

THE HISTORY OF KRALORELA

Keith Nellist

This is the second completed game in a series of planned conversions of the “flow of history” game based on Lew Pulsipher’s design “Britannia”. The first, “Peloria” was inspired in large part by the Fortunate Succession. The development of this game was fun for me. First, getting an understanding of the scale of events, deciding on a suitable timescale, working out which Nations should be represented, and how to split them between four players. Working out how to do this for Peloria was a great help in doing the same thing for Kralorela. Some early versions were immensely complicated with every named Emperor and Hero from every source included. I had to cut this back and eventually got rid of individuals altogether. The concept of Emperor remains, similar to the King of England concept from Britannia.

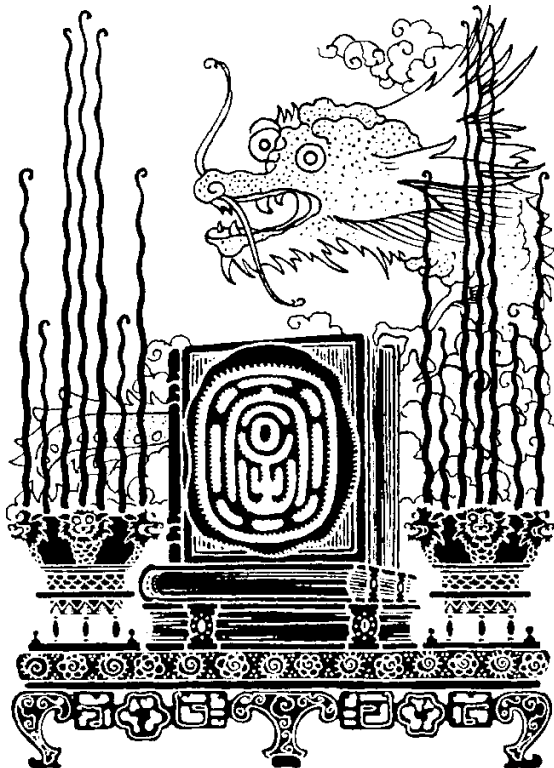
I had enjoyed Peloria so much that I wondered what other areas of Gloranthan history I could try. A board game set in Dragon Pass has obviously been done before, but this was a different treatment and I tried again using The Composite History of Dragon Pass as the basis of the game. I am still working on this one, I made the rounds 40 years long and started with the Inhuman Occupation. I am happy with this up to turn 7. Inner Prax and the Holy Country are also in the pipeline. One change from Peloria was a reduction in record keeping needed for the Population increase phase by replacing the record keeping with a dice roll. This makes the whole thing more random, but in playtesting with my boys, dice are much easier than keeping track on population points on a track.

Fronela came together very quickly, using the Middle Sea Empire Unfinished work as its primary source, starting at the Dawn and with 100 year rounds. It is interesting how little we know about several centuries of Fronelan history. I had to introduce several concepts to make the Malkioni, Hsunchen and Barbarians different from each other. I was also pleased to be able to include Grotarons and Gonn Orta in the game. This is still in play test and I’m up to around turn 8. Fronela allowed me to explore the possibilities of split factions of what is essentially the same group of people. The Malkioni and Storm Barbarians are split into 4 groups representing factions within



those groups. I had tried Church, State and People, for example, but found it more fun to have each group having Wizards, and Soldiers etc. Storm Barbarians, obviously, should be fighting each other. I wanted the Beast Peoples to be constantly reappearing in the game but only in small numbers, so made them spring to life from the wilderness in empty areas throughout the game. This represents their low population density and the fact they never actually disappear, although they may be hidden away in the wilderness.

Finally, I got to Kralorela. The main problem here was the large periods where not much appears to happen. Yanoor's reign seems relatively event free until his death, for example. Kralorela seemed cursed with uninteresting times. I then drew back the focus and realised that there are 5 million generations of Kralorelans and a lot of the interesting stuff happened before Yanoor. The concept of Round changed from a fixed length of time to the reign of an Emperor,



with a couple of unlucky Emperors split into more than one round. I could then get into deciding which factions to represent, and how to split the map of the region into areas. I realised that the terrain was going to have to change over time – with mountains, seas, wastelands, islands and the like all being created by the actions of Emperors, dragons and demons.

For the map, I started where I wanted to finish and worked backwards. We start the game with a fairly empty map of mostly plain areas and, gradually, bits get sunk, mountains get raised and areas get cursed and become wastelands. Because of the changing terrain I suggest using a new map each time, and drawing on mountains, hills, seas and islands as these features appear.

The limited number of units per nation is more important in this game, with many nations severely limited, especially among the Hsunchen. This will drive many tactical decisions, for example: if you know you cannot get any extra units, is it worth risking one or two in a battle?

This game attempts to simulate the history of that part of the land of Abzered that becomes the Splendid Empire. It starts before Time during the Reign of TarnGatHa, a land inhabited by beast peoples. Dragon people come, and civilisation begins. Demons come and destroy everything, but order is restored. Demons come again but, again, are repelled. A false dragon takes control but true dragons return and destroy the upstart. A nomad warlord rides in from the west and lays waste to the empire but the empire is resilient.

Each Round represents an era of myth or history. Each Round is made up of Nation Turns, in which one Nation is active. The Nation turns follow the same order in each Round.

Nation Turn

1) Population Increase Phase

Each area in which a Nation has a unit has a chance of population increase. Some types of area do not give population increases for particular types of units as detailed under the Nation. Roll a D6 for each area that is eligible. On the roll of a 6 gain one population unit to be placed in the area, up to a maximum of the number of counters that a particular nation has. After the population increase roll, there may also be new units appearing according to the particular Round.

2) Movement phase

Move any, all or none of a nation's units. All units may move up to 2 spaces. There are some restrictions based on terrain. Units must stop when they enter an area containing units from any other nation.

Dominated units nations cannot move.

Overruns:

Units must normally stop when they enter an area containing units from other nations. However, if the moving Nation has more units than the area's defender, they may overrun the area – leaving behind as many units as the defender has and moving the excess to the next area.

3) Battles phase

When two nations occupy the same land area after the movement phase, battle occurs, unless those Nations can co-exist. One die is rolled for each unit simultaneously. For combined armies (cavalry and infantry) the attacker decides which dice result to allocate to which unit. This gives an advantage to mixed armies.



Battle Results

A normal unit eliminates another on 5+

Hills gives -1 to attacker die rolls in the first round.

Attacking cavalry has +2 on die rolls for the first round of battle.

Defending cavalry in open terrain is only eliminated on 6+ in the first round of battle.

Eliminated units are removed.

After the second round of battle a nation may submit to Domination if that is an option between the two units.

Battle continues until all units of one or both nations are eliminated, dominated or retreat. Nations that can coexist do not have to fight. The choice is up to the active player. They may attack a coexisting nation, although the attacked nation also rolls.

Units from dominated nations can attack dominant nations if they have entered the area from a non-dominated area. All dominated units are immediately eliminated in such a case.

Retreat

Either side may retreat after a battle roll if there is a suitable area to retreat into. For attacking nations, this is the area from which they entered the area. For defending nations this is any adjacent empty area or area containing a unit of the same nation. The units must normally be able to move into the area. They cannot retreat into Sea areas if they cannot move into Sea areas.

The Defender moves to any adjacent solely occupied areas, or adjacent vacant areas that it could normally legally move to.

Attackers retreat to the area they moved from to reach the battle area.

Stacking limits apply to retreats.

If no legal retreat area is available, the units must remain in battle.

