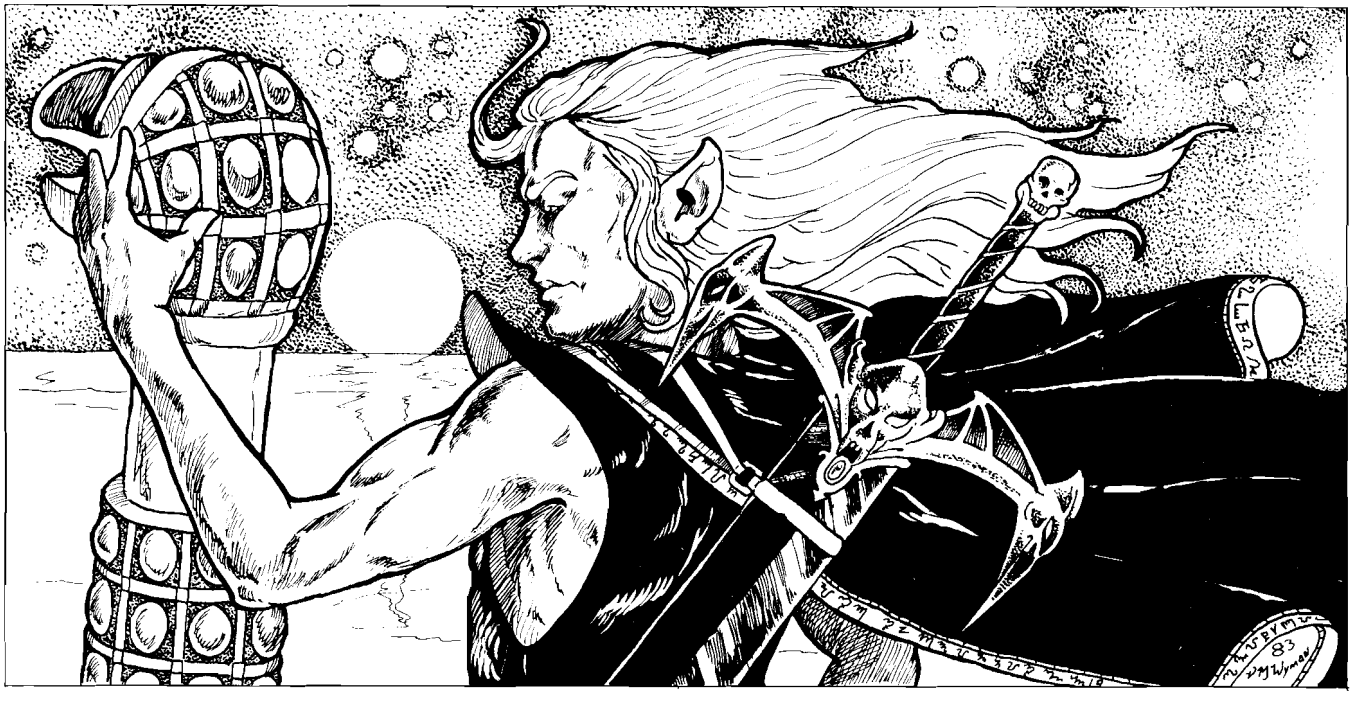
Elric

AVALON HILL'S TRADEMARK NAME FOR ITS GAME OF YOUNG KINGDOMS ADVENTURE.



1) THE WORLD OF ELRIC

For 10,000 years the mighty Melnibonean Empire ruled the world. It was an inhuman race, originally peaceful in their ancestral homeland of R'lin K'ren A'a. When the Gods needed their city as a neutral meeting ground to create a lull in their Cosmic strife, the ancient peoples were blessed with great powers and sent into the world. They found their way to the Isle of Melnibone, mastered the Dragons which lived there and began to build their empire.

Through sorcerous research and experimentation, the earliest Emperors established mystical bonds and pacts with the Gods and spirits of the planes. Armed with this knowledge and power, they easily conquered the known world. Secure, they settled into their long reign, entertaining themselves with all known, and several unknown, experiences until their centuries passed in jaded dreams.

Then the Gods moved again, setting Cosmic forces into motion. The Young Kingdoms rose and cast off the Melnibonean yoke. Once free, they squabbled over petty human pursuits. The Melniboneans continued to decline, their Dragons slept longer after each battle and their race drifted into a slumber akin to that of the Black Lotus Eaters.

Then the Cosmic Balance grew more unstable, as the struggle between Law and Chaos transcended philosophical discussion. Nations rose and fell, the ancient monsters and deities again stalked the world. The new times of danger and legend demanded a new breed of person to confront the grave dangers, thus began the Age of Heroes.

There were many heroes in those days. Foremost among them was ELRIC, the White Wolf, Kinslayer, the Red-Handed Reaver. His saga is powerful and bitter, the story of a man whose life was a curse and whose blessing left evil and death in its wake.

Elric was the last of the Melnibonean Emperors. As if to personify the decadence of his race, he was born a weak and sickly albino able to remain alive only with the powerful magics and drugs produced by Melnibonean sorceries. Yet, he had a degree of curiosity and intellectual vitality that was alien to the somnambulists that surrounded him. His people saw him as a brooding, nearly alien, King.

Elric sought, and suffered from, mighty magics. Through his knowledge, and his Fate, he came to find the mystical sword STORMBRINGER. This eldritch blade was a tool of the Gods. Instead of merely taking the life of its victim, it drew the very essence of their souls into its wicked being. Yet this power was useless without one to wield the weapon. In return for Elric's hand upon the hilt, the sword was bound to share the bounty of souls which it harvested. Elric, needful of such vitality, accepted the hoary black sword as his own. Each became slave to the other's need. None could tell the true master.

It was Elric's destiny to be tossed about by Fate and the warring Gods. He was bandied about like a toy, forced into dangerous and foolhardy positions and tormented by his eternal doom. Thus he went forth from the shrouded halls of Melnibone into the Young Kingdoms.

2) THE EQUIPMENT

This game includes:

1 Mapboard
1 Rulebook
4 Counter Sheets
1 Six sided die

2.1) THE BOARD

The Mapboard is a representation of Elric's world and is divided into land and ocean. The land areas of this world consist of four major continents and several islands. The Northern continent is home to Ilmiora, Vilmir, Eshmir, Nadsokor and the City State of Bakshaan. The wilderness areas of the continent contain the Weeping Waste, the Sighing Desert, Org and the Forest of Troos. Spell placement symbols can be found in Tanelorn, Mordaga's Castle and the Forest of Troos.

The nations of Pikarayd, Argimiliar, Filkhar and Lormyr lie on the southern-most continent. In its wilderness areas are Oin, Yu, the areas about Kaneloon and the wastes of Dorel. Spell symbols are found in Dhoz-Kam, Kaneloon and Dorel.

The nations of the Western lands include Shazaar, Jharkor, Dharijor and Tarkesh. The Silent Lands, Marshes of Mist, Myrrhyn, Xanyaw and Nihrain are its wilderness. Spell symbols are found in Xanyaw, Nihrain and the Silent Lands.

Civilized islands include Melnibone, Pan Tang and the Isle of Purple Towns. Ashaneloon, Sorceress Isle and the Islands of the Unholy Fortress are wilderness islands. R'lin K'ren A'a is considered a continent. It is often referred to as the Jungle Lands and is a wilderness area. R'lin K'ren A'a, Sorcerer's Isle, Ashaneloon and the Unholy Fortress contain Spell symbols.

The oceans are divided into smaller areas, called Seas. All seas are treated identically except for the Straits of Chaos, the Serpent's Teeth and the Boiling Sea. The restrictions that apply for these are delineated in section **6.5.**

In all cases, Cities are marked as either a black dot, unwalled cities, a black dot within a partial or whole circle, walled cities, or by a Black Star, a national capital. The effect of cities are delineated in sections **6** and 9.

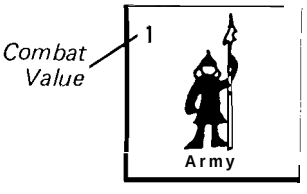
Ports are identified by Anchor symbols. The symbols are located in SEA areas adjacent to the city. If the symbol is parenthesized, the owning nation is capable of building fleets, as delineated in section 5.

The Sword symbols located in Ashaneloon, the islands of the Unholy Fortress and the Sighing Desert [Mordaga's Castle) denote special places. These areas are not cities. The special place is located where the Sword appears on the map.

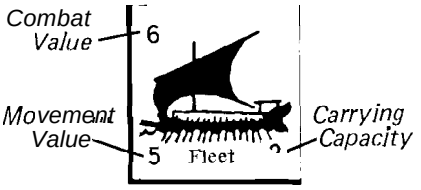
NOTE—The small, unmarked islands just off Melnibone have no effect in this game. They are not used. Likewise, the illustrations found in the Dragon Sea, the Straits of Chaos and the Straits of Vilmir (A Dragon, Octopus and Large Fish respectively) have no effect on the play of the game. Ignore them.

2.2) THE PIECES

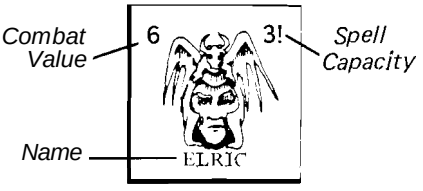
There are four types of counters used in this game, plus various types of markers.



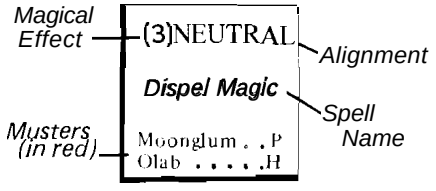
2.21) ARMIES—Army counters represent trained men ready for battle. All army counters have the silhouette of a soldier on them. All armies have a Combat Strength of ONE. The Combat Strength of all counters is printed in the Upper-Left corner of the unit.



2.22) FLEETS—Organized shipping ready for combat or transport duty. The Fleet's Combat strength applies when it is at sea. Its Movement Value, the number of Seas that it may move in a single game-turn, is located in the Lower-Lett corner of the unit. The number found in the Lower-Right corner of the unit is its Carrying Capacity, i.e. the number ot Armies that it can carry. [Anynumber of personalities may be carried by a fleet).

