



### BATTLE AT THE END OF TIME

By Greg Stafford and Charlie Krank

# (1.0) INTRODUCTION

This game is based upon a series of short stories and novels created by Michael Moorcock. It is not necessary for players to be familiar with the books to enjoy the game, although we are sure that Elric fans will find delight with their familiarity. This game is a complete entity unto itself and 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 summary or a synthesis of the Elric saga, although both processes are certainly integral to its development. Rather, it is a synthesis of Elric's world and of game playability to bring the players the inner vitality and feeling for the mythos. We have attempted to capture some of the feeling from the stories and present it in a playable form to share the magic of Elric. This has occasionally resulted in compromise or gloss. Some small changes are inevitable in creating a playable, balanced game. Hard-core fanatics may wish to provide your own variants. Some possible variants are listed among the scenarios at the end of these rules. Persons wishing to read the current Elric saga are directed to DAW BOOKS at 1301 Avenue of the Americas, New York, New York, 10019. They have reprinted the entire series in its chronological order, updated and re-edited. Their titles:

## (2.0) THE WORLD OF ELRIC

or 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 the building of 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 such knowledge and power they gained easy conquest of the known world. Thus secure, they settled into their long rulership, entertaining themselves with all known and several unknown experiences until their centuries filled with jaded dreams.

The hen the gods moved again, setting cosmic forces into motion. The Young Kingdoms arose, casting off the Melnibonean yoke. Once free, they squabbled about their petty human pursuits. The Melniboneans continued to decline, their dragons slept longer after each battle, and the race drifted into a deeper slumber, like that of the black lotus eaters. Then the Cosmic Balance grew more unstable as the struggle between Law and Chaos became more than philosophical discussion. Nations rose and fell, and ancient monsters and deities again stalked the world. This time of legend and danger demanded a new breed of person to confront the grave dangers. Thus began the age of heroes.

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

Other stories written by Michael Moorcock which continue the theme of the Eternal Champion are:

The Eternal Champion The Swords Trilogy The Corum Trilogy The Silver Warrior The Jewel in the Skull The White Wolf were among his names. His saga is powerful and bitter, the story of a man whose life was a curse and whose blessing was evil.

Iric was the last of the Melnibonean emperors. As if to personify the decadence of the race, this emperor was born a weak, sickly albino able to remain alive only through the constant use of powerful magics and drugs produced by Melnibonean sorceries. Yet he was stirred to immense curiosity and intellectual vitality amid the slumbering race. This isolated him. He was known as a brooding and alien king by his own people.

Iric sought and suffered from mighty magics. Through his knowledge and fate he came to find the mystical sword called Stormbringer. This ancient blade was a tool of the gods, for instead of merely taking the life of a person, it drew the very essence of their souls into its wicked being. Yet this power was useless without one to wield the weapon, and in return for Elric's hand upon the hilt the sword was bound to share its unholy energy with the emperor. Elric, needful of such vitality, accepted the pact. Sword and man became slave to the other. None could tell the master.
I was Elric's destiny to be tossed about by Fate and the gods, bandied like a toy, forced into the most dangerous and foolhardy positions, suffering forever the doom of his sword. Thus he went forth into the Young

Kingdoms.

# The Mad God's Amulet The Sword of the Dawn The Runestaff Count Brass Champion of Garathorm Quest for Tanelorn



# [3.0] THE EQUIPMENT

This game includes the following equipment: folded color map of the Young Kingdoms, eight numbered counter sheets, one 16-page rulesbook, one six-sided die, and a response card. If any of these items is missing, please write to us for a replacement:

> CHAOSIUM INC. Box 6302, Albany CA 94706

# [3.1] The Board

The playing board is a representation of the world of Elric (commonly referred to as the Young Kingdoms) and is divided into land provinces and seas.

The land areas consist of four major continents and several islands.

The northern continent includes the civilized nations of Ilmiora, Vilmir, Eshmir, Nadsokor, and the city state of Bakshaan. The wilderness areas include the Weeping Waste, Sighing Desert, Org, and the Forest of Troos. Magic spell placement symbols (\*) lie in Tanelorn, Mordaga's Castle, and the Forest of Troos.

The nations of Pikarayd, Argimiliar,

that they are also printed on the back with either the name of the country or the counter type.

There are four main types of counters used in playing ELRIC plus several markers.



Armies represent outfitted, organized and trained men ready for battle. An army counter has the silhouette of a soldier in one of three colors. The color of the figure indicates which continent the piece originates in. Counters with RED figures begin the game on the Western continent or Pan Tang, figures with WHITE figures begin on the Southern continent or Melnibone, and counters with BLACK figures begin on the Northern continent or the Isle of Purple Towns. The background color of the counter then defines the particular nation. Each army has a Combat Value, or a fighting strength of 1. All combat values are printed on the counter's upper-left corner. When a nation is mustered [section 11.0] it begins with the entire number of



Magic Spells represent the spells used by magicians. On the counter are listed the spell name and/or description. The combat value of the spell is listed in the upper-left and its alignment is listed in the upper-right. Along the bottom of the spell are listed the possible musters available through use of the card during the Muster Phase.



Filkhar, and Lormyr lie on the southern continent along with the wilderness areas of Oin and Yu, the areas about Kaneloon, and the wastes of Dorel. Magic spell symbols lie in Dhoz-Kam, Kaneloon, and Dorel.

In the west are the civilized nations of Shazaar, Jharkor, Dharijor, and Tarkesh. The Silent Lands, Marshes of Mist, Myrrhyn, Xanyaw, and Nihrain are wilderness; the latter two and The Silent Lands contain magic spell symbols.

Civilized islands include Melnibone, Pan Tang, and the Isle of Purple Towns. Wilderness islands include Ashaneloon, Sorcerers Isle, and the island of the Unholy Fortress. R'lin K'ren A'a is considered to be a continent and is often referred to as the Jungle Lands. It is counted as a wilderness area. R'lin K'ren A'a, Sorcerers Isle, Ashaneloon, and the Unholy Fortress all contain magic spell placement symbols as well.

The broad oceans are subdivided into smaller areas called *seas*. These are all treated identically except for the *Straits of Chaos*, the *Serpents Teeth*, and the *Boiling Sea*. Restrictions for these areas are discussed in section [7.5] Special Terrain.

The three small, unmarked islands sitting just off the Melnibonean coast have no effect upon game mechanics and may not be used in the game. The same goes for the illustrations of the dragon lounging in the Dragon Sea, the octopus prowling the Straits of Chaos, and the big fish headed for the Straits of Vilmir.

Along the right-hand mapboard edge are the *Turn Track* and the *Cosmic Balance*, both explained later in the rules. armies allocated to it.



Fleets represent organized and outfitted ships ready for combat or transport. The figure colors for the fleet counters follow the same pattern as the army counters. In the upper-left corner is the Combat Value of the fleet while at sea. In the lower left is listed the fleet's Movement Value, or the number of seas that the fleet may move in a single gameturn. In the lower right is the fleet's Carrying Capacity, or the number of armies that the fleet may transport. Any number of personalities may be carried by a single fleet.



*Personalities* represent powerful individuals, the heroes and leaders of ELRIC. The personalities also follow the color format desThe Law/Chaos Marker is used to keep track of the status of the Cosmic Balance and is placed on the Turn Track when the Balance is tipped (i.e. when the marker is moved, through the use of magic, off of the Cosmic Balance). The Turn Marker is used to keep track of the number of turns left in the game. Additionally, there are 24 other pieces, the Stack Markers, in four groups of six. These can be used by the players to identify their stacks of pieces to prevent any confusion.

### [3.3] Charts and Tables

In the center of these rules are four sets of pull-outs to aid the players in their playing ELRIC. These should be cut apart by the players.

Along the right-hand mapboard edge are the Cosmic Balance and the Turn Track. The Cosmic Balance has two arms, each ending in a scale bowl, and is divided into 12 sections (including the bowl). Each section has a number from 1-6. These values are added to magic of the dominant alignment when a spell is played. If no alignment is dominant, then no value is added to magic. More is explained about use of the Balance in section • [13.0] The Cosmic Balance. The Turn Track is divided into ten sections numbered 1-10. Once the tenth turn is completed the game is over and the winner is declared.

ELRIC

# [3.2] The Pieces

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All of the pieces used in playing ELRIC are contained in the eight counter-sheets included with the game, except for the die. Before you punch the counters all out, take a few moments to read this section while looking at the various counter-sheets. Notice cribed in the army counter's section. Each personality has a combat value listed in the upper left. If the combat value is parenthesized the personality may not fight in combat and is used only for influence with Elric. Personalities with a value in the upper right are magicians. Personalities with no number are non-magicians. This *Spell Capacity* indicates the number of spells that the magician can carry and use.



### [4.0] STANDARD SET-UP

Each scenario in section [14.0] uses this standard set-up procedure. Any exceptions are listed in the appropriate scenario.

Place the game pieces on the board in the following manner:

- (A) Place all of the magic spells in a clean, dry container (such as a cup or bowl) and mix them throughly.
- (B) Place one magic spell face-down and without looking in the Vale of Xanyaw, Nihrain, Silent Lands, Sorcerers Isle, Ashaneloon, Dhoz-Kam, Kaneloon, Dorel, Unholy Fortress, Mordaga's Castle, Tanelorn, and the Forest of Troos on the magic spell placement symbols (\*). Place the container of magic spells beside the playing board within reach of all players.
- (C) Place the Turn Marker on the first space of the Turn Track and the Law/ Chaos marker on the neutral space of the Cosmic Balance (either side face-up). Distribute one set of Stack Markers to

end of the passer's turn. Once the turn passes to the next player, nothing in the just-completed turn may be altered.

