tattoos			-	-	-	-	-	-	dY	-	D
(E3)	W	L	S	W	IF	L	W	L	S	W	IF	L	L	IF	D
(E4)	W	L	S	IR	IF	L	-	-	-	IR	IF	L	IR	IF	D
(F1)	L	IF	D	L	-	dF	C	bF	D	-	-	-	dF	IF	bF
(F2)	I	IF	-	E	IB	Z	E	IB	Z	E	IF	Z	E	IF	Z
(F3)	-	-	-	M	-	-	-	-	-	-	-	-	W	IB	D
(F4)	G	L	IF	L	-	F	-	-	-	-	-	-	L	F	C
(G1)	dG	P	S	dG	P	S	-	-	-	dG	P	S	P	dG	D
(G2)	IB	IF	S	IB	IF	S	IB	IF	S	IB	IF	S	IF	IB	S
(G3)	IF	IB	S	IF	IB	S	-	-	-	IF	IB	S	IB	-	D
(H1)	G	IF	S	G	B	S	G	IF	S	G	B	S	G	IG	D
(H2)	M	L	C	M	L	C	-	-	-	M	IF	S	M	L	D
(H3)	IF	IF	C	F	-	C	F	-	C	-	-	-	F	-	C
(H4)	-	-	-	-	-	-	-	-	-	-	-	-	W	IB	D
(H5)	P	IF	S	IF	P	S	-	-	-	IF	P	S	P	IF	D
(I1)	Y	G	D	Y	G	D	Y	G	D	Y	G	D	Y	H	D
(I2)	IF	-	D	IF	Y	D	-	-	-	Y	Y	D	IF	Y	D
(I3)	E	IF	C	E	-	C	IF	E	C	E	-	-	E	IF	D
(I4)	-	-	-	-	dR	-	-	-	-	-	-	-	E	IF	D
(I5)	L	-	S	N	L	S	-	-	-	-	L	S	P	L	S
(I6)	R	L	D	bR	L	D	-	-	-	bR	L	D	bR	L	S

## Key to Column Headings

L - Leggings

B - Basic Color

P - Plume or crest color

T - Trim color

K - Tunic and/or kilt color

2 - Second major color

3 - Third major color

## Key to Column Contents

I - Light shade of the color

d - Dark shade of the color

b - Bright shade of the color

A - Pink

B - Blue

C - Copper

D - Gold

E - Red-Orange

F - Grey

G - Green

I - Steel

L - Black

M - Maroon

N - Brown

O - Orange

P - Purple

R - Red

S - Silver

W - White

Y - Yellow

Z - Bronze

\* - Painter's choice

## Human Body Color

The typical Tsolyani is a rich copper-tinged tan color. Prof. Barker uses Floquil M80 "Samoa."

## Nonhuman Body Colors

Ahoggya: About 75% brown, 15% gray 5% black, and 5% buff colored.

Hlaka: Males - dark brown to grey.

Females light gray. About three to one male/female ratio.

Pe Choi: Males - gleaming black.

Females - bone white. About three in four will be males.

Shen: Males - black. Females

Egg-layers - black to dark

grey on the undersides

Swamp Folk: Doughy white.



Legion	Helmet			Body Armor			Shield			L	Cloak		Standard		
	B	P	T	B	K	T	B	2	3	B	B	T	B	2	3
(J1)	L	W	C	L	W	C	L	W	C	W	-	-	L	W	C
(J2)	L	IF	D	IF	N	D	L	IF	D	L	IF	L	L	IF	D
(J3)	F	-	S	F	B	S	B	-	S	F	F	S	B	F	S
(J4)	B	L	C	F	*	C	F	L	C	F	-	-	F	-	C
(J5)	-	-	-	bodies painted dead white						-	-	-	W	L	D
(J6)	-	-	-	Black / dP robes, pale W masks						-	-	-	W	P	C
(K)	W	F	S	F	W	S	P	F	B	F	F	P	F	P	D

#### Tsolei Units

(A1)	Family colours:	bR/Y/W		*	*	-	-	-	-	-	-	-
(A2)	Family colours:	dR/O/N		*	*	-	-	-	-	-	-	-
(A3)	Z	IB	F	IB	F	Z	IB	-	Z	-	-	-
(A4)	C	R	L	R	W	C	R	-	C	-	-	-
(A5)	Family colours:	IB/Y/L		*	*	-	-	-	-	-	-	-
(B1)	Family colours:	bG/Y/W		*	*	-	-	-	-	-	-	-
(B2)	Family colours:	dF/B/S		*	*	-	-	-	-	-	-	-
(C1)	Family colours:	P/W/F		*	*	-	-	-	-	-	-	-
(C2)	N	-	-	N	IO	-	N	-	IO	-	-	-
(D1)	Family colours:	IF/G/W		*	*	-	-	-	-	-	-	-
(D2)	Family colours:	bB/E/L		*	*	-	-	-	-	-	-	-
(E1)	Family colours:	bG/Y/S		*	*	-	-	-	-	-	-	-
(E2)	Family colours:	W/IR/P		*	*	-	-	-	-	-	-	-
(F1)	Family colours:	L/bR/W		*	*	-	-	-	-	-	-	-
(F2)	Family colours:	G/B		*	*	-	-	-	-	-	-	-
(G1)	Family colours:	M/IP/Z		*	*	-	-	-	-	-	-	-
(G2)	Family colours:	bB/dY/P		*	*	-	-	-	-	-	-	-
(G3)	E	W	C	E	-	I	E	-	I	-	-	-
(H1)	Family colours:	L/dY/N/R		*	*	-	-	-	-	-	-	-