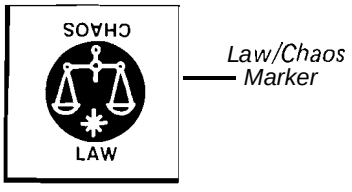


2.23) PERSONALI'I'IES—Powerful individuals, the heroes and leaders of the world. Each personality has a Combat Strength listed in the upper left corner. If the value is parenthesized, the personality may not fight in combat. It is only used for its influence with Elric. Personalities that have a value in the upper-right corner of the unit are Magicians. The number is their Spell Capacity, i.e. the number of spells that the personality can carry at one time.

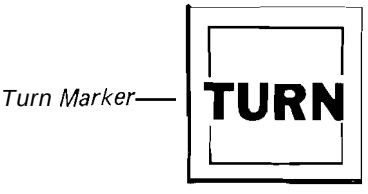


2.24) MAGIC SPELLS—These counters represent the various spells that Magicians can use. Each counter bears the Spell Name and/or description, its Combat Strength, its Alignment and the musters possible when using it in the Muster Phase.

2.25) MARKERS—There are three types of markers



2.251) **LAW/CHAOS** MARKER—This marker is used to keep track of the status of the Cosmic Balance. It is placed on the Turn track when the Cosmic Balance is tipped, through the use of magic of the various alignments.



2.252) TURN MARKER—This marker is used to keep track of the number of game turns remaining to play.

Stack Marker

2.253) STACK MARKERS—The Stack Markers, four groups of six counters each, can be used by players to identify their stacks during play and thus preventing any possible confusion.

2.26) THE COLOR CODE

Except for the Magic Spells and Markers, all counters have a Color Code representative of their nationality. The codes that are applicable are:

NATION/AREA	COUNTER COLORS	ALIGNMENT
ARGIMILIAR	Black on Red	CHAOS
BAKSHAAN	White on Brown	LAW
DHARIJOR	Brown on Yellow	CHAOS
DHOZ-KAM	White on Red	CHAOS
ESHMIR	White on Orange	CHAOS
FILKHAR	Blue on White	LAW
FLAMEBRINGERS	Red on Black	NEUTRAL
ILMIORA	Black on Brown	LAW
INDEPENDENTS	White on Black	VARY
ISLE OF PURPLE TOWNS	White on Purple	LAW
JHARKOR	Black on Orange	CHAOS
KELMAIN HOST	Black on Grey	NEUTRAL
LORMYR	Black on Green	LAW
MELNIBONE	Red on White	CHAOS
NADSOKOR	Black on Purple	CHAOS
OLAB	Red on Grey	NEUTRAL
ORG	Red on Olive	CHAOS
PAN TANG	Black on White	CHAOS
PIKARYD	Black on Blue	CHAOS
PIO	Olive on Black	NEUTRAL
SHAZAAR	White on Blue	LAW
TAKKESH	Green on White	LAW
VILMIR	Black on Olive	LAW

EXAMPLE—All Melnibone counters, from Elric to the Golden Battle Barge, will be Red on Black counters. This combination will always indicate a Melnibonean unit of some kind.

2.3) CHARTS AND TABLES

Along the right-hand mapboard edge are the Cosmic Balance and the Turn Track.

The Cosmic Balance has two arms. Each arm is divided into twelve sections. The rules for using this table are found in section 12.

The Turn Track is divided into ten sections, numbered 1-10. When the tenth turn is completed, the game is over and a winner is declared.

3) SETTING-UP

All scenarios are set-up using the procedure detailed below. Any exceptions that apply will be listed in the scenario in which they apply.

3.1) Place ALL Magic Spells in a dry container and mix them thoroughly.

3.2) Place ONE Magic spell, face down and without looking at it, on each of the board's Magic Spell Placement Symbols. These symbols are found in the following locations:

Vale of Xanyaw	Nihrain
The Silent Lands	Sorcerer's Isle
R'lin K'ren A'a	Ashaneloon
Dhoz-Kam	Kaneloon
Dorel	The Unholy Fortress
Mordaga's Castle	Tanelorn
The Forest of Troos	

3.21) When all spells have been placed, place the container next to the board within easy reach of all players.

3.3) Place the Turn Marker on space 1 of the Turn Track. Place the Law/Chaos marker on the NEUTRAL space of the Cosmic Balance table.

3.4) Distribute one set of stack markers to each player.

3.5) Except for ELRIC, place all Melnibonean counters on the island of Melnibone.

3.6) Each player rolls the die. The player with the Highest, UNTIED roll will go first.

EXAMPLE—With four players, if the rolls are 6,6,4,2, the player who rolled the 4 will be first.

3.61) If there is no untied roll, the players with the Highest tie will roll off.

EXAMPLE—The original rolls are 5,5, 2,2. The players that rolled 5 will roll off until one of them rolls the highest untied number.

3.7) Each scenario lists the countries to be played. The First player chooses his country FIRST from among those listed. Then, in a clockwise rotation, the other players will select countries from those that remain. This continues until all players have a starting country.

3.8) Each player places THREE armies in each Non-Capital CITY, all fleets and the Admiral in any seaport and all other starting forces, including any personalities, in the Capital of his starting country.

3.81) If the country only has one city, all pieces start there.

4) SEQUENCE OF PLAY + VICTORY COND

A Game-turn equals one Player-turn taken by each player. Each Player-turn has the following steps:

4.1) RANDOM APPEARANCE PHASE (11.1) (First Player only)

4.2) REPLACEMENT PHASE (5)

4.3) MOVEMENT PHASE (6)

4.4) SEARCH PHASE (7)

4.5) MAGIC PHASE (8)

4.6) COMBAT PHASE (9)

4.7) MUSTER PHASE (10)

4.8) RANDOM BALANCE MOVEMENT (optional)(12.6)

4.9) The First Player, determined in 3.6, takes his turn first. From him, turns pass in a Clockwise rotation for the remainder of the game.

4.91) Each scenario lists a Specific Objective and is a 10 turn game. Victory can be achieved in the following manner (in order of precedence):

A) Any player that captures Imrryr, capital of Melnibone, wins.

B) Any player that fulfills his scenario victory conditions wins.

C) If the world ends through a tipping of the Balance towards Law, the player that has the Runestaff wins. If no one has the Runestaff, the player with the highest total Law Magic value, from spells, wins.

D) If the world ends due to a tipping of the Balance towards Chaos, the player who controls Mournblade wins. If no one has Mournblade, the player with the highest total value of Chaos spells wins.

E) The player that controls the greatest number of Enemy capitals wins.

EXAMPLE—Order of Precedence means, for example, that if a player completes B above, the only chance that the other players will have to win will be to capture Imrryr, i.e. A supersedes B, B supersedes C, etc.

5) REPLACEMENTS

Replacements may be taken by any player that has lost units. During each of his Replacement Phases, the player may replace 1 Army OR 1 Fleet. All replaced units return in the capital of the nation that receives them. If the capital is not a Seaport, no fleets of that nation may be replaced. If the capital is not in the player's possession, no replacements are allowed for that nation. Replacements received in a nation's capital may only be units of that nationality.

5.1) Any nation controlled by a player is eligible to take replacements.

5.2) Players that draw the Muster for a country that they already control may initiate a Special Replacement Phase by playing that muster instead of another. When this is done, each City in the nation that is not under enemy control can build an army AND each port can build a fleet. In addition, the capital can replace one leader. The leader replaced must have the LOWEST Combat Strength of all Leaders lost. If a magician is replaced he will not begin with any spells.

5.21) Units created in **5.2** may only be taken from those that have been lost by that nation.

5.3) Any nation that loses ALL of its personalities reverts to Neutrality. All units that remain on the board are removed, except those units that are in Cities that are under attack. Units in these cities will continue to fight until the attacker wins or is repulsed.

5.31) A nation that is neutralized in **5.3** above may be mustered normally at any time after it is forced into Neutrality.

5.4) EXCEPTION—The capital of Lormyr is the only inland capital that may build fleets. Any fleet that is built in this city must be moved down the river to the ports Trepasaz and Ramasaz. If an enemy controls these ports, the player controlling Lormyr may NOT build fleets in his capital.

5.41) The river leading to the capital of Lormyr may only be used to send ships from Lormyr to one of the ports. It may not be used by the enemy to attack the capital. [The Lormyr player may sail down river, no one may sail up the river towards the capital, including Lormyr).

6) MOVEMENT

All movement, except retreats required due to Combat, is voluntary. Only armies, personalities and fleets may be moved. Spells must be in the possession of a personality in order to be moved. When moving, units may only move into adjacent areas, unless they are flying **(6.4).** Per land or sea area moved, a cost of ONE Movement Point is paid.

6.1) STACKING—An unlimited number of personalities may occupy the same area. (For sea areas, they must be with a fleet). An unlimited number of armies may occupy a Land area. The number that may be carried at sea is determined by the carrying capacity of the Fleets that they are with. If the limit is exceeded, all fleets and armies are lost and all personalities are required to make a Heroic Escape or be eliminated.

6.2) LAND MOVEMENT—Personalities, and any armies that they are leading, have FOUR Movement Points per turn, i.e. they may move up to four provinces per turn [subject to the Terrain restrictions in **6.5).**

6.21) Armies may only be moved if they are stacked with a friendly leader or if they are in their own nation. When they have a leader, they will have the movement rate specified in **6.2.** When they are moving without a leader, in their own nation, they will have ONE Movement Point per turn. They may not leave their nation without a leader.

6.22) When a stack is moved, it may pick up or drop off personalities or other units as desired. Units dropped off may continue moving in other directions with any Movement Points that remain to them. If the units dropped are leaderless armies, they may not move..

6.3) SEA MOVEMENT—All personalities and armies, except for Magicians and Flying units, must be on fleets to move at sea. Magicians may move without fleets at a cost of 2 MP per sea area. Armies that voluntarily or involuntarily enter a sea without a fleet are eliminated. Personalities who do so must attempt Heroic Escape.

6.31) The Movement Rate listed on the fleet counter is the number of sea areas that it may travel regardless of what it is carrying. If any armies or personalities aboard moved on land prior to boarding the fleet, on the turn that they first move at sea, the number of areas that they moved is subtracted from the Movement Rate of the fleets. If the land units move on iand after using sea movement, in the same turn, subtract the number of sea areas moved from the land movement rate of those units. The Movement Point cost for units to board a fleet, while in a port, is 1 MP for personalities and armies. This cost is included in any amount that is subtracted from the fleet's Movement Rate. Units may also embark from any province that is adjacent to the sea. The cost to do this is FOUR Movement Points.