Each scenario in section [14.0] has both a specific objective and 10 turns to achieve that objective. If a player captures the Melnibonean capital of Imrryr, he automatically wins. If no player controls Imrryr, then the player who fullfils the victory conditions described in the scenario wins. If the world ends through a tipping of the Cosmic Balance toward Law, the player with the Runestaff (or the greatest Law magic value total if no player has the Runestaff) wins. If the world ends due to a Chaos shift in the Balance, the player controlling the sword Mournblade (or the player with the greatest value in Chaos spells if no player controls Mournblade) wins. If no player controls Imrryr and the game has not ended due to the end of the world, then the player who controls the greater number of enemy capitals at the end of the game is the winner.



## [6.0] REPLACEMENTS

Replacements are taken by nations that have lost units. No replacements may be taken until units have been lost. This occurs during the Replacement phase of each player's player-turn. for by the **Combat Resolution Table** [10.6], is voluntary. Only armies, personalities and fleets may be moved. Spells may not be moved unless there is a personality controlling them. When moving, pieces may only move into an adjacent area, unless flying [7.4]. Crossing the boundary of a province or sea costs the moving units one movement point.

### [7.1] Stacking

An unlimited number of personalities may occupy a province or, with the aid of ships, a sea. An unlimited number of fleets may be stacked in a port or sea. An unlimited number of armies may be stacked in a province. A fleet may carry a number of armies up to its carrying capacity. Exceeding the fleet's carrying capacity will cause the fleet to sink, automatically eliminating all armies and forcing all personalities on the sinking fleet to make their heroic escapes.

### [7.2] Land Movement

Personalities and the armies that they are leading have four movement points to use each turn. This means that they may move up to four provinces in a single turn, subject to terrain restrictions [7.5].

Notice that some provinces contain one or more cities and that others have none. Pieces resting in a province containing cities are considered to be in a city and are protected by its walls. The defensive value of city walls is not influenced by the number of cities in the province. References to particular cities also include the province in which the city sits.

each participating player.

- (D) Except for Elric, place all of the Melnibonean counters on the island of Melnibone.
- (E) Each player should roll the die, the high roller going first. Each scenario lists the countries to be played. The high roller chooses his country first from among those listed. The player on his left then chooses and so on until all players have chosen a beginning country.
- (F) Each player then places three armies in each non-capital city, all fleets and the admiral in any seaport, and the rest of the personalities and armies in the capital. If there is only one city, the capital, all pieces begin the game there.



## [5.0] SEQUENCE OF PLAY & VICTORY CONDITIONS

Each game-turn consists of a number of player-turns, one for each player. Each player-turn has the following steps:

(A) Random Appearance [12.1.1]
(B) Replacements [6.0]
(C) Movement [7.0]
(D) Search [8.0]

A player may replace one lost army unit in his capital each turn provided that his capital is not controlled by an enemy force. He may replace one fleet instead of an army if his capital is also a seaport. Capitals and seaports will only replace units of their own nationality.

EXAMPLE: The Shazaarian armies and navy have been having a rough time in the wars with Jharkor, The Shazaarian player, during the Replacement phase of his turn, may decide to build a fleet or raise an army in Aflitain.

Players who hold the muster for a country which they already control may initiate a special replacement phase by playing that card during the Muster phase instead of another muster card. Each city of the mustered country will then provide replacements (ports may build fleets). The capital may, instead of replacing an army or fleet, replace the lowest valued leader (in terms of Combat Value) lost. Replaced magicians do not begin with magic spells.

Nations with all of their cities occupied, including the capital, may not make replacements of any kind.

Nations which lose all of their person-

Armies may be moved only if they are stacked with a friendly leader or if they are stacked within their home territory. Home territory is the similarly colored area within the boundaries of the armies' home country. When stacked with a personality an army may move up to four provinces. When in their home country an army may move one province each turn, without a personality. Armies may not move outside of their country without a personality's leadership.

### [7.3] Sea Movement

All personalities except for magicians and flying units and all armies may move at sea only with the use of a fleet. Magicians may move through seas without using a fleet at a cost of 2 movement points per sea.

Fleets allow non-magician, non-flying personalities and armies to move at sea. Armies that either voluntarily or involuntarily move into a sea without a fleet are eliminated. Personalities who do so must attempt heroic escapes.

The movement rate listed on the fleet counter indicates the total number of seas the occupying armies, personalities, and fleet may move. If the armies and personalities have moved on land before boarding a fleet, the amount already moved is subtracted from the fleet's maximum movement. If the armies and personalities wish to move on land after using only part of a fleet's movement value, subtract the number of seas moved from the armies' and personalities' maximum land movement value.

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(E) Magic [9.0] (F) Combat [10.0] (G) Muster [11.0] (H) Random Balance Movement, (optional) [13.6]

The first player takes his turn first, followed by the player on his left. It is convenient to pass the container holding the magic spells to the next player, signifying the

### BATTLE AT THE END OF TIME

alities have any remaining armies removed from the board. The country reverts to neutrality and can be normally mustered.



EXAMPLE: Fadan and Urish are leading five armies through the country of Lormyr, desiring to board ship in Ramasaz. The land journey will cost two movement points since they are two provinces away from the city. They must then spend one movement point to board one of the armies and Urish onto the waiting Lormyrian transport while Fadan and the other four armies remain behind to guard the city. Urish and the army have used three movement points so far, and these are subtracted from the fleets's movement value of 6 leaving 3. Urish could choose to sail three provinces from Lormyr, not move at all, or sail one or two provinces along the coast and debark in some other province.

Personalities may attach or detach armies or fleets in any province or sea, though each army of fleet may be attached or detached only once per turn. Armies and fleets attached to a personality are placed beneath that counter. Fleets and armies that are detached are left in the province or sea in which they were detached. Each fleet in a moving stack must have at least one personality aboard to move. Fleets without a personality may only move toward their nearest home port by first the safest then the shortest route at their normal movement rate. During the movement phase units may never enter a sea or province occupied by an enemy unit unless initiating combat. Wilderness provinces may be entered by any number of hostile units. A stack entering wilderness with the intent of doing combat must first Search [8.0] for the units to be combatted. Fleets may only enter into seas or ports. A fleet may embark armies and personalities from any adjacent province. Embarkation from a port costs an army one movement point. Armies embarking from provinces without ports must pay a four movement point cost. Fleets must pay one movement point to debark armies and personalities to any province. Personalities pay only one movement point to embark from any province.

moved to any province on the board (there is no range for magical flying). Fleets may not be transported through the use of magic, and armies may be magically transported through the use of the Ship of Land and Sea.

### [7.5] Special Terrain

The following types of terrain have special notes which affect movement.

#### [7.5.1] BOILING SEA

The waters of this sea boil and froth, emitting great quantities of heat and steam which make it nearly impassable. All units, except for the Jeweled Bird, must successfully roll a heroic escape before completing movement through this sea or they are eliminated. This heroic escape must be made both entering or leaving the Boiling Sea.

EXAMPLE: Jagreen Lern, leading his own 5/6/2 and a Vilmiran 4/6/1 fleet attempts to enter the Boiling Sea trying to reach fabled Ashaneloon for the possoble magics there. Both ships are forced to attempt heroic escapes due to the heat and steam. The Pan Tangan galley rolls a 1 on the die, easily making it to the island. The unfortunate Vilmiran rolls a 5 however, and all armies aboard perish. Any per-

### [7.5.4] THE SERPENTS TEETH

Much feared for its strong and tricky currents and forbidding cliffs, ships passing through the Teeth must successfully make heroic escapes or be eliminated. Escaping fleets may continue moving normally. Eliminated fleets also eliminate transported armies. Personalities must attempt a heroic escape to survive.

### [7.5.5] STRAITS OF CHAOS

Treat this sea as a wilderness area. Any stack passing through the Straits of Chaos must undergo Random Attacks before completing movement.

#### [7.5.6] UNWALLED CITIES

Unwalled cities are shown as a simple black dot identifying the cities location.

Unwalled cities provide no additional protection for defenders.

#### [7.5.7] WALLED CITIES

Walled cities are identified as black dots surrounded by a whole or partial circle. The cities of all civilized countries except for Nadsokor are walled. Walled cities are treated as normal provinces for purposes of movement. Walled cities have an intrinsic combat value of 3 when attacked, added to the value of any defenders present. The walls of a city will add to defenders combat value totals

# [7.4] Flying

Certain spells and personalities in the game of ELRIC have the capacity to fly themselves and sometimes other personalities.

### [7.4.1] FLYING UNITS

In ELRIC there are several races which can fly, such as the Winged Men of Myrrhyn and the Clackars. These winged units may move up to four provinces or seas. Flying units are subject to the terrain restrictions of the Boiling Sea and mountains [7.5] Special Terrain. They may move freely over other sonality aboard must now also make heroic escapes to avoid the same fate as the soldiers.

#### [7.5.2] CAPITALS

Capitals exist only in civilized (colored) nations, and are identified by a star designating the city's location. They are treated as any other province for purposes of movement. All capitals are walled [7.5.7], in fact, are the best fortified cities in the Young Kingdoms with defensive values of 5. This value must be totally overcome in a single battle before the enemy units can occupy the capital. The walls of any city can not be destroyed, and always remains at full strength, regardless of combat losses.

Capture of an enemy capital allows the conqueror to muster that nation [11.0]. Capture of any capital, enemy or neutral, also rewards the victor with a magic spell drawn randomly from the magic spell container.

