

the Lords of
UNDEREARTH™



Adventure in a Dwarven labyrinth

MicroGame® 18

the Lords of UNDEREARTH

Subterranean Warfare

Compatible with THE FANTASY TRIP

Game Design by Keith Gross

Cover by Denis Loubet

Illustration and Graphics by Denis Loubet, Pat Hidy,
Trace Hallowell, and Norman Royal

Copy Editing by Howard Thompson, and Donna Baker

Playtested by Terrence Blakely, Billy Moore, Ed Tatom, Steve
Jackson, Howard Thompson, and Jay Gross

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1.0 INTRODUCTION

Dwarves have always loved gold. Their passion for the metal has lead them deep beneath the earth; tunnelling, exploring, building. One of the richest finds was beneath Mount Iskabad, in the Red Mountains of Cidri. There the Dwarves ruled by Lord Askthor I founded the city of Chalasi, which translates into the human tongue as UnderEarth. Askthor's realm prospered and he and his descendants were among the most powerful of the Dwarf Lords of Cidri.

As UnderEarth's riches grew, so did the number of those who desired them. For long ages, the legions of the Dwarf Lord marched forth from UnderEarth to subdue all of the surrounding territory. Gradually, however, the numbers of the Dwarves dwindled, and the army was no longer able to stop invaders beyond UnderEarth's own gates. Invading Orcs, Humans, and Goblins were able to penetrate the fastness, drawn by rumors of its fantastic wealth. The Dwarves were destroyed, and UnderEarth became home to various creatures.

LORDS OF UNDEREARTH is a fantasy boardgame of subterranean warfare. Different scenarios depict various types of battles from throughout UnderEarth's history. LORDS OF UNDEREARTH is compatible with Metagaming's fantasy role-playing system, THE FANTASY TRIP, although it is not itself a role-playing game.

Each hex represents an area 30 meters across. Tunnels are one meter across, narrow corridors are 4 meters across, and wide corridors are 10 meters or more across. Each turn represents six minutes. Units represent companies of 30 or so people. (The U.S. Army would call them platoons.) Individual people and creatures are also represented.

2.0 MAP

The map depicts part of the underground city of UnderEarth. The shaded areas are rock and the light areas are outside, rooms, or corridors of some type. The solid blue hexes are a pit. The hexes with wavy lines are Lake hexes. The wide, parallel lines are Wide Corridors. The narrower parallel lines are Narrow Corridors. The very narrow parallel lines are Tunnels. Parallel lines going through Pit or Lake hexes indicate a bridge. Parallel lines along a hexside in a corridor or room mean stairs, and the arrows in them indicate which direction is up. A heavy line along a hexside across a corridor means a Cliff. The "*", "***", "Sen", "Gds", and "Lord" in some of the hexes are used for set-up purposes.

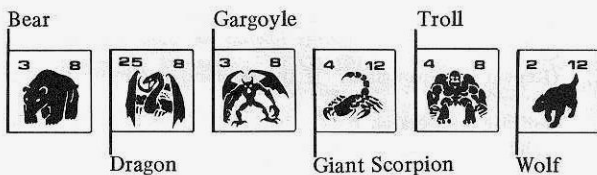
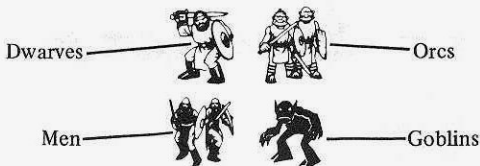
Note: The mapboard is geomorphic. For variety, players can cut the map into three strips along the checkered lines, and rearrange the strips in a different fashion. For the scenarios presented, players should have the Section labeled "A" on top, section "B" in the middle, and section "C" on the bottom, with all lettering the same way.

3.0 COUNTERS

The counters are of three types: Companies, Individuals, and information markers.



Races:



Types:

Lord (or Duke)



Dependents



Captain (or Chieftain)



Information Markers:

Locked Door



Sentry



Treasure



Scout



Unalerted Marker



Note: Players should write a "D" on the back of each Dwarf unit. Write a "T" on the back of each Treasure counter.

4.0 PREPARATION FOR PLAY

LORDS OF UNDEREARTH has several scenarios. Players may choose one of these, or they may devise their own scenario. The players then decide which player will take each side. The scenario rules (see 18.0) will instruct players on how to select their forces and place them on the map. In most cases, some or all of the units will be placed face-down on the map, to conceal their identity from the other players.

5.0 SEQUENCE OF PLAY

The following sequence should be followed each turn.

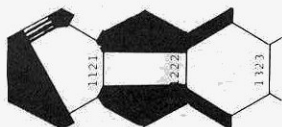
- I. First Player's Turn
 - A. Movement
 - B. Alerting
 - C. Combat
- II. Second Player's Turn
 - A. Movement
 - B. Alerting
 - C. Combat
- III. (Repeat A. through C. if the scenario has more than two players)
- IV. Indicate on scratch paper that one Game-Turn has passed, if the scenario has a time limit.

