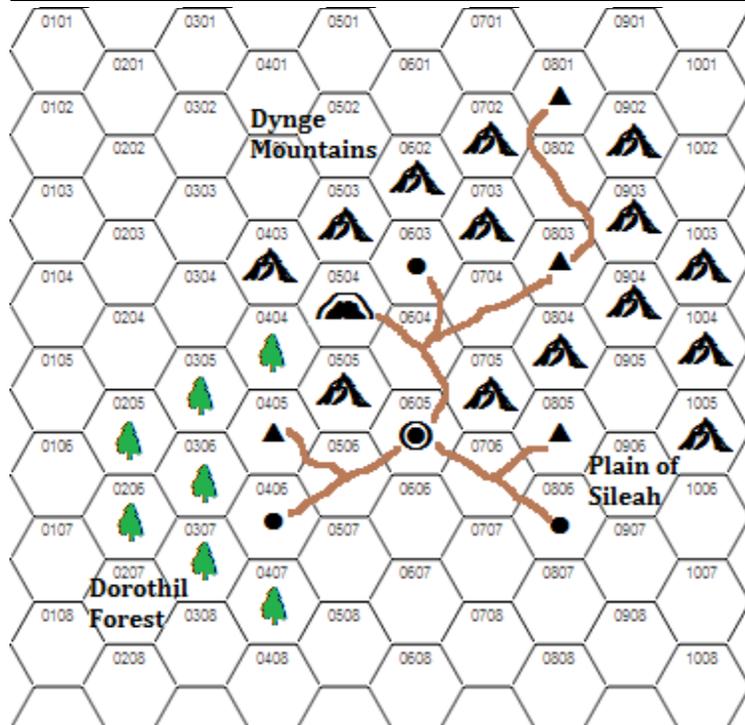


ECHOES OF EMPIRE

by Joe Pruitt



THE STORY

Many years ago, the town of Bredon was part of the Iconian Empire. As Imperial fortunes waned, their soldiers withdrew, leaving Bredon and the surrounding villages to rule themselves.

Now the Empire has returned. Today, an Imperial envoy arrived in Bredon and announced that they were reclaiming these lands. They will return in two weeks' time, when the lords of Bredon will be expected to formally acknowledge Imperial rule-accompanied by an Imperial army!

Having grown accustomed to independence, the lords of Bredon have decided to resist the Empire instead. You, the chosen hero of Bredon, have been assigned the task of visiting the surrounding lands and gathering allies to fight against the Empire. You have two weeks to gather as many allies as you can and build as strong an army as possible.

There are three villages in the area: To the west is Wayford, in the Dorothil Forest; North is Orley, in the Dyngge Mountains; and Lune is on the Plain of Sileah in the east. The lords of Bredon recommend you begin at one of these villages; they also gained independence when the Empire withdrew, and may want to keep it as well. But there may other potential allies as well, so don't be afraid to try other routes, but remember, you only have 14 days to gather as many allies as possible and return to Bredon.

The lords of Bredon have given you 100 Gold Crowns. Use this to gain the support of potential allies. Bredon also has 2 units of Heavy Infantry of its own; these by themselves are not enough, but they are a start. You command these troops (they accompany you), and can use them to assist potential allies to convince them to join you, but remember, any of these troops you lose during your mission are troops that won't be available to fight against the Empire, so other methods such as diplomacy or stealth may be a better option. Keep track of your losses.

On Day 14, 4 units of Imperial soldiers will arrive at Bredon to regain control of the town one way or another. If you are not at Bredon on Day 14, the Imperial army will easily take over the town, and your quest will end in failure. To win, you must be in Bredon by Day 14 with as many allied troops as you can win to your cause.