“Raiding” is defined as attacking for one round and then retreating. Certain nations (Leopard People, Turtle People, Night Bat people) are rewarded with Victory Points for raiding. A nation must state that it is raiding before dice are rolled. They may then retreat even if the enemy units are all eliminated.

4) Overpopulation phase

Each area can support a limited number of units. Extras units are removed from the board in this phase.

Plain areas	4
Curse area	1
Mountain	2
Hills	3
Islands	3
Sea	3
Rice Area	5

Special Turns:

Invasion!: During an invasion! Turn the invader has two movement and two battle phases (i.e. phases are 1,2,3,2,3,4).

Areas

Note that the geography of the region is changed during the game so that lands are sunk, mountains raised, and islands flooded.

There are several terrain types and features:

Sea - most units cannot move into these areas.

- Zabdamar – live in the sea and gain population increases for occupying sea area.

- Dragon people and Undead: When controlled by the War Dragon they can be moved into sea areas and can stop in them – they are in large barges. They do not gain population increases for living on the sea.
- Pentans can enter sea areas but die in the overpopulation phase.
- Elephant people, Seal people, Immanent Masters: Can live in the sea but do not get population increases for sea areas. Elephant people can only live in sea above the snow line¹.

Islands are sea but with many islands, so that a substantial land based population can survive here but sea and most land based units can also move through these areas.

- Praxians and Ignorants cannot move through these areas.
- Pentans can enter sea areas but die in the overpopulation phase.
- 3 units can be supported in Islands.



¹ These are actually "Elephant Seal" people.

Plains are flat country and the default terrain.

- 4 units can normally be supported in plains.

Hills are difficult terrain but not mountainous. Most land based units can live here.

- 3 units can be supported in hills.

The Tunnelled Hills and Fanzai begin as hills.

Mountains are so steep and high that they are difficult to live in and difficult to move through.

- Only the following can live and move in mountains,: Yak, Tiger, Eagle, Sheep, Leopard, Sekeverans, Undead, Dozaki, Wind children.
- Other units cannot enter them except via mountain passes
- 2 units can be supported in mountains.

Dozaki Newhome, the Mountain of Dark and the Mountain of Light begin the game as Mountains.

Mountain passes are routes through the mountains that enable units to move from one side of a mountain area to another. A unit can enter a mountain space as if it is a normal hilly area via a mountain pass route. If the mountain is occupied the unit must stop as per normal, and the units would battle as per normal, however the active unit can be retreated along a mountain pass in any direction along the pass. Example: A unit of Praxians from the badlands enters a mountain area inhabited by Tiger people. They stop, and fight the mandatory first round of battle. The Praxians could then choose to "retreat" forwards into the hills of Kralorela.

Note that the area at the end of the pass must also be empty. Also note that mountain passes can be overrun as normal.

Sea routes are narrow channels through land that work in a similar way to mountain passes allowing sea based units to cross land into other sea areas.

Snow line - Areas above the snow line receive regular snowfall and frosts, and are not suitable for some Nations – Pig People, Praxians, Night Bat People, and Bamboo Elves may not enter Snow Line areas.

Pent, Hsa Shan, Kuchawn, Shiyang and Kahar are north of the Snowline.

Cursed lands - Sekever¹ curses the lands west of the mountains to be infertile and unsuitable for farming.

- 1 unit can be supported in cursed lands.

Rice farmland - Once Rice farming is invented in Turn 4 it can be used to support a larger population. Rice farming is practiced in plain areas adjacent to the Suam Chow, and in the Suam Chow itself. It is also supported in Teshnos and Gnow Chang Hia.

- 5 units can be supported in Rice farmland

Coastal areas are classified as any area adjacent to sea or islands.

Hsunchen coexistence

Hsunchen units from different nations can cohabit in the same area. They do not need to fight. When a Hsunchen unit moves into an area occupied by other Hsunchen they can declare that they are not fighting. They still receive a population increase roll as normal for the area that they inhabit and still score for it in a scoring round.

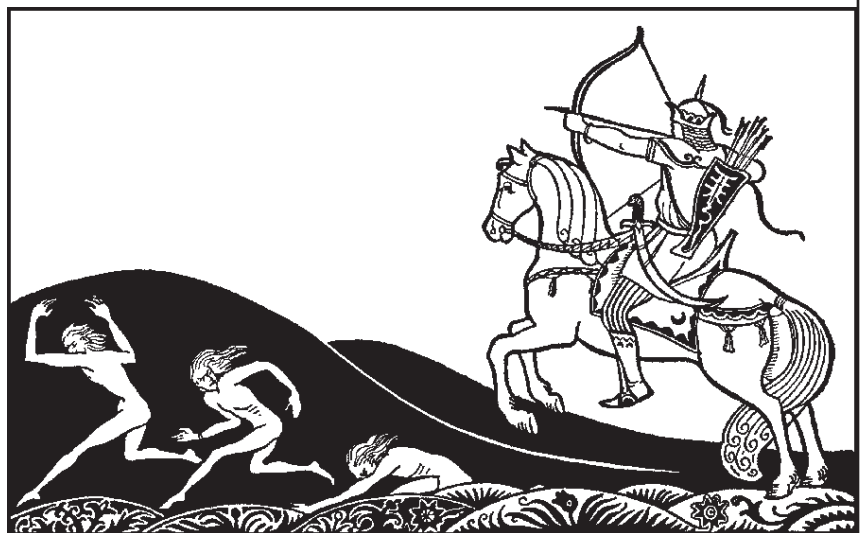
If the area is attacked by another unit, *both* Hsunchen units roll simultaneously in defence. The attacker can choose which unit to eliminate. Both Hsunchen units can choose to retreat.

Overpopulation is calculated using all of the units in an area. Normal areas have a maximum of 3 units per area. If there are 4 units then one is eliminated by overpopulation. If one of the nations is more populous than the others then it loses a unit. If it is equal, then the nation whose turn it is loses the unit.

Dominance

Some units can dominate other units in the same area. This is similar to Hsunchen coexistence but with one nation at an advantage. When the potentially dominant nation moves into an area with a potentially dominated populace it must declare that it is trying to dominate the populace and simply survive the first and 2nd round of battle. This gives the attacked nation one chance to flee.

The Sekeverans could dominate Immanent Masters dominating dragon people, all in the same area.



1 An evil god.

- Dozaki, Dragon people, and the Army of Every Death can dominate Ignorants
- Immanent Masters can dominate Dragon people, Sekeverans and Undead.
- The Army of Every Death can dominate Hsunchen, and Undead.
- Sekeverans can dominate all other units.
- Bamboo elves can dominate Hsunchen
- Tree elves can dominate Hsunchen and Teshnans.
- Pentans can dominate Teshnans, Boshan, and Hsunchen.

Dominated people still get a population increase for the area they are in.

Overpopulation is always taken from the dominated people in both the dominated and dominating nation turns.

War Dragon

When the War Dragon is active the dragon people¹, Undead, Army of Every Death and Immanent Masters are all mobilised to fight for the empire.

During the player turn of each of these nations, the player also controls units of the other nations in the War Dragon, with certain limitations:

- 1) They cannot move all of the units from an area leaving it empty. They must leave at least one of the nations in possession of the area.
- 2) They may move through other War Dragon areas but may not stop in those areas unless they can rule those areas.
- 3) During combat, the player whose nations turn it is controls the units under the control of the War Dragon.

4) The War Dragon can move land based units into the open sea and leave them there. They can remain there (on barges) but if they move inland they cannot later move back to the sea unless they are again controlled by a War Dragon.

5) They cannot be used to fight nations that are part of the War Dragon.