EXAMPLE: The player controlling the country of Ilmiora is attacking the city of Jadmar (the Vilmiran capital) with a combat value of 17. The Vilmir player has one personality and two armies defending for a combat total of 6, plus the capital's wall value of 5: final total equals 17 attacking and 11 defending. Assume that, after die rolls, the Ilmioran player had a +10 advantage ([10.6] Combat Results Table). This means that all of the Vilmiran defendagainst hostile combat even if all defenders have been eliminated. Taking a walled city requires that the defensive value of the wall be overcome in a single battle.

### [7.5.8] WILDERNESS

Stacks containing armies must draw for Random Attacks for each wilderness province passed through during movement [7.6] Random Attack. Personalities unaccompanied by armies draw for Random Attacks only if they end their movement in a wilderness province.

#### [7.5.9] PORTS

Anchor symbols on the map identify ports. Fleets may enter ports only from seas with the anchor. Due to its massive five-portalled seawall, only stacks with Elric can enter Imrryr. Once Imrryr falls though, any Melnibonean can guide a stack into the city.

## [7.6] Random Attacks

Moving personalities draw for Random Attack only if they end their movement in a wilderness province. Traveling armies draw for Random Attack for each wilderness area they pass through. Fleets sailing through the Straits of Chaos must draw for one Random Attack for the journey. One spell is drawn from the magic spell container for each Random Attack possible and shown to all players.

- Chaos spells will always attack player's stacks of counters.
- *Law spells* will only attack if the player's stack contains chaotic magic (including

terrain and enemy units but must always end their movement on either dry land or a friendly fleet.

### [7.4.2] MAGICAL FLIGHT

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Certain magic spells allow one or more personalities to fly. When used, these cards will remain with the personality for two flights or three turns, whichever is less. When magic is used to fly, the personality may be ing troops were killed in the fighting (the Vilmiran personality may attempt a heroic escape) but the city still stands. The Ilmioran player failed to totally overcome the strength of the wall.

#### [7.5.3] MOUNTAINS

Mountains are impassable for all units, including flying units. spells held by non-magicians for purposes of muster).

 Neutral, Special, or Other spells have no effect and are discarded.

Play Immediately spells function normally.
 If a Fleet/Army Eater spell is drawn, the attacked armies and fleets are eliminated automatically. All persona-alities must make heroic escapes.

### [8.0] SEARCH

Search occurs in the Search phase of each player's player-tum. Units ending movement in a wilderness areas and surviving Random Attacks may try to find any unfound magic, friendly stacks, or enemy stacks also in the area. The searching player must announce the object of the search before the die is rolled. Only one search in a given province by each player is allowed each turn. Friendly personalities must be in the province to search it; armies alone in a province without a personality can not perform a search.

On the first turn searching, roll the die. If a 5-6 is the result, then the search was successful and the object of the search was found. On each consecutive turn, a 4-6 will result in success.

Friendly stacks and magics found as the result of successful search are placed beneath the searching stack. Enemy stacks successfully found must be fought during the following combat phase.



Magic spells held by personalities are kept beneath that personality's counter and are kept hidden from the other players until used. Used magic spells are discarded. If all of the magic spells in the container have been used and one of the Reshuffle spells has not been drawn, all discarded spells are placed back into the magic spell container and remixed throughly.

player has a total of 63 combat values (including 4 magicians) and the Pan Tang player has a total of 55 (and 2 magicians). During the Magic phase, the Bakshaan player plays 3 magics (the maximum) worth 8 points. The Pan Tangan, with only 2 magicians, can only play 2 spells worth 5 points. The difference between the two combat value totals is 11. The Pan Tangan retreats into port, losing one ship.

Magic spells with a parenthesized combat value do not add to the combat total. Instead they have a special effect. Their parenthesized combat value determines the effect of the card's use as magic on the Cosmic Balance. Section [15.2] provides an index to the various magic spells used in the game.

The three personalities with a (!) next to their spell capacity have the unique ability to conjure magic when defending or attacking. Whenever one of these personalities (Elric, Theleb K'aarna or Yyrkoon) is involved in combat, the owning player has the option of drawing a spell from the container instead of using a held spell. The spell drawn must be used in the combat in which it was drawn. If Theleb K'aarna or Yyrkoon draw a spell which conflicts in alignment with those already held, then they are instead attacked by them (their combat value is added to the value of the enemy units). Elric may draw spells with impunity. If the spell drawn is not applicable it is discarded, no other spells are drawn, and he will throw no other spell.

of Law and Order in the universe. Chaos spells are aligned with the forces of Disorder and Entropy. Neutral spells are aligned with those forces which push for a balance between the two extremes.

### [9.4] Effect On The Balance

Law, chaos, and neutral spells have an effect on the Cosmic Balance when used. When used as magic (not muster), each point of strength listed in the spell's combat value moves the Balance marker one space toward the alignment of the spell. Law spells move the Balance toward law, chaos spells move the Balance toward chaos, and neutral spells move the Balance toward the neutral center. When spells of several alignments are used in a battle, determine and apply the net Law/Chaos shift before applying any Neutral effect.

### [9.5] Limitiations on Magic

Magicians may never hold more spells than they have spell capacity. Non-magicians may only hold one spell, for muster purposes only. Armies and fleets may not hold magic spells.

Cosmic stability prohibits a magician from holding magic spells of the opposite alignment. Neutral spells may be held with either law or chaos. If a magician draws spells of conflicting alignments, one type or the other must be discarded (and they are not replaced). All of the magicians in a single stack are bound by these same cosmic stability rules, although a single player may have stacks in different provinces holding spells of conflicting alignments.

### [9.1] Acquiring Magic Spells

Each magician draws his or her Spell Capacity in magic spells randomly from the magic spell container when first mustered.

Certain wilderness areas begin the game containing magic spells, and they become the property of the first personality to successfully find them through Search.

Occupation of a neutral or enemy capital allows the victor to draw a magic spell randomly from the spell container.

Magic spells may be transferred from one personality to another if the personalities are both located in the same stack during the Magic phase (exceptions: consult [12.1.3]).

## [9.2] Use Of Spells

Spells may be played during the Magic phase of each player's player-turn. Spells are cast by laying them face-down next to the location of the personality doing the casting. A limit of three magic spells may be used by each player in any one battle, as long as there is one magician present to cast each spell. One magician may not cast more than one spell in a turn, except when using magic to aid in heroic escapes. Casting magicians may not use

### [9.3] Spell Types

There are seven types of spells used in the game of ELRIC: Play Immediately, Special, Melnibonean Only, Elric Only, Law, Chaos, and Neutral. Spells indicated for a specific individual or race may be used by other personalities for muster purposes only. Consult section [15.2] for a full index to all of the spells used in the game.

### [9.3.1] PLAY IMMEDIATELY SPELLS

Certain spells have immediate effects and are not held by personalties. Elric Nightmares affect both Stormbringer and Mournblade any time (except when initially setting-up the game) they are drawn or discovered. The Tower of Voilodion Gagnasdiak, Shade Gate, Mirror of Memory, and QuaoInargn all immediately affect the finder of the spell.

#### [9.3.2] SPECIAL SPELLS

Special spells may be used by any magician, as they are non-aligned.

#### [9.3.3] MELNIBONEAN ONLY SPELLS

There are two spells, the Dragons and the Battle Barge Muster which only Melnibonean personalities may use. Melniboneans are also the only personalities who may wield the sword Mournblade.

### [9.6] Used Spells

Spells that have been used in combat and spells that conflict with others in a personality's hand must be discarded. A discard pile should be formed separate from the spells in the magic spell container.



When combat occurs, both sides must use the following sections in this order:

### [10.1] Which Units Are Eligible

Any time that two enemy stacks are placed in the same province (except wilderness provinces), these stacks must fight. During the movement phase, the active player's stack must have enough movement points to move into the disputed province. Attacks originating from several provinces are resolved as a single battle. The attacker decides the order of the battles if there are several.

All attacking stacks must have at least one personality to lead the armies. Leaderless armies will not attack, but will defend and retreat normally.

#### their combat value in battle.

EXAMPLE: In one of the larger battles of the game, the Bakshaan player tries to invade Pan Tang (he has the Pan Tang muster on one of his spells). The Pan Tang player, expecting some treachery, has stationed a stack of fleets just off the Pan Tangan coast outside of Hwamgaarl. The Bakshaan

[9.3.4] ELRIC ONLY SPELLS One spell, the Horn of Fate can only be used by Elric.

### [9.3.5] LAW, CHAOS, AND NEUTRAL SPELLS These are the bulk of the spells in the

game. Law spells are aligned with the forces

# [10.2] Witholding Units From Combat.

At least one personality must be present in any initiated combat. Both the attacker and the defender may, at their option, withhold units from combat, though the withheld units will suffer adverse effects if their side loses. Defending units withheld from combat may,

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at their option, retreat one province before combat begins; withheld attacking units may not be retreated. Retreats by defending units may not be made into provinces through which attacking units passed.

### [10.3] Combat Magic Declaration

Spells previously cast (placed face down beside the stack containing the casting magician) to be used in the battle are revealed for all players to see.

### [10.4] Determination of Total Combat Value

Both the attacker and the defender total the combat values for each army and any personalities used in combat. Then, the value of any magic being used in the combat is added to the combat value total. *Eater* spells will take effect before any other magic. Magic spells cast by magicians who are eliminated by an Eater will still function normally in the battle in which they were cast. See also section [13.2].