6.0 ALERTING

6.1 General. A unit may not move if it has an Unalerted marker on it. (It does not know that enemies are about.) The Unalerted marker is removed from the unit if any of the following occur:

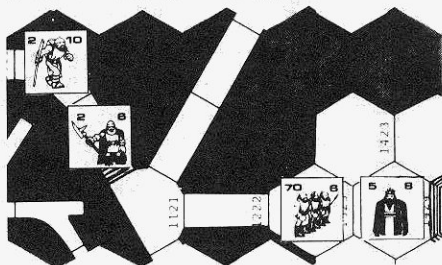
- A. An enemy unit moves adjacent to it (regardless of whether or not it stops there).
- B. A friendly alerted unit is adjacent to it during the Alerting phase, after all units have moved.
- C. An alerted Sentry is within four hexes of it during the Alerting phase.

6.2 Adjacent Hexes. Units are not considered adjacent if a wall is between them. Likewise, the four hexes from a Sentry (see above) may not go through any walls. However, hexes are adjacent if a door is between them, even if the door is locked (see rule 12.0).



EXAMPLE: Hex 1222 (a Wide Corridor hex) is adjacent to Wide Corridor hex 1121 and Room hex 1323, but not any of the other four hexes.

6.3 Chain Reaction. Whenever a unit becomes Alerted, it may immediately alert friendly units. This can happen during the enemy Movement phase or during the Alerting phase.



EXAMPLE: The Scout alerts the Sentry, who alerts the Company, who alerts the Lord.

7.0 MOVEMENT

7.1 General. During his Movement phase of each Game-Turn, a player may move some, none, or all of his Alerted units. Each unit may be moved in any direction or any combination of directions. A unit may be moved through a number of hexes equal to its Movement Allowance. **EXAMPLE:** A Dwarf Captain with a Movement Allowance of eight may move eight hexes per turn. A unit may move less than its Movement Allowance, and does not have to move at all.

7.2 Friendly Units. A unit may freely move through hexes occupied by friendly units. However, a unit may not end Movement in the same hex as friendly units in violation of the stacking limits (see rule 8.0).

7.3 Enemy Units. Normally, a unit may not enter a hex occupied by an enemy unit of any type. (However, see Infiltration, rule 7.7, and Flight, 15.0, for exceptions.) No unit may ever end its movement in an enemy-occupied hex. Units in UNDEREARTH, unlike those in many wargames, do not exert zones of control into adjacent hexes.

7.4 Terrain Effects on Movement. Hexes entered through stairs or cliff hexsides count as several hexes of a unit's movement. The Terrain Effects Chart indicates these Movement Allowance penalties. A unit may not enter a hex if it does not have sufficient movement left to do so.

7.4.1 Walls: No unit may ever move through a wall hexside.

7.4.2 Stairs Hexside: Each hex entered through a Stairs hexside counts as two hexes of a unit's movement. (i.e. one extra point of the Movement Allowance). **EXAMPLE:** A unit with a Movement Allowance of seven could only move six hexes if it moved through one Stairs hexside. The direction of movement, up or down, doesn't affect movement.

7.4.3 Cliff Hexside: A unit may not move through a Cliff hexside in the up direction (pointed to by the arrow on the map). Each hex a unit enters by moving down a cliff counts as six hexes

of its movement. (i.e. five extra Movement Allowance points) (Humans heavy infantry, with a Movement Allowance of five, may not move down cliffs.)

7.4.4 Pits and Lakes: A unit may never move into a Pit or Lake hex.

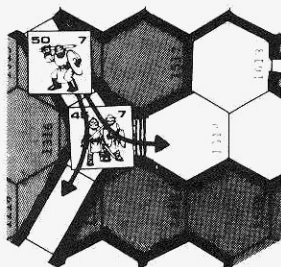
7.4.5 Doors: Movement through an open door is normal. Movement through a locked door (see 12.0) is prohibited.

7.4.6 Outside, Rooms, Wide Corridors, Narrow Corridors, Tunnels: Movement is normal in all terrain not already mentioned.

7.5 Large Creatures and Tunnels. Dragons, Bears, and Giant Scorpions may not go through Tunnel hexsides. (In other words, into or out of a Tunnel)

7.6 Leaving the Board. Units which leave the board may not return. However, half hexes are playable.

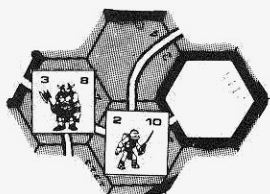
7.7 Infiltration. If a unit begins its movement adjacent to an enemy unit, it may move *through* that enemy unit to an adjacent, unoccupied hex. The unit may move no farther that turn. Infiltration does not have to be in a straight line, although it may be.

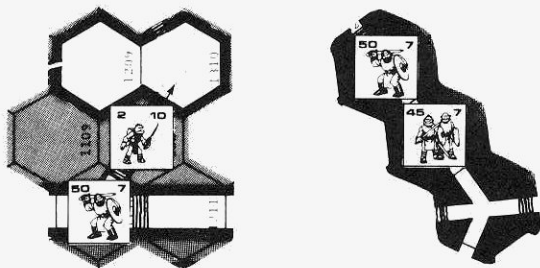


EXCEPTIONS:

- The infiltrating unit may not move through a Tunnel hexside while entering the enemy unit's hex or while leaving it.
- The infiltrating unit may not move through a Cliff hexside. (It may move through a Stairs hexside, though.)
- If the enemy unit is a Company, the infiltrating unit may not move through a Narrow Corridor hexside.