6.32) Each fleet in a stack must have at least ONE personality in order to move. The personality in command need not be ot the same nationality as the fleet but he must be allied to the side that the player controls.

6.321) Fleets that do not have a personality aboard them may only move TOWARDS their home port. They will take the safest, and then the shortest, route, moving at their normal movement rate. While uncontrolled, they may not carry any units that are not already aboard. Once in a Home port, they may not move out unless a personality boards and orders them to do so.

6.33) During the Movement Phase, no unit may enter a land or sea area that contains enemy units unless he is initiating combat with that force.

6.331) EXCEPTION—Wilderness Sea areas may be occupied by any number of ships from any side. A stack entering one of these areas must successfully search for the enemy (Section 7) if it wishes to initiate combat.

6.4) FLYING—Certain personalities, and spells, have the power of flight.

6.41) FLYING UNITS—The Winged Men of Myrrhyn and the Clackars are flying units. They may move up to FOUR provinces or seas. Flying units ARE subject to the terrain restrictions listed for the Boiling Sea and Mountains. They may move freely over any other terrain or NON-FLYING enemy units. They must always end their move in a land

area, or on a friendly fleet that has the carrying capacity to take them aboard.

6.42) MAGICAL FLIGHT—Certain spells allow one or more personalities to fly. These spells remain with the personality that is using them for TWO FLIGHTS or THREE turns, whichever is less. When magic is used to fly, the personality may be moved to any province on the board. Armies may only be transported in this way when the Ship of Land and Sea is used. Fleets may never be flown.

6.5) SPECIAL TERRAIN—The following terrains have special notes which will affect movement.

6.51) THE BOILING SEA—The waters of this sea boil and froth. All ships. magicians walking on the seas, and flying units must use the Heroic Escape procedure to determine whether they survive or not. Only the Jeweled Bird and any personalities that it carries do not need to roll for a Heroic Escape. This roll must be taken entering, leaving, or remaining within this sea and only one roll must be made by one stack in any one player-turn. Any flying unit or walking magician that fails the roll is eliminated. Any ship that fails to escape sinks. Any personality aboard a fleet that sinks must make a Heroic Escape to survive. All armies aboard sinking fleets are eliminated.

6.52) CAPITALS—Capitals exist only in civilized nations and are identified by a black star. They have no effect on Movement. All capitals are WALLED CITIES. They will have a defense value of FIVE. This value must be totally overcome in a single battle before enemy units can occupy the capital. They will always remain at full strength, regardless of combat losses. *(If the value is exceeded they are bypassed or climbed, in effect).*

6.522) Capture of an enemy capital allows the conqueror to muster that nation AND yields a Magic spell drawn randomly. Capture of a Neutral capital will only grant the spell. It gives no mustering ability.

6.53) MOUNTAINS—Mountains are impassable for all units.

6.54) THE SERPENT'S TEETH—As for the Roiling Sea.

6.55) STRAITS OF CHAOS—Treat this as a Wilderness area. Any stack that passes through the straits must undergo Random Attack before completing its movement.

6.56) UNWALLED CITIES—These cities, noted by a black dot, have no effect on movement and provide no protection in combat.

6.57) WALLED CITIES—Black dots surrounded by a full or partial circle. The cities of all civilized nations, except Nadsokor, are walled. They have no effect on movement.

6.571) Walled Cities have a defense value of THREE. The number of cities in the province has no effect on the defense value. Only one city in any one province adds its value to the defender. An attacker can only occupy a city if he exceeds its defense value after eliminating all defenders. *(As for capitals, the defense value of these walls is perennial. It cannot be destroyed].*

EXAMPLE—If a walled city is defended by 6 armies, the attacker must inflict 9 casualties when he attacks to take the city.

6.572) Per attack launched against a walled city, or capital, that fails to exceed the wall's value, ½ of the defending force, rounded up, is eliminated. Which units are killed is at the option of the defender.

EXAMPLE— In the case above, 6.571 example, the attacker kills 5. This does not exceed the defensive value of the Walled City, **3** + 6 *(for the troops). As* a result, the city holds and three of the six defenders are eliminated.

6.573) All friendly units in a province that contains a walled city or capital are considered to be protected by its walls.

6.58) WILDERNESS—Stacks that contain armies must draw one Random Attack for EACH Wilderness Province that it moves through OR ends its movement in. Personalities, unaccompanied by armies, only draw if they end their movement in a Wilderness area. ANY stack that is forced to retreat into a Wilderness area will suffer an IMMEDIATE Random Attack.

6.59) PORTS—Anchor symbols on the board are ports. Fleets may only move into a port from the adjacent sea area that contains an anchor symbol, except as exceptions explain differently.

6.591) Due to its massive five portalled seawall, and its other defenses, only units stacked with Elric can enter Imrryr. Once Irnrryr falls, i.e. comes under the control of any player, any Melnibonean personality can guide a stack into the city.

6.6 RANDOM ATTACKS

Random Attacks can be drawn as specified in **6.55** and **6.58.** When a Random Attack occurs ONE spell is drawn for each Random Attack possible and shown to all players. The result of the spell drawn is determined as follows:

6.61) CHAOS spells attack the stack immediately.

6.62) LAW spells attack if the stack contains Chaotic Magic, including spells held by non-magicians for mustering purposes.

6.631 NEUTRAL, SPECIAL and OTHER spells have no effect and are discarded.

6.64) FLEET/ARMY EATER automatically destroys any armies and/or fleets attacked. Personalities may attempt Heroic Escapes.

6.65) PLAY IMMEDIATELY spells have their normal effect.

6.66) After the Random Attacks are resolved, the spell is always discarded. All Random Attack combat is resolved as normal, see section **9.**

7) SEARCH

Units that end their movement in a Wilderness area, and survive the resultant Random Attack, can:

A) Try to find unfound Magic spells.

B) Try to find friendly stacks.

C) Try to find enemy stacks.

7.1) The searching player must announce the purpose of his search before he rolls. Only one search per province per player per game-turn is allowed. A friendly personality must be with the stack for the stack to conduct a search.

7.2) On the first turn of a Search, the search succeeds on a roll of 5 or 6. On each consecutive turn, following failures, a roll of 4-6 will indicate success.

7.21) Friendly stacks and Magic spells found as a result of a search are placed beneath the stack that found them. Enemy units found must be fought during the finding player's Combat Phase.

7.3) The chance of success in finding an item will increase ONLY if the item that you search for on the later turn is the same item that you failed to find previously.

EXAMPLE—If you search for magic on the first turn, the chance increases in the second turn ONLY if you again search for magic.

8) MAGIC

Magic Spells held by personalities are kept beneath that personality's counter until used. They may not be examined by other players. After a spell is used, it is discarded. When all of the Magic spells in the container have been used, and a reshuffle spell has not been drawn, all discarded spells are placed back into play and shuffled thoroughly.

8.1) ACQUIRING SPELLS—When mustered, a Magician will draw a number of spells equal to his SpellCapacity. Magic may be transferred from one personality to another if the personalities are BOTH located in the same stack during the Magic Phase. (See **11.13).**

8.11) Certain wilderness areas begin the game with magic spells. These spells become the property of the first personality to find them through SEARCH.

8.12) Occupation of a neutral or enemy capital allows the occupying player to draw a spell.

8.2) SPELL USE—Spells are played in the Magic Phase of each player-turn. Spells are cast by laying them face down next to the stack that contains the casting personality. No more than THREE spells may be used by any ONE player in any given battle. There must be one magician present for each spell that is cast. When using magic, a magician may not add his Combat Strength into the total for his stack. A magician may not cast more than one spell per game-turn, except when using magic to aid in Heroic Excapes.

8.21) Magic spells with a parenthesized Combat Strength are not added into a stack's Combat total. The parenthesized value is the effect that casting the spell will have on the Cosmic Balance.

8.22) The three personalities with an Exclamation Point next to their Spell Capacity have the unique ability to conjure magic when defending or attacking. When one of these personalities [Elric,Yyrkoon or Theleb K'aarna] are involved in combat the owning player has the option of drawing a spell instead of using a spell that they hold. The spell drawn MUST be used in the combat for which it is drawn.

8.221) If Theleb K'aarna or Yyrkoon draw a spell whose alignment conflicts with those that they hold, the spell drawn will attack them. Add its Combat Strength to the enemies Combat total.

8.222) Elric may draw spells with impunity. If the spell drawn is not applicable, it is discarded. No other spells are drawn and he will cast no other. If the spell drawn is an Elric Nightmare it effects him immediately.

8.3) SPELL TYPES—There are seven types of spells: Play Immediately, Special, Melnibonean Only, Elric Only, Law, Chaos, and Neutral. Spells restricted to a special personality or race can be used by other personalities for muster purposes only.

8.31] PLAY IMMEDIATELY SPELLS—These spells are not held. Elric Nightmares effect BOTH Stormbringer and Mournblade when they are drawn or discovered. All other spells of this kind will affect the personality that discovers them.

8.311) If a spell of this kind is selected by a Magician to start the game, another spell is drawn and the Play Immediately spell is returned to the spell container.

8.32) SPECIAL SPELLS—These spells may be used by any magician.

8.33) MELNIBONEAN ONLY SPELLS—These spells may only be used by a Melnibonean personality. In addition, only a Melnibonean can use Mournblade.

If a non-Melnibonean draws a spell of this kind, he may hold it until he meets a Melnibonean that can use it. If he wishes, he may discard it at any time. *(He may not draw another spell when he does so).*

8.34) ELRIC ONLY SPELLS—The Horn of Fate can only be used by Elric.

8.35) LAW, CHAOS **and** NEUTRAL SPELLS—These spells are aligned with the various forces of the world. No magician may hold BOTH Law and Chaos spells at the same time. If a spell drawn conflicts with one already possessed, one or the other must be discarded. The discarded spell is not replaced. ALL magicians that are in the same stack MUST have spells of the same, or Neutral, alignment.