# [10.5] Combat Resolution and Shifting the Balance

Each side rolls the die and adds the result to their combat value total. Then the totals of the attacker and the defender are compared by subtracting the lesser total from the greater. Consult the following **Combat Results Table** to determine the combat result. The player with the greater total wins the combat. LOSE 1, 2, 3, 4, 5, 10, 15 – The losing player must remove as much of the amount indicated as possible in combat factors from the losing armies and/or personalities, at the losing player's option. Losses at sea are taken in personalities and/or fleets. Eliminated personalities may make heroic escapes.

ELIMINATED — The losing player must remove all of the armies, fleets, and personalities in the province. Personalities can attempt heroic escapes.

### [10.8] Heroic Escapes

A personality who suffers an elimination result from normal combat, through the effects of Fleet and Army Eater spells or other means, has a chance of escaping his fate. At the end of the combat in which he or she was eliminated a die is rolled and compared to the combat value of the eliminated personality. If the die roll is less than or equal to his or her combat value, the personality has saved him or herself and appears in the nearest undisputed or friendly province, controlling player deciding which. Escapes at sea place personality on the nearest land, the saving player choosing which if several are available.

Magicians may use their magic, if available, to help in their heroic escapes. The combat value of the magic used instead of the magician's own combat value. This total must then be rolled equal to or less than on the die. Magic used to aid in heroic escapes must be thrown before the die is rolled (exception: consult the magic spell *Invulnerability*). Personalities with a parenthesized combat value will be saved if the strongest personality stacked with them makes his or her heroic escape. If there is no unparenthesized personality with them, the unparenthesized personality is automatically eliminated. muster to defend itself. Its defensive value is printed on the board next to it. The player to the attacker's right rolls the die for the neutral city's defense.

#### [10.9.4] BESIEGING WALLED CITIES

Defenders in a walled city are never required to retreat as the result of battle. If the attacker of a walled city decides to continue to attack the city the next turn after a retreat is called for on the defender, then the city is *Besieged*.

Besieged cities may draw replacements, and independent personalities may be mustered in the city if a personality exists within the city with the proper muster, but armies and personalities already on the board may not move into the besieged city as the result of movement. They must first defeat and drive off the besiegers. Place the attacking armies atop the city and the defending armies to indicate the besieged status.

#### [10.9.5] COMBAT IN PORTS

Combat in a port being attacked by land defends with armies in the city and the walls. Combat in a port being attacked by sea may either be defended with all fleets in the port combatting the attacking fleets, or the armies in the port may defend against armies on the attacking fleets. The choice is the defenders.

Immediately after combat is resolved, shift the Balance according to the rules in section [13.2] Shifting The Balance.

## [10.6] Combat Resolution Table

DIFFERENCE	RESULT
+25 and up	. Eliminated
+20-24	. Retreat, Lose 15
+15-19	. Retreat, Lose 10
	. Retreat, Lose 5
	. Retreat, Lose 3
+4	. Retreat, Lose 2
	. Retreat, Lose 1
	. Retreat, No Loss
and the second of the second o	. Retreat, No Loss
+0	Providence of the Carl and the Carl

## [10.7] Combat Results Explanation

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All results apply to the loser, the lesser total in any combat.

RETREAT— the losing stack must move one province away from the attacker. The losing player decides into which province his pieces will move. A stack may not retreat into mountain, sea, or enemy-controlled provinces. Units forced to retreat out of a port may either take ships if available or retreat by land. Fleets may retreat into ports if the opportunity exists. Retreat into wilderness provinces provokes an immediate Random Attack [7.6]. If a stack is unable to retreat, it is eliminated, and personalities must make heroic escapes. Units inside of a walled city are never forced to retreat as a result of combat.

### [10.9] Special Cases

#### [10.9.1] GARRISONS

Players who control enemy cities must garrison them with at least one army to be sure of maintaining control. Otherwise control of the city reverts to its original owner and can be used for replacements again. Garrisoned cities provide no replacements. The walls of an occupied city will aid the controlling player. Capturing and garrisoning the capital of a neutral or hostile country will prevent its muster until the city is liberated by another player.

### [10.9.2] OVERRUNS

To conduct an overrun, the acting 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. The combat value total of the diverting army must at least equal the enemy units. The rest of the acting player's units may then continue moving, leaving the diverters behind to fight. The attacker can overrun as many provinces as he can and still meet the above requirements.



# [11.0] MUSTER ~ '

Any magic spell with an italicized name along its bottom edge has muster capabilities. Mustering allows players to take control of neutral countries, personalities and artifacts. Necessary diplomatic maneuvers and giftgivings already have been completed.

Muster takes place in the muster phase of each player's player-turn. Only one muster may be made per player per turn.

To muster a nation, the player must have the mustering personality in the capital of the nation to be mustered. Personalities may only muster one of the personalities or nations on a multiple muster card. When a nation is mustered, the player receives all of the personalities, armies and fleets of that nation in their set-up positions. Additionally, the player will receive each magician's spell capacity in magic spells.

EXAMPLE: Count Smiorgan Baldhead, sent to the Unholy Fortress to find any magic there, was successful. He found a spell to summon the Elenoin (red-haired, female demons). Not being a magician, Smiorgan can not use the spell as magic, but he can use it to muster either the Flamebringers, the Clackars or the Melnibonean Silent Guard. He chooses to muster the Silent Guard, knowing that because thay are a personality they will appear at the place where mustered. Since they are not magicians, the Silent Guard begin the game with no spells.

ELRIC

#### [10.9.3] COMBAT IN NEUTRAL COUNTRIES

When the armies of two enemy players meet in a neutral country, neither side may use that country's cities, armies, fleets, or personalities. If a player tries to attack a neutral country's cities or capital, the neutral city will A player can muster another player's country if he both controls the capital of the country and has the muster for that country in its capital. The pieces of a country mustered away from another player are removed from the board that turn. The next turn the country begins in its normal position at full strength.

Mustered independent personalities appear in the province from which they were mustered.

Invading hordes are independent armies and personalities that must be mustered in specific locations:

The Flame Bringers must be mustered in the Weeping Wastes and must search for and find Mordaga's Castle before they can move anywhere else.

The Kelmain Host must be mustered in the wilderness of the southern continent. Before they can leave they must search for, and find, Kaneloon.

• The Olab must be mustered in R'lin K'ren A'a. They may be moved normally on the next turn.

The People of Pio appear anywhere that they are mustered.

Two other pieces have special notes on their muster:

Theleb K'aarna of Pan Tang may be mustered independently of his country. If Pan Tang is later mustered by another player, Theleb K'aarna will switch to the side of the stacked with a player's personality, and whenever Stormbringer takes control of Elric and kills the controlling personality, the active player draws a spell from the magic spell container. He consults the musters on the spell and places Elric in the capital or the main city of one of the nationalities listed. If there is no muster on the spell, discard it and draw another. If there are several musters on the spell, choose one at random. If the spell has two, a roll of 1,2,3 on the die means that Elric should be placed on the first nationality listed. A roll of 4,5,6 means that Elric should be placed on the second one listed. If there are three potential places, place Elric on the first on a roll of 1,2, on the second on a roll of 3,4, and on the third on a roll of 5,6.

#### [12.1.2] CONTROL OF ELRIC

The first player to stack a personality with Elric gains control of him. If there are several personalities in the controlling stack, he will be controlled by the one with the greatest combat value or influence value. Control of Elric may be tranferred to another personality but only if that other has a greater influence or combat value than the one presently in control. If two units have equal combat or influence values, the influence values will take in battle, the player in control of him must roll the die. If a 5–6 is rolled, Stormbringer has temporarily taken control of Elric and eliminates the personality in control. Personalities slain in this manner may not make heroic escapes.

· · ·

Once Stormbringer slays the controlling personality, Elric immediately makes a random appearance. Shift the Cosmic Balance one point toward chaos.

#### [12.1.5] ELRIC NIGHTMARES

Every time one of these are drawn or revealed, except at the very beginning of the game when the players are setting up their initial countries (when they are discarded and replaced), Stormbringer may temporarily take control of Elric. Immediately upon drawing or finding an Elric Nightmare, the player finding it must roll the die. A roll of 5–6 means that Stormbringer has taken control and slain the controlling personality. Elric then makes a random appearance.

Mournblade is also affected by Elric Nightmares. The same die roll affecting Stormbringer also affects Mournblade. If Mournblade goes out of control, the personality using it is slain and Mournblade is removed from the game until mustered again.

#### [12.1.6] ELRIC AND MOONGLUM

Pan Tang player.

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

Nations and personalities already on the board, with the exception of Theleb K'aarna and occupied enemy countries, may not be mustered.

Cards used for muster have no effect on the Cosmic Balance and are discarded after muster.



# [12.0] THE MELNIBONEANS

As the inheritors of ancient knowledge and power, the Melniboneans are capable of using certain magics which the younger human races cannot.

Magic cards marked "Melnibonean Only" may only be used by a Melnibonean.

All Melniboneans may move at sea without the use of fleets at a cost of two movement points per sea entered.

Melniboneans other than Elric will never attack another Melnibonean. When stacked with enemy units, they will not participate in a combat if there are Melnibonean units in the other stack. If one force is completely eliminated, surviving non-participating Melniboneans will join the victorious side. Elric may attack any other Melniboneans and other Melniboneans may attack Elric. Melniboneans other than Elric will never participate in an attack against Imrryr. precedence over combat values.

Elric must be placed at the top of any stack which he is a part of, with the controlling personality placed just below him.

Another player may take over control of Elric by having a personality with greater influence (either a greater combat or influence value) than the one presently in control. 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 being initiated. At the end of the movement phase, the personality takes control of Elric and is retreated to the nearest friendly stack.