## A: Armor Class

<b>EH</b>	Extra heavy infantry armor (SH, "super heavy infantry armor," in the prior edition)
<b>H</b>	Heavy infantry armor
<b>M</b>	Medium infantry armor
<b>L</b>	Light infantry armor
<b>--</b>	No armor

<b>s</b>	Steel
<b>+1</b>	Steel +1
<b>+2</b>	Steel +2
<b>+3</b>	Steel +3

## B: Shield Class

<b>EL</b>	Mantelet
<b>R</b>	Large/Medium
<b>S</b>	Small
<b>T</b>	Target

<b>s</b>	Steel
<b>+1</b>	Steel +1
<b>+2</b>	Steel +2
<b>+3</b>	Steel +3

## C: Long Melee Weapon

<b>BH</b>	Bilhook
<b>GL</b>	Glaive
<b>HB</b>	Halberd
<b>LP</b>	Long pike
<b>LS</b>	Long spear
<b>PA</b>	Poleaxe
<b>SS</b>	Short or medium spear/thrusting spear
<b>SP</b>	Short pike
<b>TAF</b>	Two-handed flail
<b>TAS</b>	Two-handed sword
<b>TAX</b>	Two-handed axe

<b>TCL</b>	Two-handed club
<b>TMC</b>	Two-handed mace
<b>TPA</b>	Two-handed pole-axe
<b>TR</b>	Trident
<b>*</b>	Figure uses two simultaneously

<b>s</b>	Steel
<b>+1</b>	Steel +1
<b>+2</b>	Steel +2
<b>+3</b>	Steel +3

## D: Short Melee Weapon

<b>AX</b>	Axe
<b>CL</b>	Club
<b>DG</b>	Dagger / Hlaka light sword
<b>FL</b>	Flail
<b>GA</b>	Garrote

<b>LW</b>	Long weapon (broad sword, axesword, cutlass)
<b>MC</b>	Mace



## D: Short Melee Weapon (cont.)

<b>MS</b>	Morning Star
<b>RP</b>	Rapier
<b>SW</b>	Short weapon (short swords, hatchets)
<b>WH</b>	Warhammer
<b>--</b>	No melee weapon

**\*** Figure uses two simultaneously

<b>s</b>	Steel
<b>+1</b>	Steel +1
<b>+2</b>	Steel +2
<b>+3</b>	Steel +3

## E: Missile Weapon

<b>bl</b>	Bola
<b>cb</b>	(Medium) Composite bow Hlaka crossbow
<b>ch</b>	Heavy composite bow
<b>cs</b>	Short composite bow, bow
<b>hc</b>	Heavy (winch) crossbow
<b>hd</b>	Heavy ballista
<b>hj</b>	Heavy javelin
<b>ho</b>	Heavy onager
<b>ht</b>	Heavy trebuchet
<b>lb</b>	Longbow Long composite bow
<b>lc</b>	Light crossbow
<b>ld</b>	Light ballista
<b>lj</b>	Light javelin
<b>lo</b>	Light onager
<b>lt</b>	Light trebuchet
<b>mc</b>	Medium (winch) crossbow
<b>md</b>	Medium ballista
<b>mj</b>	Medium javelin
<b>mo</b>	Medium onager
<b>mt</b>	Medium trebuchet

<b>rcb</b>	Repeating crossbow
<b>sl</b>	Sling, shot
<b>sn</b>	Sling, nonshot
<b>st</b>	Staff sling
<b>sx</b>	Shén pistol crossbow
<b>tax</b>	Throwing axe
<b>tc</b>	Throwing club
<b>td</b>	Throwing dart
<b>ts</b>	Throwing spear
<b>--</b>	No missile weapon

<b>-p</b>	Poison weapon
<b>-f</b>	Fire (pots usually)
<b>-a</b>	Acid (pots usually)

<b>s</b>	Steel, steel plating, steel projectile, or steel tipped projectile
<b>+1</b>	Steel +1
<b>+2</b>	Steel +2
<b>+3</b>	Steel +3

## 4: Cost in points per figure

**\*** No cost per figure

## 11: Missile Attack Factor

**\*** Seige weapon only



For a list of *Tekumel* game materials currently available,  
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