

# ALAMAZE



## THE CHOOSING COMPANION BRIGADE DOSSIERS:

**Mammoths.** Standing around 18' at the shoulders, they can support a driver and 3 archers. A brigade is about 30 mammoths, with a crew of 120 warriors and 30 swatters, who assist in controlling the beasts (but have a short life expectancy). Mammoths are very tough, create an impressive platform for short range missile fire, are excellent in the charge, and under good handlers, useful in tearing down structures when assaulting a population center.



**Mammoths are a potential Companion type to these kingdoms:**  
Dwarves, Cimmerians, Rangers, Ancient Ones, Druids, Warlock.

The Requirements to obtain a brigade of Mammoths:

Terrain: Plains

Leadership: Marshal

On-hand Brigades: Elite brigade

Maximum per group: 3

**Special: Cause Fear. Trample if enemy retreats: 2x losses in retreat phase if 2+ mammoth brigades.**

TYPE	ABB	Defense	LR Missile	SR Missile	Charge Value	1st Melee	2nd Melee	Combined	Storm Phase
Mammoths	MA	Excellent	Good	Above Ave.	Excellent	Good	Above Ave.	Good	Good

**Phoenix.** Larger than a Black Dragon, Phoenix normally have a pack of about a dozen that forms a brigade. They have flight, nearly supernatural defense and healing. They are evasive in the missile phase but use a breath weapon of fire, they make a diving attack during the charge phase, and are otherwise rated good in most phases.



They may only be summoned inside the Fire of the Void volcano (area NN). Only one Phoenix brigade may be summoned per group per turn and only one Phoenix brigade is permitted in a group at all times (including when combining or transferring brigades among groups). Phoenix brigades have regenerative powers. A group that contains a Phoenix brigade may issue their special order #236 once per turn, group ID in Column A. This ability will heal up to 5% of that group's attrition. This order will not reduce the attrition to summoned troops that were not fed.

**Phoenix are a potential Companion type to these kingdoms: Black Dragons, Red Dragons.**

The Requirements to obtain a brigade of Phoenix:

Terrain: Fire of the Void only (NN)

Leadership: Marshal

On-hand Brigades: 3 brigades

Maximum per group: 1

**Special: Flight. Heal attrition via order #236. Flight bonus vs. PC's. Very strong.**

TYPE	ABB	Defense	LR Missile	SR Missile	Charge Value	1st Melee	2nd Melee	Combined	Storm Phase
Phoenix	PH	Excellent	Average	Above Ave.	Very Good	Above Ave.	Good	Good	Good

**Saurus:** These large reptilians, about 15' long to the tail, and stand 8' high at the shoulders, they can sprint short distances, and while they usually wield bladed weapons, they have a crushing bite with their 6" razor-sharp teeth. They are dangerous in the charge phase and exploiting openings in a PC's defense. Generally, there are about 200 Saurus in a brigade.



**Saurus are a potential Companion type to these kingdoms:**

Lizard Kingdom, Illusionist, Sorcerer.

The Requirements to obtain a brigade of Saurus:

Terrain: Swamp

Leadership: General

On-hand Brigades: 3 brigades

Maximum per group: 5

**Special: Saurus are Stalwart, so Fear is reduced by the % of Saurus brigades.**

TYPE	ABB	Defense	LR Missile	SR Missile	Charge Value	1st Melee	2nd Melee	Combined	Storm Phase
Saurus	SU	Above Ave.	Very Poor	Above Ave.	Very Good	Above Ave.	Good	Above Ave.	Good

**Hill Giants:** Between 8 and 12 feet tall, Hill Giants became prolific about a century ago, and are nearly non-discriminatory as to who they may fight for or against, they bolster weaker militaries and augment strong ones. Tough to kill and very good attacking PC's, or in open melee. Usually about 70 Hill Giants to a brigade. They are the toughest of all Companion brigades.



**Hill Giants are a potential Companion type to these kingdoms:**

Cimmerians, Amazons, Sorcerer, Warlock, Druid, Pirates, Underworld, Atlantians.

The Requirements to obtain a brigade of Hill Giants:

Terrain: Mountains

Leadership: Marshal

On-hand Brigades: Elite brigade

Maximum per group: 3

**Special:** Stalwart, so reduce any Fear effect against them by their % of group composition. Also cause Fear to enemy if 2+ Hill Giant brigades.