#### [12.1.3] MAGIC

Cosmic stability does not apply to Elric. Elric may hold any set of spells, even if they normally conflict. Elric's spells are kept stacked beneath Elric. A player may transfer spells out of Elric's hand only if Elric is offered a Melnibonean Only spell in exchange, and then for the lowest value spell Elric has.

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

Because of the (!) in his spell capacity, Elric may draw magic from the spell container whenever in combat, unless he chooses to use some of the magic in his hand. Elric always gains whatever benefit a spell may bring regardless of type, unless it is an *Elric Nightmare* (which takes effect before battle Moonglum was an excellent swordsman who hailed from far Eshmir. He became the only true friend that Elric had and, once they met, Moonglum was always by Elric's side.

If the stacks containing Elric and Moonglum are ever in adjacent provinces, Moonglum will leave the control of the player who has him and will join Elric's side. Once they are stacked together, they may not be separated for the rest of the game. Both Elric and Moonglum will make random appearances together. Moonglum is never the personality in control of Elric, and will never be the victim of an Elric Nightmare. Another personality must still be designated as being in control.

While stacked together, the controlling player may use either Moonglum's combat value, Elric's combat value, both added together, or use Moonglum's combat value while Elric casts magic.

# [12.2] Yyrkoon

Yyrkoon was a cousin of Elric who sought both the emperor's love, Cymoril, and the Ruby Throne of Imrryr.

Because of the (!) in his spell capacity, Yyrkoon may always draw a spell from the magic spell container instead of using magic in his hand. If Yyrkoon has magic he will be attacked by spells which he draws if they are of the opposite alignment.

# [12.3] Other Melniboneans

Dyvim Slorm and Dyvim Tvar are Dragonmasters. They are specially trained to handle the great dragons of Melnibone. Only these two and Elric may use the Dragon spell.

# [12.1] Elric

[12.1.1] RANDOM APPEARANCE At the beginning of the game (except where stated in some scenarios), and at the beginning of each game-turn that Elric is not

#### begins).

### [12.1.4] STORMBRINGER

Everytime that Elric is used in combat, there is a risk that Stormbringer, his ancient magical sword, may take control of him and slay the personality in control of Elric. At the end of the combat phase in which Elric used his combat value (Elric may use his magic with no danger of Stormbringer taking control)

The Silent Guard was an elite unit of soldiers, the pride of Melnibone. They may be used in all ways like a personality.

Magnum Colim was the grand admiral of the Melnibonean navy. He is mustered when the Golden Melnibonean Battle Barge is

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mustered, and may be used as any other personality.

Cymoril was Elric's cousin and his love, therefore wielding great influence over him. When Yyrkoon tried to usurp the Ruby Throne from Elric, he also sought to make Cymoril his. When mustered, she may be used as a normal personality.

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



# [13.0] THE COSMIC BALANCE

The Cosmic Balance represents the equality, or lack of it, between the influences of Law and Chaos in the world. At the beginning of the game the Law/Chaos marker is placed at the center of the Balance in the neutral spot.

## [13.1] Shifting The Balance

Whenever Law, Chaos, or Neutral spells are used as magic they affect the Cosmic Balance. Chaos spells move the Balance towards Chaos, Law spells move the Balance toward Law. The number of spaces moved is equal to the combat value of the card used. Neutral spells move the Balance toward Neutral. Instead, they are discarded once control is released.

(C) If the Cosmic Balance is tipped toward Law, random attacks no longer occur.

(D) If the Cosmic Balance is tipped toward Chaos, any area in which a chaos magic is face up or is being maintained is considered a wilderness area: units within them are subject to random attacks. Random chaos attacks that are not eliminated remain on the board, as if they were a maintained spell, posing a threat to any unit passing through the province.

(E) Immediately after the Balance is tipped the Law/Chaos marker is placed three spaces ahead of the Turn Marker on the Turn Track. Place it with the Law side face-up if the Balance is tipped toward Law, and with the Chaos side face-up if the Balance is tipped toward Chaos. The world will end at the end of the last player's turn once the Turn Marker reaches the space where the Law/Chaos marker lies, unless the Balance is restored before then. Refer to section [4.0] for victory conditions at the end of the world.

### [13.5] Restoration Of The Balance

The Cosmic Balance may be restored in several ways:

(A) Players may sacrifice magic spells of the alignment opposite Balance tilt or Neutral spells. Mix up the rest of the chaos magics and place one each on the magic card location symbols.

(C) Random attacks do not occur in this scenario.

(D) Place the *Dragons* in Melnibone and count their combat value as doubled.

(E) As each hidden spell is found, the monster described must be defeated. If the player wins the combat, the spell becomes his. Monsters which are not defeated remain on the board and will attack or may be attacked later.

(F) The player may use captured spells for the muster of personalities only.

Victory Conditions: The player must find a Dragon Master and defeat the Dragons in Melnibone before the end of the 10th turn. Defeat of the Dragons is accomplished by achieving a Retreat result or better in combat with them. Elric is not needed to gain entrance to Melnibone, for the great Seagate covering the only entrance to the island has not yet been constructed.

### [14.2] Dragon Masters Against the Upstart

#### A scenario for 2 players.

Player 1 begins with all of the Pan Tang and Dharijor counters. Player 2 begins with all

# [13.2] Effects of Balance Shifts

The combat value of spells of the dominant alignment used as magic is added to the value of the Balance before the spell is played. After the combat is resolved, shift the balance as required by the combat value of the spell.

### [13.3] Stormbringer And Mournblade

Every time that Stormbringer or Mournblade slays someone, the Cosmic Balance is moved one space toward chaos.

# [13.4] End Of The World

If the Cosmic Balance ever goes over the end of the scale certain special rules go into effect:

(A) Spells of the dominant alignment remain on the board after being played. The spell may, at the controlling player's option, remain in use by the magician that cast it as a "maintained spell." Otherwise, it remains face up in the province in which it was cast. If the magician decides to maintain it, it is left on top of the magician's stack. Magicians maintaining spells may cast no other magic, and maintained magics count toward the three magics per battle limit, Only one spell may be be maintained. The casting magician will lose control of the other spells if he cast more than one. Maintained spells will not take battle casualties, nor will they protect the magician from them. Maintained spells used to aid in a magician's heroic escape may, at the controlling player's option, remain with the escaping magician or remain in the province, uncontrolled, in which the magician was killed. Dispel Magic will not affect maintained spells.

spells. The total value of the spells sacrificed must equal 12 plus the value of any face-up spells of the dominant alignment (including spells face-up as a result of Random Attacks). This sacrifice of spells can be made from any province during the magic phase of the player's turn. The magic sacrifice can be made over a number of turns, until the world ends. Stack the sacrificed magic atop the Law/-Chaos marker on the turn track.

(B) The Horn of Fate may reset the Balance when used by Elric, though it may also hasten the world's end. Check the Magic Spell index for specifics.

When the Balance is restored, discard the sacrificed' spells and place the Law/Chaos marker back on the neutral space on the Cosmic Balance.

# [13.6] Random Balance Movement (Optional)

Each player, at the end of their turn, draws a magic spell from the magic spell container. The Balance is moved the amount indicated on the spell in the direction of the spell's alignment. The spell is then discarded. This option may also be used to get things going at the beginning of the game. Before the first player takes his turn, draw for random balance movement.



Melnibonean units. All normal rules are in effect.

Victory Conditions: the Pan Tang player must control Imrryr to win, otherwise the Melnibonean player wins.

# [14.3] Successor to the Bright Empire

#### A scenario for 2 players.

The first player begins the game with *Shazar*, *Jharkor*, and *Tarkesh*. The second player begins with *Pan Tang* and *Dharijor*.

Victory Conditions: The Pan Tang player must control all three of the enemy capitals to win a decisive victory. The Jharkor player must occupy both enemy capitals to win a decisive victory. If neither condition is met, the Jharkor player wins a marginal victory.

### [14.4] World Conflict (short game) A scenario for 3 players.

Each player begins with one continent. The northern continent includes the nationalities of *Ilmiora*, *Bakshaan*, and *Vilmir*. The Southern continent includes *Lormyr*, *Filkhar*, *Argimiliar*, and *Pikarayd*. The Western continent includes *Shazar*, *Jharkor*, *Tarkesh*, and *Dharijor*. All other nationalities are musterable. Determine the first player randomly. The first player chooses his starting continent first. Normal victory conditions are in effect.

(B) Neutral magics may be maintained, but they do not remain on the board after use.

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[14.1] Founding of the Bright Empire

A beginning scenario for one player.

(A) To begin, the player places all of the Olab counters and the Free Fleet in R'lin K'ren A'a.

(B) Separate all of the Chaos magic spells from the rest and remove the *QuaoInargn*, *Xiombarg*, *Kyreenee*, and *Slortar the Old* 

### [14.5] World Conflict (long game) A scenario for 3 players.

Choose the first player randomly. Each player, beginning with the first, chooses from the countries of *Jharkor*, *Lormyr*, or *Vilmir*. Normal rules and victory conditions are in effect.

ELRIC

# [14.6] World Against the Upstart

A 4 player scenario.

The first player, chosen randomly, starts the game with *Pan Tang*. The other players choose from among the countries of *Dharijor*, *Ilmiora*, or *Argimiliar*. Use normal rules and victory conditions.

# [14.7] Other Scenarios

Players are encouraged to improvise and create your own adventures. You might try to recreate the Elric stories, and place the various spells in the places where they were actually found.

