

THE CHOOSING: KINGDOM SUMMARY DOSSIERS



DAWN OF THE 3RD CYCLE OF ALAMAZE

Ultimately, the Second Cycle was so hotly contested that not only did one kingdom not prevail, but all were somewhat weakened. The Stone Giants, Trolls, and Witchlord have passed on either to diminished roles as Companions and not kingdoms, or have vanished completely.

The splintering of power was the signal that a new era was upon Alamaze: The Dawn of the 3rd Cycle, which has come to be known as The Choosing.

During a century of respite, many new kingdoms, and many previous fiefdoms have come into relative prominence. There are now recognized 24 full kingdoms who may vie for power, and we estimate 22 additional Companion races than can field brigades that may serve several potential masters, as is the case with the four primary independent races of humans: the Northmen, Huns, Zamorans, and Westmen. In any reality that may unfold, there are likely 12 sovereign kingdoms actively pursuing an agenda. Humans have increased their control of territory, now thought to control not only the cities, but likely a town and village in each region in the vacuum created by the chaos of the 2nd Cycle. Some population centers never recovered from the destruction in 2nd Cycle, so overall population is reduced as well as Humans having more control.

Meanwhile magic capacity has increased. There seem to be many more spells and incantations invented or rediscovered than were known in 2nd Cycle. Kingdoms have focused on their strengths and have become renowned through what is known as Traits that interpret these characteristics.

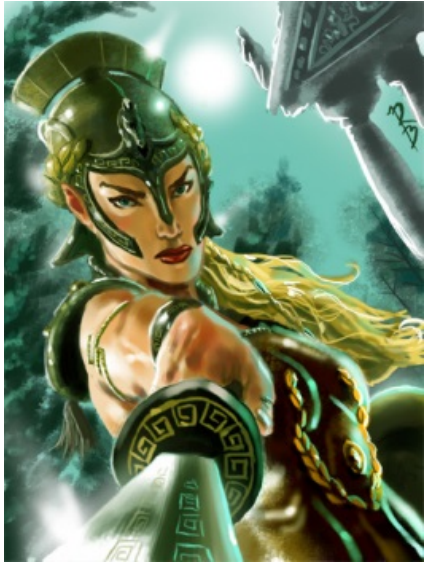
But military science has increased at pace. There are many more tactical doctrines available, and some few kingdoms have advanced military traits such as Military Tradition, Stalwart, or perhaps even a pronounced quality of Heroism. Dwarven Lords have begun fabricating War Machines, changing the nature of siege warfare.

Diplomats too have honed their skills, with Charisma being exploited by some, and the craft of deception and influence expressed through the duplicitous ability called Stir Unrest.

The old tradition of generations of the same bloodlines for High Priestess emerging has been complicated. Now it is difficult to identify a potential High Priestess, more preparation is necessary in passing what is called The Test to become a High Priestess, yet they have learned additional abilities.

Find your path, choose your way, execute your strategy my Liege. Your court, military, agents and wizards await your commands. **WE ARE NOW IN THE 3RD CYCLE OF ALAMAZE!**

THE REALM OF THE AMAZON MATRIARCHY



Kingdom Motto: The Lioness Hunts the Prey

Leader Title: Holy Mother (always female)

From Your High Councilor: We Amazons are not an ancient people, but established our kingdom by defeating the Westmen dynasty centuries ago. While we retain our wild ways including hunting from horseback, we have adapted the characteristics of other civilizations including a stable political system. Our belief in our gods is paramount, as is the training of our all women army. We do retain the services of various male Companion units, civilized and otherwise, and are entitled under treaty to recruit brigades of Westmen from towns and cities we control in times of need. Our Secrecy grants us a hidden capital, that may be in any terrain. We have mastery in the plains, and stand alone in that regard: those abilities will be important to our success, Holy Mother.

Traits: Trackers, Military Tradition, Devout, Riders, Adventurers, Healing, Secretive, Archers, Foreknowledge.

Special Orders and Abilities: Our Capital begins with a Temple constructed by our forbearers. +20% food production in plains PC's due to our hunting prowess. We have mastered the often decisive Flanking tactic. Our knowledge of sun and heat provides that the Summer Attack advantage is granted.

Kingdom Brigade Description: Exclusively female warriors, primarily light cavalry, carrying bow and spear, accompanied by fleet footed light infantry. Well trained and extremely adept in the plains. Exceptionally deadly in the plains.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee Above	2nd Melee Above	Combined Above	Storm Ph Above
Average	Good	Good	Very Good	Average	Average	Average	Average

Companions Available: Hill Giants, Wildlings, Apes, Zealots

Terrain Adeptness: Mastery in the Plains

Magical Prowess: Standard

Spells Available Earlier than Prowess Base: Eagle Familiar, Dire Wolf Familiar, Healing

Foreknowledge: Bow of Heracles and The Last Herd of Winged Stallions

THE SECRET SERVANTS OF THE ANCIENT ONES



Kingdom Motto: We alone, are Pure.

Leader Title: Great Archon

From Your Prime Minister:

Great Archon of The Ancient Ones, you face a number of challenges, and will be called upon to exhibit some of the craftiest, most subtle, yet strategically decisive plans of any kingdom. Perhaps more than any other kingdom, you can use your many special abilities to aid your allies and create unique difficulties for your adversaries. Though your political power and special abilities are great, you should not risk becoming the enemy of too many kings.

Special Rules for the Secret Servants of the Ancient Ones Kingdom:

- The Ancient Ones have no king, per se. Rather, each of your very special emissaries called **Consuls** carries the full power of a king, plus many other special capabilities. Each can cast any sole order for a king.
- **Consuls** cannot be successfully targeted by Sleep spells (the spell will fail).
- They have a 25 point resistance to assassination. Thus a normal assassination attempt which had a 40% chance of succeeding are reduced to 15%;
- They will only be captured 25% (instead of 50%) of the time their base falls to unfriendly hands.
- If held as prisoner, they may attempt a special order, #385- Escape. Just put the consul's abb. in column "a". There is a 66% chance the consul will escape in this manner reduced by any agents assigned to counter-espionage in the area.
- They can cast sleep to immobilize an emissary for one turn. Use order #306, put the consul's abb. in "A", the target emissary Abb. in column "B", the target kingdom abb. In "C", and the area the emissary is located in in "D". This sleep spell is 70% effective.
- They can undertake any of the high priestess orders, however there is a 10% chance of a **Consul** dying while divining information. The cost of using the **Consul** for a high priestess order is the same as that for the high priestess.
- A **Consul** may relocate (order #350) at a cost of 2000 gold.
- The cost for using them for any "sole" orders for the king is the same as the cost would normally be for a King using that order. In addition, consuls have the following king-like capabilities. They may attempt to enamor any kingdom in the region they are located, at a cost of 8,000 gold and with a 76% chance of success. In the same manner, they may Denigrate a kingdom in their region at a cost of 6,000 gold. To Consul Enamor, use order #485, to Consul Denigrate, use order #478. For either, put the consul abb. In "A", and the effected kingdom in "B". for special order #478, the ancient ones chance of success will be the normal chance as per denigration rules, or 35%, whichever is greater.
- To issue order #390 (Bestow Title upon Emissary) a consul must be present at the capital.
- Whenever a high priestess is hired by any kingdom, the Ancient Ones receive 2000 gold.
- There are no **Skeletons in the Closet** for the Ancient Ones.
- Your first group begins as your most powerful and important group.