TYPE	ABB	Defense	LR Missile	SR Missile	Charge Value	1st Melee	2nd Melee	Combined	Storm Phase
Hill Giants	HI	Very Good	Good	Above Ave.	Good	Good	Very Good	Good	Very Good

**Rohirrim:** Skilled, quick, well-trained riders, they are among the best medium cavalry in Alamaze. A Rohirrim Squadron is generally about 600 riders, in leather and proficient with both bow and spear. They are a fine complement to most forces.



**Rohirrim are a potential Companion type to these kingdoms:**

Rangers, Warlock, Atlantians, Sacred Order

The Requirements to obtain a brigade of Rohirrim:

Terrain: Plains

Leadership: General

On-hand Brigades: Veteran brigade

Maximum per group: 5

**Special:** A group with 2+ Rohirrim brigades may issue the Flanking tactic in plains or desert regardless of the kingdom having the Rider trait except against a Rider trait kingdom.

TYPE	ABB	Defense	LR Missile	SR Missile	Charge Value	1st Melee	2nd Melee	Combined	Storm Phase
Rohirrim	RO	Above Ave.	Above Ave.	Average	Good	Above Ave.	Average	Above Ave.	Above Ave.

**Wyvern:** The loyal companions of dragons, wyvern have no breath weapon, but a wingspan of about 20' and a length of 25', long sharp and plentiful teeth crushing talons and a dangerous barbed tail. They can keep pace in flight with their dragon masters and are very useful



supplementing the dragons in combat. About 50 Wyvern comprise a brigade.

**Wyvern are a potential Companion type to these kingdoms:**

Red Dragons, Black Dragons

The Requirements to obtain a brigade of Wyvern:

Terrain: Mountains

Leadership: Centurion

On-hand Brigades: Veteran brigade

Maximum per group: 5

**Special: Flight. Flight bonus vs. PC's.**

TYPE	ABB	Defense Above Ave.	LR Missile Average	SR Missile Average	Charge Value Good	1st Melee Above Ave.	2nd Melee Above Ave.	Combined Above Ave.	Storm Phase Above Ave.
Wyvern	WY								

**Trolls:** The Troll Uprising did not long endure. Weak leadership led them to throw in mainly with the usurper known as The Tyrant, but Troll tribes might follow many kingdoms. Among the most dangerous of Companions, they can turn a battle, especially against PC's.



**Trolls are a potential Companion type to these kingdoms:**

Tyrant, Necromancer, Sorcerer, Warlock

The Requirements to obtain a brigade of Trolls:

Terrain: Forest, Mountains

Leadership: Marshal

On-hand Brigades: Veteran brigade

Maximum per group: 3

**Special: Group gets +10% attack vs. PC for each Troll brigade. They regenerate a % of group attrition.**

TYPE	ABB	Defense Very Good	LR Missile Below Ave.	SR Missile Average	Charge Value Above Ave.	1st Melee Good	2nd Melee Very Good	Combined Good	Storm Phase Very Good
Trolls	TR								

**Wildlings:** Numerous barbarian tribes, they are not unified and are generally open to joining with

whichever kingdom approaches them to become mercenaries. They are most plentiful in the north but may be found elsewhere as well.

Some kingdoms may field armies of Wildlings – as many as 10 brigades. They are known for their reckless bravery, and are useful





supplemental troops once at the charge phase and beyond. Their weaponry is varied, including war hammers and axes. A whole tribe may join as one, generally meaning about 2000 Wildlings per brigade.

**Wildlings are a potential Companion type to these kingdoms:**

Cimmerian, Amazons, Dwarves, Tyrant, Pirates

The Requirements to obtain a brigade of Wildlings:

Terrain: Plains, Forest, Mountains

Leadership: Centurion

On-hand Brigades: 3 brigades

Maximum per group: 10

**Special: +5% per Wildling brigade to attack and defense in Winter months in regions effected by Winter.**

TYPE	ABB	Defense	LR Missile	SR Missile	Charge Value	1st Melee	2nd Melee	Combined	Storm Phase
Wildlings	WL	Average	Below Ave.	Average	Above Ave.	Above Ave.	Good	Above Ave.	Above Ave.

**Apes:** Only a few nature-oriented kingdoms can gain vast packs of these large primates to follow them and have the skill to communicate with them to facilitate effective combat. For near minimal upkeep, they can be an effective supporting force to kingdom brigades. They often carry large clubs but might just as often rend foes apart with their strong arms, or tear out throats with their fang-like teeth.



