

THE CAPTURE OF VALLEN'DIIL

A gamebook adventure in two pages.
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Introduction

In the last days of the Second Horde War the remnants of the Oera'dim Army of the March are in retreat. Defeated at the Battle of the Line by the Colonial Army, and forced to withdraw into the mountains bordering the northern edges of the Shan Valleys, the March is in disarray. At the army's head is the Jotun General Vallen'diil Bruhaj, known to his warriors as the Great Hammer, a commander of considerable skill but an Oera'dim who now sees only destruction for his great Host. At his right shoulder lay the foothills of the Great Rift, at his back the encroaching Colonial Army, its mounted units already sweeping west and north to encircle him. If he is to fight he knows it will be the end of him and his army, but at least, he thinks, it will be an honourable demise. Choosing a long sloping hill as the ground upon which he will meet his enemy he makes his preparations.

Game Objective:

In this micro-gamebook adventure you are a soldier of the Colonial Army, positioned to the south of Temple Hill, an otherwise unremarkable bump in the ground, but one upon which the Horde Army is to make its last stand. Your objective is to reach the summit, and capture as many of the command group of your enemy as remain alive. You will not be doing this alone however. Forming ranks about you are more than five thousand other soldiers of the Colonial Army, and all are aware that victory in this battle will bring a protracted and bloody conflict to an end.

Character Generation:

The following character attributes are yours to determine. Spread 35 character points between the four Strength, Agility, Luck and Endurance attributes listed below, but keep those points within the ranges given in brackets. Strength plus Agility equals your Combat Value. Record these values below.

Strength (5 – 11): _____ Endurance (10 – 20): _____
 Agility (3 – 5): _____ Combat Value = _____
 Luck (2 – 4): _____ Primary Weapon: Long Spear

Standard and Melee Combat

In this adventure two different combat styles are used; Standard and Melee. The Standard Combat Rules explained below should be used where indicated within the text. An opponent to be fought using these rules will have both a Combat Value (CV) and Endurance Points (EP). In a Melee Combat you will be fighting alongside many of your fellow soldiers and the rules are different. Any enemy that confronts you in a melee will have only a Combat Value (CV) and combat will be resolved in a single combat round. Conduct the fight according to the standard rules below but only for one round. If you win the round the enemy falls and you can move on. If the enemy wins the round you lose 1 endurance point and leave the enemy for the soldiers behind you. On this battleground to stand still is to die.

Standard Combat Resolution:

When you are required to fight the following rules apply;

- Record the name, combat value and endurance of your opponent on a separate sheet of paper.
- Roll 2d6 and add your combat value recorded above to the number you have thrown. This is your combat strength for the round.
- Throw 2d6 and add the number rolled to your opponent's combat value. This is your adversary's combat strength for the round.
- Compare both combat strengths. The higher combat strength wins the round and an amount of endurance points must then be taken from the loser's total endurance points. If the winner of the round has a combat strength four or more points higher than his opponent then he has struck a heavy blow and four endurance points must be taken. If the winner of the round wins by three points or less, he has struck a minor blow and only one endurance point need be deducted from the loser's endurance points. A draw requires no reduction in endurance levels.
- Repeat this combat process until either yourself or your opponent's endurance points fall to zero. At that time the combat has been resolved and one of you will be dead.

Testing Attributes:

A character's attributes can be tested with a throw of dice. For all attributes except Strength a 1d6 should be rolled and the number compared to the value of that attribute. If the number thrown is equal to or less than the attribute's value the test has been successful. Please note that Strength tests require a 2d6 throw.