EXAMPLES: The Dwarves may not infiltrate the Orcs.





8.0 STACKING

At the end of each Movement phase and each Combat phase, no more than one Company may be in each hex. An unlimited number of Individuals may be in a hex. However, all units in a hex must be of the same race. **EXAMPLE:** A hex could contain a Dwarf Lord, a Dwarf Sentry, and a Dwarf Company, or two Orc Captains, or a Human Scout and a Human Company. A hex could *not* contain a Dwarf captain and a Human Scout, or a Troll and an Orc Company, or two Dwarf Companies.

9.0 INVERTED UNITS

In most scenarios, some of the units begin the game face-down to conceal their identity. The owning player may always look at his face-down units, but the opposing player may not. A unit is turned face-up as soon as an enemy unit moves adjacent to it or as soon as it moves adjacent to an enemy unit. Movement can continue after units are turned face-up. Once a unit is face-up, it must remain face-up for the rest of the game.

Treasure is different; see 14.3.

Note: Players should write a "D" on the back of each Dwarf unit and a "T" on the back of each Treasure unit.

10.0 COMBAT

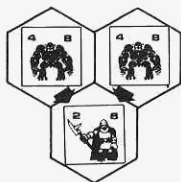
10.1 General. If a unit is adjacent to an enemy unit during its Combat phase, it may attack that enemy unit. Attacking is always voluntary. Briefly, each attack against an enemy unit is done by comparing the Combat Factors of the attacker and defender and rolling a die. First, an odds ratio is computed. This is the attacker's combat Factor divided by the defender's Combat Factor. This ratio is rounded off *in the defender's favor* to one of the simplified odds ratios shown on the Combat Results table. **EXAMPLES:** A Troll (Combat Factor of four) attacking a Dwarf Sentry (Combat Factor of two) is 4 to 2, or 2 to 1. An Orc Chieftain (Combat Factor of three) attacking a Dwarf Sentry is 3 to 2, or 1 to 1. A Troll attacking a Dwarf Company with a Combat Factor of 45 is 4 to 45, or 1 to 12.

After the odds are computed, a die is rolled. The corresponding line of the proper column of the Combat Results table is consulted

and the results are applied. **EXAMPLE:** If the odds are 3 to 1 and a one is rolled, the defender is eliminated.

No unit may attack more than once per turn, nor may a unit split its Combat Factor to participate in two attacks. *No unit may be attacked more than once per turn.*

10.2 Multiple Attackers. More than one unit may attack a single defender. The Combat Factors of all attacking units are added to produce a combined Combat Factor. This is then compared to the Combat Factor of the defending unit to produce an odds ratio. All attacking units must be adjacent to the defender. **EXAMPLE:** Two Trolls attacking a Dwarf Sentry is (4+4) to 2, or 8 to 2, or 4 to 1.



If several units are stacked, some, none, or all of them may attack. **EXCEPTION:** Only one unit may attack through a Tunnel hexside.

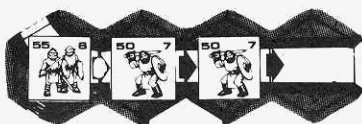
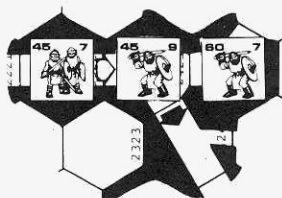
10.3 Stacked Defenders. If any unit in a hex is attacked, then all units in the hex must be attacked. The Combat Factors of all units in that hex must be added together to produce a combined Combat Factor. The attacker's Combat Factor is then compared to this to produce the odds ratio. **EXAMPLE:** If the Dwarf Company is attacking the two Trolls, the odds are 45 to (4+4), or 45 to 8, or 5 to 1.



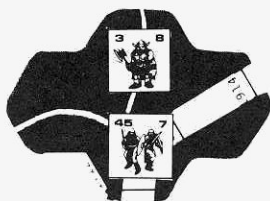
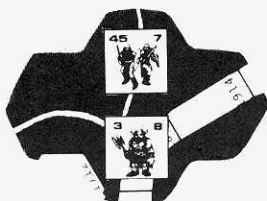
A player may not attack more than one defending unit in a single attack if the defending units are not stacked.

10.4 Retreats. When the Combat Results table calls for a retreat by either the attacker or the defender, all affected units must be moved one hex in any direction. The hex may not be enemy occupied or a pit, lake, or solid rock hex. The retreating units may not move through a wall, locked door, or cliff hexside when they enter the hex. They may enter a hex occupied by a friendly unit or units only if no other, vacant hex is available. If, after the retreat, a hex has too many units in it (see Stacking, rule 8.0), the units that were originally in the hex must retreat (be displaced). These units may, in turn, displace other friendly units. A unit may not retreat onto a friendly unit which is being attacked. Units which cannot retreat are eliminated.