**Apes are a potential Companion type to these kingdoms:**

Druid, Sorcerer, Amazons

The Requirements to obtain a brigade of Apes:

Terrain: Plains, Forest, Mountains

Leadership: Centurion

On-hand Brigades: 3 brigades

Maximum per group: 10

**Special: In forest, adds 10% to group attack and defense for each regular+ ape brigade**

TYPE	ABB	Defense	LR Missile	SR Missile	Charge Value	1st Melee	2nd Melee	Combined	Storm Phase
Apes	AP	Average	Very Poor	Ave.	Above Ave.	Above Ave.	Above Ave.	Above Ave.	Average

**Scorpions:** the Giant Scorpions from the desert sands grow to 15' long and about 6' high. Besides their killing claws, the venom in their tail is instant death to all but the most stalwart foes. They are sometimes trained to target figures in colorful or unusual garb



(leaders and wizards). While not easy to acquire, they may be worth the effort in the south.

**Scorpions are a potential Companion type to these kingdoms:**

Nomads, Warlock, Pirates

The Requirements to obtain a brigade of Scorpions:

Terrain: Desert

Leadership: General

On-hand Brigades: Elite brigade

Maximum per group: 3

**Special:** Enemy leaders and wizards have 10 points added to their chance of death for each Scorpion brigade.

TYPE	ABB	Defense	LR Missile	SR Missile	Charge Value	1st Melee	2nd Melee	Combined Above Ave.	Storm Phase Above Ave.
Scorpions	SC	Good	Very Poor	Average	Average	Good	Good		

**Great Bats:** Thought to be the result of the Sorcerer’s research, Great Bats have emerged in numbers over the last century, attracted to the big flyers (dragons) but possibly also a couple kingdoms with affinity for this kind of creature. A group may contain up to 10 Great Bat brigades, which seem to number around 800 bats per brigade.



**Great Bats are a potential Companion type to these kingdoms:**

Black Dragons, Red Dragons, Dark Elves, Druid, Nomads

The Requirements to obtain a brigade of Great Bats:

Terrain: Mountains, plains, forest

Leadership: Centurion

On-hand Brigades: Veteran brigade

Maximum per group: 10

**Special:** Flight. Flight bonus vs. PC's.

TYPE	ABB	Defense	LR Missile	SR Missile	Charge Value	1st Melee	2nd Melee	Combined	Storm Phase
Great Bats	GR	Average	Very Poor	Below Ave.	Average	Below Ave.	Average	Average	Average

**(The) Damned:** The ranks of the forgotten, led by the malcontents, these humans reside outside accepted civilization, and have come to follow the Necromancer, and others that may promise the kind of immortality that comes with being Undead. Surprising to some, there is no shortage of The Damned.



**Damned (DM) are a potential Companion type to these kingdoms:**

Necromancer, Demon Princes

The Requirements to obtain a brigade of Damned:

Terrain: Plains, forest, mountain or desert

Leadership: Centurion

On-hand Brigades: Veteran brigade

Maximum per group: 10

**Special:** Damned can be "converted" to zombies via a special order #551

TYPE	ABB	Defense	LR Missile	SR Missile	Charge Value	1st Melee	2nd Melee	Combined	Storm Phase
Damned	DM	Below Ave.	Below Ave.	Below Ave.	Below Ave.	Below Ave.	Average	Average	Below Ave.

**Wood Elves:** Elves come with different cultures, and the Wood Elves are perhaps wilder than the High Elves or the Imperium, either of which can obtain their services in the right situation. Any kingdom would be happy with their services in the forest terrain they are best suited for. Perhaps 800-1000 Wood Elves may be in a brigade, though some speculate it is far fewer.



**Wood Elves are a potential Companion type to these kingdoms:**

Elves, Dark Elves, Rangers, Druid, Halflings

The Requirements to obtain a brigade of Wood Elves:

Terrain: Forest

Leadership: General

On-hand Brigades: Veteran brigade

Maximum per group: 5

**Special:** Wood Elves do not show up on foreign intel if in forest. Excellent missile fire.

TYPE	ABB	Defense	LR Missile	SR Missile	Charge Value	1st Melee	2nd Melee	Combined	Storm Phase
Wood Elves	WO	Average	Very Good	Good	Below Ave.	Average	Above Ave.	Above Ave.	Average

**Chameleons:** Astonishingly adept at blending into their surroundings, these intelligent reptiles had long been a strong left arm of the Lizard King, able to move about in a mixed group virtually unseen. Lately they have been seen in the armies of some other kingdoms, as well.