Another suggestion is for two players. One can play Elric (beginning with a Random Appearance) and the other can play Theleb K'aarna. The goal might by capture of the other or conquest of the world.

Improvise!



# [15.0] BATTALIA

The battalia given below are arranged alphabetically. Under each of the nationalities are given the personalities, fleets, and the

### FILKHAR (Law)

Jiku.										. 3/-
Fleet										2/4/3
4 ARI	M	IE	ES						1120	_/ ./ 0

### FLAMEBRINGERS (Neutral)

Terarn Gashtek						5/-	
Drinij Bar						.1/2	÷.
5 ARMIES							

### ILMIORA (Law)

Fadan									. 3/-
Sharilla .									(6)/-
Admiral									. 3/-
Alchemis	t								1/2
Fleet									2/4/3
Fleet									4/6/1
10 ARMI	E	S							

### INDEPENDENTS (Vary)

				•		•	•			
Brut										3/-
Chaos										
Chaos										
Clacka										
Free F										
Jhary-a										
Lamsa	٢.									.1/2
Moong										
Mourn										
Mhyrrh										
Myshel										
Pyaray										
Rackhi										
Shama										
Sorana										
White I										
Zas										

Dyvim Tvar			•	•		•	•		.3	3/1
Saxif D'aan								٠.	.2	2/1
Silent Guard										
<b>Battle Barge</b>										
5 ARMIES.										

### 

OLAB (Neut	r	al	)						
Olab King									3/-
5 ARMIES									

### ORG (Chaos) Gutheran

Gutheran.		•	•						2/-	
ARMIES										

### PAN TANG (Chaos)

Jagreen Lern						4/2
Theleb K'aarna						. 1/3!
General						3/1
Sealord						3/1
Fleet						5/6/2
5 ARMIES						

### **PIKARAYD** (Chaos)

VAI II	•	•		١.	0	 u	13	1						
Yaris													3/-	
Fleet												4	/6/2	
4 AR	M	IE	S											

armies of that nationality. Following each entry is given, for armies and leaders, the combat value and then the spell capacity (if applicable). For fleets, the combat value, movement value, and carrying capacity respectively are given. For the player's own information, the basic national alignment is indicated after the country's name.

Independent units and magical items are listed under the Independents section. Listed there is the combat value and the spell capacity.

### ARGIMILIAR (Chaos)

King Hoze	۱.								. 4/-
Prince									
Admiral .									. 2/-
Necroman	се	r							1/2
Fleet					•				4/6/1
Fleet									2/4/3
11 ARMIE	S								

### BAKSHAAN (Law)

	2/-
 	 1/2
 	 3/5/2
 	 3/5/2

### DHARIJOR (Chaos)

Karnaal.									3/-
Sarosto .									4/-
Admiral									2/-
Sorcerer									.1/2
Fleet								2	/4/3
-									1014

### ISLE OF PURPLE TOWNS (Law)

Smiorga	n	•							. 4/-
Kargan	•								. 4/-
Priest .									1/2
Fleet .									
Fleet .									

### JHARKOR (Chaos)

Dharmit									. 3/-
Yishana.									. 5/-
Admiral									. 2/-
Wizard .									
Fleet									2/6/1
Fleet									2/4/3
8 ARMIE	ES	;							

### **KELMAIN HOST (Neutral)**

Umba.			•					•	•	•	3/-
5 ARM	IE	S	1								

### LORMYR (Law)

Voash	0	0	n	•	•	•	•		•	•	•	•	. 3/–
Zaroz	in	ia	۱.										(6)/-
													. 3/-
Mage							s.						1/2
Fleet													2/6/1
Fleet													2/4/3

### 

5 ARMIES

### SHAZAAR (Law)

Ohada				•						1/2
Fleet .										2/6/3
4 ARM	IE	S								

### TARKESH (Law)

Hilran.								. 3/-
Fleet .								
Fleet .								
4 ARM								

### VILMIR (Law)

Naclo	n												3/-
Avan	A	st	ra	m	۱.								4/-
Sealor	d												2/-
Priest													
Fleet												4	/6/1
Fleet													
9 AR										1			



Each entry in this index is presented in an identical format. First given is the name of the spell or creature/being summoned when the spell is used. Then is given the combat value of the spell, to be added to the player's combat value total in combat. This is also the amount of influence that the spell exerts on the Cosmic Balance when used. Next are given any musters that the card entitles the player to call. Musterable personalities are shown in medium capitals, nationalities are shown in italic capitals, hordes are shown in medium lower-case, and artifacts are shown in italic lower-case. Finally, a brief description of the being or spell is given along with any instructions on use.

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### BATTLE AT THE END OF TIME

# MELNIBONE (Chaos)

Elric							÷		. 6/3!
Yyrkoon								•	. 5/2!
Cymoril									.(7)/1
Admiral									
Dyvim S									

# [16.1] Law Spells

### ARKYN – 3; SHAZAAR, VILMIR, ILMIORA Arkyn is one of the gods of Law, and is often referred to as the god of Natural Law.

### ARROWS OF LAW – 4; TARKESH, Pio, THELEB K'AARNA

These were powerful weapons forged long ago to fight chaos.

### AUBEC – 3; 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** -

4; FILKHAR, WHITE MAGE, Free Fleet Artifacts of great magic stolen from the tower of Voilodion Gagnasdiak to repel one of the raids on Eternal Tanelorn.

#### CHARM OF JUSTICE - 2; FILKHAR, ZAS

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

#### CHIMERA - 2; ORG, DHOZ-KAM

One of the many creatures that the

## [16.2] Chaos Spells

#### ARIOCH – 5; JHARKOR, ESHMIR, PAN TANG

The Knight of Swords, Arioch controlled five of the Fifteen Planes. Also called Lord of the Seven Darks, and Lord of the Higher Hell, he was the patron of the Melnibonean Emperors.

#### BALAN – 3; PIKARAYD, SHAMAN, SAXIF D'AAN

Another god of Chaos; one of the Dukes of Hell.

### BALO THE JESTER – 3; NADSOKOR, ORG, DHOZ-KAM

The jester of the Court of Chaos, Balo had some odd powers. When used, the player must roll the die. The spell works if any odd number is rolled.

#### **BEETLES OF KALEEF** – 2; NADSOKOR

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

#### **BELLBANE** – 3; WHITE MAGE, Free Fleet

A hoary Mist giant, with no head and a snake-like lower body which fed on the blood and souls of men. Said to inhabit the Marshes destroying whole armies. This is an ARMY EATER. When played it will completely eliminate all enemy units in a province except personalities making successful heroic escapes. This spell may only be used against units on land.

### MABELRODE – 3; ARGIMILIAR, DYVIM SLORM

Called the King of the Swords and The Faceless, Mabelrode was one of the more powerful gods of Chaos.

#### OONAI --- 1; Pio

Chimerical, ever-changing creatures of Chaos. They are capable of flying one personality or can be used in combat. They can not do both.

### QUAOLNARGN – (3); PYARAY & The Chaos Ship

A soul-feeding creature from another plane susceptible only to magic. When drawn of found, the finding personality must immediately do combat with the monster using only spells or artifacts. If the personality wins, he may keep the spell to use on another. If not, the personality is eliminated (no heroic escape) and the spell is discarded.

wizards of the world bent to their will.

#### DONBLAS – 4; VILMIR, ILMIORA, LORMYR

This god of Law, surnamed the Justice Bringer, was the first among those deities who aided earth against Chaos.

### GOLDAR – 3; ISLE OF PURPLE TOWNS, ARGIMILIAR

Patron of the Isle of Purple Towns and the deity in charge of trade.

### JEWELED BIRD - 4; TARKESH, LAMSAR

This was a metallic, bejeweled, mechanical creature which was a servant of Law. It can be used to fly two personalities, and may be used to fly across the Boiling Sea.

### NOOSE OF FLESH – (3); Flamebringers, SHAMAN, CYMORIL

This was a magical powder which was spread on the ground about an invading army. When activated with the proper spell it rose, engulfing the entire army. This is an ARMY EATER. This means that all enemy army units in the province in which this spell is used are eliminated. Personalities must make heroic escapes or they are eliminated. This spell has no effect on units in seas.

### RUNESTAFF - 5; LORMYR, ISLE OF PURPLE TOWNS

The supreme tool of Law of such perfect construction that it formed a field about it allowing the performance of great deeds. of Mist.

#### **BLACK SERPENTS OF DOREL** - 2; ZAS

Fearsome, venemous serpents said to inhabit the edges of the world.

#### CHAOS BUTTERFLY - 2; ORG, CLACKARS

A chaos mutation summoned by Theleb K'aarna to destroy Elric.

### CHARDROS – 4; PAN TANG, PIKARAYD, JHARKOR

A Duke of Hell, he was counted among the most powerful. He is called The Reaper for the wicked scythe he carried and is easily recognized by his overly large head.

### CHECKALAKH - 4; DHARIJOR, MY-SHELLA, DYVIM TVAR

The Burning God, he was a being constructed entirely of flame. Elric found him trapped beneath the filth of Nadsokor.

#### DARNIZHAAN - 3; ESHMIR, Olab

One of the very ancient Dead Gods who returned to earth when the Balance was upset.

#### DEAD GODS BOOK - 0; DHOZ-KAM

Supposedly telling all of the secrets of the ages, this book turned to dust when Elric found it. It only has an effect in mustering.

#### DHARZI – 2; Kelmain Host

A race of ancient sorcerers who meddled with nature and constructed improbable

#### **SLORTAR THE OLD** - 1; LAMSAR

Reputedly the most ancient of the Chaos gods.