TURN ORDER

Player	Nation	Appears in Round
4	Zabdamar	4
4	Seal people	
1	Elephant people	
1	Teshnans	4
2	Pig people	
2	Boshan	2
2	Tiger people	
3	Sheep people	
3	Hum Chang	2
3	Deer people	
1	Woodpecker people	
1	Shiyang	2
1	Yak people	
4	Jungle Hen people	
4	Vaska Long	2
3	Ignorants	2
3	Sekeverans	4
1	Undead	4
4	Dozaki	3
3	Night Bat people	
4	Day Bat people	
3	Eagle people	
2	Leopard people	
2	Turtle people	
1	Tree elves	13
3	Bamboo elves	13
4	Wind Children	7
2	Pentans	12
4	Praxians	12
2	Chestelo	13
2	Immanent Masters	14
1	Army of Every Death	14

¹ Shiyang, Boshan, Hum Chang, Vaska Long

Rounds

ROUND 1: TARNGATHA

During this round beast peoples appear in the land. Each player places the appropriate beast in an area of his choice.

Special Rules:

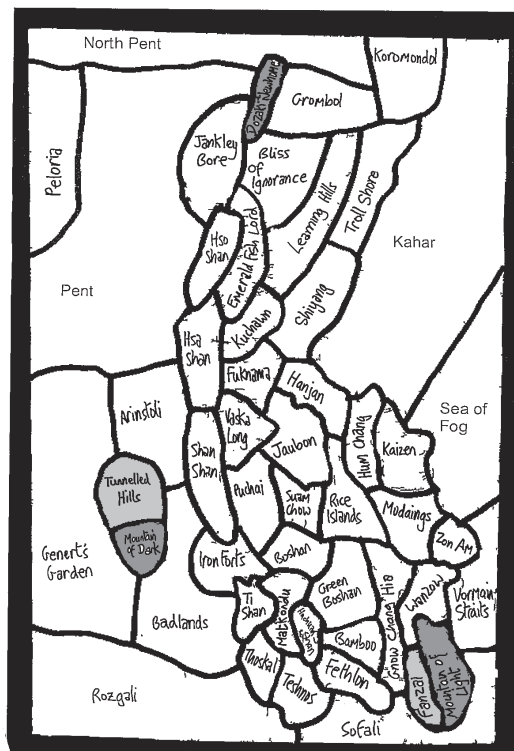
Seal people:	gain 2 units in any area.
Elephant people:	gain 2 units in any area
Pig people:	gain 3 units in any area
Tiger people:	gain 2 units in any area
Sheep people:	gain 3 units in any area
Deer:	gain 2 units in any area
Woodpecker people	gain 2 units in any area
Yak people	gain 2 units in any area
Jungle Hen people	gain 3 units in any area
Night Bat people	gain 2 units in any area
Day Bat people	gain 2 units in any area
Eagle people	gain 2 units in any area
Leopard people	gain 2 units in any area
Turtle people	gain 2 units in any area

ROUND 2: HEENMAROUN

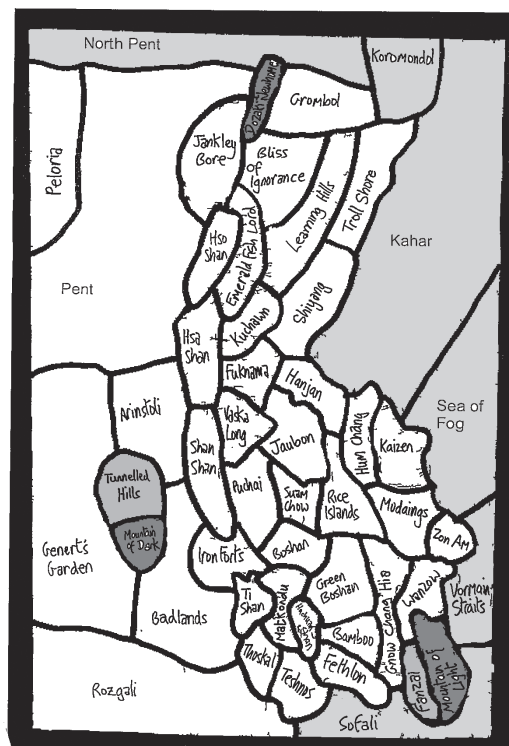
"*Beasts of Kerandaruth*" tells the story of how the Animal Kingdoms are converted to the higher religion of Dragon Worship. HeenMaroun is often identified with Yelm.

Special Rules:

Boshan	gain 2 units in any area.
Hum Chang	gain 2 units in any area.
Shiyang	gain 2 units in any area.
Vaska Long	gain 1 unit in any area.
Ignorants	gain 4 units, place on any area on the north or east edge.



Round One Map



Ignorants' Starting Area

ROUND 3: METSYLA

Who ruled Abzered. Called Govmeranen in the East Isles.

Special Rules:

Boshan	+2 units, in any empty area, or stacked with other Boshan
Hum Chang	+2 units, in any empty area, or stacked with other Hum Chang
Shiyang	+2 units, in any empty area, or stacked with other Shiyang
Ignorants	+2 units, in any empty area, or stacked with other Ignorants
Dozaki¹	+10 units North Pent
Vaska Long	+2 units, in any empty area, or stacked with other Vaska Long

The 3 Kahar areas (Kahar, Sea of Fog, Vormain Straits) are sunk at the end of this round. Any units in these areas, other than Elephant people (Player 1), Seal people (Player 4), or Turtle people (Player 2) are destroyed.

The Rozgali² becomes Sea and Sofali becomes Islands.

Any units other than Elephant people, Seal people or Turtle people in these areas are destroyed.

ROUND 4: SHAVAYA

Who first names Kerandaruth the Kingdom of Splendour

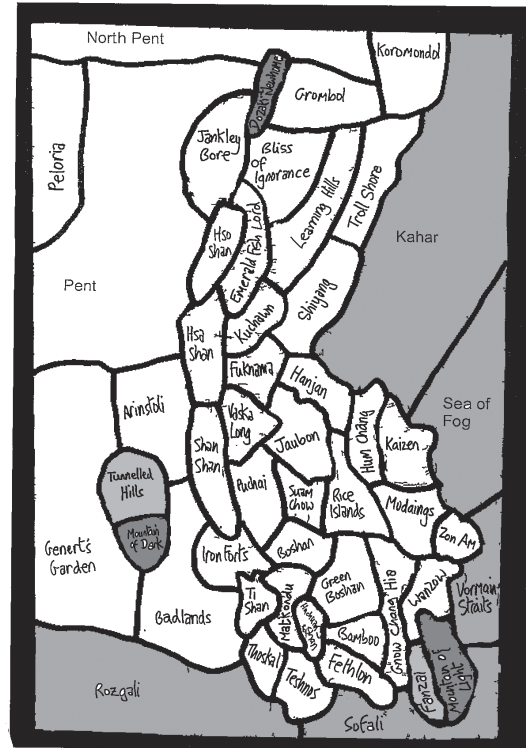
Farming invented. Rice mother allows max of 5 units per plain area (for Dragon people and Teshnans)

Special Rules:

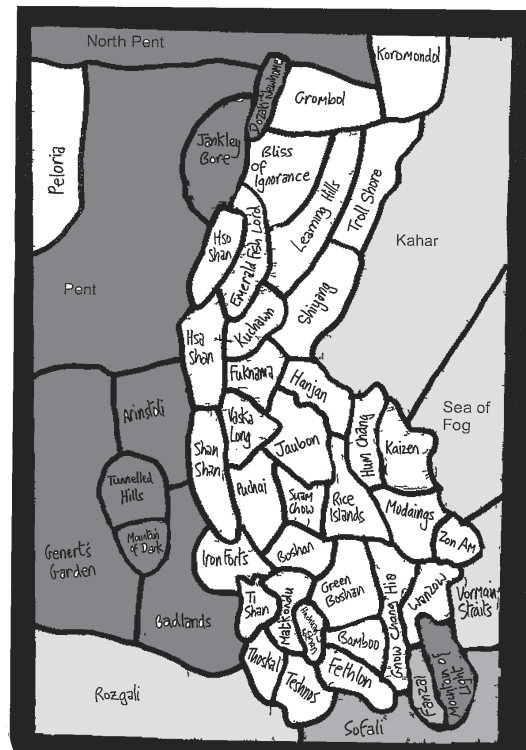
Zabdamar	3 units appear in Kahar.
Teshnans	5 units appear in Teshnos.
Boshan	increase population to 5 in any area solely occupied by Boshan.
Hum Chang	increase population to 5 in any area solely occupied by Hum Chang
Shiyang	increase population to 5 in any area solely occupied by Shiyang.

