[Translator's remark: translations and game mechanics notes are in square brackets.]

Nga, [Lo] Oh Most Omnipotent One; Resplendent Flame, the Seal Emperor Mirusiya Tlakotani; of a tale of a battle between your brothers during the Time of Troubles before you arose to become unto a god.

The forces of your brother Dhich'une, may he be tormented for an Eternity and a half, had become aware that The Mighty Prince, His Gloriousness Prince Eselne may his spirit know eternal victory in ethereal battles had encamped his army near Tower 1,962 of the sakbe road from Khirgar to the northwest frontier near one of the still unrepaired breaches from the recent war with Yan Kor.

The forces of the Usurper approached from the south, but the Mighty Prince's forces had advance warning, and were prepared for Qadardalikoi [Glorious Battle]. The Usurper assumed the well-known

formation of the Mace of Karakan, with a unit of Shen mercenaries as the Hammer. The Worm Prince's general violated all principles of civilized warfare by fielding cohorts of vile undead; Shedra and

Mrur. He further tarnished the battlefield by not offering the tsalmurélkoiyal [champion duels].

In response, Prince Eselne arrayed his forces in the Mighty Gauntlets of Hrugga formation, with cohorts of The First Legion of Ever-Present Glory upon the wings. Those forces loyal to the Mighty Prince were the Aridani Legion of Lday Mrissa, the Legion of the Clan of the Standing Stone, the Legion of the Sapphire Kirtle, Vimulha temple guards, Aridani Nluss mercenaries, and peasant militia.

The mighty general, Kerdudali [commanding general] Kettukal, arrayed his forces, from right to left, as such. Three cohorts of the First Legion of Ever-Present Glory; next came a cohort of temple guards from the Temple of Vimuhla, then a cohort of medium infantry. Stationed behind these two illustrious cohorts was Kettukal's warhammer unit the cohort of Aridani Nluss warriors. Next upon the field of battle was the Aridani Legion of Lady Mrissa, followed by a unit of peasants and a cohort of the Legion of the Clan of the Standing Stone. Finally another three cohorts of Ever-Present Glory held the left flank, upon the lower level of the sakbe road. Providing screening forces were four cohorts of the Legion of the Sapphire Kirtle, and three additional cohorts of Standing Stone. Kerdudali Kettukal, Prince Eselne, the magical contingent and a small bodyguard of Pe Choi stationed themselves in the rear center behind Lady Mrissa's legion.





The forces of the Usurper were deployed, from right to left as such: a cohort of light infantry spearmen defiled the sancticy of the middle roadway, soiling the roadway with their unwashed feet. Next, upon the lower roadway came another cohort of peasants, screening the large cohort of Shen mercenaries, who were followed by a cohort of Shedra. Next, upon the field of battle came a cohort of Clan Ndallu, clad in black. They were screened by more peasants. Next were three or four cohorts of the Legion of Serqu, Sword of the Empire, a cohort or two of Yan Koryani medium infantry mercenaries and finally another cohort of Shedra. Screening was provided by more peasants, and two cohorts of medium infantry followed the Yan Koryani and Shedra.