Traits: Charisma, Healing, Foreknowledge, Forethought, Secretive, Acuity, Resistance to Sleep Spells, Immunity to Death Magic.

Kingdom Brigade Description: A well-equipped infantry based force complimented by medium and a few elite cavalry, as well as a company of bowmen as well as expert archers.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
Above Average	Good	Above Average	Above Average	Above Average	Above Average	Above Average	Average

Companions Available: Mammoths, Great Bats, Chameleons, Scorpions

Terrain Adeptness: Advantage in desert.

Magical Prowess: Advantaged

Spells Available Earlier than Prowess Base: Augment Title, Conjure Scandal, Unveil Population Centers, Heal, Ward PC.

Foreknowledge: Plow of the Prophet and The Alter of the Old Gods.

THE LEGENDARY CIVILIZATION OF THE ATLANTIAN



Motto: Deep Blue Water, Bright Blue Sky

Leader Title: Imperator

From Your High Councilor: While we were mere legends and myths to the people of the Second Cycle, Alamaze will tremble as they realize Atlantians are indeed real, and powerful. We will gain dominance perhaps first at sea, and then at land. Our initial strengths are important and defensively we are neigh impregnable, with a hidden capital, likely at sea, while our powerful navy with Mastery at sea will slice apart any foes attempting to discover it. As might our ability to Summon a Kraken when our wizards rise in power. We have a strong noble court from our Feudal society. We can retain powerful companions if desired in our land campaigns. We are a balanced, powerful kingdom, Imperator, to be feared at

sea. You might consider diplomatic arrangements to acquire sea ports in the seas we do not possess them.

Traits: Charisma, Oratory, Seafaring, Forethought, Secretive, Feudal

Special Orders and Abilities: Begin with 5 strong fleets in the Sea of Drowning, and an additional General.

Kingdom Brigade Description: A solid, if not spectacular brigade structure, with good armor, well trained archers, and a disciplined, phalanx-like approach to infantry combat.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
Above		Above		Above	Above	Above	
Average	Very Good	Average	Average	Average	Average	Average	Average

Companions Available: Hill Giants, Rohirrim, Centaurs

Terrain Adeptness: Mastery at Sea

Magical Prowess: Standard

Spells Available Earlier than Prowess Base: Summon Kraken, Storm at Sea, Flash Flood

THE DARK SKIES OF THE BLACK DRAGONS



Kingdom Motto: We Own the Sky

Leader Title: Great Khan

From Your Chief Thrall: Great Khan of The Black Dragons, lesser races dread your arrival! Great thanks Oh Kahn for honoring me with the title of being your Chief Thrall and overseeing all your human minions and ensuring they perform their tasks as you demand. Blessed with incredible mobility, a good political corps, and decent magic and agents, the Black Dragons are a balanced

kingdom with wings. Your dragons are not a match for the Red Dragons one on one, or brigade for brigade vs. several kingdoms, but your flight ability lets you pick and choose your fights. Your strategy should be multi-dimensional, perhaps allowing your groups to locate population centers and having emissaries at the ready to move in and usurp control.

Traits: Trackers, Flight, Ruthless, Acuity, Resistance to Sleep, Resistance to Death Magic.

Special Rules for the Dark Skies of the Black Dragons Kingdom:

- Although the Black Dragons have excellent mobility due to their power of flight, they, like all other kingdoms, are limited to 8 areas total for movement.
- They may not end movement over a sea area.
- Black Dragons, when utilizing weapon artifacts, must enter the infantry phase to have these artifacts assist in the killing of opposing figures.
- Black Dragons may not recruit human troops. Only brigades that have Flight can be retained.
- Black Dragons cannot use sea power or buy ships, and therefore cannot use Orders #710 and 715. Use #720 to cross sea areas but do not end movement in a sea area.
- Black Dragons may not recruit human troops. However, they can, when in mountainous areas, attract brigades of Wyverns: like small dragons without breath attacks, which are superior in combat to veterans and have the same movement capabilities as do Red Dragons. Wyverns cost 8,000 gold and 4000 food to recruit, only in mountains. A group may have up to 5 Wyvern brigades.
- We may recruit one Phoenix brigade per group, but only at the Fire of the Void (area NN). The Red Dragons have all these abilities and restrictions in this section as well.
- Your First Group begins as your most powerful and important group. In addition, should you earn your Early Strategic Objective, there are possible awards that only go into your first group (see general rules).

Kingdom Brigade Description: Here there be dragons! A Black Dragon brigade has only perhaps a score of Black Dragons, but is powerful and versatile. They spew acid in the missile phases, swoop down with huge claws in the charge phase, throwing victims into the air or crushing them, and then land and attack with jaws and tail in melee phases. Their flight gives them a good advantage attacking population centers as their walls do not provide the same advantages. While Black Dragons are a strong brigade

type, they are not a match for the top kingdom brigades such as Red Dragons and the Sacred Order when brigades and other factors are about equal.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
Good	Above Average	Good	Excellent	Average	Above Average	Above Average	Good

Companions Available: Phoenix, Wyvern, Great Bats

Terrain Adeptness: Disadvantage in forest for combat, but with the Flight movement advantages.

Magical Prowess: Standard.

Spells Available Earlier than Prowess Base: Cold Darkness, Summon Specters

THE CIMMERIAN NATION FROM THE MISTS



Motto: To Hear the Lamentations of Their Women

Leader Title: King

From your 2nd in Command: We Cimmerians are proud warriors. We care not much for wizardry, but we are strong, bold, clever, and feared. We have learned more tactics than any kingdom, and can execute them in a variety of terrains and conditions. While our agents are good at their craft, they too are strong. If our personalities are captured, they have a good chance to escape. Our longboats can evade at Sea. If our strategy can match our tactics, we should be able to field a formidable force beginning from the relative security of the Northern Mists.

Traits: Cunning, Stalwart, Seafaring, Ruthless, Adventurers, Heroic, Acuity.

Special Orders and Abilities:

- Winter Attack, Night Attack, and Fight to the Last are available if conditions are met.
- Evasion at Sea available if the defensive order is given.
- PC production is reduced less than for other kingdoms in winter. While other kingdoms receive only 25% food and 50% gold production in winter, the Cimmerians will receive 50% of normal food production and 75% of gold production.

Kingdom Brigade Description: The Cimmerians are powerful warriors, especially when using their special tactics and in their terrains with advantage. They mainly disdain archery as cowardly, they are best moving to engage shouting their war cries. Mainly heavy infantry equipped by individual preference, with some heavy cavalry chargers, mainly from the nobility and bannermen. They hold up well in protracted melees.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
Above Average	Very Poor	Average	Excellent	Good	Good	Good	Good

Companions Available: Mammoths, Hill Giants, Wildlings

Terrain Adeptness: Advantage in Mountain, Forest, and Sea

Magical Prowess: Sub-standard

Spells Available Earlier than Prowess Base: Eagle Familiar, Dire Wolf Familiar

Foreknowledge: Great Axe of Hurblind

THE ONYX IMPERIUM OF THE DARK ELVES



Kingdom Motto: To the Strong, Everything!