¹ Known in the West as Trolls, Uz, or Digijelm.

² Sunk by Sshorg and his minions.



Round Three - Sinking lands



Round Four - Cursed lands

Ignorants increase population to 4 in any area occupied by Ignorants.

At the end of the Ignorants turn, the land is cursed By Oorsu Sara. Pent, North Pent, Genert's Garden, Badlands, Arinstoli, Tunnelled hills, Mountain of Dark, and Jankley Bore are cursed - new maximum population is 1 units.

Sekeverans 12 appear in any area. Invasion!.

Undead All units killed by Sekeverans reappear as Undead, in the area they were killed in.

Dozaki Invasion!¹

Vaska Long Increase population to 5 in any area solely occupied by Vaska Long

Rice mother born in Jaubon: 2 extra population units to a Dragon People possessor of Jaubon at the end of Round 4

*Julang Hombondol invents irrigation in Hanjan:*1 extra population unit to a Dragon People possessor of Hanjan at the end of Round 4.

Round 4 scoring

All **Hsunchen** score 1VP for each area they occupy (except Deer, a special case).

Ignorants score 1VP for each unit they possess.

All **Dragon People** score 1VP for each unit they possess.

Zabdamar score 1VP for each area occupied.

ROUND 5: SEKEVER

Special Rules:

Sekeverans Invasion!

Undead All units, (except Undead), killed by Sekeverans re-appear as Undead, in area they were killed in.

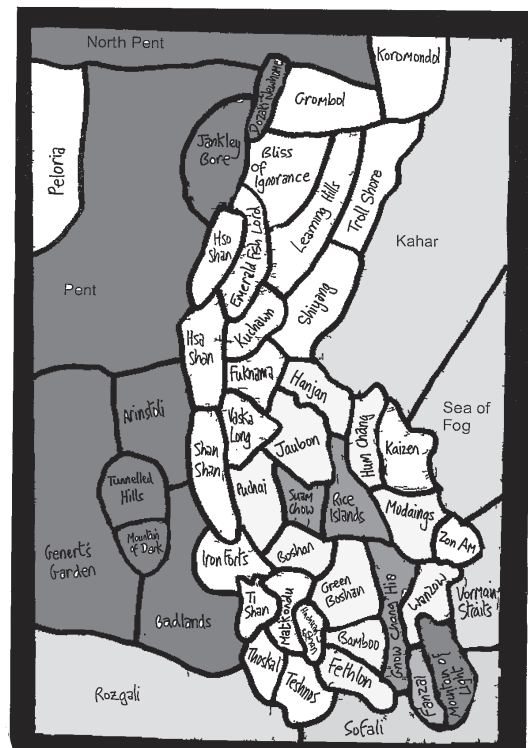
ROUND 6: DARUDA

Daruda appears and the demons and dank spirits flee from his presence.

Special Rules:

After the Sekeverans turn, all Sekeverans are eliminated in areas surrounding the Suam Chow, which becomes 3 island provinces (Suam Chow, Rice Islands, Gnow Chang Hia).

Daruda created 15 Exarchs for the 15 provinces of Kralorela: At the end of the round an Exarch counter is awarded to a Player (not Nation) for each of the following areas that are held:



Round 6: Sinking of the Suam Chow

1 “Glory of the Black Sun”. Chaos army, possibly led by Tien, staggered around the old mountains fresh from their victory over Genert, god of the earth, the battle was fought by arranged armies on both sides.

Puchai, Boshan, Jaubon, Hanjan, Hum Chang, Wanzow, Gnow Chang Hia, Rice Islands, Suam Chow, Kaizen, Modaings, Zon Am, Shiyang, Iron Forts, Matkondu, Fuknama, Vaska Long

ROUND 7: THALURZNI

Thalurzni pushed the land westward causing the lands to wrinkle up like a table cloth creating a barrier between civilisation and the Nichung barbarians to the west.

Special Rules:

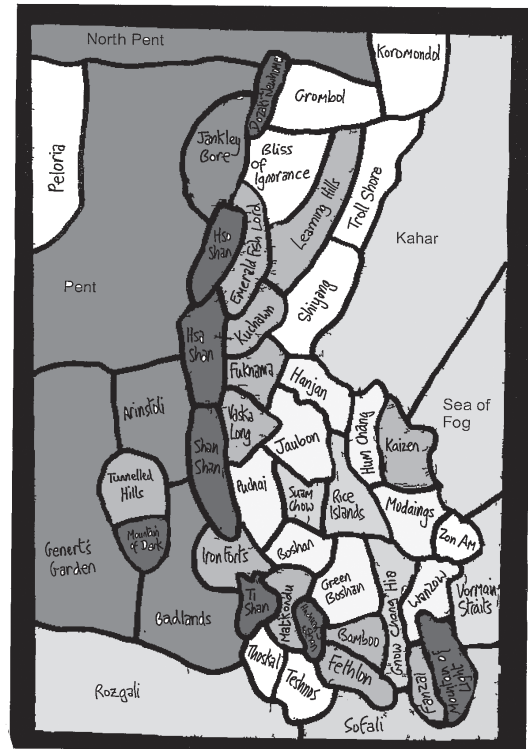
Pig people	Invasion!
Boshan	Invasion!
Sheep people	Invasion!
Hum Chang	Invasion!
Woodpecker people	Invasion!
Shiyang	Invasion!
Jungle Hen people	Invasion!
Vaska Long	Invasion!
Wind Children	4 new units in any empty mountain areas.

After the Turtle People and before Wind Children turns Mountains are created - lands pushed up to form mountain ranges and create hills. Any units in the new mountains are eliminated, other than Eagle, Yak, Sheep, Tiger, Leopard and Night Bat people. Dozaki can live in Mountains but are eliminated by the Mountain creation.

The new Mountains are: Hachuan Shan, Ti Shan, Shan Shan, Hsa Shan, and Hso Shan.

The new Hills are: Learning Hills, Emerald Fish Lord, Kuchawn, Fuknama, Vaska Long, Iron Forts, Matkondu, Bamboo, Fethlon, and Kaizen.

Thalurnzni married Halisayan the good wife, from the city of Hsiang Wan in Jaubon province: Possessor of Jaubon receives 1 VP



Round 7: Raising of the Mountains

ROUND 8: MIKADAY

Watcher of the Populace. Mikaday went among the people and made laws to help the Mandarins rule.