8.4) EFFECT ON THE BALANCE—When aligned spells are cast they affect the Cosmic Balance. Each point of a spell's Combat Strength will tip the Balance towards that spell's alignment. Neutral spells move the Balance towards its neutral center. When spells of many alignments are used in the same battle, the effect of the Law and Chaos spells is determined before applying the effect of any Neutral spells.

8.5) LIMITATIONS—Magicians may never hold more spells than they have Spell Capacity for. Non-magicians may each hold one spell, for muster purposes only.

Stacks owned by a single player that possess spells of opposing alignment may not occupy the same province or land area. If, mistakenly, they do they must attack each other. Spells held for Muster purposes only aren't included in this restriction.

8.6) USED SPELLS—When a spell has been used, either in combat or because it conflicts with other spells held, it is discarded. A discard pile is formed separate from the spells that are yet to be used.

9) COMBAT

Combat is resolved as delineated in the following sections:

9.1) ELIGIBLE UNITS—Whenever enemy stacks occupy the same province, except for Wilderness areas, they must fight. The attacking player must have enough movement to move into the province that he is attacking. All attacking units attack all defending units, even if attackers are from more than one province. If more than one battle is planned for a turn, the attacker will decide the order in which they will be resolved.

9.11) Attacking units must have at least ONE personality leading them into a battle. If units do not have a leader, they may not attack or move into an enemy occupied area. They will still defend and retreat normally.

9.2) WITHHOLDING UNITS—Both the attacker and the defender may, at their option, withhold units from combat. Units withheld WILL suffer adverse effects necessary if their side loses. The defending player may withhold any or all units AND he may retreat his units one province before combat begins, yielding the province to the attacker. If all defending units are withheld, the defender MUST retreat. The retreat may not be made into areas that the attacker passed through, on his way to the battle, during his Movement Phase.

9.21) The Attacker may also withhold units. Withheld attacking units may not retreat before combat. He must commit at least one unit to the battle.

9.22) Units may also be withheld in sea battles following the rules above.

9.3) COMBAT MAGIC DECLARATION – Spells cast during the Magic Phase, i.e. placed face down next to the casting magician, are now revealed to all.

9.4) COMBAT TOTALS—Both the attacker and the defender total the Combat Strengths for armies and personalities involved with their side. Next, add the Combat Strength of any spells used to the caster's side. Eater spells will take effect BEFORE any other magic. Magic spells cast by a magician that is eliminated by an Eater spell will still function normally.

9.5) COMBAT RESOLUTION – Each player rolls the die and adds his Combat Strength Total. The lower total is then subtracted from the higher. The number yielded is the result inflicted on the player with the LOWER total in the combat. The player with the GREATER total always wins AND suffers no losses.

9.51.) SHIFTING THE BALANCE—After the battle is resolved, shift the Balance according to the rules in **12.2.** This occurs before any other battles are resolved.

9.6) THE COMBAT RESOLUTION TABLE

COMBAT STRENGTH DIFFERENCE	COMBAT RESULT
25 and Up	DE
20 to 24	Retreat, DL 15
15 to 19	Retreat, DL 10
10 to 14	Retreat, DL 5
5 to 9	Retreat, DL **3**
4	Retreat, DL 2
3	Retreat, DL 1
1 and 2	Retreat, NL
0	Reroll

9.7) CRT EXPLANATIONS

DE = All defending units are eliminated.

DL # = The number of defending strength points specified are eliminated.

NL = No losses are suffered by the defender.

RETREAT = The losing stack must be retreated one province away from the victorious stack. No retreat is allowed into Mountain, Sea or enemy controlled provinces. Units forced to retreat out of a port may take ships, if available, or retreat by land. Retreat into wilderness provokes an immediate Random Attack. If a stack is unable to retreat it is eliminated. Units within a Walled City or Capital are never forced to retreat. They may choose to do so IF retreat is part of the result determined. Fleets may retreat into ports if the opportunity exists.

9.71) All losses are removed by the owning player as he sees fit. Personalities removed may attempt Heroic Escapes.

9.72) On land, losses are taken in armies and personalities. At sea, they are taken in fleets or personalities. Armies will have no value while loaded on board a fleet.

9.8) HEROIC ESCAPE—Any personality that suffers an elimination result, for ANY reason, has a chance of escaping his fate. At the end of the combat in which elimination occurred, a die is rolled. If the roll is LESS THAN or EQUAL TO the personalities Combat Strength, a Heroic Escape has been made by the personality. If the roll is higher, the personality is removed from play.

9.81) Magicians may use magic, if available, to help in their Heroic Escapes. In this case, the Combat Strength of the magic is used instead of the magician's own Combat Strength. Magic used in this way must be cast BEFORE the roll is taken.

9.82) Personalities with a parenthesized Combat Strength escape if the strongest personality, using Combat Strength, stacked with them makes his or her Heroic Escape. If they are the only personality present, they are eliminated. If the other personality is not required to make an escape by the loss inflicted, they automatically escape. This rule does not apply for Elric. See **11.1.**

9.83) REAPPEARANCE—When a Heroic Escape is made the personality will appear in the nearest undisputed or friendly province. *(In case of ties, the controlling player will decide where reappearance occurs).*

Escapes that occur at sea will place the personality on the nearest land not occupied by enemy units *(In case of ties, the controlling player will decide which province).*

9.84) Fleets that sail into the Boiling Sea also use the Heroic Escape procedure to determine whether they survive entering the sea.

9.9) SPECIAL CASES

9.91) GARRISONS—Players who control enemy cities must garrison them with at least one army per province containing them. If this garrison is not maintained, control of the province will revert to the original owner. He may use it to create replacements.

9.9.11) Garrisoned cities provide no replacements to the owner.

9.912) The walls of walled cities and capitals are used by the controlling player in combat.

9.913) Capturing and garrisoning the capital of a neutral will prevent its muster by another player.

9.92) OVERRUNS—To conduct an overrun the moving player must enter an enemy controlled province. He must then allocate a portion of his force, including at least one personality, to divert the controlling force and protect his continuing route of march. The Combat Strength total of the diverting army must be at least DOUBLE that of the defending force. If these conditions are met, the remainder of his force may move on if he has sufficient movement points to do so.

9.921) The attacker can overrun as many provinces as he has armies, personalities and movement points to do so. The requirements in **9.92** must be met in all cases.

9.93) COMBAT IN NEUTRAL NATIONS—When the armies of two enemy players meet in a neutral nation, neither side may use that nation's cities, armies, fleets or personalities. If a player attacks a neutral city or capital, the city will muster to defend itself. Its defense value is printed on the board next to it. The player to the attacker's right will roll for the defending neutrals.

9.931) An enemy city that reverts to neutrality, through the loss of all personalities or some other reason, in the midst of a battle does not immediately regain its full strength. As long as the attacker maintains his attack on the city, it will only defend with armies, personalities and walls that are currently in the city. As soon as the attack or siege ends, the city regains its full strength. *(At least one game-turn must pass in which the city is not attacked by any player for strength to he regained).*

9.94) SIEGE AND CONTROL OF WALLED CITIES—Defenders in a Walled City or Capital are never required to retreat due to combat. If the attacker decides to continue his attack on his next turn, after a retreat result occurs, the city is Besieged.

9.941) Besieged cities may draw replacements and personalities, if a personality exists in the city in the proper

muster. Armies of that nation, and personalities, that are already on the board may not enter the city without defeating the Besieging army first. To lift the siege and enter, they must force the besieging army to retreat.

9.942) To denote a siege, place the attacking force on top of the city and its defenders. The defender may counter-attack on his turn. If he does, he receives no advantage for the city walls in his attack.

9.943) If a player is besieging Imrryr, and he loses control of Elric, he may continue the siege until Imrryr falls, or he is forced to retreat. If he is forced to retreat without taking the city, he must regain control of Elric in order to try again.

9.95) COMBAT AT SEA – Naval battles follow the rules specified for Land combat. Only the combat strength of fleets and personalities, plus any spells used, will apply. Armies are valueless in a sea battle.

9.96) COMBAT IN PORTS – Fleets that are attacked while in a sea that is adjacent to a friendly port may retreat into that port as a result of combat.

9.961) If a port is attacked from the land, fleets present can add their combat value to the total of the defending forces AND may be chosen as casualties. They may also retreat out to sea, with what armies they can carry, if retreat is called for, unless enemy vessels occupy that sea.

9.962) Fleets in a port are protected by the city walls. All fleets that are in the port when it falls into enemy hands are destroyed. No unit is ever required to retreat from within a city.

10) MUSTER

Any Magic Spell with an italicized name along its bottom edge can be used to muster the forces specified.

Mustering allows players to take control of neutral nations, personalities and artifacts. It will take place during the Muster Phase of each player's turn. The forces that can be mustered are listed on the bottom of the spell counter. If several are listed, the player must choose one. Once a spell has been used to muster, it is discarded.

10.1) MUSTERING NATIONS – The mustering player must have a personality in the capital of the nation that he wishes to muster. The personality there must have the spell counter that will be used to muster that nation. If both conditions are met, the nation is mustered. The player receives all personalities, armies and fleets that belong to that nation. Starting in their standard set-up position. All magicians of that nationality will have random spells drawn for them up to the Magician's spell capacity.

10.11) If a player musters a nation, and other players already control cities in that nation, then all pieces that normally set-up in those cities are placed in the nation's capital. If any city in the mustered nation is being besieged when it is mustered, no forces may be placed in it until the siege is lifted.

10.12) A player may muster another player's country if he controls the capital of that country AND has the muster for it in its capital. Units held by the other player, that belong to the nation mustered away from him, are removed from his stacks immediately. On the next turn they start in their home country, as for a normal muster, under the control of their new owner.

10.2) MUSTERING PERSONALITIES – Certain spells will grant the ability to muster a specific personality. Personalities mustered will always appear in the province in which the player musters them. *(They become part of the stack of the personality that is actually doing the mustering.]*

10.3) MUSTERING HORDES – Hordes are independent armies and personalities that must be mustered in specific locations. Hordes may not receive placements and may never be mustered away by another player. If a horde is totally eliminated, or if all of the Horde's personalities are eliminated, all remaining horde units are removed from the board. Beginning on the next turn, they can again be mustered at full strength.

The Hordes, and their mustering locations, are:

10.31) THE FLAME BRINGERS – Mustered in the Weeping Wastes. They must search for, and find, Mordaga's Castle before they can be used for anything else.