The victorious units may advance into the vacated hex, as long as they do not violate the stacking limits when they do so. Only units which attacked may advance.



10.5 Companies in Narrow Corridors and Tunnels. When a Company attacks through a Narrow Corridor or Bridge hexside, its Combat Factor is temporarily divided by 10 (round fractions up). When a Company is attacking through a Tunnel hexside, its Combat Factor is divided by 20 (round fractions up). Companies defend normally in any sized area. **EXAMPLE:** A Company with a normal Combat Factor of 45 would have a Combat Factor of five when attacking through a Narrow Corridor hexside and a Combat Factor of three when attacking through a Tunnel hexside.



10.6 Height Advantage. Whenever a Stairs hexside is between the attacker and defender, the defender has an advantage if it is higher. (*The arrows on the map point up.*) Treat the odds ratio as one column lower than it actually is. **EXAMPLE:** If the attack is at 5 to 1, a height advantage for the defender would make it a 4 to 1 attack. An attack which was originally at 1 to 3 would be resolved on the "1 to 5, 1 to 6" column, since this is one column lower on the Combat Results table.

If the defender has a height advantage over some but not all of the attackers, it gains no benefit.

10.7 Cliffs, Walls, and Locked Doors. A unit may not attack through a cliff, wall, or locked door hexside.

NOTE: The next two rules sections (Morale and Locked Doors) are not absolutely essential to the game, although they are strongly recommended. If you don't understand all of the rules up to this point, pick out a scenario from section 20.0 and try playing it; perhaps the rules will become clear to you. Scenarios 20.1 and 20.2 are recommended, since they have the fewest special rules and are affected least by skipping Morale and Locked Doors.

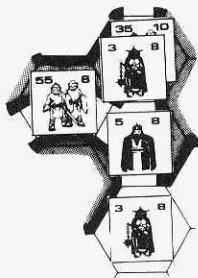
11.0 MORALE

11.1 General. In attacks where both Companies and Individuals are involved, Morale may cause the odds ratio to be either increased or decreased by a number of columns. *Morale effects never apply if both the attacker and defender have only Individuals involved.* These effects are discussed below and summarized in the Morale Effects Table.

11.2 Companies Stacked with Leaders. The odds are increased if the attacker is a Company stacked with a Captain, Chieftain, Lord, or Duke. The odds are *decreased* if the *defender* is a Company stacked with a Captain, Chieftain, Lord, or Duke. A Captain or Chieftain shifts the odds ratio by *one* column and a Lord or Duke shifts the odds by *two* columns. The leader does not have to attack to give the attacking Company the morale advantage; it just has to be stacked with the Company. **EXAMPLE:** A Company with a Combat Factor of 50 attacking both a Company with a Combat Factor of 45 and a Captain with a Combat Factor of three would be a 50 to 48, or 1 to 1, attack, but Morale Effects make it a 1 to 2 attack.

11.3 Individuals Not Stacked with Companies. When a Dragon is attacking or defending against a Company, the odds are shifted four columns in the Dragon's favor. When a leader (Lord, Duke, Captain, or Chieftain) is attacking or defending against a Company, the odds are shifted three columns in the leader's favor. When a Scout, Sentry, Bear, Gargoyle, Scorpion, Troll or Wolf is attacking or defending against a Company, the odds are shifted two columns in favor of the Individual.

11.4 Multiple Morale Effects. The attacker and defender may each apply the *lowest* Morale Effect that is involved.



EXAMPLE: The attacking orcs would not get any Morale Effect, since the Company by itself does not get a Morale Effect. The defender gets a three column shift. Thus, the attack is on the "3 to 1" column rather than the "6 to 1 or more" column.

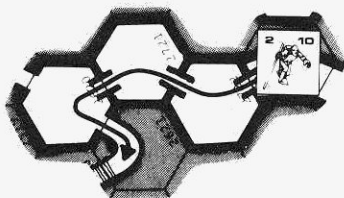
The Morale Effects of the attacker and defender are subtracted to determine the overall effect. **EXAMPLE:** If the attacker got a two column shift and the defender got a four column shift, the overall effect would be a two column shift in the defender's favor.

12.0 LOCKED DOORS

12.1 Locking a Door. At the start of the game all doors are open. If, at any time during its movement, a unit is adjacent to a door hexside and an enemy unit is not on the other side of the door, the unit may lock the door. This action counts as *three* hexes of its Movement Allowance. The door may not be locked unless sufficient movement is available.

A locked door marker is placed next to the door with the counter's arrow pointing toward the door hexside.

EXAMPLE: The Scout may move four hexes and lock two doors. ($4 + 2 \times 3 = 10$)



12.2 Opening a Locked Door. A unit may attempt to open a locked door if it ends its movement adjacent to the door hexside. An enemy unit may be on the other side. During the Combat phase, a die is rolled. If the unit attempting to open the door is a Company, a die roll of 1-4 is needed. If the unit is an Individual,

the die roll must be less than the unit's Combat Factor. Otherwise, the door remains locked. An attempt to open a locked door counts as an attack; the unit may not attack an enemy unit that turn.