Round 8 scoring

Exarchs

After all the Nation turns the Players allocate their Exarch counters to areas possessed by Dragon people Nations, a maximum of one per area. The score for that area is doubled, so for example, a Player 2 Exarch in the Rice Islands with 2 Boshan units would score $(1+2)*2=6$. Only one Exarch can have this effect per area, i.e. the score is not quadrupled if there are two Exarchs in an area.

Exarchs remain of the board and can be 'carried' by any units, for example, while moving or retreating, or captured if no units remain to carry them. A dominated Exarch becomes the possession of the dominating nation.

All **Hsunchen** score 1VP for each area they occupy. (Except for Deer, a special case)

Ignorants score 1VP for each unit they possess.

All **Dragon People** score 1VP for each unit they possess.

Boshan: Score 1 VP for possession of each of these areas:

Boshan , Green Boshan, Rice islands, Gnow Chang Hia, Suam Chow, Wanzow, Iron Forts,

Vaska Long: Score 1 VP for possession of each of these areas:

Jaubon, Puchai, Hanjan, Iron forts, Fuknama, Kuchawn, Suam Chow, Vaska Long.

Shiyang: Score 1 VP for possession of each of these areas:

Shiyang, Troll Shore, Fuknama, Kuchawn, Hanjan, Learning Hills, Emerald Fish Lord, Rice Islands.

Hum Chang: Score 1 VP for possession of each of these areas:

Hum Chang, Modaiings, Kaisen, Wanzow, Gnow Chang Hia.

Zabdamar: Score 1 VP for possession of each of these areas:

Kahar, Sea of Fog, Vormain Straits.

Teshnans: Score 1 VP for possession of each of these areas:

Thoskal, Teshnos, Tunnelled Hills, Fethlon, Matkondu.

ROUND 9: VAYOBI

Before he was wrestled by Sekever and cast into the Ocean.

Special Rules:

Sekeverans Invasion!

ROUND 10: WAR DRAGON

Vayobi returned from his meditations with the Blue Dragon of the Deep.

Special Rules:

When the War Dragon is present it coordinated the forces of the Kralori (dragon people) so that they fight together against common foes. This means that during a War Dragon turn War Dragon units may move through other War Dragon areas without fighting - the War Dragon uses zombies in its navies and so the War Dragon also allows Undead to move through sea and island areas.

There are 5 parts to the War Dragon in this round: Vaska Long, Shiyang, Boshan, Hum Chang and Undead. Units belonging to other players may also be moved, as long as an area is not completely emptied by their movement. If an area has 3 Hum Chang in it, then the Vaska Long player can move 2 of those units during his turn, leaving one unit to hold the area. Then Boshan could move one of the 2 units again. The Hum Chang player could move all three of his own units.

The War Dragon also controls a navy, which means War Dragon units can move through and stop in sea areas.

War Dragon Units cannot attack other War Dragon nations during a War Dragon round. (Rounds 10, 13, 16)

Boshan	War Dragon
Hum Chang	War Dragon
Shiyang	War Dragon
Undead	War Dragon
Vaska Long	War Dragon

ROUND 11: VASHANTI

His name tingles the tongue.

Round 11 scoring

Exarchs counters remain with the Nation that possesses them. The score for an area is doubled, so for example, a Sekeveran Exarch in the Rice Islands with 2 Boshan units would score $(1)*2=2$.

A Leopard Exarch would double the score of an area possessed.

All **Hsunchen** score 1VP for each area they occupy. (Except for Deer, a special case)

All **Dragon People** and **Ignorants** score 1VP for each unit they possess.

Boshan: Score 1 VP for possession of each of these areas:

Boshan , Green Boshan, Rice islands, Gnow Chang Hia, Suam Chow, Wanzow, Iron Forts,

Vaska Long: Score 1 VP for possession of each of these areas:

Jaubon, Puchai, Hanjan, Iron forts, Fuknama, Kuchawn, Suam Chow, Vaska Long.

Shiyang: Score 1 VP for possession of each of these areas:

Shiyang, Troll Shore, Fuknama, Kuchawn, Hanjan, Learning Hills, Emerald Fish Lord, Rice Islands.

Hum Chang: Score 1 VP for possession of each of these areas:

Hum Chang, Modaings, Kaisen, Wanzow, Gnow Chang Hia.

Zabdamar: Score 1 VP for possession of each of these areas:

Kahar, Sea of Fog, Vormain Straits

Teshnans: Score 1 VP for possession of each of these areas:

Thoskal, Teshnos, Tunnelled Hills, Fethlon, Matkondu.

Sekeverans: Score 1 VP for each area occupied

Undead: Do not score

Dozaki: Score 1 VP for possession of each of these areas:

Bliss of Ignorance, Grombul, Koromondol, Jankley Bore, Learning Hills, North Pent, Dozaki Newhome.

ROUND 12: YANOOR - 0ST TO 375 UNTIL SUNSTOP (375 YEARS)

His reign begins with the Dawn.

Special Rules:

Dozaki	Invasion!
Wind children	1 unit in any Mountains
Pentans ¹	2 units in Peloria
Praxians ²	1 unit in Genert's Garden

ROUND 13: YANOOR - AFTER SUNSTOP 375-750 (375 YEARS)

Special Rules:

Boshan	War Dragon
Hum Chang	War Dragon
Shiyang	War Dragon
Undead	War Dragon
Vaska Long	War Dragon
Tree elves	Errinoru visits, 2 units in Fethlon.
Bamboo elves	Errinoru visits, 2 units in Bamboo.
Dozaki	Max. number of units reduced to 6
Pentans	1 unit in Pent.
Praxians	1 unit in Genert's Garden
Chestelo ³	3 units in Peloria ⁴

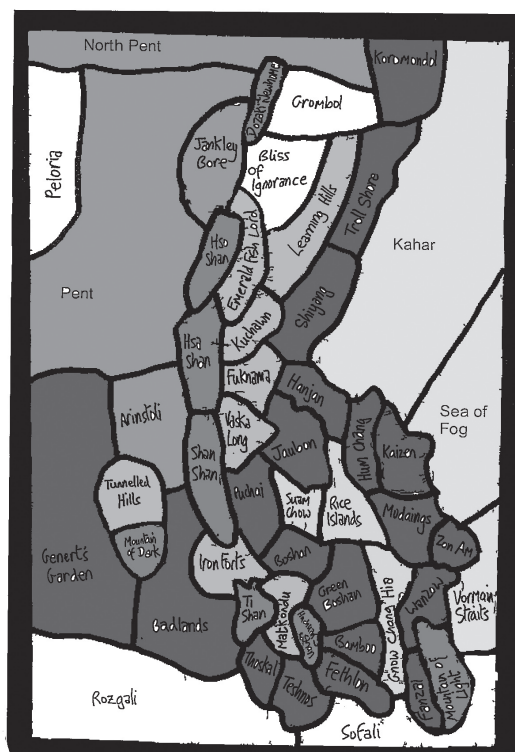
ROUND 14: SHANG HSA - 750-860 (110YEARS)

May his name be Cursed.

Special Rules:

Pentans	1 unit in Pent
Praxians	1 unit in Genert's Garden
Immanent Masters	12 Immanent Masters - each unit placed in any coastal area, can fight or rule any other units (except the Army of Every Death).
Army of Every Death	receive 1 unit + one unit for each Overpopulation caused by Immanent Masters – these can appear in any area.

- 1 These are the Warlords who ruled Peloria at the Dawn.
- 2 These are the first explorers from Prax.
- 3 The Empire of Dara Happa
- 4 At this stage these are the Dara Happans who rebelled against Warlord rule and drove them into Pent.