10.32) THE KELMAIN HOST – Mustered in the wilderness of the Southern continent. Before they can do anything else, they must search and find Kaneloon.

10.33) THE OLAB – Mustered in R'lin K'ren A'a. They will move normally on the turn after being mustered.

10.34) THE PEOPLE OF PIO – Will appear anywhere that they are mustered.

10.4) THELEB K'AARNA – This wizard of Pan Tang may be mustered independently. If, later, Pan Tang is mustered by another player he will switch to the Pan Tang player's side.

10.5) MUSTERING THE BATTLE BARGE AND ALL ARTIFACTS – A11 artifacts appear in the province from which they were mustered. If the personality using the artifact is eliminated, and fails to escape, the artifact is removed from the board. Artifacts removed in this way may be remustered.

The Golden Melnibonean Battle Barge can be mustered only by a Melnibonean personality that is adjacent to Melnibone. When it is mustered, it will appear with Admiral Magnum Colim.

10.6) RESTRICTIONS – Nations and personalities already on the board may not be mustered, with the exception of Theleb K'aarna and occupied nations. Spells used to muster have no effect on the Cosmic Balance. No player may perform more than ONE muster per player-turn. All musters occur in the Muster Phase ONLY.

11) THE MELNIBONEANS

Spell counters marked "Melnibonean only" may only be used by Melnibonean magicians. All Melnibonean units are capable of moving at sea, without the use of fleets, at the cost specified for Magicians.

Other than Elric, no Melnibonean will ever attack another Melnibonean. They will not participate in any combat against an enemy stack that contains Melnibonean units. If one force is eliminated, surviving Melnibonean units will join the victorious side.

Elric may attack, and be attacked by, other Melnibonean units. No Melnibonean, except Elric, will ever participate in an attack against Imrryr.

11.1) ELRIC – Elric is the hero of Michael Moorcock's fantasy sagas. He enters the game only by means of Random Appearance.

11.11) RANDOM APPEARANCE – Elric will automatically make a Random Appearance at the beginning of the game. Additionally, Elric must be removed from the board and will make another Random Appearance in two other situations:

A) If Elric is not stacked with a player's personality at the beginning of a game-turn;

B) Whenever Stormbringer takes control of Elric and slays the controlling personality

The active player must draw a spell to place Elric on the board. He consults the musters on the spell and places Elric in the capital or main city of a nationality listed. If no nation is listed among the musters, the spell isdiscarded andanother is drawn. If more than one muster is listed Elric is placed in one of those listed as the player desires.

11.12) CONTROLLING ELRIC—The first player to stack a personality with Elric controls him. If there are several personalities in the stack, the one with the greatest Combat Strength, or influence Value, will control him. Control of Elric may only be transferred to personalities that have a Combat Strength, or Influence Value, greater than the current controller. If two units have eaual Combat Strengths or Influence values, the Influence value takes precedence over the Combat Strength.

11.121) Elric MUST be placed at the top of any stack that he is part of. The controlling personality is placed just below him.

11.122) Another player can take over control of Elric. If he has a personality with greater influence, as specified in **11.12,** he can do it. During the Movement Phase of the active player, the personality with the greater influence is moved, alone, onto the stack containing Elric. Accompanying units may not enter the province unless combat is initiated. At the end of the Movement Phase, the personality takes control of Elric and both are moved to the nearest Neutral or Friendly province.

11.13) ELRIC AND MAGIC—Elric may hold any set of spells, regardless of alignment. His spells are kept stacked beneath him. A spell may only be transferred out of his hand, to another personality, if he is offered a Melnibonean only spell by the personality controlling him. The LOWEST value spell in his hand will be given in exchange.

11.131) Elric begins the game with his full spell capacity in spells, drawn when he is first controlled by a player

11.132) Elric is one of the three magiciansthat can randomly draw a magic spell from the spell container rather than using a spell that he holds in his hand. He may do this only during combat. Elric always gains whatever benefit a spell may bring, unless it is an Elric Nightmare, regardless of the alignment of his other spells. (Ifa Nightmare is drawn, it must take effect before the battle begins).

11.14) STORMBRINGER—Whenever Elric's Combat Strength is used in a battle there is a chance that Stormbringer will take control of him. At the end of any Combat Phase in which his Combat Strength was used, the controlling player rolls one die. If the roll is a 5 or 6, Stormbringer is in control and slays the controlling personality. Personalities slain in this way may not make Heroic Escapes.

When Stormbringer takes over in this way, shift the Balance 1 towards Chaos AND Elric will IMMEDIATELY make a random appearance, as specified in **11.1.**

11.15) ELRIC NIGHTMARES—When an Elric Nightmare is drawn, except in the beginning of the game, Stormbringer may take control of Elric. Immediately on drawing this spell, the drawing player will roll. If a 5 or 6 is rolled, Stormbringer takes control. The result is as specified in **11.13.**

11.151) Mournblade is also effected by Elric Nightmares. If Stormbringer is affected, by the roll above, so is Mournblade. If Mournbladc takes control, the person using it is slain and it is removed from the board unitl it is re-mustered.

11.16) ELRIC AND MOONGLUM—Moonglum was an excellent Eshmirian swordsman. He was Elric's only true friend. If the stacks containing Elric and Moonglum are ever in adjacent provinces, Moonglum will leave his stack and join Elric. Once they are together, they remain together for the entire game. Both will make Kandom Appearances together.

11.161) Moonglum will NEVER be the personality that controls Elric. He is never the victim of an Elric Nightmare. While they are stacked together, the player that controls Elric can use all values for both counters as he sees fit.

11.2) YYRKOON—The cousin of Elric that sought both Elric's love, Cymoril, and his throne, the Ruby Throne of Imrryr. Rules for his magic use are specified in **8.22.**

11.3) OTHER **MELNIBONEANS**—Dyvim Slorm and Dyvim Tvar are Dragonmasters. They are trained to handle the Dragons of Melnibone. Only these two personalities, and Elric, can use the Dragon spell

The Silent Guard arc an elite unit of soldiers, the pride of Melnibone. They may not cast magic. In all other ways, they may be used as a personality.

Magnum Colim is the Grand Admiral of the Melnibonean fleet. He is mustered whenever the Golden Melnibonean Battle Barge is mustered. He may be used as any other personality.

Cymoril is Elric's cousin and his love, therefore wielding great influence over him. She may be used as a normal personality when she is mustered.

Saxif D'aan was an Earl from Melnibone's past, trapped in another plane. He may be used as any other personality.

12) THE COSMIC BALANCE

The Cosmic Balance represents the relative equality, or lack of equality, between the influences of Law or Chaos. At the beginning of the game, place the Law/Chaos marker in the Neutral spot at the center of the Balance.

12.1) SHIFTING THE BALANCE—When aligned spells are used as Magic, they effect the Cosmic Balance. Chaos spells move it towards Chaos. Laws spells move it towards Law. Neutral spells move it towards the Neutral center. All effects of Law and Chaos spells are applied before applying the effect of Neutral spells. The number of spaces that a spell will move the Balance is equal to the Combat Strength of the spell used.

12.2) SHIFT EFFECT—In each of the sections comprising each arm of the Balance is a number from 1 to 6. This number is added to the value of all spells of the dominant alignment. If the marker rests in the Neutral spot, no additional value is added to any spell.

EXAMPLE—The Law/Chaos marker rests in the fourth box from neutral on the Chaos side. Chaos is the dominant alignment. All Chaos spells cast will add the factor listed in that box to their Combat Strength.

12.21) Strength added due to dominance will NOT affect the number of boxes that the Balance will shift. Only the listed Combat Strength of a spell is used.

12.3) STORMBRINGER AND **MOURNBLADE**—Whenever these swords slay someone, due to an Elric Nightmare or losing control of Elric, the Balance is shifted 1 towards Chaos. Each time that these swords arc used in Combat, i.e. the personalities controlling them use their Combat Strength, the Balance is shifted 1 towards Chaos.

12.4) THE END OF THE WORLD—If the Law/Chaos marker advances beyond the last box of the Cosmic Balance, in either direction, the following rules will apply:

12.41) Spells of the Dominant alignment remain on the board after being cast. The spell may, at the player's option, remain in use as a "maintained spell." Magicians with a maintained spell can cast no other magic. The maintained spell is placed on top of the stack that contains the Magician and will move with him. Other units in that stack are protected from the effect of the spell. Only one spell, at a time, can be maintained by any one Magician.

12.411) Maintained spells will count towards the three spell per battle limit specified in **8.2.** Maintained spells will not take battle casualties nor will they protect the Magician from them.

12.412) Maintained spells may be used to aid a Magician's Heroic Escape. If he succeeds, they remain with him. If he fails, they remain in the province. Dispel Magic spells will not affect maintained spells.

12.413) Dominant spells cast, that are not maintained, remain in the province in which they are cast. They will attack any stack that enters that province beginning with the turn after they are cast. Law spells, with Law dominant, will not attack stacks that contain Law Magic.

12.42) Neutral Magic may be maintained BUT it will not remain on the board after being used if it is not maintained.

12.43) If the Balance is tipped towards LAW, Random Attacks no longer occur.

12.44) Immediately after the Balance is tipped, the LawlChaos Marker is placed three spaces ahead of the Turn Marker on the Turn Track. If the Balance is tipped towards Law, place it with CHAOS inverted (suchthat the word LAW is readable at the bottom of the counter). If it is tipped towards Chaos, place it with LAW inverted, and CHAOS readable.

When the Turn Marker reaches the LawlChaos marker, the world ends on the last player-turn of that game turn (unlessthe Balance is restored).Refer to section **3** if the game ends in this manner.

12.5) RESTORATION OF THE BALANCE–The Balance can be restored in two ways listed here.

When the Balance is restored, discard the sacrificed spells, any maintained spells and any other spells that are face up. Place the Law/Chaos marker on the Neutral space on the Cosmic Balance.

12.51) Players may sacrifice spells of the alignment OPPOSED to the Dominant alignment or Neutral spells. The total Combat Strength of the spells sacrificed must equal 12, plus the value of any face-up spelis of the Dominant alignment *(including those that occupy provinces but are not maintained).* This sacrifice can be made from any province. It may be made over a number of turns until the world ends. Stack the sacrificed magic on the Law/Chaos marker on the Turn Track.