12.3 Main Gates. See scenario rules.

SPECIAL RULES: The following rules are not used in all scenarios. New players should select a scenario to play before reading these rules, and then see which of the special rules will be needed.

13.0 DEPENDENTS

Dependents move, are Alerted, and can be used to Alert friendly units just like any other unit. However, they may not attack. Dependents are automatically eliminated if they are attacked. They *do* prevent enemy movement through their hex just like other Companies.

14.0 TREASURE

14.1 Value. Each Treasure counter has a number on it indicating its value. In some scenarios, victory is determined by the value of the treasure controlled.

14.2 Transporting Treasure. A Treasure counter may be transported if a unit begins the Movement phase stacked with it. A Company may transport one or two Treasure counters without penalty, but may not transport more than two. An Individual (including the Dragon) may transport one Treasure counter, but its Movement Allowance is reduced by three and it may not attack that turn. An unlimited amount of Treasure may be in a hex. Units may not transport Treasure when retreating (see Combat Results table), though they may while advancing.

14.3 Inverted Treasure Counters. Unlike other units, Treasure counters remain face-down the *entire* game. A player may look at a Treasure counter if he has a unit in that hex, but the counter is then placed face-down again. The player may look at counters that the unit begins or ends its movement on, but not counters that it just moves through.

15.0 FLIGHT

15.1 General. Gargoyles and Dragons may fly. A unit treats each hex entered while flying as only $\frac{1}{2}$ of a hex of its Movement Allowance for that turn, so that a unit may move twice its Movement Allowance if it is flying the whole turn. In addition, all terrain effects on movement are ignored for hexes entered through flight. Moreover, flying units may move through enemy units, as long as they do not end their movement in an enemy-occupied hex. Flight does not affect combat.

15.2 Retreats. A flying unit may retreat into an enemy-occupied hex. The enemy unit remains in the hex.

15.3 Area Restrictions. A Gargoyle may not fly into a Tunnel hex. Dragons may not fly in Narrow Corridors (and may not enter Tunnels at all.)

16.0 MERCENARIES

16.1 Hiring. In scenario 20.6 (and possibly player-devised scenarios), players may "hire" units. Each player secretly writes down which units he will hire. He then computes the cost for them, as determined on the following list:

Unit	Cost (in Treasure Value)
Dwarf Guards Company (70-6)	9
Dwarf Guards Company (60-7)	7
Dwarf Guards Company (45-9)	6
Dwarf Guards Company (50-7)	6
Any Human or Orc Company	5
Dwarf Lord (actually a Hero) (5-8)	7
Human Duke (actually a Hero) (4-8)	6
Dwarf or Human Captain or Orc Cheftain (3-8)	4
Scout (Dwarf, Human, or Orc) (2-10)	2
Dwarf Sentry (2-6) or Orc Sentry (1-6)	1
Dwarf Dependents (actually Porters) (0-7)	2

16.2 Restrictions. A player may not hire more than eight units, total. A player may hire mercenaries of any of the above races, as long as he does not have both Orcs and Dwarves in his force (including non-hired units). (Remember that different races may not stack together).

16.3 Availability. After all players have written down their hiring, each player takes the counters for his hired units. If not enough counters of a type are available, each player who wanted to hire units of that type must roll a die. The high roller may hire that type first. The loser may hire other unit types to replace those that could not be hired.

16.4 Keeping Track of Units. Players will have to remember who controls which units, since races won't necessarily correspond to players. Players may wish to put markers of some sort, such as inverted Unalerted markers with their initials, on top of the units.

17.0 UNCONTROLLED UNITS

17.1 Movement. When uncontrolled movement is called for by the scenario rules, the unit must move towards the nearest unit of any side, race, or type. "Nearest" is determined by Movement Allowance for the uncontrolled unit, not by number of hexes per se. If several units are an equal distance away roll a die to determine which way the uncontrolled unit moves. When the unit comes adjacent to another unit, it stops. The unit will not move if it is already adjacent to another unit. Both units are then alerted and face-up.

17.2 Combat. During the Combat phase, the uncontrolled unit attacks if it can do so at 1 to 2 odds or better. It will advance after combat if it wins.

17.3 Sequence of Play. Uncontrolled units move and attack in their own player-turn, after the regular players have moved.

18.0 MULTI-PLAYER SCENARIOS

18.1 Player-Turns. Each player has a separate turn. Thus, players may not combine Combat Factors when making attacks.

18.2 Movement. A unit may not move into or through a hex occupied by a unit of another player, even with that player's permission.

19.0 COMBINING LORDS OF UNDEREARTH WITH IN THE LABYRINTH

Players may use MELEE or ADVANCED MELEE rules to resolve battles between Individuals in LORDS OF UNDEREARTH (LOU). Alternatively, they may use LOU rules to resolve battles between large numbers of non-player-characters which might occur in an IN THE LABYRINTH (ITL) campaign. Also, maps can be interchanged.

19.1 Companies. A Company's Combat Factor is equal to the sum of the ST and DX of everybody in it, divided by 13, for a unit using largely leather armor. Chainmail- or plate-armored units are 5-10 Combat Factors higher and unarmored units are 5-10 Combat Factors lower. Also, Dwarves are a bit higher because they are on home ground. The Movement Allowance for Companies are usually one point lower than for individuals of that type because a formation of troops is slower than one person.