Round 14: Immanent Masters invade coastal areas

ROUND 15: ARMY OF EVERY DEATH - 860-960 (100 YEARS)

Led by Heseroon Marn

Special Rules:

Pentans 1 unit in Pent

Praxians 1 unit in Genert's Garden

Immanent Masters any deaths caused by Immanent Masters create an Army of Every Death unit for the next Army of Every Death turn.

Army of Every Death new units according to Immanent Masters Combat Results

*The Closing*¹: Any units, other than Zabdamar, in open sea (Rozgali, Vormain Straits, Sea of Fog, Kahar) are eliminated.

Round 15 scoring

Exarchs counters remain with the Nation that possesses them. The score for an area is doubled, so for example, an Immanent Master Exarch in the Green Boshan with 1 Immanent Master unit and 2 Boshan units would score $(2)*2=4$.

An Ignorant Exarch with 4 Ignorants in an area would score $4*2=8$.

All **Hsunchen** score 1VP for each area they occupy. (Except for Deer a special case)

All **Dragon People** and **Ignorants** score 1VP for each unit they possess.

Boshan: Score 1 VP for possession of each of these areas:

Boshan , Green Boshan, Rice islands, Gnow Chang Hia, Suam Chow, Wanzow, Iron Forts,

Vaska Long: Score 1 VP for possession of each of these areas:

Jaubon, Puchai, Hanjan, Iron forts, Fuknama, Kuchawn, Suam Chow, Vaska Long.

Shiyang: Score 1 VP for possession of each of these areas:

Shiyang, Troll Shore, Fuknama, Kuchawn, Hanjan, Learning Hills, Emerald Fish Lord, Rice Islands.

Hum Chang: Score 1 VP for possession of each of these areas:

Hum Chang, Modaings, Kaisen, Wanzow, Gnow Chang Hia.

Zabdamar: Score 1 VP for possession of each of these areas:

Kahar, Sea of Fog, Vormain Straits

Teshnans: Score 1 VP for possession of each of these areas:

Thoskal, Teshnos, Tunnelled Hills, Fethlon, Matkondu.

Sekeverans: Score 1 VP FOR Each area occupied

Undead: Do not score

Dozaki: Score 1 VP for possession of each of these areas:

Bliss of Ignorance, Grombul, Koromondol, Jankley Bore, Learning Hills, North Pent, Dozaki Newhome.

1 The Emperor asks the Thrunhin Da to ban all travel on the Oceans.

Immanent Masters: Number of units ruled by Immanent Masters e.g. 1 Immanent Master stacked with 3 Shiyang gains the Immanent Master player 3 points.

Praxians: 1VP for each area containing only 1 Praxian.

ROUND 16: DRAGONS AWAKENING SHUDDER - 960-1060 (100 YEARS)

Special Rules:

Tiger people	1 unit in any area
Deer people	1 unit in any area.
Night Bat people	1 unit in any area south of Snow Line
Day Bat people	1 unit in any area south of Snow Line
Eagle people	1 unit in any area
Turtle people	1 unit in any Island (Sofali, Gnow Chang Hia, Rice Islands, Suam Chow) area.

Dragons awakening shudder – end of Round 16.

Player 2 - Earth dragon: choose 4 connected areas – remove up to half the units in each area.

Player 3 - Fire dragon: choose 3 connected areas - remove all but one unit.

Player 4 - Sea dragon: floods all islands. Remove all units except Turtle people, Zabdamar and Seal People.

Player 1 - Storm Dragon: Typhoon choose 12 connected areas - remove one counter from each area. Wind children are immune to this effect.

ROUND 17: WAR IN HEAVEN - 1060-1160 (100 YEARS)

Special Rules:

Boshan	War Dragon
Hum Chang	War Dragon
Shiyang	War Dragon
Undead	War Dragon
Vaska Long	War Dragon
Army of Every Death	War Dragon

ROUND 18: GODUNYA - 1160-1260 (100 YEARS)

Special Rules:

Tiger people	1 unit in any area.
Night Bat people	1 unit in any area south of Snow Line
Day Bat people	1 unit in any area south of Snow Line
Eagle people	1 unit in any area.

ROUND 19: GODUNYA AND SHENG SELERIS - 1260-1360 (100 YEARS)

- 1247 *Red Moon rises*
1250 *Sheng Seleris enslaved*
1352 *Sheng Seleris chooses the world, returns to Pent*
1356 *Raids iron forts. Boshani side with Sheng*

Special Rules:

Pentans	10 units in Pent. Invasion!
Praxians	6 units in Genert's Garden
Chestelo	1 unit in Peloria ¹

ROUND 20 SELERAN EMPIRE - 1360-1460 (100 YEARS)

- 1363 *Sheng invades Wastelands, Ignorance and Teshnos. Defeated by Godunya.*
1375 *Sheng invades Peloria*
1415 *Sheng defeats Red Emperor.*
1442 *Great Glory of Revenge – all widows for a week*

Special Rules:

Elephant people	Invasion!
Pig people	Invasion!
Tiger people	Invasion!
Leopard people	Invasion!
Turtle people	Invasion!
Pentans	Invasion!

ROUND 21 SHENG SELERIS DEFEATED - 1460 – 1560 (100 YEARS)

Special Rules:

Elephant people	Invasion!
Teshnans	Invasion!
Hum Chang	Invasion!
Shiyang	Invasion!
Vaska Long	Invasion!
Eagle people	Invasion!
Wind children	Invasion!
Praxians	Invasion!
Chestelo	3 new units in Peloria, Invasion!

¹ These are now the Moon People, worshipping the newly risen Red Moon.

ROUND 22 SHIPS APPEAR! HERO WARS! - 1560-

Hold a funeral service for the rest of the World. Heed the warning on the Cliffs of Chu.

Special Rules:

Ignorants Invasion!¹

Chestelo 5 units in Peloria. Invasion!

Round 22 scoring

Exarchs counters remain with the Nation that possesses them. The score for an area is doubled, so for example, a Chestelo Exarch in Kuchawn would score $(4)*2=8$.

A Zabdamar Exarch in the Sea of Fog would score $1*2=2$.

All **Hsunchen** score one point for each area they occupy. (Except for Deer, a special case)

All **Dragon People** and **Ignorants** score one point for each population unit they possess.

Boshan: Score 1 VP for possession of each of these areas:

Boshan , Green Boshan, Rice islands, Gnow Chang Hia, Suam Chow, Wanzow, Iron Forts,

Vaska Long: Score 1 VP for possession of each of these areas:

Jaubon, Puchai, Hanjan, Iron forts, Fuknama, Kuchawn, Suam Chow, Vaska Long.

Shiyang: Score 1 VP for possession of each of these areas:

Shiyang, Troll Shore, Fuknama, Kuchawn, Hanjan, Learning Hills, Emerald Fish Lord, Rice Islands.

Hum Chang: Score 1 VP for possession of each of these areas:

Hum Chang, Modaiings, Kaisen, Wanzow, Gnow Chang Hia.

Zabdamar: Score 1 VP for possession of each of these areas:

Kahar, Sea of Fog, Vormain Straits

Teshnans: Score 1 VP for possession of each of these areas:

Thoskal, Teshnos, Tunnelled Hills, Fethlon, Matkondu.

Sekeverans: Score 1 VP for each area occupied.

Undead: Do not score

Dozaki: Score 1 VP for possession of each of these areas:

Bliss of Ignorance, Grombul, Koromondol, Jankley Bore, Learning Hills, North Pent, Dozaki Newhome.

Immanent Masters: 1VP for each unit

Chestelo: Possession of any one area east of Shan Shan Mountains: 4pts.

Praxians: 1VP for each area containing only 1 Praxian.