12.52) The Horn of Fate may reset the Balance. It may only be used by Elric. Check the Spell index for specifics.

12.6) RANDOM BALANCE MOVEMENT (OPTIONAL)

Each player, at the end of their turn, draws a Magic spell. The Balance is moved in the direction of the spell's alignment a number of spaces equal to its Combat Strength. The spell is then discarded.

13) SCENARIOS

13.1) FOUNDING OF THE BRIGHT EMPIRE

A scenurio for one player. The normal set-up and playing rules are modified as specified below:

A) Place all Olab counters and the Free Fleet, in R'lin K'ren A'a.

B) Separate all Chaos spells from the others and remove:

Quaolnargn	Xiombarg
Kyreenee	Slortar the Old
Balo the Jester	Chardros
Dead God's Book	

Mix the remaining Chaos spells together and randomly place one spell on each Spell Location symbol.

C) Normal set-up rules (section **3),** Magic (section **8**), most of Muster except section **10.2,** Elric, and sections **11** and **12** are not used in this scenario.

D) Place the Dragons in Melnibone. While on this island, their Combat Strength is counted as DOUBLED.

E) As each spell, placed in (B) above, is found, the monster described must be defeated. If the player wins the combat, the spell becomes his. Spells that are not defeated remain on the board. They may attack or be attacked repeatedly.

F) Spells gained may only be used to muster personalities. Magicians mustered do not receive spells.

VICTORY CONDITIONS

The player uses the Olab to search for a Dragon Master. When a Dragon Master is found, he must travel to Melnibone and defeat the Dragons. He may be aided by the remaining Olab units. To defeat the Dragons, a Retreat result or better is required. Elric is not needed to gain entry into Melnibone. The Sea gates have not been built yet.

13.2) DRAGON MASTERS AGAINST THE UPSTART

A secenario for two players.

Player ONE begins with all Pan Tang and Dharijor units. Player TWO begins with all Melnibonean units except Elric, who appears as specified in section **11.1.**

VICTORY CONDITIONS

Player ONE must control Imrryr at the end of the game. If he does not, the other player wins.

13.3) SUCCESSOR TO THE BRIGHT EMPIRE

A scenario for two players

Player ONE starts with Shazaar, Jharkor and Tarkesh. Player TWO has Pan Tang and Dharijor.

NOTE–This scenario simulates the war that followed the fall of Imrryr. Therefore, control of that city has no importance for victory.

VICTORY CONDITIONS

Player TWO wins if he occupies the capitals of Shazaar, Jharkor and Tarkesh at the end of the game. Player ONE wins if he occupies the capitals of Pan Tang and Dharijor at game's end. If neither condition is met, player ONE wins a marginal victory.

13.4) WORLD CONFLICT (Empire Game)

A scenario for three players.

Each player starts with ONE Continent. Player ONE controls the nationalities of llmiora, Bakshaan and Vilmir. Player TWO controls Lormyr, Filkhar, Argimiliar and Pikarayd. Player THREE controls Shazaar, Tarkesh, Jharkor and Dharijor. All other nationalities are musterable.

VICTORY CONDITIONS

Normal victory conditions are in effect.

13.5) WORLD CONFLICT (Kingdom Game)

A scenario for three players.

Player *ONE* controls Jharkor. Player TWO controls Lormyr. Player THREE controls Vilmir.

VICTORY CONDITIONS

Normal victory conditions are in effect.

13.6) WORLD AGAINST THE UPSTART

A four player scenario

Player ONE controls Pan Tang. Player TWO has Dharijor. Player THREE has Ilmiora. Player FOUR controls Argimiliar.

VICTORY CONDITIONS

Normal victory conditions will apply.

NOTE—Players should not limit themselves to the set scenarios. Feel free to create any others that you may find enjoyable. Let your imagination be your guide.

13.7) NATION SELECTION—In all cases, the nations are selected in the order determined in section 3.6. Aplayer may choose any nation, or group of nations, used in the scenario that has not been selected by another player first.

14) THE SPELL INDEX

The sections that follow describe the various spells that are used in this game.

14.1) LAW SPELLS

ARKYN

Combat Strength = 3 — MUSTERS: *Shazaar*, *Vilmir*, *Ilmiora*

Arkyn, one of the Gods of Law, is often referred to as the God of Natural Law.

ARROWS OF LAW

Combat Strength = 4 — MUSTERS: *Turkesh*, *Pio*, *Theleb Kaarna*

These were powerful weapons forged long ages past to fight the hosts of Chaos.

AUBEC

Combat Strength = 3 — MUSTERS: *Bakshaan*, *Kelmain Host*, *Dyvim Tvar*

Aubec was an ancient hero of Lormyr who personally forged much of the southern continent from the chaos-stuff.

BRONZE BANNERS + QUARTZ ARROWS

Combat Strength = 4 — MUSTERS: *Filkhar*, *White Mage*, *Free Fleet*

Artiiacts of great magic stolen from the tower of Voilodion Gagnasdisk to repel one of the raids on Eternal Tanelor.

CHARM OF JUSTICE

Combat Strength = 2 — MUSTERS: *Fiihhar*, *Zas*

This spell enabled a person to benefit fully from whatever justice was due him in this unfair world.

CHIMERA

Combat Strength = 2 — MUSTERS: *Org*, *Dhoz-Kam*

One of the creatures that the Wizards of the world bent to their will

DONBLAS

Combat Strength = 4 — MUSTERS: *Viimir*, *Ilmiora*, *Lormyr*

This God called the Justice Bringer was the first God of Law to aid earth against Chaos.

GOLDAR

Combat Strength = 3 — MUSTERS: *Isle of Purple Towns*, *Argimiliar*

Patron of the Isle of Purple Towns, God of Trade.

JEWELED BIRD

Combat Strength = 4 — MUSTERS: *Tarkesh*, *Lamsar*

A metallic, jeweled, mechanical creature which served Law. It can he used to fly two personalities and can fly over the Boiling Sea.

NOOSE OF FLESH

Combat Strength = (3) — MUSTERS: *Flamebringers*, *Shaman*, *Cymoril*

A magical powder spread around an arms and magically activated. It is an ARMY EATER spell. All enemy units in the province when the spell is used are eliminated. This spell cannot be used at sea.

RUNESTAFF

Combat Strength = 5 — MUSTERS: *Lormyr*, *Isle of Purple Towns*

The supreme tool of Law, it forms a field that allows the performance of great deeds.

SHAZAARIAN STEEDS

Comhat Strength = 2 — MUSTERS: *Filkhar*, *Zas*

These steeds were prized in many armies for their hardy endurance.

SLEEP

Combat Strength = 2 — MUSTERS: *Olab*, *Org*, *Myshella*

A spell that makes an individual sleep for an indefinite period oi time.

14.2) CHAOS SPELLS

ARIOCH

Combat Strength = 5 — MUSTERS: *Jharkor*, *Eshmir*, *Pan Tang*

The Knight of Swords, iord of five of the fifteen planes of existence. Called Lord of the Seven Darks and Lord of the Higher Hell The patron of Melnibonean Emperors.

BALAN

Combat Strength = 3 — ,MUSTERS: *Pikaravd*, *Shaman*, *Saxif D'aan*

One of the Dukes of Hell, a God oi Chaos.

BALO THE JESTER

Combat Strength = 3 — MUSTERS: *Nadsokor*, *Org*, *Dhoz-Kam*

The jester oi Chaos, Balo has odd powers. When used a die is rolled and works if the roll is odd.

BEETLES OF KALEEF

Combat Strength = 2 — MUSTERS: *Nadsokor*

Beetles the size of mammoths that can change size to attack their foes.

BELLBANE

Combat Strength = 3 — MUSTERS: *White Mage*, *Free Fleet*

A hoary Mist Giant with no head and a snake like lower hody that fed on the hlood and souls of nren Said to inhabit the Marshes of Mist

BLACK SERPENTS OF DOREL

Combat Strength = 2 — MUSTERS: *Zas*

Fearsome, venomous serpents from the edge of the world.

CHAOS BUTTERFLY

Combat Strength = 2 — MUSTERS: *Org*, *Clackars*

A Chaotic mutation summoned by Theleb Kaarna to destroy Elric.

CHARDROS

Combat Strength = 4 — **MUSTERS:** *Pun Tang*, *Pikarayd*, *Jharkor*

One of the most powerful Dukes ot Hell He is called the Reaper for the scythe he carries He is recognized by his over large hedd

CHECKALAKH

Combat Strength = 4 — **MUSTERS:** *Dharijor*, *Myshella*, *Dyvim Tvur*

The Burning God, a being composed entirely of flame. Elric found him beneath the filth ot Nadsokor.

DARNIZHAAN

Combat Strength = 3 — **MUSTERS:** *Eshmir*, *Olab*

One of the ancient Gods that returned when the Balance was upset

DEAD GOD'S BOOK

Combat Strength = 0 — **MUSTERS:** *Dhoz-Kam*

Supposedly holding all the secrets of the ages. The book turned to dust when Elric touched it. It is only used in mustering.

DHARZI

Combat Strength = 2 — **MUSTERS:** *Kelmain Host*

A race of ancient sorcerers who meddled with nature and created improbable and terrifying monsters.

EEQUOR

Combat Strength = 2 — **MUSTERS:** *Pikarayd*, *Rockhir*, *Sorana*

A Lord of Chaos, the Patron of Sorana.

KYREENEE

Combat Strength = (3) — **MUSTERS:** *Flamebringers*, *Theleb K'aarna*, *Yyrkoon*

A shapeless hell thing capable of eating entire armies. An ARMY EATER . The spell is only used on land.

MABELRODE

Combat Strength = 3 — **MUSTERS:** *Argimiliar*, *Dyvim Slorm*

Called King of the Swords and the Faceless. One of the most powerful Gods of Chaos.

OONAI

Combat Strength = 1 — **MUSTERS:** *Pio*

Chimerical, ever-changing creatures. Can fly one personality OR may be used in Combat. You may not do both.

QUAOLNARGN

Combat Strength = (3) — **MUSTERS:** *Pyaray*, *The Chaos Ship*

A soul-feeding creature that is only susceptible to magic. When found, the finder must immediately do combat with it, using only magic and artifacts. If he does not win, he is eliminated. If he wins he may use the monster on another personality or as a muster. To attack, he places the spell and names any personality on the board as the target. Quaolnargn travels to that personality andattacks. Once it has been used in this way, or as a muster, it isdiscarded. No Heroic Escape is possible if the personality loses.