Leader Title: Great Imperator

From Your Prime Minister: The Dark Elven Onyx Imperium remains one of the most rigid and enduring feudal societies. Imperial succession, however, is often perilous, Sire: congratulations on having secured the throne without...mishap. The Onyx Imperium is well respected by friends and foes alike for having an array of strengths, including persuasive statesmen, impressive wizards, clever agents and a well-balanced military featuring black mailed and skilled medium cavalry. Our hatred of the pale ones, the High Elves of the so-called Golden Wood, is known to all. Our economy needs shoring up and our military is not among the largest. Both areas likely need to be addressed in

order to expand greatly upon the frontiers of our Imperium. We likely have the greatest number of kingdom Traits due to our superior culture.

Traits: Cunning, Trackers, Order, Military Tradition, Ruthless, Riders, Feudal, Spy Network, Acuity, Resistance to Sleep. Archers.

Special Orders and Abilities: Our Riders trait grants us the ability to use the flanking tactic, other conditions being met. All of our other abilities are captured in the multitude of Traits we possess.

Kingdom Brigade Description: Known chiefly for their expert archery, the archers and infantry usually wear black leather and black helmets, while the cavalry component wears black ring mail and adorns their mounts with various intimidating headgear.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
Above Average	Renowned	Good	Good	Above Average	Average	Above Average	Above Average

Companions Available: Orcs, Ogres, Centaurs, Great Bats, Wood Elves, Swampmen

Terrain Adeptness: Mastery in forest and swamp

Magical Prowess: Mastery

Spells Available Earlier than Prowess Base: Summon Death, Augment Title, Infuriate Populace, Cold Darkness, Plague, Famine, Summon Spectres.

OVERLORD OF THE SEVEN HELLS OF THE DEMON PRINCES



Kingdom Motto: The Bell Tolls for Thee

Leader Title: Overlord

From Your First Apostle of Hell:

Supplanting the Witchlord as the most dreaded adversary imaginable are the Demon Princes. Armed with an array of special powers and carrying the full political weight of a prince, they are indeed formidable in the extreme. However, many kingdoms may unite to squelch your drive to dominance. In addition, most regions begin initially hostile or at best, suspicious. Aside from the numerous wizards, the military is not impressive, but is cheap to maintain. If somehow you could line up allies or win influence on the high council, it will make your task of controlling cities much easier. Your mortal king must be protected, for his administration will directly affect the power of the Demons themselves.

Traits: Immunity to Sleep Magic, Ruthless, Secretive.

Special Rules for the Seven Hells of the Demon Princes Kingdom. The Demon Princes likely possess the most special abilities of any kingdom. All of the following abilities are for the Demon Princes themselves, not for the other emissaries of the kingdom. The Demon Princes allow a mortal steward to administer affairs of the kingdom, who bears the title of King, and who functions in the same way as other kings, not with the powers of Demon Princes:

- They can perform any of the missions for political emissaries exactly as a prince would.
- They are not subject to the effects of magical sleep.
- They cannot be blocked by military groups when relocating via gating. They relocate by "gating" into population centers. They have no range restriction when gating. Use order #351, rather than #350. The cost is 2000 gold to gate.
- They can cast sleep on other emissaries, with 70% effectiveness. Use Order #306, put the Demon Prince's abb. in column A, the target emissary's abb. in column B, the target emissary's Kingdom abbreviation in column C, and the location of the target in column D. The sleep spell counts as the demons mission, but there is no gold cost.
- They will be captured upon the fall of their base into unfriendly hands only 25% (rather than 50%) of the time.
- They have a 30 point resistance to assassinations (thus, if an assassination normally had a 40% chance of succeeding, it would be reduced to 10% against Demon Princes).
- If captured, they can attempt to free themselves through the use of a special order: #385-Escape. Put the Demon Prince's abb. In column "A". There is a 66% chance of success (no gold cost).
- Demon Princes control people through fear and magic. As such, regional reactions for the 'Princes is never worse than halfway between tolerant and suspicious when they undertake political orders.

- The Demon Princes have difficulty raising their influence. After their influence reaches 18, subsequent #480 orders to raise influence will have only a 66% chance of succeeding, although gold will still be consumed. On the other hand, their influence will never be reduced below 11, no matter what actions other kingdoms take. As scandal is not relevant to the Demon Princes due to their completely evil nature, they have no skeletons in the closet. If the king is lost, one of the Demon Princes will become regent unless a mortal Prince is loyal. While serving as regent all special abilities are lost).

The following are sole orders for a Demon Prince:

- **Regional Submission.** This capability allows a Demon Prince to temporarily improve the regional reaction of the populace in the region in which he is located by one level. The effect lasts for the current turn only. A further condition for this capability to work is that the Demon Prince kingdom must control at least one population center in the region. The regional reaction cannot be improved beyond friendly. The cost for using this order is 3,000 gold. More than one Demon Prince may give this order in the same turn if desired, and if they are in the same region the effects are cumulative. Format: Order #283. Put emissary (Demon Prince) abbreviation in column "A". No other columns need to be completed. This is known to aid the Demon Prince's groups using 170's and 171's the following month.
- **Demonic Denigration.** This order is somewhat similar to the Regional Submission power, however demonic denigration results in a one turn reduction of the target king's reaction level by .5 in the region the issuing Demon Prince is located. The Demon Princes must control at least one population center in the region in order for the order to work. The cost is 3,000 gold. The affects are cumulative if more than one Demon Prince issues the order in the same region, with the same target kingdom. Format: order #273. Put emissary (Demon Prince) abbreviation in column "A". Put target kingdom's abbreviation in column "B". This is known to hinder other kingdom's 170's and 171's the following month.
- **Raise Dead.** A Demon Prince located in the same area as any Demon Prince group (even an inactive group, if the Demon Prince is at his capital) may cause a brigade of skeletons to join the group. There are two restrictions (this is a sole order for the Demon Prince)
 - a) May not be used before turn 4.
 - b) The limit on the maximum number of skeleton brigades per group applies.
 - Format: Order #563. Put the Demon Prince's abbreviation in column "A". Put the Group ID in column "B". There is no food or gold cost.

Your first group begins as your most powerful and important group. In addition, should you earn your Early Strategic Objective or qualify for an Appeal to the Gods there are possible awards that only go into your first group (see General Rules).

Kingdom Brigade Description: Mainly light, slightly crazed troops. They are acceptable in combat and have a surprisingly good charge accompanied by a shriek from hell. Skeleton brigades and other summoned troops may become more important for the military than are kingdom brigades.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
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Average	Average	Average	Above Average	Average	Average	Average	Average
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Companions Available: Orcs, The Damned

Terrain Adeptness: Standard

Magical Prowess: Advantaged

Spells Available Earlier than Prowess Base: Demonic Visions, Dome of Invulnerability, Infuriate
Populace, Summon Specters, Transform to Lich, Summon Demon, Summon High Demon, Crack the Sky.

THE DOMAIN OF THE GREAT DRUID



Motto: Nature Always Prevails

Leader Title: The Great Druid

From Your 1st Apprentice: Great Druid, you are supreme in magic, especially natural magic. Our Druids will key our success, but we also have great latitude in the number of Companions that will join our cause that are denizens of the wild lands. Our construction of the Druid's Grove will see to our food supply in most cases. We should take advantage of our early use to gain Eagle and Dire Wolf familiar to both gain intelligence and safeguard our groups. We are not a nautical power. As the leading power in Oakendell, our Mastery in the forest will be most helpful. If we avoid major mistakes early, we should grow into an important power by mid-campaign.

Traits: Trackers, Healing, Secrecy.

Special Orders and Abilities: Can construct one Druid's Grove, with a P4 wizard. The Druid's Grove must not be in an area with a PC, is Hidden, and produces 20,000 food in all seasons.