**Chameleons are a potential Companion type to these kingdoms:**

Illusionist, Lizard King, Druid, Gnomes

The Requirements to obtain a brigade of Chameleons:

Terrain: Forest, swamp, desert



Leadership: General  
 On-hand Brigades: Veteran brigade  
 Maximum per group: 5

**Special:** Chameleons do not show up on foreign intel.

TYPE	ABB	Defense	LR Missile	SR Missile	Charge Value	1st Melee	2nd Melee	Combined	Storm Phase
Chameleons	CH	Average	Average	Average	Average	Average	Above Ave.	Average	Average

**Swampmen:** Once a kingdom unto their own, the Swampmen fell as a power when the 2<sup>nd</sup> Cycle of Magic began. Their scattered tribes remain numerous in their homelands, and struggle, but are often brought into service of the Lizard Kingdom.



**Swampmen are a potential Companion type to these kingdoms:**

Lizard King, Druid, Dark Elves

The Requirements to obtain a brigade of Swampmen:

Terrain: Swamp

Leadership: Centurion

On-hand Brigades: 3 brigades

Maximum per group: 10

**Special;** +25% to Swampmen brigade strength when fighting in Swamp.

TYPE	ABB	Defense	LR Missile	SR Missile	Charge Value	1st Melee	2nd Melee	Combined	Storm Phase
Swampmen	SW	Average	Average	Average	Below Ave.	Above Ave.	Above Ave.	Above Ave.	Average

**Zealots:** The upheaval after the 2<sup>nd</sup> Cycle has produced many Zealots, disenchanting humans who have turned to faith in a higher power to quell their misgivings about the 2<sup>nd</sup> Cycle dynasties and the misfortunes that subsequently befell their families. These are loyal, if not necessarily well trained brigades, which can be attracted in numbers by those kingdoms with a clear understanding and doctrine of what lies beyond this world.



**Zealots are a potential Companion type to these kingdoms:**

Sacred Order, Nomads, Amazons, Lizard King

The Requirements to obtain a brigade of Zealots:

Terrain: Plains, forest, mountain, desert

Leadership: Centurion

On-hand Brigades: Veteran brigade

Maximum per group: 10





## SPECIAL ABILITIES OF COMPANIONS, RECRUITS, AND THE SUMMONED:

Brigade Type	ABB	Type	Ability
Apes	AP	C	In forest, adds 10% to group attack and defense for each regular+ ape brigade
Centaur	CE	C	A group with 2+ Centaur brigades may issue the Flanking tactic regardless of the kingdom having the Rider trait.
Chameleons	CH	C	Chameleons do not show up on foreign intel.
Damned	DM	C	Damned can be "converted" to zombies via a special order #551
Goblins	GO	C	3+ Goblin brigades increase the enemy retreat % by 5% per Goblin brigade over 3. So 5 goblin brigades change enemy retreat in Org Withdrawal from 15% to 25%.
Great Bats	GR	C	Fly. Flight bonus vs. PC's.
Hill Giants	HI	C	Stalwart, so reduce any Fear effect against them by their % of group composition. Also cause Fear to enemy if 2+ Hill Giant brigades.
Mammoths	MA	C	Cause Fear. Trample if enemy retreats: 2x losses in retreat phase if 2+ mammoth brigades.
Ogres	OG	C	Increase Threaten and Parlay % by 10% per Ogre brigade.
Orcs	OR	C	Increase morale for the battle for each Orc brigade over 4 by 5% per.
Phoenix	PX	C	Fly. Flight bonus vs. PC's. Very strong.
Rohirrim	RO	C	A group with 2+ Rohirrim brigades may issue the Flanking tactic in plains or desert regardless of the kingdom having the Rider trait except against a Rider trait kingdom.
Scorpions	SC	C	Enemy leaders and wizards have 10 points added to their chance of death for each Scorpion brigade.
Saurus	SU	C	Saurus are Stalwart, so Fear is reduced by the % of Saurus brigades.
Swampmen	SW	C	+25% to Swampmen brigade strength when fighting in Swamp.
Trolls	TR	C	Group gets +10% attack vs. PC for each Troll brigade. Trolls regenerate a % of group.
Wildlings	WL	C	+5% per Wildling brigade to attack and defense in Winter months in regions effected by Winter.
War Machines	WM	C	+10% to Threaten and Parlay for each War Machine brigade.
Wood Elves	WO	C	Wood Elves do not show up on foreign intel if in forest. Excellent missile fire.
Warg Riders	WR	C	A group with 3+ Warg Rider brigades may issue the Flanking tactic in plains or desert regardless of the kingdom having the Rider trait except against a Rider trait kingdom.
Wyvern	WY	C	Fly. Flight bonus vs. PC's.
Zealots	ZE	C	Are Stalwart: reduce Fear effects by % of Zealots in group.
Huns	HU	R	If Huns are the most numerous brigade type in a group, the group may execute the