SLORTAR THE OLD

Combat Strength = 1 — **MUSTERS:** *Lamsar*

The most ancient of the Chaos Gods.

VULTURE LIONS

Combat Strength = 2 — **MUSTERS:** *Nadsokor*

Marik, an ancient Melnibonean sorcerer, created these bizarre creatures.

XIOMBARG

Combat Strength = 4 — **MUSTERS:** *Dharijor*, *Pan Tang*, *Jharkor*

Called the Queen of Swords, Xiombarg is a Duke of Hell and one of the most powerful Chaos Gods.

14.3) NEUTRAL SPELLS

BOATMEN OF XERLERENES

Combat Strength = (2) — **MUSTERS:** *Nadsokor*, *Olab*

People who lived in boats that sailed the air. May be used to fly up to two personalities.

DISPEL MAGIC

Combat Strength = (3) — **MUSTERS:** *Moonglum*, *Olah*

Used to negate the effect of any one spell except for maintained magics. It must be played in the same phase as the magic to be dispelled.

DISPEL MAGIC

Combat Strength = (3) — **MUSTERS:** *Chaos Shield*, *Eshmir*

As Dispel Magic Above.

ELENOIN

Combat Strength = 3 — **MUSTERS:** *Flamebringers*, *Clackars*, *Silent Guard*

Female demons from the Eighth plane. Fanatical fighters that are an imposing sight with their shrill Screams and flaming red hair.

FILEET

Combat Strength = 2 — **MUSTERS:** *Clackars*, *Sorana*

One of the Beast Lords, called the Lady of Birds.

GAAOLL

Combat Strength = 3 — **MUSTERS:** *Shozoar*, *Vilmir*, *Saxif D'aan*

An Elemental ruler. King of the Wind Giants.

GRAHLUK

Combat Strength = 3 — **MUSTERS:** *Nadsokor*, *Sorana*, *Silent Guard*

Apelike creatures. Hereditary foes of the Elenoin. Fight with nets, ropes and shields.

GROME

Combat Strength = 3 — **MUSTERS:** *Myrrhyn*, *Jharkor*

An Elemental ruler. The Lord of the Earth.

HAAASHAASTAAK

Combat Strength = 3 — **MUSTERS:** *Zas*, *Clackars*, *Filkhar*

A Beast Lord, the Lord of Lizards

h'HAARSHANNS

Combat Strength = (3) — **MUSTERS:** *Shazaar*, *Isle of Purple Towns*

Creature of the Whirlwind. They are FLEET EATERS. Enemy fleets in a sea in which they are used are sunk. Personalities are allowed Heroic Escape attempts. The spell is only used while at sea.

KAKATAL

Combat Strength = 3 — **MUSTERS:** *Pikarayd*, *Filkhar*

An Elemental Lord, the ruler of Fire.

MEERCLAR

Combat Strength = 2 — **MUSTERS:** *Lamsar*, *Eshmir*

Protector of the Feline Beasts. Meerclar is a Beast Lord.

MIRROR OF MEMORY

Combat Strength = (4) — **MUSTERS:** *Ilmiora*, *Myshella*, *Cymoril*

An immense magical mirror mounted on a pivot so that it could be aimed. It will steal the mind and memory of a man when looked into. It is both a FLEET and ARMY EATER. The spell may be used either on Land or at Sea

MISHA

Combat Strength = 3

Related to Gaaoll, Misha is Lord of the Winds.

MUSTERS:
Argimiliar
Myrrhyn
Jharkor

NUUURRR'C'C

Combat Strength = 2

A Beast Lord, Lord of the Insects.

MUSTERS:
Org
Myrrhyn

NIHRAIN HORSES

Combat Strength = (2)

Beasts from the legendary land of Nihrain. Although their bodies were of this plane their feet walked another entirely Thus they fly and walk on water. They may be used to fly two personalities.

MUSTERS:
Tarkesh
Flambebringers

ROOFDRAK

Combat Strength = 3

A Beast Lord, Lord of the Dogs.

MUSTERS:
Bakshaan
Kelmain Host

SEPRIZ AND THE TEN

Combat Strength = 4

The ancient servant of Fate. He sleeps beneath an ancient volcano with his followers awaiting the signal which will mark the end of the world.

MUSTERS:
Lormyr
Olab
Free *Fleet*

SHIP OF LAND AND SEA

Combat Strength = (3)

A marvelous ship made by the rare cooperation of Grome and Straasha. It can he used as a flying unit and can fly an unlimited number of personalities AND two armies.

MUSTERS:
Rackhir
Shaman
Dyvim Slorm

SILVER GRIMOIRE

Combat Strength = 1

An ancient text containing the spells and knowledge of a long forgotten Mage.

MUSTERS:
Dhoz-Kam
Pio

STRAASHA

Combat Strength = 3

An Elemental Lord. The ruler of the Sea.

MUSTERS:
Isle of *Purple Towns*
Tarkesh

TELEPORT

Combat Strength = (2)

A spell that may he used to fly one personality.

MUSTERS:
Bakshaan
Kelmain Host

14.4) PLAY IMMEDIATELY SPELLS

ELRIC NIGHTMARE

Whenever the Nightmare is drawn or revealed, Elric and the current holder of Mournblade are effected as specified in section **11.14.** The spell is discarded after its use.

FOUR-WHO-ARE-ONE

Under unusual circumstances, four of the incarnations of the Eternal Champion met. Included were Elric, Prince Corum, Erekose arid Dorian Hawkmoon. When played, Elric will leave the game for ONE turn. (Place him on the turn track one turn ahead). When he returns he will be accompanied by Brut and will make a Random Appearance.

If Moonglum is with him at the time, he will disappear with him.

RESHUFFLE

When Reshuffle is drawn or revealed, return all discards to the spell container and mix thoroughly with any unused spells that are there. When this is done, the player that drew the Reshuffle can draw another and discard the Reshuffle.

SHADE GATE

A magical device capable of bridging the worlds. IMMEDIATELY after drawing or revealing the Shade Gate, the personality that finds it will draw another spell. He must combat the spell drawn. He must fight alone. It he survives, he may draw two more spells as plunder. If he is forced to retreat, he is eliminated without a chance for Heroic Escape.

TOWER OF VOILODION GAGNASDIAK

This spinning tower was capable of interdimensional travel. Voilodion was fond of capturing people for as long as they amused him. IMMEDIATELY on finding or drawing this spell, the personality that finds it will roll. On a 1-3 he is eliminated without Heroic Escape. On a 4 t 5, there is no effect. On a 6 the personality takes two spells as plunder AND Elric has a Nightmare. (If Elric is the personality, and a 1-3 is rolled, he will make a Random Appearance at the start of the next Game-turn).

NOTE – No mustering ability is gained with any Play Immediately spell.

14.5) SPECIAL SPELLS

ESCAPE

The spell automatically saves the personality that uses it from elimination. It must be used before rolling for a Heroic Escape.

MUSTERS:
Moonglum
Kelmain Hosr

ESCAPE

As for Escape above.

MUSTERS:
White *Mage*
Pio

INVULNERABILITY

As for Escape above except that the spell may be cast AFTER attempting a normal Heroic Escape.

MUSTERS:
Flamebringers
Chaos Shield

14.6) MELNIBONEAN ONLY SPELLS

DRAGONS

The Dragons are BOTH FLEET AND ARMY EATERS. Their Combat Strength is (5) They may only be used by Elric, Dyvim Slorm or Dyvim Tvar.

MUSTERS:
Mournblade

GOLDEN MELNIBONEAN BATTLE BARGE

The Battle Barges were immense vessels that once ruled the seas. they still are more powerful than anything that the Young Kingdoms can muster. Any Melnibonean can muster the Battle Barge when he is adjacent to Melnibone. It arrives with Admiral Magnum Colim.

14.71 ELRIC ONLY SPELL

HORN OF FATE

This Horn is an ancient artifact whose blowing heralds the end of the world. When it is used by Elric, after the Balance has been tipped, it will either reset the Balance to neutral on a die roll of 1-4, or will immediately End the World (and the garnc) if the die roll is a 5-6. The world ends automatically the third time that Elric blows the horn. The horn may not be used by any other personality.

MUSTERS:
Jhary-a-conel

14.8) ARTIFACTS

CHAOS SHIELD

The Chaos Shield was a powerful aritfact carried by Elric in his last battle with Chaos. It protects all units stacked under it from the effect of Chaos spells. If the stack is eliminated in some other way, the shield is removed from the board. It may be remustered.

CHAOS FLEET

Whenever Pyaray is mustered, he arrives with the Chaos tleet. This hulk rides far below the waves and is manned by all of the sailors that have drowned at sea. It may carry any number of personalities and up to two armies. Personalities must make a Heroic Escape to leave the fleet once they board. The armies may leave it if the personality with the highest Combat Strength makes his Heroic Escape. If not, they are eliminated. The fleet must be removed from the board if the Balance tilts towards Law. Personalities on board when it returns to the ocean bottom must make Heroic Escapes. All armies are destroyed.

When the Fleet is mustered, Pyaray will always be with it.

FREE FLEET

An independent organization of sailors unallied to any nation. It may be mustered as for any other unit. It will appear in the sea area closest to the mustering unit.

MOURNBLADE

Mournblade is the brother of Stormbringer, they are identical in construction and function. It may be used by any Melnibonean. It will raise the Combat Strength of that personality to 6, affecting his Combat effectiveness, heroic escape chance and his Influence with Elric.

The holder of Mournblade is subject to Elric Nightmares, except that Mournblade kills the personality that uses it not another personality. See **11.14** and **11.15** for the details.

14.9) SPECIAL UNITS

MOONGLUM

Moonglum is mustered independently or when Eshmir is mustered. He has a special connection to Elric. For details see 11.15.

PYARAY

The Tentacled Whisperer of Impossible Secrets. Pyaray is the Chaos Lord of the Deep and commander of the Chaos Fleet. He may only be mustered when the Balance is tilted towards Chaos. He and his fleet are removed IMMEDIATELY if the Balance tilts towards Law. He may be remustered whenever Chaos is dominant. When mustered, the musterer must be in the Straits of Chaos. Pyaray and the fleet will appear in that area.