Restoring Endurance:

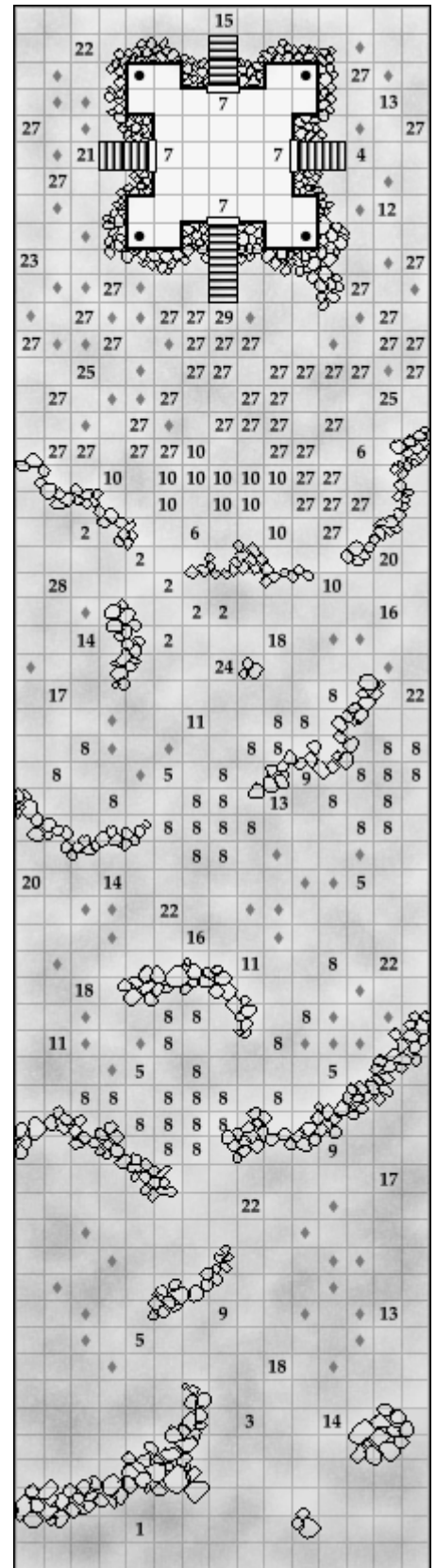
During this adventure you will be exposed to violent combat and the inevitable injury that follows such encounters. Within this battle you will find items that will restore health to your character if needed. The text will explain everything you need to know at the time of their acquisition.

Playing The Capture of Vallen'diil

This micro-gamebook utilises a game mechanism that combines the map shown on this page with section references provided on the second page. You begin your mission upon the grid numbered 1 and your battle to reach the summit of Temple Hill progresses from that point forward. The game is divided into turns, each turn allowing you to move a maximum of 10 grid spaces per turn in any direction, including diagonally, but you must end each turn on another numbered grid. Each numbered grid is a reference to a section given on the second page of this adventure and you must then act upon whatever that section requires. It may describe something you find, a combat encounter or possibly nothing at all. You will not know however, until you end your movement on that grid and read the associated section reference. Your adventure will end when you reach the summit of Temple Hill and discover what is there.

TEMPLE HILL

Start your adventure upon grid number 1.



You may climb over any of the rock walls ahead but must test your luck at each attempt. Upon the rise of each wall you will be exposed to enemy arrow fire and will be hit if you fail the test. If this happens roll 1d6 and take the number rolled from your endurance points before continuing. To be hit for a second time under these circumstances is an instant death.

Sections

Using these Section References:

These section references correspond to numbered grid squares found upon the map provided on the first page of this adventure. Unlike the section references provided in the other adventures of this series all the sections below must be actioned no matter how many times they are landed upon. It should be noted that if a numbered grid blocks the way forward the player must land on that grid before continuing.

♦ The grey diamonds found upon the map of Hill 19 mark grids that have had mines laid as a part of the Hordim Army's defensive preparations. These grids must be avoided at all costs. To step upon them will result in a quick and certain death.

1: In the cool of the early morning you watch the dawn, the men around you quiet as they wait for the signal to attack. When it comes it is as a shower of arcing lights, fired from ballista and trebuchet lines to the rear that converge in the dark sky overhead before plummeting into the hill before you. In a series of explosions the slopes erupt in blossoming plumes of fire and earth, the screams of dying Hordim smothered within a growing barrage as the artillery opens up on the enemy. You watch as the detonations creep slowly up the hill, blanketing the enemy positions before focusing on a ruined temple at its summit. There the fire concentrates, the entire structure disappearing in a maelstrom of smoke and death. At the base of the slope the order is given to move forward and as one the Colonial Army advances.