#### **VULTURE LIONS** – 2; NADSOKOR

Matik, an ancient Melnibonean sorcerer, created these bizzare creatures.

### XIOMBARG – 4; DHARIJOR, PAN TANG, JHARKOR

Called the Queen of Swords, Xiombarg was another Duke of Hell and one of the more powerful Chaos gods.

# [16.3] Neutral Spells

### BOATMEN OF XERLERENES - (2); NAD-SOKOR, Olab

A group of people who lived in boats which sail the air. They can be used to fly two personalities.

### DISPEL MAGIC - (3); MOONGLUM, Olab

This can be used to negate the effect of any other spell except maintained magics. To do so, it must be played in the same phase as the magic to be dispelled.

### DISPEL MAGIC --- (3); Chaos Shield, ESHMIR

As above, this spell may be used to negate the effects of any other spell except maintained spells.

#### ELENOIN – 3; Flamebringers, CLACKARS, SILENT GUARD

Fearsome female demons from the Eighth Plane, the Elenoin are fanatical fighters presenting an imposing sight with their shrill screams and flaming red hair.

SHAZAARIAN STEEDS – 2; FILKHAR, ZAS These sturdy horses were prized as steeds in many armies for their hardiness and endurance.

SLEEP – 2; ORG, Olab, MYSHELLA A powerful spell able to cause an individual to sleep indefinitely.

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monsters, taking the parts of one and grafting them to another.

EEQUOR – 2; PIKARAYD, RACKHIR, SORANA Another lord of Chaos, Eequor was, particularly, the patron of Sorana.

KYREENEE – (3); Flamebringers, THELEB K'AARNA, YYRKOON A great, shapeless hell-thing capable of FILEET – 2; CLACKARS, SORANA One of the Beast Lords; she is also called the Lady of Birds.

GAAOLL - 3; SHAZAR, VILMIR, SAXIF D'AAN

ELRIC

An Elemental ruler, he is the king of the Wind Giants.

#### **GRAHLUK** - 3; NADSOKOR, SORANA, SILENT GUARD

Apelike hereditary foes of the Elenoin, they fought most often with nets, ropes and sheilds.

### **GROME** – 3; MYRRHYN, JHARKOR

Another Elemental ruler, the Lord of the Earth.

### HAAASHAASTAAK - 3; ZAS, CLACKARS, FILKHAR

As a Beast Lord, Haaashaastaak is the Lord of Lizards.

### h'HAARSHANNS - (3); SHAZAAR, ISLE OF PURPLE TOWNS

Creatures of the whirlwinds, the h'Haarshanns are FLEET EATERS. Any enemy fleets situated in a sea in which they are used are eliminated, also eliminating any armies carried by those fleets. Personalities are eliminated if they fail their heroic escapes.

# KAKATAL - 3; PIKARAYD, FILKHAR

Another Elemental lord, the ruler of Fire.

### MEERCLAR - 2; LAMSAR, ESHMIR

It is capable of sailing over land and sea. It can be used as a flying unit, and can transport an unlimited number of personalities and two armies.

### SILVER GRIMOIRE - 1; DHOZ-KAM, Pio

An ancient magical tome containing the spells and knowledge of a long forgotten mage.

### STRAASHA - 3; ISLE OF PURPLE TOWNS, TARKESH The ruler of the Sea, an Elemental lord.

TELEPORT - (2); BAKSHAAN, Kelmain Host

A powerful spell which may be used to fly one personality.

### [16.4] Play Immediately Spells

### **ELRIC NIGHTMARE** – No Muster

There are three of these spells, and whenever one is drawn or revealed, the player drawing or revealing it must roll the die. On a roll of 5-6 Stormbringer (and Mournblade if it is being used) go out of control and slay the personality in control of Elric (or the personality using Mournblade). Elric then makes a random appearance (Mournblade is

### [16.5] Special Spells

#### **ESCAPE** – MOONGLUM, Kelmain Host

This spell can be used to automatically save the using personality from elimination. It must be used before rolling for a normal heroic escape.

#### **ESCAPE** – Pio, WHITE MAGE

May be used to automatically save the personality who uses it. It must be used before rolling for heroic escapes.

#### INVULNERABILITY -Flamebringers, **Chaos Shield**

Works like the ESCAPE spell above, except that it may be used after failing a heroic escape.

### [16.6] Melnibonean Only Spells

#### **DRAGONS** – (5); Mournblade

The Dragons were great flying creatures able to spit a form of greek fire. They were tamed eons ago when the Melniboneans broke their primitive culture and established their empire on Melnibone. The Dragons are both FLEET and ARMY EATERS. Any enemy units in the province of sea in which the Dragons are used are eliminated. Personalities

The protector of the feline beasts, Meerclar is a Beast Lord.

### MIRROR OF MEMORY - (4); ILMIORA, MYSHELLA, CYMORIL

This was an immense magical mirror mounted on a pivot to aim in any direction. It had the ability to steal a man's memory and mind when viewed. This is both and ARMY and FLEET EATER. All enemy armies, fleets, and personalities who fail to make their heroic escapes who are in the sea or province in which this spell is used are eliminated.

### MISHA - 3; ARGIMILIAR, MYRRHYN, JHARKOR

Related to Gaaoll, Misha was the Lord of Winds.

# NUUURRR'C'C - 2; ORG, MYRRHYN

Another Beast Lord, the Lord of Insects.

### NIHRAIN HORSES - (2); TARKESH, Flamebringers

Magical beasts from the legendary land of Nihrain. Although their bodies were of this plane, their feet walked upon another entirely. This gave them the ability to ride into the air and across water. They can be used to fly two personalities.

### ROOFDRAK - 3; BAKSHAAN, Kelmain Host A beast Lord, the Lord of Dogs.

#### SEPRIZ AND THE TEN - 4; LORMYR,

removed from the board and can be remustered). If the 5-6 is not rolled, nothing happens.

### FOUR-WHO-ARE-ONE - No Muster

Under a very unusual set of circumstances, four of the incarnations of the Eternal Champion met. Included were Elric, Prince Corum, Erekose, and Dorian Hawkmoon. When played on the player controlling Elric, 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.

#### **RESHUFFLE** – No Muster

Whenever one of these (there are two) are drawn or revealed, remix all discards with any spells not yet drawn.

### SHADE GATE - No Muster

This was a magical device capable of bridging the worlds. People who passed through were likely to die or return with plunder. Immediately after drawing or revealing the Shade Gate, the finding personality must combat the next spell (plus a die roll). If he survives he may draw two more spells as plunder. The personality must fight alone.

### **TOWER OF VOILODION GAGNASDIAK -**No Muster

Created by a warped wizard , this spinning tower was capable of interdimensional travel. Voilodion was especially fond of capturing people for as long as they amused him. Naturally it was full of treasure. Immediately upon finding or drawing the Tower, the finding personality's player must roll the die. On a 1,2,3 the personality is eliminated (no heroic escape) by entering the tower and never leaving. On a roll of 4,5 there is no effect (the personality recognized the Tower for what it is and avoided it). On a roll of 6 the personality may take two additional spells and Elric has a Nightmare (see [12.1.5]). Elric makes a Random Appearance if caught.

may attempt heroic escapes.

#### **BATTLE BARGE** – Golden Melnibonean Battle Barge

The Battle Barges were immense ships which once ruled the seas. They still are more powerful than anything else that the Young Kingdoms can muster. When adjacent to Melnibone, any Melnibonean can muster the Battle Barge. It will arrive with the Admiral Magnum Colim.

# [16.7] Elric Only Spells

#### HORN OF FATE - Jhary-a-conel

The Horn of Fate was an ancient magical artifact whose blowing would herald the end of the world. When used by Elric after the Balance has been tipped (regardless of direction of tip), a die roll of 1-4 will reset the Balance to Neutral. A 5-6 means that both the world and the game end at that point. Section [5.0] describes the victory conditions when the world ends. The world will end automatically the third time that the Horn is used by Elric. The Horn will have no effect if used at any other time or by any other personality.

# [16.8] Artifacts

### CHAOS SHIELD

The Chaos Shield was a powerful artifact which Elric carried during his last battle with Chaos. When used, it protects all of the units stacked under it from the effects of any Chaos spells. If the stack carrying it is eliminated through spells other than Chaos or through combat, the Shield is removed from the board. It may be remustered with the proper spell.

#### Olab, Free Fleet

Sepriz is the ancient servant of Fate who had been sleeping under a dormant volcano with his followers. He awaited the signal marked the destruction of the world.

### SHIP OF LAND AND SEA - (3); RACKHIR, SHAMAN, DYVIM SLORM A marvelous ship made in a rare moment of oppoperation between Grome and Straasha.

#### CHAOS FLEET

Whenever Pyaray is mustered, he will arrive with the Chaos Fleet. This rotting hulk normally rides far below the waves and is manned by all sail ors who have drowned in the

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world. The Chaos Ship can carry two armies but they may never leave the ship once they board. It may also carry any number of personalities, but they must successfully make a heroic escape to debark or they are eliminated. The Chaos Ship must be removed from the board if the Cosmic Balance ever tilts towards Law.

#### FREE FLEET

The Free Fleet is an independent orgaization of sailors, unallied to any nationality. It may be mustered as any other unit and will appear in the sea nearest the mustering unit.

#### MOURNBLADE

Mournblade was the same sort of construct as Stormbringer: a tool of the gods whose original purpose remains shrouded in antiquity. Mournblade may be used by any Melnibonean, and is subject to the appearance of Elric Nightmares and prone to siezing control of Melniboneans using it in battle. Consult section [12.1.4] Stormbringer for the full rules on the properties and propensities of Mournblade.