DESIGN CREDITS

Characters, Mythology, Geography – Michael Moorcock
Game Design – Greg Stafford, Charlie Krank
Cover Art – Kenn Nishiuye
Interior Art – Steve Oliff
Rulebook Art – V. M. Wyman
Map Design – William Church
Map Coloring Original Production – Charlie Krank
Map & Rules Production – Charles Kibler
Typesetting – Colonial Composition
Prep Dept. Coordinator – Elaine M. Adkins
Printing: Monarch Services, Inc.

Original Editing and Playtesting – Courtney Allen, Yurek Chodak, Robert Corbett Charlie Hadden, David Helmbold, Sherman Kahn, Ken Kaufer, Rudy Kraft, Charlie Krank, J. Robert Lalush, Larry Margolese-Malin, Harald Moe, Steve Perrin, Rory Root, Cindy Schut, Jeff Seiken, Art Turney.

DESIGNERS' NOTES

This game is based on a series of short stories and novels written by Michael Moorcock. It is not necessary for the players to be familiar with the books to enjoy this game. The game is a complete entity unto itself, new players may even find themselves at an advantage with their lack of bias towards the characters presented here.

This game does not pretend to be a complete synthesis of the Elric saga, though this process was integral to its development. The game merges the power of Elric's world with game playability to bring the players the inner vitality and intense feeling of the mythos. We have attempted to capture some of the power of the stories and present it in a playable form to share the magic of Elric.

When playing Elric, it is important to remember that you are taking the part of the Lords of Fate, not the mundane leaders and nations of the world. During the course of play, each player will probably gain and lose control of several nations. He may even lose control of the nation(s) that he started the game with. However, in ELRIC, as long as you control at least one personality you continue playing. It is very possible for a player to rocket back from the brink of defeat to become the final victor.

If you are interested in learning more about the world of Elric we direct you to:

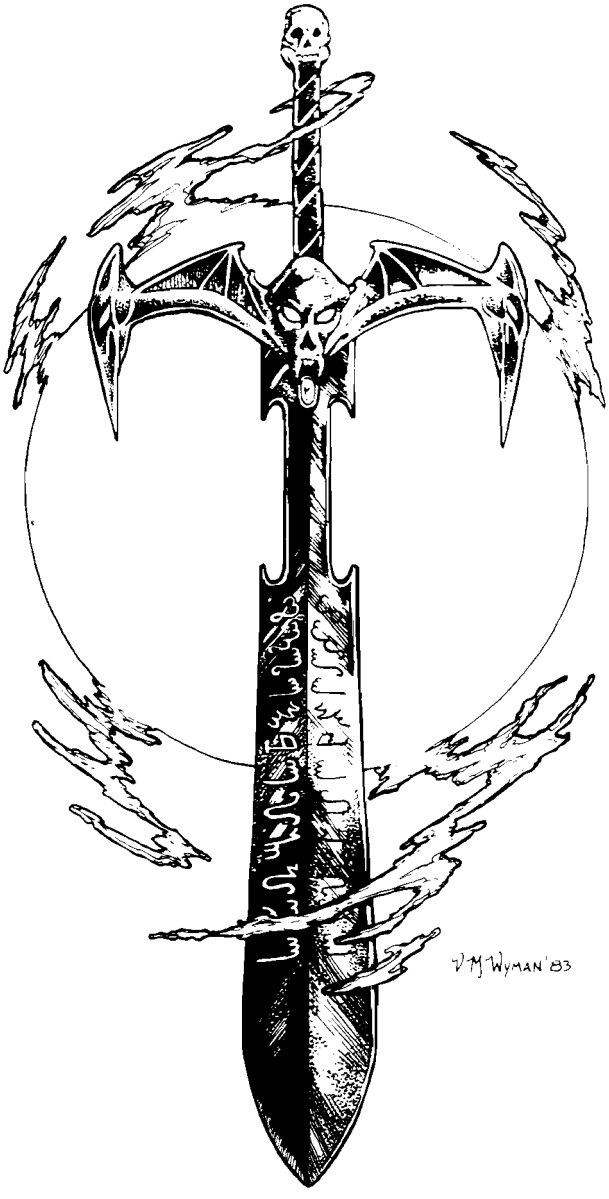
DAW BOOKS
1301 Avenue of the Americas
New York, New York 10019

The titles in the Elric saga are:

Elric of Melnibone
The Wierd of the White Wolf
The Bane of the Black Sword
The Sailor on the Seas of Fate
The Vanishing Tower
Stormbringer

A GLOSSARY OF IMPORTANT SECTIONS

		PAGE
1)	The World Of Elric	1
2)	The Equipment	2
2.1)	The Board	2
2.2)	The Pieces	2
2.3)	Charts And Tables	3
3)	Setting-Up	3
4)	Sequence of Play Victory Conditions	3
5)	Replacements	
6)	Movement	[illegible]
7	Search	[illegible]
8	Magic	[illegible]
9	Combat	[illegible]
9.6)	Combat Resolution Table	[illegible]
10)	Monster	
11)	The Melnibonéans	
11.1)	Elric	
12)	The Cosmic Balance	
13)	Scenarios	10
14)	The Spell Index	11



THE GENERAL

Now that you know how to play the game, the nest problem is probably **who** to play it with. We can help you with that problem and many others only through your subscription to our bi-monthly gaming journal, the **GENERAL.** In the **GENERAL** you'll not only read all there is to know about this game, but will also learn about our dozens of other exciting simulation games of skill. Every 4 color, forty-eight page issue is jammed full of professional articles on the strategy and tactics of Avalon Hill gaming. Look and see what the **GESERAL** offers:

ADVERTISING: Our **Opponents Wanted Column** allows you to advertise, for a minimal charge, for opponents, discontinued games, or competition of any sort. Each issue contains hundreds of ads which are read by our many readers worldwide The fastest way to find an opponent tor this game. whether it be across the street or the Atlantic Ocean, is in the pages of **THE GENERAL.**

CONTESTS: Every issue poses challenging game situations which you can enter and win free games utilizing your playing skills for this or any of Avalon Hill's many other games.

TACTICS & STRATEGY: Learn why you lose or how to win. The nation's best players and our official staff members write many thought-provoking articles on the winning ways of the entire gamut of Avalon Hill games. Each issue contains a "Series Replay" in which an actual move-by-move game is printed – profusely illustrated, and played by recognized experts.

HISTORY: Curious why one side always seems to win? Each issue contains in-depth historical material to enhance your background of the game situation.

GAME DESIGN: Wonder why this game was designed the way it was? Read **THE GENERAL** and find out! Our regular DESIGN ANALYSIS column features explanatory treatises by our designers. Only here can you find ready-to-play variations, new scenarios, and perhaps even more counters for this game.

QUESTIONS ANSWERED: In our *Question* Box you'll find the only official source of rules interpretations and changes for this and our other games.

PRODUCT REVIEWS: Interested in other Avalon Hill games? Check them out in the Reader's Buyers *Guide.* The RBG is a game review compiled by our subscribers at l a r g e the people who play the games. Realism, complexity, play-balance, and excitement level are only a few of the categories rated in the RBG.

WHAT'S HAPPENING: Like to know what's going on in the gaming hobby? Each issue contains an installment of the *"Avalon Hill* Philosophy" where we announce the new games, discuss possible new titles, and generally keep you informed. In addition, the *INFILTRATOR'S* REPORT keeps you posted on tournaments, conventions, club news, and unusual happenings.

VALUE: In every issue you'll find a value coupon to be applied against the cost of postage when purchasing games directly from Avalon Hill. All of this for only just a few dollars. How can you lose? If you're convinced, send your check for a two year subscription which will save you lots of money off the individual copy price. SEE PARTS LIST FOR PRICES.

Since its inception in 1964, the **GENERAL** has stood the test of time. Increase your enjoyment of this and other Avalon Hill games many-fold with a subscription.

COMBAT RESOLUTION TABLE

DIFFERENCE	RESULT
25 AND UP	DE
20 TO 24	RETREAT, DL 15
15 TO 19	RETREAT, DL 10
10 TO 14	RETREAT, DL 5
5 TO 9	RETREAT, DL 3
4	RETREAT, DL 2
3	RETREAT, DL 1
1 TO 2	RETREAT, NL
0	REROLL

DE – ALL DEFENDERS ELIMINATED.

DL – COMBAT STRENGTH POINTS LISTED ARE ELIMINATED.

RETREAT – THE DEFENDER MUST VACATE THE PROVINCE UNLESS IN A WALLED CITY OR CAPITAL.

NL – NO LOSSES SUFFERED.

THE COLOR CODE

Except for the Magic Spells and Markers, all counters have a Color Code representative of their nationality. The codes that are applicable are:

NATION/AREA	COUNTER COLORS	ALIGNMENT
ARGIMILIAR	Black on Red	CHAOS
BAKSHAAN	White on Brown	LAW
DHARIJOR	Brown on Yellow	CHAOS
DHOZ-KAM	White on Red	CHAOS
ESHMIR	White on Orange	CHAOS
FILKHAR	Blue on White	LAW
FLAMEBRINGERS	Red on Black	NEUTRAL
ILMIORA	Black on Brown	LAW
INDEPENDENTS	White on Black	VARY
ISLE OF PURPLE TOWNS	White on Purple	LAW
JHARKOR	Black on Orange	CHAOS
KELMAIN HOST	Black on Grey	NEUTRAL
LORMYR	Black on Green	LAW
MELNIBONE	Red on White	CHAOS
NADSOKOR	Black on Purple	CHAOS
OLAB	Red on Grey	NEUTRAL
ORG	Red on Olive	CHAOS
PAN TANG	Black on White	CHAOS
PIKARYD	Black on Blue	CHAOS
PIO	Olive on Black	NEUTRAL
SHAZAAR	White on Blue	LAW
TARKESH	Green on White	LAW
VILMIR	Black on Olive	LAW

EXAMPLE – All Melnibone counters, from Elric to the Golden Battle Barge, will be Red on Black counters. This combination will always indicate a Melnibonean unit of some kind.

The Avalon Hill Game Company

GAMES OF STRATEGY

©1983 THE AVALON HILL GAME COMPANY, BALTIMORE, MD PRINTED IN USA

X-1574 10/83

8500001