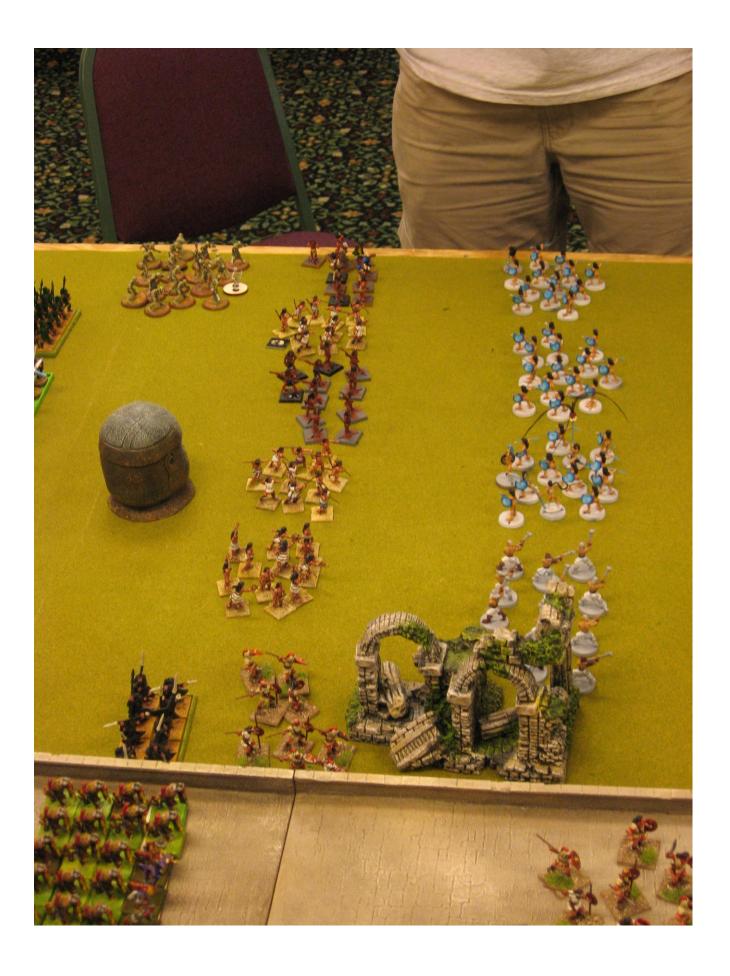




Upon commencement of battle, the light forces of Kettukal lept forward to engage, both upon the field and upon the lower roadway. The battle was an evenly matched affair, both sides giving and taking. Upon the lower roadway, the Usurper's (may his bones lie desiccated upon the sands of an unknown desert) screening light infantry hid the Shen from view until suddenly the Shen sprang forward and utterly slew a cohort of the Ever-Present Glory [a Lore card was played that allowed a warhammer unit to move a double move, then attack, then return], following thereon they returned to their hiding place behind the light infantry. But all was not lost upon the roadway. The cohort of Standing Stone, and the archers with the remaining two cohorts of Ever-Present Glory unleashed a hail of missiles to darken the sky, and slew the lights and inflicted grievous harm upon the Shen. Within a few minutes, the two remaining cohorts of Ever-Present Glory charged the wounded Shen, and utterly dispatched them.



The forces on the field below the roadway were evenly matched, and victory was elusive to both until late in the day when a cohort of Ever-Present Glory upon the far right flank of Kettukal's army withstood an assault from the vile Shedra. They battled back and vanquished the foul creatures, and upon seeing their heavy shock troops destroyed the remaining legions of the Worm Prince fled the field whence the came - down the sakbe road to the south. Due to the lateness of the day, and the fatigue of the light troops who were heavily engaged in the battle, Kerdudali Kettukal did not pursue.



The following day a veritable typhoon struck, preventing Kettukal from pursuing. [In reality, a torrential thunderstorm and downpour started outside, and Howard had all his terrain in his car, and we didn't want to get the sakbe road pieces wet.]

Yet Lo, upon the next day the clouds parted, and Eselne and Kettukal caught up with the Worm Kissers as they regrouped at another road tower further down the road.

The Worm Lord had raised new undead, only Mrur this time due to the limited time he had [game note: we had decided that treating the unarmed undead figures as heavy had over-rated them, so this time they were light, they still ignored all "Flag" results - so they would never retreat from combat]. The Worm General arrayed his forces upon the lower roadway, in a nearly symmetrical formation. From his right he deployed 2 cohorts of the Legion of Serqu and a cohort of Mrur behind them, then two or three medium infantry cohorts including Clan Ndallu. The two cohorts of shen, one of either side of the ramp to the caravan waystop. A unit of lights held the carravan stop itself. To the left of the Shen came more medium infantry cohorts two of Yan Kor mercenaries, Sarku temple guards and more Mrur. The formation appeared to be "Two Mighty Gauntlets of Hrugga" or possibly "Mace of Karakan" . Finally, two cohorts of Legion of Serqu archers and cohorts of peasant archers were placed on the middle roadway, on either sides of the tower.

In response, Kerdudali Kettukal arrayed his forces in the classic "The Two Gates of Wuru, the Many-Legged Serpent of Gloom", with only a slight modification of adding a screen of skirmishers to the center. Stationed upon the right flank were three cohorts of Ever-Present Glory, then two lines of infantry in the center Vimuhla temple guards, Lady Mrissa, and the Nluss mercenaries. The right flank was held with three additional cohorts of Ever-Present-Glory. Providing light infantry screen were two cohorts Sapphire Kirtle on the right flank. Upon the left flank screen was one cohort Standing Stone and one cohort of conscripted villagers armed with long thrusting spears, and the center was screened by one cohort of Standing Stone.