Kingdom Brigade Description: Druid kingdom brigades are not weak, but neither are they strong. They are individual fighters, lightly armored and armed. They have javeliners and slingers for missile troops, as well as a few archers. They often have wild beasts attacking mixed in with their human troops, and this makes them above average in the charge phase. Overall, the Great Druid will make important decisions about what Companion and Recruited brigades to add to the military.

Brigade Ratings:

Defense	LR Missile	SR Missile Above	Charge Val Above	1st Melee	2nd Melee Above	Combined	Storm Ph
Average	Average	Average	Average	Average	Average	Average	Average

Companions Available: Mammoths, Hill Giants, Apes, Ogres, Centaurs, Wood Elves, Swampmen

Terrain Adeptness: Mastery in Forest, Advantage in Swamp

Magical Prowess: Supremacy

Spells Available Earlier than Prowess Base: Eagle Familiar, Dire Wolf Familiar, Wind Storm, Flash Flood, Summon Minotaurs.

THE DWARVEN LORDS OF THE TALKING MOUNTAINS



Kingdom Motto: Hewn of Stone and Iron

Leader Title: Great King

From Your High Councilor:

Great King of The Dwarven Lords of the Talking Mountains, hear my counsel. The Dwarves you rule are the Khazdum Dwarves: the largest, strongest and most intelligent in all the Dwarven line. This is reflected in the special rules for the position. Our people have always understood the importance of gold, and increasing gold supplies means more to us than does the success or failure of any foreign kingdom. Outside of your historically bitter rivalry with the Gnomes, we should have no certain enemies. However, the natural defenses provided by the Talking Mountains could be coveted by any number of kingdoms uncertain of which direction to expand. Since mobility is not

our strength, we must make good use of our emissaries. With favorable terrain, economics, emissaries, and a solid military, we Dwarves are tough foes for any one kingdom.

Traits: Industrious, Stalwart, Adventurers, Foreknowledge, Trick of the Trade, Feudal, Heroic, Rich, Siege Engineering, Resistance to Battle Magic and Resistance to Sleep Spell.

Special Orders and Abilities:

- The Dwarves are among the least magical of all the races. This fact also works to their advantage, as they enjoy Resistance to Battle Magic.
- The Dwarves are capable of using the Barrage tactic, once the other conditions are met.
- Because of the dwarves great ability in working with stone, they may use a special order, #599, which will increase the defenses of a given Dwarven controlled population center by 3000 at a cost of 10,000 gold. Just put the area of the population center in column a. Only one use per population center per turn.
- In addition, other kingdoms increasing their defenses use materials of Dwarven construction. Hence, whenever any kingdom issues order #600 for defensive capacity increase, the dwarves will receive 1000 gold per increase. (These amounts will appear under "from other sources" on the Economic Report.)
- Dwarven population centers in the mountains will defend at 20% greater values than those reported on intelligence reports.
- Dwarves in the mountains which issue a #120 order with a tactic of 1 will withdraw prior to combat initiating into mountainous tunnels, and combat will occur only against the most determined attacks of high morale troops, which will suffer significantly casualties from numerous Dwarven traps prior to being able to engage the Dwarves.

Kingdom Brigade Description: Dwarves are stout folk, who are generally considered better than average in most phases. Their crossbows are good at distance, they are courageous in the charge on foot, and tough in melee. Dwarves are generally wearing armor, and adept with a variety of weapons, although the axe remains the preference for most warriors.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
Good	Good	Above Average	Good	Good	Good	Good	Above Average

Companions Available: Mammoths, Wildlings, War Machines

Terrain Adeptness: Standard

Magical Prowess: Non-Magical

Spells Available Earlier than Prowess Base: Shield, Valor, Strengthen Walls, Hidden Ore

Foreknowledge: Axe of Farin, Portal in The Talking Mountains

The Forest Dominion of the High Elves



Kingdom Motto: Freedom, Honor, Justice.

Leader Title: Great Lord

From Our Prime Minister:
Great Lord of The High Elves of the Golden Woods, hear my counsel. The High Elven kingdom enjoys a balance of strengths, and so is free to pursue a variety of strategies. As is well known, our archers are unsurpassed in skill. As always, our arch enemy remains the Dark Elven Imperium, but there are other forces whose acts are so diametrically opposed to the Elven ways that they too must be held in check. Thus we cannot stay withdrawn in our Golden Woods, but must involve ourselves in affairs throughout Alamaze to ensure eventual victory.

We must not overestimate our ability to take the control of Oakendell, as there are those with less inviting territories who will covet the apparent sanctuary of this region.

Traits: Charisma, Oratory, Trackers, Riders, Healing, Acuity, Archers, Resistance to Sleep Magic.

Special Orders and Abilities: Our Riders trait grants us the ability to use the flanking tactic, other conditions being met.

Kingdom Brigade Description: Renowned throughout Alamaze for their marksmanship with Elven bows, they are Riders and are also above average with the charge phase. Well trained and armed infantry is respectable in close combat.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
Above Average	Awesome	Very Good	Above Average	Above Average	Above Average	Above Average	Above Average

Companions Available: Centaurs, Wood Elves

Terrain Adeptness: Supremacy in forest, Disadvantage in swamp

Magical Prowess: Mastery

Spells Available Earlier than Prowess Base: Unveil Group Location, Bounty, Invisible Brigade

THE GOLDEN PRINCIPALITY OF THE GNOMES



Kingdom Motto: Masters of Transmutation

Leader Title: Grand Councilor

From Our Master Alchemist:

Grand Councilor of The Great Gnomish Bastions of Alchemy, hear my counsel. We Gnomes have several highly desirable attributes at work for us. These include a very sound geographical territory, rich population centers, and a high proficiency for magic.

In addition, the Bastions of Alchemy enjoy something of a "sleeper" role, as few kings will be as concerned with curtailing our activities as they will be with several others.

Our rich gold flow will allow our magical research that will further our alchemy and will be needed to bolster our otherwise weak troops, or we might apply magic to strengthen your political clout, Grand Councilor. We invented the Rock Golem summoning. All in all, I calculate we Gnomes have an excellent chance to contend for dominion over Alamaze.

Traits: Cunning, Industrious, Foreknowledge, Rich, Trick of the Trade, Spy Network, Siege Engineering.

Special Orders and Abilities:

- Gnomes have always been interested in increasing their wealth and understanding of alchemy and related matters esoteric. Their advice on economic matters and their business practices are well respected. As such, whenever any kingdom issues an order to increase gold production at a population center, the Gnome kingdom will receive 1000 gold per issuance. Such amounts will appear in the economic report under gold from other sources.
- Gnomes can execute the Barrage tactic, given the other requirements of the tactic are met.

Our first group begins as our most powerful and important group. In addition, should we earn our Early Strategic Objective or qualify for an Appeal to the Gods (Epic game only) there are possible awards that only go into our first group (see General Rules).

Kingdom Brigade Description: Gnomes are not a physically strong race, but they can be pretty clever in how they move their lines in combat. They are often in trouble in a charge phase in open terrain. Overall, they would be considered average among kingdom brigades, and perhaps below that as they have no one redeeming phase of strength. Summoning and recruiting Companion brigades, getting the ability to Barrage will be helpful, as is augmenting the military in combat with magic, including masking or using invisibility.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
Average	Average	Average	Very Poor	Average	Average	Average	Average

Companions Available: Ogres, Goblins, War Machines

Terrain Adeptness: Advantage in mountains

Magical Prowess: Mastery

Spells Available Earlier than Prowess Base: Summon Death, Strengthen Walls, Hidden Ore, Unveil Groups, Project Group.