2: Through a pall of acrid smoke a number of **Hresh warriors (CV-14)** run towards you. One sees you through the billowing fumes and without hesitation attacks. Conduct this combat according to the Melee Combat rules given on the first page of this adventure. If you kill this Hresh move on. If you lose this combat take -1 from your endurance and leave the creature to the soldiers behind you.

3: The slope is not steep but the dangers are ever-present and lethal. From positions higher upon the hill a volley of arrows is loosed, death raining down upon the advancing soldiers about you. At your right shoulder a man falls, his neck pierced by an arrow. Behind you another cries out, blood erupting from his leg as he drops his weapon and grabs for an arrow that has penetrated his armour. These men must be left behind. If they live Healers will tend them in the wake of the advance.

4: Before you is a set of stairs rising to the eastern entrance of the temple. Smoke spews from the piles of broken stone but you can see large shadows moving within the rubble. If you wish to take these stairs do so now.

5: The battle rages but within the turmoil you come to a halt. At your feet the ground is disturbed, a mine buried in the soft earth at your feet. Looking around you see others scattered upon the slope and immediately back away. Here you must be careful, any footfall upon them will bring an instant and unwanted death.

6: Bodies lay upon the ground, burnt and torn by the barrage that brought them down. Within this chaos you see a solitary Morg Archer rise from the ground, bow drawn and surveying the battlefield for a target. He sees you and his decision is made in a heartbeat. With a practised release of his thin fingers the arrow is loosed. Test your Agility and Luck attributes. If you are successful with either the arrow flicks passed your ear. If you are unsuccessful with both the arrow hits, penetrating your body armour and dropping you to the ground. It is a wound that you will survive but you cannot continue on. Your part in the battle for Hill 19 is over.

7: Quickly you ascend the stairs and find yourself within the blasted remnants of the old temple. Rubble lies strewn upon a blackened stone floor but within a pall of smoke you see three shapes moving. It is two Jotun Generals, supporting a third who is badly wounded and losing consciousness. When they see you they lay the third upon the ground and take up their weapons. Luckily you are not alone. At your back another three soldiers stand with you, more running for the ruins as you face down these enormous warriors. These **Jotun Generals (CV-19, EP- 18)** will not be taken alive. One of the giants attacks you, the other defends his fallen comrade. For this combat add +4 to your CV to account for the help given by your fellow soldiers. If you win this Standard Combat turn to section 30. If not it will be here that your battle will end.

8: A **Hresh (CV-14) Attacks!** Conduct this combat according to the Melee Combat rules given earlier. If you win this fight move forward. If not take -1 from your endurance points and leave the Hordim for the soldiers behind you.

9: At a rush you make for the cover afforded by a low stone wall. Overhead a volley of arrows whistles through the air, cutting into a line of soldiers behind you. Many fall but the advance must not stop. Taking a firmer hold upon your weapon you regain your feet and continue on.

10: A **Morg Archer (CV-12)**. Within the battle a Morg Archer settles his eyes upon you. He has no arrows left in his quiver and instead takes up a spear. The emaciated creature does not hesitate in his attack. If you win this Melee Combat move on quickly. If you lose this combat take -1 from your endurance and leave the creature to the soldiers behind you.

11: Upon the slope above you a soldier is cut down by a **Hresh Warrior (CV-14)**. At a rush you close upon the Hordim. If you win this Melee Combat continue your advance. If you lose take -1 from your endurance and leave the Hordim to its fate.

12: Cautiously you run along the eastern flank of the temple. Other soldiers join you, fanning out upon the broken ground to encircle the ruin. It is your mission to capture any remaining Hordim here but in truth you cannot see how anything could possibly have survived the barrage. Undeterred however, you move forward.

13: For a moment you pause, catching your breath as the battle rages about you. There is however, no time to rest so you move on.

14: Looking up you see a hail of arrows arcing towards you. Test your Luck. If you are successful the arrows thud into the slope behind you. If not one of the arrows strikes home, cutting across your forearm before burying itself in the earth at your side. Take -2 from your endurance and reduce your CV by 1 point for the duration of this battle.

15: Running around the edges of the temple you find stairs rising to the northern entrance. If you wish to climb them do so quickly.