19.2 Individuals. An Individual's Combat Factor is equal to the sum of his ST and DX, divided by 10, with adjustments made for special abilities and magical items. For example, an average Captain would be ST16, DX13, IQ12, with perhaps a minor magical item or two. A Dwarf Lord would have ST18, DX15, IQ15, and lots of magical items.

The Dragon is the 14-hex type (see IN THE LABYRINTH).

19.3 Maps. Each LOU hex is eight ITL hexes across. (Each ITL hex is one MELEE or WIZARD megahex.) The LOU Narrow Corridors are equivalent to the regular passageways in ITL and the tunnels are the same as the narrow passageways in ITL. A Wide Corridor is four ITL hexes wide.

19.4 Turns. An LOU turn is equal to 72 ITL or MELEE turns. Many battles, of course, would last less than a full 72 turns if played out in ITL.

19.5 Magic. The magic system from WIZARD and ADVANCED WIZARD can be adopted for Individuals in LOU. Many of the spells can be readily scaled up for the larger hexes and longer turns by adjusting the ST cost for casting the spell.

20.0 SCENARIOS

20.1 Pursuit. (Two Players). During the thirteenth year of the reign of Askthor XI, the dwarves were defeated by the Duke of Tanander in the battle of Silver Crossing. The Dwarf Lord was slain and the rest of the Dwarvish army fled back to UnderEarth. The men followed them into the fortress in hot pursuit.

Special Rules Needed: Dependents.

Forces:

Dwarves:

Garrison: 2 Captains, 1 70-6 Guards Company, 5 50-7 Companies, 4 Dependents.

Field Army Remnants: 1 Captain, 1 Scout, 2 60-7 Companies, 2 45-9 Companies.

Humans:

1 Duke, 2 Captains, 1 Scout, 2 60-5 Companies, 3 45-7 Companies, 2 40-8 Companies.

Set-up: First, the Dwarf Garrison units are set up, *face-down*. The 70-6 Guards Company is placed in the Throne Room hex with "Gds" in it. Any five units are placed in any Barracks area hexes with "***" in them. The five remaining units are placed in any hexes with "*" in them, no more than one unit per hex. Then the Humans are set up *face-up*, either outside and within two hexes inside of the West Gate, or anywhere in the East Hall and outside the East Gate. The Dwarf Field Army Remnants set up last, *face-up*, within four hexes of Human units.

Gates: The Gate by the Men is open for the entire game.

Unalerted Units: All Dwarf Garrison units are Unalerted.

Locked Doors: If the Humans set up in the East Hall, the doors there may be locked before the first turn.

First Move: The Humans move first each turn.

Victory Conditions: The Humans win if a Human unit is in the Great Hall at the end of turn ten. If not, the Dwarves win.

20.2 Surprise Attack. (Two players). On the eve of the Dwarvish New Year, in the twenty-first year of the reign of Askthor XIV, a force of Orcs slew the drunken gate-sentries, destroyed the Gate with gunpowder, and invaded UnderEarth. Their goal was to kill the Dwarf Lord.

Special Rules Needed: Dependents.

Forces:

Dwarves:

1 Lord, 3 Captains, 1 Sentry, 1 Scout, 1 70-6 Guards Company, 2 60-7 Companies, 5 50-7 Companies, 2 45-9 Companies, 4 Dependents.

Orcs:

2 Chieftains, 1 Scout, 2 55-6 Companies, 3 45-7 Companies, 2 35-10 Companies.

Set-up: All units are set up *face-down*. The Dwarf Lord is placed in the "Lord" hex of the Throne Room and the 70-6 Company is placed in the "Gds" hex in the Throne Room. The Sentry and two Dependents are placed in the three hexes marked "Sen". Any four Dwarf units are placed in Barracks hexes marked "***".

The other Dwarf units are placed in any hexes marked "***". No more than one Dwarf unit may be in a hex during set-up. The Orcs are placed outside the East Gate.

Gate Demolition: The East Gate is destroyed. Only Dwarves may go through the west Gate.

Unalerted Units: All Dwarves are Unalerted.

First Move: The Orcs move first.

Surprise: Whenever Orcs attack an Unalerted Dwarf unit, in this scenario, *the odds ratio is increased by two columns*. EXAMPLE: A 45-7 Orc Company attacking a 45-9 Dwarf Company would ordinarily be a 1 to 1 attack, but Surprise makes it a 3 to 1 attack.

Victory Conditions: The game ends in a Dwarvish victory if all orcs are eliminated, off the board, in Tunnel hexes, or in rooms accessible only by tunnel. The game ends in an Orc victory if the Dwarf Lord is killed. The game has no time limit.

20.3 Dragonfire. (Two Players). The dwarves of UnderEarth were not only able to protect their riches against invaders, despite the odds, but were able to amass an even greater wealth. Thievery was abandoned as unprofitable and the mines began to become depleted, but trade increased in importance in UnderEarth's latter days. UnderEarth was an island of stability among the neighboring, disintegrating Kingdoms and Dutchies, and its wide, straight corridors offered a useful short-cut for caravans going through the Red Mountains. Eventually, this attracted the attention of the great dragon Crythal the Amber, who brought the destruction of UnderEarth.