Foreknowledge: Rod of Fire, Palantir Uniker

THE COMMONWEALTH OF THE HALFLINGS



Motto: To Our Mutual Benefit

Leader Title: Great Leader

From Your High Merchant: Sire, let us exploit our great economic knowledge and avoid foreign entanglements and wars. We have a clear path to becoming an economic power, and our abilities should make it relatively easy to attract allies. We may need to invest in Companions when available and recruited brigades to deter invasion, but that done, kingdoms may seek us out as trading partners. Additionally, we have an impressive array of Traits and Special Orders. We have friends in a Power 3 wizard and Marshal that we were otherwise unlikely to see for some time. Great Leader, we are a different type of kingdom that must use imagination and diplomacy, but we will have a unique experience rising to power.

Traits: Charisma, Cunning, Oratory, Industrious, Stalwart, Adventurer, Foreknowledge, Trick of the Trade.

Special Orders and Abilities:

#605 Establish Hobbit Inc. Trading Company – in a coastal town or any city. Can trade open market at 3 to 2 up to 100k per turn. Destroyed if control of PC is lost by any means. Can be rebuilt, but only one can exist. Costs gold and food and a King order. Put location of controlled coastal or water town or city in Column A. Begins with a Power 3 wizard and a Marshal beyond default starting characters. Can hire P2 for 100k gold, or Marshal for 100k, or L7 for 100k if no more than 2 of any of those types individually already are in play (or at higher level). (So 1 Marshal and 3 L7's, a Marshal could be hired for 100k, but not an L7 agent). Very good recons and theft – Recon at three levels higher – use order 974. Plus three levels to Steal. Can learn all trades in a turn by special order (#217 – Reveal Trades, put political emissary abbreviation in Column A).

Kingdom Brigade Description: Halflings will not conquer Alamaze on the backs of its military. They are Stalwart so resist fear, but at best could be considered average on the attack, although they are above average on defense due to toughness. They have slingers and some short bows, but no horses and they really cannot charge. They are generally under equipped and have no military tradition. Adding recruited brigades and companions will be necessary if the Halflings wish their military to be effective.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
Above		Above		Below	Below	Below	Below
Average	Average	Average	Not a factor	Average	Average	Average	Average

Companions Available: Centaurs, Wood Elves

Terrain Adeptness: Advantage in the mountains, Disadvantage in the swamp

Magical Prowess: Disadvantage

Spells Available Earlier than Prowess Base: Dispel Magic, Valor, Fertile Fields, Heal, Lesser Masking, True Seeing

Foreknowledge: Ring of Invisibility and Palantir Ambalar

THE SPHERE OF THE ILLUSIONIST



Motto: Look Again

Leader Title: Grand Illusionist

From Your Chief Enchantress: Grand Illusionist, your title says it all. Master of illusion, our strength is in your magic Supremacy, as well as the many important spells you gain earlier than your rivals, and interesting special orders and abilities. Our traits provide a hidden capital, agent bonuses, trading and some economic manipulation. We can move nearly undetected. Surprise should work in our favor. Exploit our magic advantages and agent advantages. Try to use guerilla tactics militarily rather than slug it out. Tend to the development of your adepts and lesser wizards. Our foes may never see us coming.

Traits: Cunning, Trick of the Trade, Secretive

Special Orders and Abilities: Highest ranking political emissary after Ruler begins with a Cloak of Disguise as per customization option. Agents have +10 points to success in Steal and Rescue missions, and -10 points to being caught. +15 points to Escape missions. Emissaries have 20 points less chance of being detected by a PC on relocation.

Kingdom Brigade Description: We are mainly light infantry supported by archers. Determined Attack or Hold at All Costs should almost never be used. If military power becomes important, recruit and use your available Companions.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
Average	Good	Above Average	Below Average	Average	Average	Average	Average

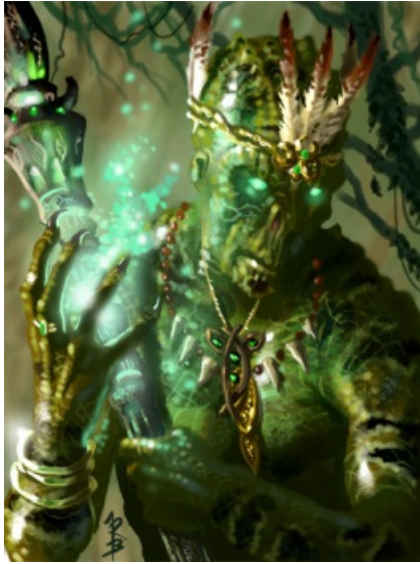
Companions Available: Saurus, Chameleon.

Terrain Adeptness: All Standard

Magical Prowess: Supreme

Spells Available Earlier than Prowess Base: Create Gold, Lesser Masking, Greater Masking, Chaos, Project Image, Create Time, Conceal Emissary, Mirror Image

THE EMPIRE OF THE LIZARD KINGS



Motto: We Were the First. We Shall be the Last.

Leader Title: Lizard King

From Your 1st Chameleon: We are the Eldar Race of Alamaze, though we were recovering and evolving during the 2nd Cycle. Our subjugation of the Swampmen, who now are our servants, helped build back our kingdom. The humanoid races do not respect us, but they will, they will, Great Lizard King. We are Advantaged in magic and beyond that, gain many spells at an early level. We have very good agents, our High Priestess can be powerful and quick, our soldiers track and are Ruthless. We can heal. We, under your wise guidance, shall rise to dominate this old land where we first ruled.

Traits: Cunning, Order, Trackers, Devout, Ruthless, Healing, Spy Network

Special Orders and Abilities: Begin with Temple Built at capital.

Kingdom Brigade Description: Lizardmen are above average fighters, across the board except for long range missile. They are expert with javelins and darts at short range. Their troops are not specialized, rather almost all participate in all phases. In melee, they use teeth and claw as well as axes and poisoned spears. They are a reliable force, well augmented when their cousins the Saurus are in numbers with them. Chameleons add the benefit of surprise to the force size, as does the Lizard Kingdoms ability to mask easily.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
	Below	Above	Above	Above	Above	Above	Above
Average	Average	Average	Average	Average	Average	Average	Average

Companions Available: Saurus, Chameleons, Swampmen, Zealots

Terrain Adeptness: Supremacy in Swamps

Magical Prowess: Advantaged

Spells Available Earlier than Prowess Base: Dispel Magic, Summon Death, Chaos, Demonic Visions, Plague, Raise Zombies, Lesser Masking, Greater Masking, Summon Demon, Create Time, True Seeing.

THE SHADOW LANDS OF THE NECROMANCER



Motto: From Death: Eternal Life

Leader Title: Lord of the Undead

From Your Disciple of Death: Lord of the Undead, your victory is all but assured, unless your mortal office holders fail in their missions. Your magic power is unsurpassed, your ability to both create and summon all sorts of undead in unprecedented and not threatened, your early achievement of many spells is a source of jealousy with your rivals. You will want to raise a wizard to be able to teleport an army group, as assembling an undead army group shouldn't take long. Woe to your enemies, Lord of the Undead.