1 Can Shu plans to conquer the world.

Player 1

Shiyang

- MAX 21
- dragon people

Elephant people

These represent two separate groups – Elephants south of the snow line – who must live on land, and Elephant Seal north of the snow line – who must live in coastal areas or the sea. They can survive the sinking of land (for example, Rozgali or Kahar) but are eliminated if there in the overpopulation phase.

- MAX 6
- Score for areas

Yak people

- MAX 6
- Can live in mountains.

Woodpecker people

- MAX 3

Tree elves¹

- MAX 4

Teshnans

- MAX 10

Undead²

- MAX 12
- No population increase rolls
- Created by Sekeveran killing.
- Do not score.

Army of Every Death³

- MAX 12
- Can dominate Ignorants, Dragon People, and Hsunchen.
- Created by the actions of Immanent Masters.

Player 2

Boshan

- Dragon people

Pig people

- Only gain population increase for areas south of snow line.

Tiger people

- Score for areas
- Score 2VP for killing non Hsunchen, excluding Undead.
- Can live in mountains.

Leopard people

- Can live in mountains
- Score 1VP for raiding
- Score 1VP for killing Dozaki

Turtle people⁴

- Can live on land, islands and seas.
- Do not gain population increase roll for sea or land areas- just islands.
- Score 1VP for raiding.



1 Errinoru makes them active in relation to the outside world. Godlearner meddling creates hostility between Tree and Bamboo elves.

2 These represent the swarms of ghouls occasionally created by the Huan To, the Zombie galley slaves used by the War Dragon, bad ghosts, hopping vampires and other dead creatures.

3 A rebellious army sworn to drive the Immanent Masters and the False Dragon Ring from Kralorela.

4 These are mostly Sofali but raids by these units represent any pirates and might also include Vormain or Trowjang pirates.

Pentans¹

- Cavalry
- Score 2 VP for each area conquered, including sea, but not mountains.
- They score (once) for each area that is conquered. They can even conquer and score for sea areas but die if still there in the overpopulation phase.

Chestelo²

(a.k.a. Pelorians, Dara Happans, Moon People, Red Hair tribe)

Immanent Masters³

- They can rule Dragon people, Sekeverans and Undead.

Player 3

Hum Chang

- dragon people

Night Bat people

- Only gain population increase for areas south of snow line.
- Cannot fight Day Bat people.
- Can co-exist with Day Bats.
- Score 1VP for raiding.
- Can live in mountains.

Eagle people

- Treated as Cavalry units
- Can live in mountains.
- Score 1VP for raiding Pentans.
- Score 1VP for killing Pentans, Deer, Sheep, Wind children.

1 Driven out of the west into the waste lands of Pent these savage horse riders like to conquer.

2 Exiled from the far west, these peculiar people worship the red moon.

3 Taking a shortcut to dragonhood, these are the armies of Shang Hsa-may his name be cursed, who drove Yanoor to death and rules Kralorela.

Deer⁴

- Only gain population increase in areas shared with other Hsunchen.
- Score for areas where any Hsunchen units are sharing an area.

Sheep people

- Score for areas.
- Can live in mountains.

Ignorants⁵

- Score for units.
- Score for each of their units killed by overpopulation, unless ruled by Dozaki (in which case, Dozaki take points).

Sekeverans⁶

- Maximum of one Sekeveran per area.
- Those killed by Sekeverans reappear as Undead.
- Can rule all other units.
- Sekeverans population increase gives new Sekeverans that can be located anywhere⁷.
- They can co-exist with Dozaki, Ignorants, Undead and Immanent Masters.

Bamboo elves⁸

- Score for 1VP killing dragon people.
- Score for 1VP killing Tree elves

4 Deer Hsunchen encouraged harmony with other Hsunchen

5 Ignorants reject civilisation, worship the black sun, are slaves to Dozaki, demons, whoever. Cannibals who make bloody sacrifices so that they can grow maize.

6 Demons, criminal gangs, dank spirits, chaos monsters, scorpion men, Cwim, Huan to. There are good a fighting and killing, but if there is more than one Sekeveran in an area in the overpopulation phase then they fight and one all but one is destroyed.

7 These are criminal gangs or demon worshipping cultists that will appear and usually get eliminated.

8 Errinoru makes them active in relation to the outside world.

Player 4

Zabdamar¹

- MAX 4
- Score for Kahar sea areas
- Can only live on sea or island areas.
- Can raid land areas but are eliminated in overpopulation phase.
- Score 1 VP for killing dragon people.

Vaska Long

- Dragon people

Jungle Hen people

Day Bat people

- Cannot raid Night Bat people.

Seal people

- Population increase only on coastal areas.

Dozaki²

- MAX 10, then 6 after Yanoor.
- They score 1VP for any unit they kill
- They can coexist with Ignorants but any overpopulation by the Ignorants gives 1VP to the Dozaki.
- Their unit limit is reduced to 6 in Round 13³.

Wind children

- Treated as Cavalry units
- Score 1VP for killing Eagle Hsunchen.

1 These are a race of ugly mermen and beautiful mermaids; the children of Kahar and adept at swimming in both sea and fog. They dislike the Kralori Empire and raid the lands when the fog rolls ashore.

2 Crawled out of hell in the north and came south looking for food

3 They were cursed and weakened living on the surface.

Praxians⁴

- Cavalry
- Score for killing. 1VP per unit.



4 Driven by their need for pasture for their outlandish herd beasts the Praxians seek plunder and battle in the lands of the east.

Players' Guide

Not much happens in Round 1. I decided that instead of defining start locations and having players spend time before the game setting up their units, the first round could be used to decide where their various Hsunchen started. This may seem like it lacks any decisions, but players need to know what is going to happen in the future so that they can manoeuvre their nations into advantageous areas. They should be aware of the turn order, for example and that Player 2 controls both Pig People and Boshan so that come round 3, for example the Pig People can vacate an area leaving room for Boshan units to move in. Similarly, Teshnans follow Elephant People, Hum Chang follow Sheep People, Shiyang follow Woodpecker People and Vaska Long follow Jungle Hen People. The deliberate implication here is that the civilised People descended from, or at least mixed with the Beast People as is taught in the "Beasts of Kerandaruth" story during the reign of HeenMaroun, so in my Glorantha the Boshan people are, partly at least, descended from Pig People and retain some Piggish characteristics. The beautiful women from the Northern provinces get their beauty from their Woodpecker ancestors. I did consider some sort of start up where the various beast nations emanated from the Mountain of Light Animals and the Mountain of Dark Animals, but felt that this was putting too much emphasis on geographical locations at this stage in



mythology. It should be noted that Seal People, with no coastal areas, gain no population increase. Turtle people, with no islands, also gain no population increase roll.

There are some scoring opportunities in Round 1. The Tiger People score for killing, but only Non Hsunchen, of which there are none at this stage. Eagle people can kill Sheep or Deer people for victory points. These are, by design, all controlled by the same player. Turtle, Night Bat and Leopard people score for raiding, so may do some damage.

Round 2 sees the appearance of the Dragon People: Boshan, Hum Chang, Shiyang, Vaska Long. Then, at the end of the round, the Ignorants arrive from the North West. A lot of player choices will be determined by which nations get the best population increase rolls.

The Ignorants have an unusual scoring method in that they score for any units removed by overpopulation. There are new units appearing in round 2, 3, 4, which will probably be limited by the number of counters available. The player should be careful not to give away too many points to dominating Dozaki (trolls) who appear from the North.