Special Rules: Dependents, Treasure Flight.

Forces:

One Dragon

Dwarves:

1 Lord, 3 Captains, 3 Sentries, 1 70-6 Company, 2 60-7 Companies, 5 50-7 Companies, 2 45-9 Companies, 4 Dependents.

Set-up: First, the Dwarf player placed all Treasure counters *face-down* on the hexes marked with "T"s, one counter per hex. Next the Dwarf units are set-up *face-down*. The Lord is placed in the "Lord" hex of the Throne Room and the 70-6 Company is placed in the "Gds" hex of the Throne Room. The three Sentries are placed in the three "Sen" hexes. Any three Dwarf units other than these are placed in Barracks hexes marked "***". The other Dwarf units are placed in any hexes marked "***". No more than one unit may be set-up in each hex. The Dragon is placed outside either Gate, *face-up*.

Gates: The Dragon may destroy a Gate as if it was an interior door (i.e. automatically during a Combat phase). Dwarves may go through Gates freely.

Unalerted Units: All Dwarf units are unalerted.

First Move: The Dragon moves first.

Leaving the Map: Units may leave the map only through outside hexes.

Victory Conditions: The game ends either when the Dragon is dead or off the map, or when 12 Dwarf units have been eliminated. The Dwarves can win in one of two ways:

A. Killing the Dragon while losing less than 12 units, or

B. Getting 40 points of Treasure off the board before 12 Dwarf units are killed.

The Dragon wins by preventing either type of Dwarfish victory.

20.3.1 Solitaire Version of Dragonfire: The Dragon moves according to the Uncontrolled Unit rules (17.0) rather than being controlled by a player. Forces, set-up, etc. are the same as above, except that the Dwarves are face-up. However, to win, the Dwarf player *must* kill the Dragon.

20.4 Passage of UnderEarth. (Two Players). While the dragon Crythal the Amber slept in UnderEarth, the great wizard Sathal came to power in Rodrom. Several Dwarf and Human kingdoms formed an alliance against him to break his power. When the leaders of these realms met to make plans, the meeting was attacked by Sathal's forces. The leaders escaped, but were chased. To shake their pursuers, they entered UnderEarth, which had been avoided by all since Crythal's coming: all except for an Orc brigand named Greeshik and his followers.

Special Rules Needed: Flight, Uncontrolled Units

Forces:

Alliance:

1 Dwarf Lord, 1 Dwarf Scout, 1 Human Duke, 2 Human Captains, 1 Human Scout.

UnderEarth Dwellers:

Greeshik and Followers: 1 Orc Chieftain, 1 Orc Sentry, 1 Orc Scout, 2 45-7 Orc Companies, 1 35-10 Orc Company.

Allies of Greeshik: 1 55-6 Orc Company, 1 35-8 Goblin Company, 2 Trolls, 1 Wolf.

Semi-Controlled Units: 1 Dragon, 1 Bear, 1 Gargoyle, 1 Giant Scorpion.

Set-up: The Alliance player sets up *face-down* outside the West Gate. The UnderEarth Dweller units are all *face-down*. The Orc Sentry may be placed anywhere. The "Greeshik and Followers" units may be placed on any hexes with "*"s or "***"s in them. The other UnderEarth Dweller units are turned face-down and thoroughly mixed up and then placed on "*" or "***" hexes, **without the UnderEarth player looking at them.** No more than one unit may be set up in each hex. The UnderEarth player may look at all of his units after all have been placed on the map.

Unalerted Units: All UnderEarth Dweller units are Unalerted.

Stacking: As an exception to 8.0, Humans and Dwarves may stack together in this scenario. Other races may not.

Gates: Dwarves and Humans stacked with Dwarves may freely move through the Gates. Other units may not move through the Gates.

Disorganization: UnderEarth Dweller units of different races may never combine their Combat Factors when attacking. Moreover, they may not move through each other except by flight or infiltration.

Semi-Controlled Units: The UnderEarth Dwellers player fully controls all Orc, Troll, Goblin, and Wolf units. The Dragon, Bear, Gargoyle, and Giant Scorpion are semi-controlled. For each of these units which is alerted at the beginning of his turn, the UnderEarth player must roll a die:

1, 2, or 3: The unit may move and attack normally.

4 or 5: The unit may not move, but may attack if already adjacent to an Alliance unit.

6: The unit moves to and attacks the nearest unit of any type. See Uncontrolled Units, 17.0.

A die must be rolled for *each* such unit *each* turn. Remember that Uncontrolled units move last in the Game-Turn.

Victory Conditions: The game ends when all Alliance units are off the map or dead. Alliance units are considered dead (from poison gas) if they are in tunnel hexes or rooms accessible only by tunnel for 10 consecutive turns. Victory is determined by the number of Alliance units that leave the map *through the East Gate*.