Traits: Order, Ruthless, Foreknowledge

Special Orders and Abilities: #551 – Transmute the Damned to Zombies. – put number of Damned brigades to be transmuted in Column A. Night Attack and Winter Attack are available. Various specialized spells for Undead (see spell list)

Kingdom Brigade Description: Many soldiers were formerly among the Damned, and received military training and equipment upgrades, and so fly their brigade banner as bannermen of the Necromancer. Normally equipped with black leather, shield and spear, with a compliment of archers. It will be rare to see an exclusively Necro-kingdom brigade force given the great variety of summoned and companion brigades available.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
Average	Average	Average	Average	Average	Average	Average	Average

Companions Available: Trolls, Orcs, Warg Riders, Damned, Goblins

Terrain Adeptness: Standard in all terrains

Magical Prowess: Supreme

Spells Available Earlier than Prowess Base: Summon Death, summon Skeletons, Summon Ghouls, Summon wights, Summon Demon, Summon High Demon

THE GREAT NOMADIC HEGEMONY



Motto: A Free Life Under a Million Stars

Leader Title: Emir

From your Prophet: We have not generated fear among our rivals, who consider us backward and undisciplined. Yet we are a united people with several distinct advantages, not least of all is Supremacy in the desert, and the ability to construct a Hidden Oasis, securing most of our food supply even in harsh summers. A summer campaign provides us special advantages. Our Scorpions are an intimidating Companion, and Great Bats in numbers could fly and conquer villages. Our magic is good, and we are a stealthy army, able to conceal our numbers easily. We have a great array of traits that may surprise our opponent in their robustness.

Traits: Cunning, Trackers, Devout, Riders, Healing, Foreknowledge, Trick of the Trade, Spy Network, Archers.

Special Orders and Abilities:

- PC production is reduced less than for other kingdoms in summer. While other kingdoms receive only 25% food and 50% gold production in summer, the Nomads will receive 50% of normal production and 75% of gold production.
- Flanking is possible if the other conditions required are met.
- Summer Attack advantage is available.

Kingdom Brigade Description: Fast moving light cavalry with light infantry and expert missile troops with the Archery trait. Relatively cheap to maintain, they roam and live off the land. With Supremacy in the desert and potentially brigades of Giant Scorpions in their group, it may be best to avoid them in the sand. They also have the Summer Attack ability: while enemies are wilting, the Nomads are in their element.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined Above Average	Storm Ph
Average	Good	Good	Good	Average	Average	Average	Average

Companions Available: Scorpions, Zealots, Great Bats

Terrain Adeptness: Supremacy in desert

Magical Prowess: Advantaged

Spells Available Earlier than Prowess Base: Lesser Masking, Greater Masking, Wind Storm.

Foreknowledge: Great Red Bats of the Lost Caves, Palantir Phonis.

THE PIRATES OF AVALON AND BEYOND



Motto: Wine, Women, Song, and Plunder

Leader Title: Grand Admiral

From Your Fleet Captain: We are adventurers, seekers of treasure and plunder, shady deal makers, expert spies, captains of the sea. Grand Admiral, we will not have a typical path to victory. We must be creative, we likely need to find a strong and reliable ally, while we exploit our strengths to control seas, although we must beware the Atlantians in some. We have a head start on pursuit of some artifacts we have maps for. We have specialized spells we gain earlier than most kingdoms, and in addition to the foreknowledge of knowing some information on the location of artifacts, our organization provides us with Forethought, giving us an advantage in issuing orders. Our Traits are among the best.

Traits: Charisma, Cunning, Seafaring, Adventurer, Foreknowledge, Forethought, Rich, Trick of the Trade, Secretive, Spy Network.

Special Orders and Abilities: 3 starting fleets in all seas, all quality 13. A successful sea interdiction, where the Pirates win the battle, provides 20,000 gold. Gold recovered in an Unusual Encounter is double that of other kingdoms. Can construct one Pirate's Cove at sea or in a coastal area that does not have a population center in the area.

Kingdom Brigade Description: We have bowmen and slingers, we are lightly armed, and not well organized. Some successful pirates have accumulated bronze breastplates and greaves, a notable helmet or two, but generally, our missileers and sabre wielding light infantry should pick their battles carefully. Adding Hill Giants and possibly Scorpions may be a good idea.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
Average	Good	Above Average	Below Average	Average	Average	Average	Average

Companions Available: Hill Giants, Wildlings, Scorpions

Terrain Adeptness: Mastery as Sea

Magical Prowess: Standard

Spells Available Earlier than Prowess Base: Summon Kraken, Project Image of Group, Summon Imp, Destroy Undead, Summon Phantoms

Foreknowledge: Palantir Redjak, Power 2 Wizard Eklar

THE IRON PROVINCE OF THE RANGERS



Kingdom Motto: Met with Steel

Leader Title: Lord of the Marches

From Our First Ranger:

Lord of The Rangers of the Frontier Marches, hear my counsel. The Rangers are a nation blessed with strong characters. Your military leaders are the best in Alamaze. Politically, ours is a kingdom to be reckoned with as well. Some of this strength is reflected in the many special rules for our characters and warriors.

Since the leaders are strong and the wizards respectable, our Rangers are well suited to recovering artifacts which can aid many aspects of our kingdom.

Staking out a sufficient territory to allow for the development of our realm will be important, as no region is likely to fall easily to us. This will likely require diplomacy, as well as bloodshed.

Traits: Stalwart, Trackers, Military Tradition, Riders, Healing, Heroic, Acuity, Resist Death Magic.

Special Orders and Abilities: We are blessed with excellent traits, particularly military ones that provide us all types of advantages. Our Riders trait opens the potential of executing a flanking tactic in the right circumstances. We also have wizards that can access a number of spells earlier than expected.

Kingdom Brigade Description: Among the best of all kingdom brigade types, The Rangers have excellent movement, expert archers, elite cavalry, and guards infantry to accompany more standard troops in each type of arms. Armor is good, and with our traits, we should see high ranking leaders and elite brigades after several combats.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
Good	Excellent	Above Average	Good	Above Average	Above Average	Above Average	Above Average

Companions Available: Mammoths, Rohirrim, Wood Elves.

Terrain Adeptness: Advantage in forest, swamp, and mountains

Magical Prowess: Advantage

Spells Available Earlier than Prowess Base: Ward PC, Diplomacy, Ward, Charg Region, Enhance King's Aura, Strengthen Walls, Heal, Destroy Undead, Eagle Familiar, Dire Wolf Familiar.

THE REIGN OF TERROR OF THE RED DRAGONS



Kingdom Motto: All Tremble Before US

Leader Title: Great Rex

From Your Chief Thrall:

Great Rex of **The Reign of Terror of the Red Dragons**, all tremble before you! Great thanks Oh Rex for honoring me with the title of being your Chief Thrall and overseeing all your human minions and ensuring they perform their tasks as you demand.

Your Red Dragons will strike terror into the hearts of all enemies. They are uncontested as the mightiest warriors, but they are not great in number and must not be spent needlessly – forgive me Great Rex. They have incredible mobility, and amazing special abilities.

Our early concerns will revolve around how often to risk these most elite of all brigade types. Certainly, you will want to ensure that each of your groups is accompanied by brigades of wyverns to help buffer the dragons against losses. We should use the intimidation factor you unquestionably possess to aid diplomacy with other kingdoms, probably via the "speak softly but carry a big stick" approach. Or roar fire! Developing your political strength will take some pressure off the Red Dragons. Consider avoiding lengthy wars with the wizard kingdoms as their magic is a vulnerability to us. If you must fight them, be decisive and quick.