Before the battle, as is proper among civilized nations, three tsalmurélkoiyal [champion duels] were fought. Young Kai "Pruláisanikh" hiElítokh of the Clan of the Woven Mat (more of his exploits will be revealed later My Leige), selected the champions for the duels, and he selected well, as two of the three

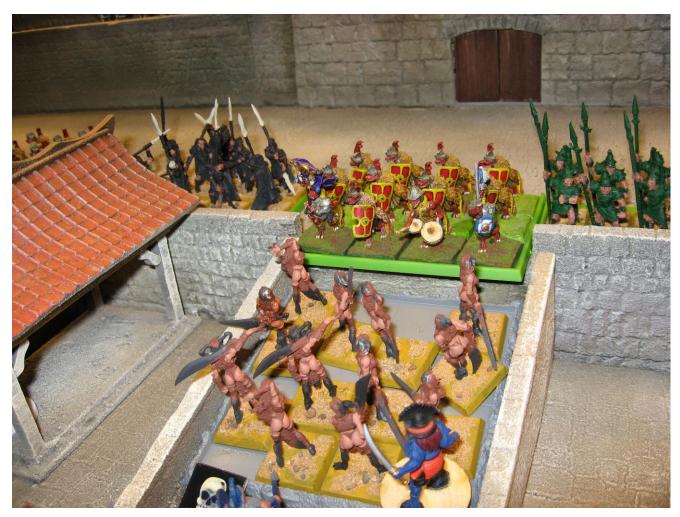
champions he sent forward vanquished their foes. [Game note: each victory gave the winner a re-roll token for the game, so Kettukal/Eselne had two, Dhich'une had one. If all three duels were one by one side, instead of the winner getting three reroll tokens, the loser would have their army breakpoint lowered by one.]

The battle was fought mainly upon Kettukal's left flank and center. The center advanced to take the caravan waystop, and pitched battles were fought upon it and the ramp to the lower roadway.

When the battle opened, Kettukal sent his center forward, the Dritlan [Colonel - each side had one Dritlan they could be moved and atached to any cohort] personally led them. Kettukal played his cards right [Literally, since Battle Lore uses cards for command and control], and unleashing the Nluss warhammer upon the Shen. [He used the "Strike" command card, so they got +1 attack

dice, and had

+1 for the attached general, and their base 4 dice - Nluss fight as one class higher than they are armoured, so even though they were medium infantry they fought as heavies, and their two-handed swords allowed them to convert "Sword" hits into a wounds followed by another roll of that die to try to get another hit. For this attack the Nluss rolled 6 dice and caused four or five wounds to the Shen. The Shen fought as heavy (4 attack dice) but took wounds as super-heavy (6 wounds).]



The Nluss were unable to slay the Shen, and the Shen vanquished them in their counter-attack. But in their sacrifice they had severely injured the Shen, enough so that Lady Mrissa was able to slay them

unto the last within a few minutes time.



As the battle raged, again it appeared to be evenly matched, although as the day progressed it began to appear that the foul forces of the Prince of Skulls were gaining the upper hand [Kettuakl had lost 5 cohorts while Dhich'une had lost 3].

But at this point of the tale, it is prudent to tell the story of a young lad who will gain much notoriety and fame for the Emperor's Glory. Young Kai "Pruláisanikh" hiElítokh of the Clan of the Woven Mat. [Kai "the Younger" Weaver], a Kasi [Captain] of the local militia. Young Kai and his father Kai "Pruthu'ininikh" hiElítokh Clan Elder of the Clan of the Woven Mat, [Kai "the Older" Weaver] rose far above their lowly clan stations, and provided invaluable assistance to the Mighty Prince. Young Kai saved the day for the Prince by ordering a cohort of Standing Stone to wait until they saw the "Yellow's of their Eyes" of the remaining Shen cohort, which had previously been slightly wounded. He then ordered the Clan to unleash a devastating volley of fire [he used the "Eagle Eye" Lore Card to add +3 attack dice in missile combat. He rolled 5 dice and scored 3 "Red" )heavy infantry) hits], utterly destroying the Shen. He then ordered the conscripted villagers to charge up the ramp to engage the Yan Koryani medium that were stationed to the Shen's left. They coolly lowered their long spears into position and charged, pinning the Yan Kor tlekku-ikh [ignoble dog (assumed plural)] to the door of the tower [caused two wounds, the Yan Kor already had 2, so they were eliminated]. These two incidents split the Worm Licker's army in half, and it would be only a matter of time before the cohorts of

Ever-Present Glory made their way into combat to finish off the rabble. But Lord Sarku must have other plans for his troops, for the day grew late quickly, and it soon became too dark to continue fighting, and the forces of the Worm retired in good order in both directions upon the road.

To reward the family of Kai hiElítokh and his lineage, Prince Eselne had promised that if he were to become the Seal Emperor, he would bestow upon them the privilege of joining any lower-level High-rated clan of their choice. For their part in the battle, the villagers he promised that the High Priestess of Avanthe in Avanthar would personally come and bless their rustic temple. One may only hope that his esteemed sibling, may His Generosity Know No Bounds, grant his departed brother's wishes.

Thus spoketh the words of the traveler who witnessed both battles.