16: Struggling up the slope you continue your advance. Ahead the hill is shrouded in a pall of smoke, ballista bolts still hitting the ruin and the Hordim positions that surround it. Upon the slope you can see hundreds of colonial soldiers steadily moving forward, some dragging equipment behind them, others using shields to protect themselves from a murderous hail of arrows and slingshot. Wiping sweat off your face you look back to the summit and continue on.

17: Overhead you hear the tell-tale sound of an unstable ballista bolt falling to earth. Spinning end over end it cannot make its intended target and instead falls amongst the advancing troops. It lands only a short distance to your left. In a powerful detonation the bolt explodes, throwing earth and broken stone in all directions. You are lucky however, in that a slight rise in the ground protects you from the main force of the explosion. Others are not so fortunate but you cannot stop. Only when the hill is cleared of Hordim will this battle end and these wounded men be tended.

18: Upon the ground you find a dead soldier, the manner of his demise a single blow to the neck. There is nothing you can do for him so you move on.

19: The bolt hits the ground in front of you and explodes as you lunge sideways, a pile of stones nearby your only hope. Test your Agility. If you are successful the blast will spend its force upon the rocks. If not the full force of the explosion cuts you down. If this proves the case your battle here is over.

20: Upon the ground you find the body of a dead Hresh. In its hand is a small glass vial and you recognise it for what it is. The container is filled with *u-laal'nahla*, a regenerative potion used by the Hordim to heal wounds and restore stamina. This you take. (When needed this potion will restore +6 points to your endurance.)

21: Before you is a set of stairs leading to the western entrance of the temple ruins. If you wish to climb these steps turn to section 26.

22: As you run an arrow thuds into the earth at your feet. You swear under your breath but do not stop.

23: Running up the western side of the temple ruins you see a stairway ahead. The ruins are shrouded in smoke but you can see large forms moving within the rubble. There must still be Hordim alive here.

24: Looking up the hill you see a Morg stagger onto a rock wall. In its hand it holds an unexploded ballista bolt and in one desperate movement throws it down the slope towards you. Test your Luck. If you are lucky the bolt is no longer active and does not explode. If you fail this test turn to section 19.

25: Before you can move any further a soldier ahead of you steps on a mine. It explodes in a blast of earth, stone and torn flesh. Instantly you feel a pain in your chest, a piece of stone slamming into your armour and throwing you backwards onto the ground. (Take -2 from your endurance) Stunned you lay still as giant Jotun warriors run over you, their number moving rapidly down the slope. For a moment you remain still but you cannot afford to lay here. Rolling on to your stomach you regain your feet and take a firmer hold of your weapon.

26: Quickly you run up the stairs, the forms of three Jotun emerging from the smoke. Intent on their appearance you do not see the tripwire that crosses the threshold and you run into it. Instantly the archway is engulfed in a violent explosion, your lifeless body thrown backwards onto the grass verge. In this life your battle is over.

27: A **Jotun Warrior (CV-15)** rises before you, hammer in hand and a murderous hatred burning in its eyes. Conduct this combat according to the Melee Combat rules given previously. If you defeat this giant move on. If not take -1 from your endurance and leave the Hordim for the soldiers behind you.

28: A wounded Hresh lies in the grass, scimitar still in hand but paralysed by an explosion that has broken its back. Without hesitation you kill the Hordim and move on.

29: Coming to a halt you look upwards, a set of stairs leading to the southern entry to the ruined temple. Completely engulfed in smoke you can see a number of large forms moving within the pall. If you wish to climb these stairs do so quickly.

30: About you the bodies of the Jotun lay bloodied and still. Quickly you search the giant warriors, looking for the tattoos that will mark these Hordim as part of the Command Unit of the Army of the March. What you find is unexpected. The Jotun are indeed all marked as Generals of the March but one gives you pause to call the soldiers near you to your side. At your feet lies Vallen'diil himself and he is not dead. Wounded within the initial barrage he is unconscious, his head and neck bleeding from a number of shrapnel wounds. Quickly you apply pressure to his injuries, your purpose to ensure he will live to face interrogation at the hands of Colonial Intelligence. Calling for Healers you secure his hands and consider what you have found. The Great Hammer has been captured and this war between Oera'dim and Men is now over.