Traits: Flight, Ruthless, Stalwart, Acuity, Rich, Magic Resistance to Sleep, Resistance to Death Magic.

Special Orders and Abilities:

- Although the Red Dragons have excellent mobility due to their power of flight, they, like all other kingdoms, are limited to 8 areas total for movement.
- Red Dragon groups may not end their movement over a sea area.
- When they select either a probing attack or organized withdrawal, they will retreat with fewer losses than would nearly any other group type.
- Red Dragons may not recruit human troops. However, they can, when in mountainous areas, attract brigades of Wyverns: like small dragons without breath attacks, which are superior in combat to veterans and have the same movement capabilities as do Red Dragons. Wyverns cost 8,000 gold and 4000 food to recruit, only in mountains. A group may have up to 5 Wyvern brigades.
- We may recruit one Phoenix brigade per group, but only at the Fire of the Void (area NN). The Black Dragons have all these abilities and restrictions in this section as well.
- Red Dragons cannot use sea power or buy ships, therefore cannot use orders #710 and 715. Use #720 to cross the water but cannot stop on a water square (move cancelled).
- Your First Group begins as your most powerful and important group. In addition, should you earn your Early Strategic Objective, there are possible awards that only go into your first group (see general rules).

Kingdom Brigade Description: Here there be dragons! A Red Dragon brigade has only a handful of Red Dragons, but is more powerful than any other brigade. They breathes fire in the missile phases, swoop down with huge claws in the charge phase, throwing victims into the air or crushing them (which may be the most lethal attack of any brigade in any phase), and then land and attack with jaws and tail in melee phases. Their flight gives them a good advantage attacking population centers as their walls do not provide the same advantages. In general, battles in the forest should be avoided.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
Superior	Good	Excellent	Ultimate	Good	Good	Excellent	Renowne

Companions Available: Phoenix, Wyvern, Great Bats

Terrain Adeptness: Adversity in the forest as regards combat, but with Flight as to movement.

Magical Prowess: Disadvantage

Spells Available Earlier than Prowess Base: Firestrike, Hidden Ore, True Seeing

THE THEOCRACY OF THE SACRED ORDER OF KNIGHTS



Motto: Serving the One True and Jealous God

Leader Title: The Disciple

From Your Grand Chancellor: We are the Sacred Order. God is with us. None dare stand before us. Our military is fearsome, our people loyal, our organization great, as are our heroes. While we chiefly occupy surrounded Amberland, we can likely repel any one kingdom's attack. We should augment our kingdom brigades with some Companions or recruited brigades. While we are not magical, our early spells support our philosophy and revolve around supporting our military. Our traits are outstanding for our mission. We should pity the foolishness of those who oppose a well-organized army of The Sacred Order. We are the chosen, Disciple: do not let us down.

Traits: Stalwart, Order, Military Tradition, Devout, Healing, Feudal, Heroic, Siege Engineering

Special Orders and Abilities: Flanking (without the Rider trait), Barrage, and Last Man Standing tactics are available if the requirements are met.

Kingdom Brigade Description: Committed, well trained and armored bold, unmatched heavy cavalry, heavy infantry and lighter armed archers and support troops. Tactical advantages like plains advantage, flanking, fight to the last means the Sacred Order leader will have many military decisions to consider, as well as their various available supplemental brigades, such as War Machines. We won't want to smash our Sacred Order brigades against strong walls. Recruit from population centers and attract Companions for that.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
Very Good	Good	Above Average	Awesome	Good	Above Average	Good	Above Average

Companions Available: Zealots, War Machines, Rohirrim

Terrain Adeptness: Advantage in plains

Magical Prowess: Sub-standard

Spells Available Earlier than Prowess Base: Destroy Undead, Valor, Shield, Heal, Blinding Light, Dispel Magic

Foreknowledge: The Altar of the Old Gods

THE HIDDEN REALM OF THE SORCERER



Kingdom Motto: To Know the Unknowable

Leader Title: Enlightened Magus

From Your Primus Magi:

Enlightened Magus of The Hidden Realm of the Unseen Sorcerer, hear my counsel. All of Alamaze is jealous of your insight into things unknown to others, Magus! Clearly, magic will be the crux of our quest for expansion and eventual dominance. Our magical research costs are low.

Our military is not our strength, in any sense, although it can be developed in time through summonings of creatures and undead. The recently completed expansion of your citadel shall aid in our early defense. Our traits provide advantages with political actions and covert activities. Our capital is well hidden.

Our magi can be helpful in producing both food and gold.

We need time, Enlightened Magus, to develop, so I suggest active diplomacy early in the campaign. Yet while we have our vulnerabilities, let no foolish king believe we are weak. Already our magic can do great damage to a reckless foe. Given that time, you can overcome the somewhat difficult circumstances we find ourselves in presently and rise to become the Power you were intended to be. Your faithful servant, Primus Magi.

Traits: Oratory, Secretive, Spy Network

Special Orders and Abilities: The Sorcerer begins with one additional Adept over the usual allotment for a kingdom with magical Supremacy. Our spell lists are thought to be the best in Alamaze.

Kingdom Brigade Description: Sorcerer brigades are about 80% light and medium infantry, with a handful of medium cavalry and slingers and short bows for some missile fire. We shouldn't expect much from our own troops. Augment them with Summoned troops and Companions when able.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
Below Average	Below Average	Average	Very Poor	Average	Average	Below Average	Below Average

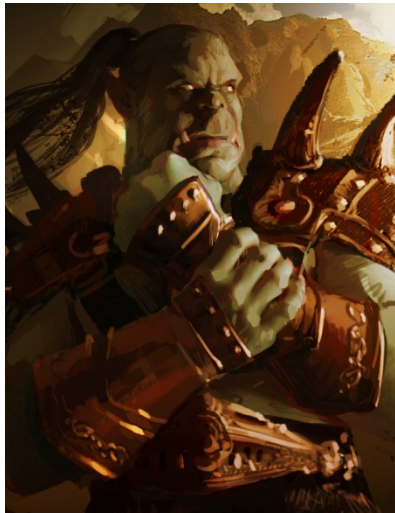
Companions Available: Saurus, Hill Giants

Terrain Adeptness: Standard

Magical Prowess: Supremacy

Spells Available Earlier than Prowess Base: Summon Death, Dome of Invulnerability, Meteor Strike, Conjure Scandal, Charm Region, Locate Character or Group, Crack the Sky.

THE EVIL REIGN OF THE TYRANT OF GOR



Motto: The Age of the Orc is at Hand

Leader Title: Tyrant

Traits: Tyrant, Industrious, Order, Ruthless, Spy Network, Siege Engineering

From Your Chief Thrall: Great Tyrant, Alamaze is yours for the taking. We are stronger than any as this 3rd Cycle begins. Of course, we don't want a major engagement against other military powers in ground of their choosing, and we may need to take some time to consolidate our widely separated forces, or else, make inroads in several regions. We have many strategic options, we must recruit our Companions wisely and as our economy allows. We have a surprise addition with a

banished wizard having recently assumed wraith form pledged to our side, bolstering our otherwise suspect magic capabilities.

Special Orders and Abilities: Begins with a Power 4 Wraith wizard in its 1st Group. Susceptible to battle magic (+33% damage from battle spells against your groups), has six groups available, begins with 7 PC's, potential for Night Attack and Barrage tactics if requirements are met. Achieving Minor ESO gets free TR brigade and +1 influence, Major ESO 2 TR and +2 Influence – this is a unique opportunity for The Tyrant.