All six: Decisive Alliance Victory

Four or Five: Marginal Alliance Victory

Three: Draw

One or Two: Marginal UnderEarth Dweller Victory

None: Decisive UnderEarth Dweller Victory

20.5 Gold! (Any number of players). As the centuries passed, the legends of the lost wealth of UnderEarth persisted. Eventually, rumors began to circulate that Crythal the Amber had died—not even a dragon lives forever. Besides, many people doubted that he had ever lived in the first place. There was only one way to find out. . .

Special Rules: Treasure, Flight, Mercenaries, Uncontrolled Units.

UnderEarth Dwellers (non-player units): Selection and set-up is done as follows:

1. All Treasure counters (1 20, 2 10s, 4 5s, and 2 1s) are placed face-down and mixed up. One counter is then placed on each "T" on the map, without anybody looking at it.

2. All UnderEarth Dweller units except the Dragon are placed face-down by the side of the map and left there for a moment.

3. The Dragon and five Unalerted markers (used as dummies) are placed face-down and thoroughly mixed up. *Two* of these counters are picked out and placed with the units from step two, without anybody looking at them. The other four counters are placed *under* the map, so that nobody will know until the game is over whether or not the Dragon is in the game.

4. The nine counters from steps two and three are mixed up. Then one is placed face-down on top of each Treasure counter, without anybody seeing it.

5. All nine units are Unalerted.

Player Forces: Each player takes one Dwarf Captain, Human Captain, or Orc Chieftain. Two players may take the same race. Each player then secretly hires mercenaries (see 16.0). Players have an unlimited amount of money to hire with (but the goal is to make a profit; see Victory Conditions). Players then take their counters and record how much money they spend.

Order of Movement: Each player rolls a die. The high roller goes first and the player to his left goes second. Roll again in case of ties. Each player enters the map on either east- or west-edge Outside hexes. *Units do not have to enter on the first turn.* Uncontrolled units (see below) move last.

Gates: Both Gates are destroyed.

Dummies: Inverted Unalerted markers are removed when they are turned face-up.

Dragon: The Dragon automatically moves and attacks as an Uncontrolled unit (see 17.0) as soon as it is turned face-up.

Other UnderEarth Dwellers: A unit other than the Dragon will not move or attack if it is in a hex with Treasure. If it is retreated from this hex, it will do Uncontrolled movement and attack until it is again in a hex with Treasure or until it is killed.

Leaving the Map: Units may only leave the map through Outside hexes.

Victory Conditions: The game ends when all player-controlled units are eliminated, off the board, in Tunnel hexes, or in rooms accessible only by tunnel; or when all UnderEarth Dweller units are killed. The player with the highest profit wins. Profit is computed by determining the value of Treasure controlled at the end of the game and then subtracting the cost of the mercenaries hired. Profit may be negative.



TERRAIN EFFECTS

Terrain Type	Movement	Combat
Outside	Normal	Normal
Room/Wide Corridor	Normal	Normal
Narrow Corridor/ Bridge	Normal	Combat Factor divided by 10 for Companies when attacking.
Tunnel	Normal	Combat Factor divided by 30 for Companies when attacking.
Pit/Lake	Prohibited	Prohibited
Stairs Hexside	+1 MA (either direction)	Decrease odds by one if defender is higher.
Cliff Hexside	Down: +5 MA Up: Prohibited	Prohibited
Doors	Open: Normal Locked: Prohibited	Open: Normal Locked: Prohibited

LOCKING A DOOR: 3 MA

OPENING A LOCKED DOOR:

Company: Die roll of 1-4 needed (during Combat phase)

Individual: Die roll less than Combat Factor needed.

Only one unit may try to open a particular door each turn.

COMBAT RESULTS

Odds Ratio

Die Roll	1-13 or less	1-10, 1-11, 1-12	1-9, 1-8, 1-7	1-6, 1-5	1-4, 1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1 or more
1	AR	AR	--	DR	DR	DR	DE	DE	DE	DE	DE	DE
2	AE	AR	AR	--	DR	DR	DE	DE	DE	DE	DE	DE
3	AE	AE	AR	AR	--	DR	DR	DR	DE	DE	DE	DE
4	AE	AE	AE	AR	AR	AR	--	DR	DR	DE	DE	DE
5	AE	AE	AE	AE	AR	AR	AR	--	DR	DR	DE	DE
6	AE	AE	AE	AE	AE	AE	AR	AR	--	DR	DR	DE

Explanation of Results:

AE: All attacking units are eliminated.

AR: All attacking units retreat one hex (see rule 10.4). Treasure must be dropped.

DR: All defending units retreat one hex (see rule 10.4).

DE: All defending units are eliminated.

Victorious units may advance into vacated hexes.

HEIGHT ADVANTAGE: Decrease the odds ratio one column if the defender is higher than the attackers.

MORALE EFFECTS: Shift the odds ratio the indicated number of columns in favor of the player with the indicated type of unit.

Dragon: Four columns.

Duke, Lord, Captain, Chieftain (no friendly Company): Three columns.

Any other Individual without a friendly Company: Two columns.

Company stacked with Lord or Duke: Two columns.

Company stacked with Captain or Chieftain: One column.

Note: Attacker and defender each get the lowest shift which applies, then these effects are subtracted.

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