Traveling from one hex to an adjacent hex takes one day, and you can only travel along the marked routes (dotted lines). Mark off one day on the turn track every time you move from one hex to another. **Start in Bredon (Hex 0605).**

#HEX KEY

0405 Elves of Dorothil Forest-The elves feel that loggers from Wayford have encroached too deeply into the forest. If you can convince the villagers to stop logging in the forest (a bribe of 30 Gold Crowns or losing one round of combat will convince them), the elves will provide you with 1 unit of Elvish Archers

0406 Village of Wayford-Hostilities have recently developed between Wayford and the Elves of Dorothil Forest due to excessive logging by the villagers. If you can defeat or pacify the elves, Wayford will provide you with 2 units of Light Infantry. To defeat the elves, you can either lead the army of Bredon against them or assassinate the Elf King

0504 Cave of Culsa the Dragon-Defeating Culsa the Dragon will win the support of Orley. Fighting Culsa may not be necessary, as dragons love gold. For 50 gold crowns, Culsa will stop attacking Orley; for 70, he will stop his attacks and help you fight against the Empire

0506 Western Crossroads-From here you can journey to Wayford or into the Dorothil Forest

0603 Village of Orley-A dragon has been burning their crops and devouring their livestock. If you kill or stop the dragon, Orley will provide you with 2 units of Archers

0604 Northern Crossroads-From here you can journey to Orley, the cave of Culsa the Dragon, or Dagger Pass

0605 Town of Bredon-This is your home. You must be back here by day 14 to face the Imperial army or else Bredon will be conquered.

0706 Eastern Crossroads-From here you can journey to Lune or to the Plain of Sileah

0801 Bloodwolf Orcs-The savage Bloodwolf orc tribe cares nothing for the struggles of the human lands to the south. They do, however, value strength and courage above all else. If you defeat their chieftain in single combat, they will join your fight against the Empire and provide 3 units of Bloodwolf Orcs.

0803 Dagger Pass-There is a 50% chance you will be attacked by Bandits while traveling through Dagger Pass. For a bribe of 10 Gold Crowns, they will allow you to pass unmolested; for 20 gold crowns, they will fight for you, providing 1 unit of Light Infantry

0805 Necromancer of Sileah Tower-Defeating the Necromancer will win the support of Lune; For 30 Gold Crowns and the promise of being left alone, however, the Necromancer will provide you with 2 units of Zombies. This will make an enemy of Lune, however, and their 1 unit of Heavy Infantry will join the Imperial army against you.

0806 Village of Lune-The Necromancer of Sileah Tower has been stealing corpses from the graveyard in Lune to raise as undead servants. If you defeat the Necromancer, Lune will provide 1 unit of Heavy Infantry. If you undertake this quest, their Heavy Infantry joins you immediately to help you defeat the Necromancer

NOTE: If you complete a quest for a faction, you do not need to return to that faction to gain the promised troops. They join you automatically.

THE BATTLE

For each type of unit, multiply their Attack Strength (AS, on the chart below) by the number of units. For each army (Imperial and your allies) roll 2D6 and add the number rolled to their total AS. Subtract the lower roll from the higher, and subtract the result from the AS of the side with the lower roll. Continue doing this until the AS of one side drops to 0.

For example, the Imperial army starts with an AS of 12 (4 units of Imperial Soldiers with an AS of 3 each). If you have 2 units of Heavy Infantry (AS 3), 1 unit of Elvish Archers (AS 3), and Culsa the Dragon (AS 4), your total AS would be 13. If you roll a 3 and a 2 for the Imperial side, and a 1 and 3 for your side, the totals would be: Allies 17, Imperial 20. Subtract the lower roll from the higher and you get 3, which is subtracted from your AS, leaving you with an AS of 10 for the next round of combat.

ATTACK STRENGTH CHART

Heavy Infantry-3
Light Infantry-1
Archers-2
Elvish Archers-3
Zombies-1
Bloodwolf Orcs-2
Imperial Soldiers-3
Culsa the Dragon-4

TURN TRACK

[1]	[8]
[2]	[9]
[3]	[10]
[4]	[11]
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