## [16.9] Special Units

MOONGLUM



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Moonglum was an excellent swordsman from far Eshmir. Consult section [12.1.6] for his use with Elric. Moonglum may be mustered independently or appears when Eshmir is mustered if he is not already on the board at that time.

#### PYARAY

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The Tentacled Whisperer of Impossible Secrets, Pyaray is the Chaos Lord of the deep. He also commands the Chaos Fleet (see above). Pyaray may only be mustered when the Cosmic Balance is tilted toward Chaos, and then only when the Balance reads a tilt of 3 or more. He, and the Chaos Fleet, will be removed from the board if the Balance is ever tilted toward Law. He may be remustered later as long as the above conditions prevail.

### **DESIGN CREDITS**

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ELRIC















































4 CHAOS Chardros	1 CHAOS Oonai (flies 1 or fights)	2 CHAOS Eequor	3 CHAOS Mabelrode	4 Xion
Pan TangN PikaraydN JharkorN	Ріо Н	Pikarayd	ArgimiliarN Dyvim Slorm . P	Dharijo Pan Tan Jharkor
3 CHAOS Darnizhaan	3 CHAOS Balo the Jester (works on odd die-roll only) NadsokorN	2 CHAOS Black Serpents of Dorel	2 CHAOS Vulture Lions	0 Dead G
Eshmir N Olab H	Org N Dhoz-Kam N	Zas P	NadsokorN	Dhoz-k
(3) CHAOS <i>Kyreenee</i> <i>(Army Eater)</i> Flamebringers .H Theleb K'aarna P Yyrkoon P	4 CHAOS Chekalakh DharijorN MyshellaP Dyvim TvarP	(3) CHAOS Quaolnargn (only killed by magic) PyarayP and the Chaos FleetA	5 CHAOS Arioch JharkorN EshmirN Pan TangN	2 Dh Kelmair
2 CHAOS Beetles of Kaleef	3 CHAOS Bellbane	2 CHAOS Chaos Butterfly	1 CHAOS Slortar the Old	3 Bi
				Pikaray

CHAOS mbarg or . . . .N ng....N r. . . . .N CHAOS Gods Book Kam . . .N CHAOS harzi in Host .H CHAOS Balan ayd . . . .N an. . . . . P D'aan . . P
4 LAW Arrows of Law TarkeshN PioN PioN Theleb K'aarna P		2 LAW Sleep Org N Olab H Myshella P	5 LAW Runestaff LormyrN Isle of Purple TownsN	4 Bronze & Quart Filkhar White M Free Fl
3 LAW Goldar Isle of Purple TownsN ArgimiliarN	(3) LAW Noose of Flesh (Army Eater) Flamebringers .H ShamanP CymorilP	2 LAW Shazaarian Steeds Filkhar	2 LAW Charm of Justice FilkharN ZasP	3 A Baksha Kelmai Dyvim
4 LAW Donblas VilmirN IlmioraN LormyrN	(4) LAW Jeweled Bird (flies 2) TarkeshN LamsarP	3 LAW Arkyn ShazaarN VilmirN IlmioraN		

LAW ze Banners rtz Arrows Mage . . P leet . . .A LAW Aubec aan. . . .N ain Host .H n Tvar . . P

PLAY IMMEDIATELY Elric Nightmare (on die-roll of 5-6)	PLAY IMMEDIATELY Tower of Voilodion Gagnasdiak (see index)	PLAY IMMEDIATELY Elric Nightmare (on die-roll of 5-6)	PLAY IMMEDIATELY Shade Gate (combat next monster for 2 spells)	PLAY IMMEDIATELY Four-Who-Are- One (Elric leaves for one turn, returns with Brut)
PLAY IMMEDIATELY Reshuffle all Spells	PLAY IMMEDIATELY Reshuffle all Spells	PLAY IMMEDIATELY Elric Nightmare (on die-roll of 5-6)	5 ELRIC ONLY Horn of Fate (May save or end world) Jhary-a-Conel . P	
SPECIAL Escape (use before roll) Moonglum P Kelmain Host .H	SPECIAL Escape (use before roll) PioH White MageP	SPECIAL Invulnerablility (use after roll) Flamebringers .H Chaos ShieldA		
MELNIB. ONLY Dragons (Army/Fleet eaters) MournbladeA	MELNIB. ONLY Golden Melnib- onean Battle Barge & Admiral Magnum Colim (muster only)			

NEUTRAL hrain Horses (flies 2) kesh N mebringers . H NEUTRAL Meerclar	3 NEUTRAL Misha ArgimiliarN MyrrhynP JharkorN 3 NEUTRAL Gaaoll	2 NEUTRAL Nuuurr'c'c OrgN MyrrhynP 3 NEUTRAL Kakatal	2 NEUTRAL Fileet Clackars P Sorana P 4 NEUTRAL Sepriz and the Ten	3 NE Gra Nadsok Sorana Silent C (2) NE Tel (fl
Lamsar P Eshmir N	ShazaarN VilmirN Saxif D'aanP	PikaraydN FilkharN	LormyrN OlabH Free FleetA	Baksha Kelmai
3 NEUTRAL Roofdrak BakshaanN Kelmain Host .H	3 NEUTRAL Straasha Isle of Purple TownsN TarkeshN	(3) NEUTRAL h'Haarshanns (Fleet Eater) ShazaarN Isle of Purple TownsN	(2) NEUTRAL Boatmen of Xerlerenes (flies 2) NadsokorN OlabH	3 NE Haaash Zas Clackars Filkhar
3 NEUTRAL Grome Mhrrhyn P Jharkor N	(3) NEUTRAL Dispel Magic Chaos ShieldA EshmirN	1 NEUTRAL Silver Grimoire Dhoz-Kam N Pio H	and the second	(3) NE Sh Land (sails a Rackhi Shamar Dyvim
3 NEUTRAL <i>Elenoin</i> Flamebringers .H Clackars P Silent Guard P	(4) NEUTRAL Mirror of Memory (Army/Fleet eater) IlmioraN MyshellaP CymorilP			

EUTRAL ahluk kor. . . .N Guard . . . . P EUTRAL eleport flies 1) aan....N ain Host .H EUTRAL haastaak . . . . . P s . . . . P . . . . .N EUTRAL hip of 1 and Sea anywhere) ir. . . . . P Slorm .P













personality - 1 home province; fleets move up to their movement value; magicians use 2 points per sea.

(d) Search [8.0]

First turn roll 5-6 for success, each consecutive turn success on 4-6. (e) Magic [9.0] Up to three magicians in any combat can cast magic. Add Balance to dominant spells, and move Balance spell's value. Discard used spells. (f) Combat [10.0] See other side (g) Muster [11.0] Each player may make one muster per turn, choosing one if several are available. Mustering own countries allows special replacements. Discard spells after mustering. (h) Random Balance Movement (optional) [13.6] Draw random spell at end of turn and move Balance indicated amount.

#### COMBAT SEQUENCE [10.0]

- (a) The attacker decides the order in which battles will be fought if there are several to fight.
- (b) Both sides decide which units will be withheld. The defender may retreat withheld units one province.
- (c) Both sides declare and reveal any spells being cast in the combat to be fought. Add the value of the Cosmic Balance to magic of the dominant alignment. EATER and PLAY IMMEDIATELY spells take effect.
- (d) Both sides total their combat values.
- (e) Each side rolls the die and adds the result to their combat totals. Subtract the lesser from the greater and consult the Combat Resolution Table.
- (f) The results are applied, armies and fleets are lost if indicated, and retreats are executed.
- (g) Eliminated personalities may try to escape by rolling the die below their combat value.





### **VICTORY CONDITIONS [5.0]**

- (a) The player who controls and holds Imrryr, in any scenario, wins. You must have Elric to take Imrryr.
- (b) Achieving scenario's victory conditions determines next winner.
- (c) If world ends, Runestaff (Law) or Mournblade (Chaos) holders will win if no one controls Imrryr.
- (d) If no player meets the above conditions, the player who controls the most enemy capitals will win.





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Ollina

For more exciting adventures in the Young Kingdoms be sure to try STORMBRINGER, a new role-playing game also based in the world created by Michael Moorcock.

Ebric is an easy-to-learn and play game of world conflict. Players manipulate the armies and personalities of the nations of the Young Kingdoms in an attempt to conquer a world. Mighty spells, ancient artifacts, giant Battle Barges, and fearsome dragons must be met and overcome in addition to the massive armies behind them.

The wars of Elvie are set in the Young Kingdoms, certated by Michael Moorcock in his Elvic stories. The player's peter? The glearning city of Imrryr, ancient capital of the Golden Empire which ruled the world for over 10,000 years. Behind its massive, five-poetalled seawall, Imrryr sits nearly impropatible. Only one person knows the secret of its entrance, Elvic. However, control of Elvic is delicute, at best. At exactly the wrong moments his famed, magical, demon-sword Stoembringer wrests control from its Chaos-worshipping master and slays his few friends. Beware also Mournblade, brother to Stoembringer and just as powerful, fickle and deadly.

Scenarios in Elrie take you from the foundations of the Golden Empire through the later struggles between a waning Imrryr with its imitation-rival Pan Tang, Behind all of the struggles sways and tips the Cosmic Balance, universal measure of the strengths of Law and Chaos in the world. Players must carefully gauge the effect of their magics upon the Balance, for a tip too far toward one or the other heralds the end of the world – either stagnating in perfect order or strangling on eternal change. This box provides you with all of the rules and pieces to participate in this epic struggle.

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## Battle at the End of Time