The Glory of the Black Sun was a battle I wanted to feature and is represented in Round 4 (Emperor Shavaya) by the appearance of Sekeveran demons and a Dozaki Invasion. The turn order – Sekeverans, Undead, then Dozaki, gives the Dozaki the best chance of killing a lot of Sekeverans, in the northern part of the board at least.

Round 4 scoring, at the end of the Round gives a small reward for the jostling for position that should have occurred between the Dragon and Beast Peoples. Their objective should have been to run away from

nasty monsters like the Sekeverans, Dozaki, Undead and Ignorants to maximise their populations for this round.

Round 5 should end with a dismal period for humanity, as Sekeverans, then Undead go on the rampage. This continues in Round 6 with attacks on Sekeverans justified by the objective of gaining specific scoring areas (the Provinces) and the fact that a sensible Sekeveran in an area where it will be eliminated anyway by Daruda may as well flee.

Round 7 represents the various problems that Thalurzni battled with by lots of Invasion rounds which tend to cause more reductions in the number of units on the board. This also gives players a chance to move their units away from the soon to be created mountains that Thalurzni creates and that become the home of Wind Children.

Round 8 is the reign of Mikaday, the Watcher of the Populace who seems like a good Emperor to have presiding over a scoring round, rewarding those peaceful and prosperous people who live how and where they should according to Mikaday's laws. There is room for some conflict between the Dragon People as they all have areas that more than one nation can get points for:

Boshan and Vaska Long over Suam Chow and Iron Forts.

Boshan and Hum Chang over Gnow Chang Hia, and Wanzow.

Vaska Long and Shiyang over Fuknama, Kuchawn and Hanjan.

Round 9 represents the first part of Vayobi's reign, the return of Sekever.

Round 10 features the return of Vayobi after his meditations with the Blue Dragon of the Deep and the first appearance of the unique War Dragon feature of this game

where players control units that are not their own. I wanted to reflect the fact that Kralorela should have a powerful military when it is mobilised but at the same time make it an obviously distasteful feature of life for all involved tending to corrupt those involved in it, causing all sorts

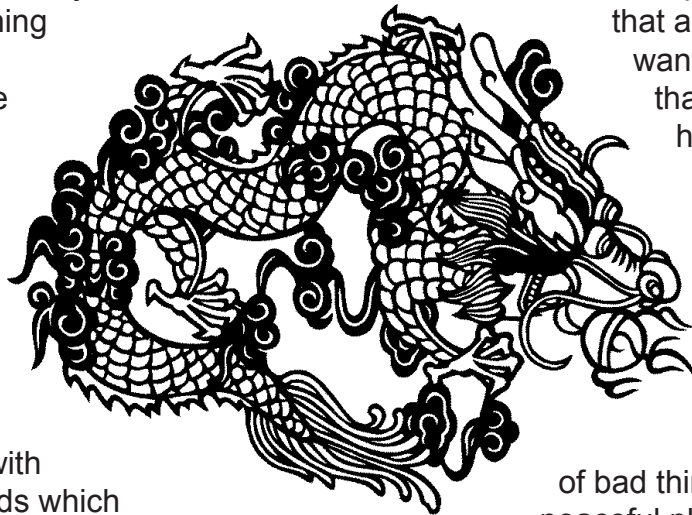
of bad things and upsetting the peaceful plans of good citizens.

The Army (the War Dragon) is thus powerful, dangerous, and only partially controlled.

Apart from tingling the tongue, I don't know much of what Vashanti achieved, or what happened in his reign, so another good chance for a peaceful scoring round.

The Dawn brings the Yanoor to the throne. The Battle of Warring ford represents the Dozaki invasion. Their last action before the Curse of Kin reduces their maximum numbers from 10 to 6. I dearly wanted to include Mostali here, but decided that this was their only historical action in Kralorela and that they could be assumed to be a subset of the Dozaki, as part of the Elder Races. We see the first appearance of Pentans, driven from Peloria by the Dara Happans, and Praxians exploring the wastelands of Genert's Garden.

I didn't have any specific actions resulting from the Sunstop but after it we have some



military manoeuvres of the War Dragon, the appearance of Aldryami awakened to be more active in the affairs of the world by Errinoru.

Round 14 features the Immanent Masters, representing both godlearner adventurers and local converts to the new path of Immanent Mastery. They can rule any other units so Boshan are a good target for rule but at this stage there should be some population pressures in most of the coastal regions and thus potential Army of Every Death rebels created by the rule of the Masters. This was a difficult one. I wanted to have some sort of mechanic that represented how much the Immanent Masters oppressed or misruled the populace being represented by the size of the rebel force that rose up to fight them. At the end of round 15 they score for any ruled units so they should be trying to rule as many as possible. Both Round 14 and 15 represent Shang Hsa's rule. The Awakening Shudder ending his reign happens in Round 16. The widespread earthquakes, typhoons, fires and storms are controlled by different players so everyone should suffer. The widespread destruction of people in round 15 should give some space for hidden Hsunchen people to re-appear from hiding.

Round 17 features more fighting, with the War Dragon thrashing around.

Round 18 should be more peaceful but with more Hsunchen peoples emerging from hiding.

Round 19 is the start of big movements in Pent and Prax. Pentans score once for each area conquered so they need to move fast to each empty area and leave behind empty spaces. Player 2 should be using his forces to help achieve this goal. They can even conquer sea spaces representing their invasion of Vormain.

Round 20 is the height of the Seleran Empire when it includes all manner of beast peoples invading all sorts of areas in the East. Although they move around and are motivated by the Great Glory of Revenge on civilised people, the reign of nomads and beast peoples should burn itself out by the end of Round 21, which also heralds a new force from the West, a Moon Empire of western Chestelo, similar to the Dara Happan Empire before them.

Round 22 is the future, the start of the Hero Wars in Kralorelan with an invasion of Moon People, and Invasion of Ignorants ruled by Can Shu, and, of course, a final scoring round.



Splitting the nations into 4 groups is a difficult balancing act with conflicting ideas such as equal game time for each player, equal player influence or at least interest at different stages of the game, some sort of thematic unity to each player, and some sort of tactical benefit to the different nations working together. One important factor was to make sure nations that should be enemies were controlled by different players. Initially I wanted to make each player in some way representative of one of the four vices of Kralori culture, but this proved to be too difficult.

Here is the thinking:

Player 1 controls Shiyang, the Northern provinces, so to balance this I also gave them the Teshnans in the south. The Teshnans were friendly to the Tree Elves of Fethlon so they joined the group. The Teshnans may have descended from Elephant people so these were one of the Hsunchen groups. Similarly with Woodpecker people and Shiyang. The Yak People and Undead were fitted in later as a representative in the mountains and as one of the evil races respectively. The historical event group is the Army of Every Death, coming into play in the later stages of the game.

Player 2 controls the Boshan, in the southern region, and their related Pig people. They also have the Tiger and Leopard people in the mountains. Player 2 has two historical event nations. The first is the Immanent Masters. The second is the Pentan invasion of Sheng Seleris. The Seleran Empire also included various Hsunchen peoples so the Tiger and Leopard people are a good choice for violent beast people. The Pentans and Boshan were allied for a while too so Player 2 is quite unified.

Player 3 is a mixed bag. They control the evil Sekeveran demons who hate everyone, the Pentan-hating Eagle People, the friendly Deer People who like everyone to live in harmony, the mountainous Sheep People. In the south they have the Night Bat People and the Bamboo elves. In the north, the Ignorants live in squalor.

Player 4 has a tough job but some advantages. The sea dwelling Zabdamar can cause constant problems to coastal areas. Player 3 should control the central area with the most populous Vaska Long people. They have a large influence in the north early on with the Dozaki, and the Praxians come in later in the south.