			Flank tactic if it has a General (the kingdom doesn't need Rider trait).
Northmen	NM	R	All battles in regions in winter with 2+ Northmen brigades give the group +10% to defense and +10% to Charge phase.
Westmen	WE	R	3+ Westmen Regular + brigades provides +10% Shield bonus and reduces enemy missile phases 10% due to their large shields.
Zamorans	ZA	R	3+ Zomaran Regular+ brigades provides a 10% Valor bonus due to the war cries and bravery.
Ghouls	GH	S	If 2 or more Ghoul brigades, cause Fear to enemy groups (-10% morale for the battle), unless trait (Stalwart)
Minotaurs	MI	S	When attacking group or PC, 2+ Minotaur brigades treated like L3 Valor spell.
Phantoms	PT	S	A pre-group battle spell where 1 phantom brigade appears per 2 levels of wizard power for the duration of turn or when killed in battle. (Not permanent)
Rock Golems	RG	S	If battle in mountains, Rock Golems add an additional 10% to defense of group for each Rock Golem brigade.
Skeletons	SK	S	Attrition assigned to Skeletons (not eliminated brigades) is reduced to 0%.
Wights	WT	S	Wights are anti-magical and reduce any enemy combat damage to the group by the % of Wights in the group.
Zombies	ZO	S	Change 2 killed enemy brigades into 1 zombie brigade on victory, requires at least 2 zombie brigades to activate.
Spectres	SP	S	Have flight. If all brigades have Flight, group can move via Order #726 to fly. Cause fear, like all undead, immune to death magic.

(Brigade rating summaries below.)

## COMPANION BRIGADE RATINGS SUMMARY:

TYPE	ABB	Defense	LR Missile	SR Missile	Charge Value	1st Melee	2nd Melee	Combined	Storm Phase
Mammoths	MA	Excellent	Good	Above Ave.	Excellent	Good	Above Ave.	Good	Good
Phoenix	PH	Excellent	Average	Above Ave.	Very Good	Above Ave.	Good	Good	Good
Saurus	SU	Above Ave.	Very Poor	Above Ave.	Very Good	Above Ave.	Good	Above Ave.	Good
Hill Giants	HI	Very Good	Good	Above Ave.	Good	Good	Very Good	Good	Very Good
Rohirrim	RO	Above Ave.	Above Ave.	Average	Good	Above Ave.	Average	Above Ave.	Above Ave.
Wyvern	WY	Above Ave.	Average	Average	Good	Above Ave.	Above Ave.	Above Ave.	Above Ave.
Trolls	TR	Very Good	Below Ave.	Average	Above Ave.	Good	Very Good	Good	Very Good
Wildlings	WL	Average	Below Ave.	Average	Above Ave.	Above Ave.	Good	Above Ave.	Above Ave.
Apes	AP	Average	Very Poor	Below Ave.	Above Ave.	Above Ave.	Above Ave.	Above Ave.	Average
Ogres	OG	Above Ave.	Below Ave.	Average	Above Ave.	Good	Good	Above Ave.	Above Ave.
Centaur	CE	Above Ave.	Good	Above Ave.	Above Ave.	Average	Average	Average	Average
Orcs	OR	Average	Average	Above Ave.	Average	Above Ave.	Above Ave.	Above Ave.	Average
Warg Riders	WR	Above Ave.	Average	Above Ave.	Above Ave.	Above Ave.	Average	Average	Average
Scorpions	SC	Good	Very Poor	Average	Average	Good	Good	Above Ave.	Above Ave.
Great Bats	GR	Average	Very Poor	Below Ave.	Average	Below Ave.	Average	Average	Average
Damned	DM	Below Ave.	Below Ave.	Below Ave.	Below Ave.	Below Ave.	Average	Average	Below Ave.
Wood Elves	WO	Average	Very Good	Good	Below Ave.	Average	Above Ave.	Above Ave.	Average
Chameleons	CH	Average	Average	Average	Average	Average	Above Ave.	Average	Average
Swampmen	SW	Average	Average	Average	Below Ave.	Above Ave.	Above Ave.	Above Ave.	Average
Zealots	ZE	Below Ave.	Average	Average	Below Ave.	Average	Average	Average	Below Ave.
Goblins	GO	Below Ave.	Good	Above Ave.	Very Poor	Average	Below Ave.	Below Ave.	Below Ave.
War Machines	WM	Below Ave.	Ultimate	Good	Absent	Not a factor	Absent	Very Poor	Good