Kingdom Brigade Description: With more brigade types available than any kingdom, Tyrant forces can be custom built to suit their mission. There are five humanoid races available, plus other Companions. The Tyrant brigades themselves are a mix of humanoid races, relying on Goblins for missile power, Warg Riders for the cavalry element, Orcs and some Trolls to do the heavy lifting and to storm PC's. Add Hill Giants, Trolls, Ogres, and Tyrant, we are a match for about anyone when in force.

Brigade Ratings:

Defense	LR Missile Above	SR Missile Above	Charge Val	1st Melee	2nd Melee Above	Combined Above	Storm Ph
Average	Average	Average	Good	Average	Average	Average	Average

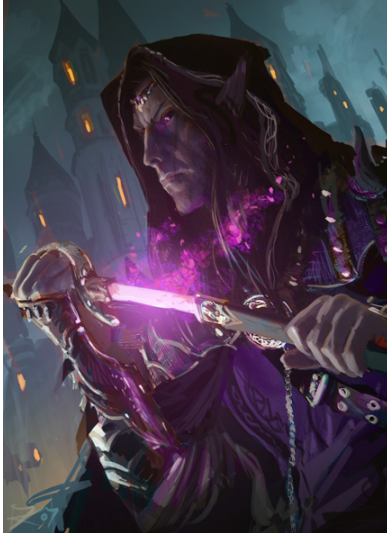
Companions Available: Hill Giants, Trolls, Wildlings, Ogres, Warg Riders, Goblins, War Machines

Terrain Adeptness: Advantage in swamp, Disadvantage in forest

Magical Prowess: Sub-standard

Spells Available Earlier than Prowess Base: Chaos, Dispel Dome of Invulnerability, Summon Imp Familiar

THE UNDERWORLD CULT OF SECRETS



Kingdom Motto: Anything is Possible for the Right Price

Leader Title: Shadow Master

From Our Master of Assassins:

Shadow Master, hear my counsel. The Underworld has relied on guile, veiled threats, and nerves of steel to survive, and indeed, prosper. Of course, our Agents have been the key to this. The Underworld agents have grown expert at capturing some super-powerful emissaries which is easier than assassinating those beings, due to karmic patterns they detect.

We have strengthened our grip over agents everywhere. Our navy is formidable – pirates, as it were, which very nicely compensate for an anemic army.

Politically, we are currently better than average and can claim good initial regional reactions. We are accepted everywhere, if not loved. With very little drain on our economy to support a military, The Shadow Brotherhood can in time become a very formidable political power. Our many traits provide many fine advantages, although our strategy will be different from a military kingdom.

Traits: Cunning, Industrious, Adventurers, Foreknowledge, Forethought, Rich, Trick of the Trade, Secretive, Spy Network.

Special Orders and Abilities:

- The Underworld has great control over the hiring and training of agents throughout Alamaze. In game terms, this is reflected by the Underworld receiving 1500 gold each time an agent is hired by another kingdom.
- As the Underworld sponsors the training of agents throughout the land, they may also set the price of training, which can range from 2000 gold to 8,000 gold. The initial price of training is 5000 gold. The Underworld may vary this within the range by issuing order #994- set training cost. Just put the new price you wish all kings to pay for training, plus or minus 1000 gold from the current cost.
- The Underworld has expanded its intelligence network. As a result, the Underworld can now issue orders to rescue prisoners or kidnap emissaries before the emissary can undertake his mission (it should be noted that wards and guards from the previous month will affect your agents chances). Use order #290 exactly as you would order #950 to rescue a prisoner. Use order #295 exactly as you would use order #955 to kidnap an emissary.
- Underworld agents and fanatics cost only 50% of the normal cost for using agents for most of their missions (orders #290 and #295 are the exceptions with these actions incurring the full cost); a level 4 agent costs the Underworld 1000 gold per mission.
- Underworld agents may undergo an intensive training and advance to level 4. This training (order 501) cost you 6000 gold and will advance any lower level agent to level 4

Kingdom Brigade Description: (Mumbling) Shadow Master, our kingdom troops are not envied by other kingdoms. Our brigades are mainly light infantry, lightly armored if at all, with some skirmishers for support. We shall not prevail on the backs of our kingdom troops. Over time, perhaps by winning a few battles and preserving our brigades and leaders that gain experience, we can really enhance our military by recruiting the formidable Companions we have had relationships with in the past: Hill Giants and Ogres.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee	2nd Melee	Combined	Storm Ph
Below Average	Above Average	Average	Very Poor	Average	Average	Average	Average

Companions Available: Hill Giants, Ogres

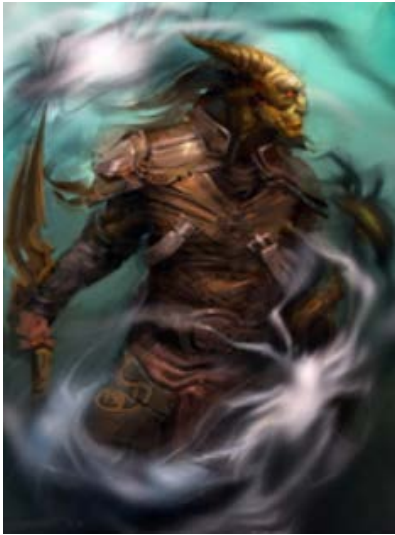
Terrain Adeptness: Standard

Magical Prowess: Advantage

Spells Available Earlier than Prowess Base: Summon Death, Augment Title, Conjure Scandal, Curse, Lesser Masking, Locate Group or Character.

Foreknowledge: Demon Bane, Palantir Crisnia

THE FIRE REALM OF THE WARLOCK



Motto: Fire Cleanses, Fire Purifies

Leader Title: Magus of Fire

From Your Protégé: Great Magus, we are fortunate to both have the relative security of the Talking Mountains as our base, and to have wisely hidden our capital somewhere within that region. Alamaze trembles knowing your vast knowledge of battle spells and teleportation. Your intellect has provided our kingdom with Forethought. The Companions available to us are the most powerful in Alamaze, and should be utilized to augment our middling kingdom brigades when the economy allows for it. All things considered, Magus of Fire, your opportunity for great glory is prominent.

Traits: Adventurer, Forethought, Secretive

Special Orders and Abilities: Night Attack possible if conditions are met.

Kingdom Brigade Description: A balanced brigade, not heavily armed or armored. A good allotment of short bowmen, medium infantry equipped with spears and leather protection that have been trained to charge, a company of light horse. Special training has been mastered to execute Night Attacks. All in all, the Warlock brigades would be considered average, and the kingdom is best served by adding its wide assortment of available Companions as well as summoned brigades.

Brigade Ratings:

Defense	LR Missile	SR Missile	Charge Val	1st Melee Above Average	2nd Melee	Combined	Storm Ph
Average	Average	Average	Average	Average	Average	Average	Average

Companions Available: Mammoths, Hill Giants, Rohirrim, Trolls, Centaurs, Orcs, Scorpions

Terrain Adeptness: Standard in all terrains

Magical Prowess: Supreme

Spells Available Earlier than Prowess Base: Teleport Brigade, Teleport Division, Teleport Army, Teleport Army Group, Crack the Sky, Summon Minotaurs, Summon Specters.