

THE AGE OF THE YOUNG KINGDOMS

Kedge ? Neuman

1. The normal rules of Diplomacy will be used except as noted below.

2. The initial set up of units is as follows :

ARGIMILIAR : A (CAr), F (Arg).
 LORMYRR : F (Tre), A (Ram), A (Ios).
 JHARKOR : A (Seq), F (Dha).
 ILMIORA : F (Bak), A (Kar).
 PAN TANG : F (PTa), A (Gro), Sorceror (PTa).
 MELNIBONE : F (Mel), Sorceror (Mel).*

The Melnibonean fleet and Sorceror unit may start in any of the sea spaces adjacent to Melnibone.

3. Victory Criteria : The winner of the game is the first player to control 14 centres.

4. Fortresses : Melnibone, Pan Tang, Tanelorn, Org and LCI are all fortresses. All save Melnibone count as having a standing army permanently in occupation, while Melnibone counts as having a standing army of strength two. The standing army can neither move nor support, although it will add its strength to any occupying unit. Once a fortress is captured, this intrinsic value is destroyed.

5. Sorcerors : there are two sorceror units on the board ; Elric of Melnibone and Jagren Lern of Pan Tang. They move as armies with the following alterations.

1. They may be in the same space as a friendly unit. (If a foreign unit both players must state that they are willing to share the space.)

2. By itself a sorceror unit has no combat strength and may not capture supply centres. If in a space by itself it will be displaced by enemy attacks.

3. Sorceror units may not be supported, neither may they support. The exception to this is in the case of magic. Sorcerors may support themselves or another adjacent unit by the use of a spell and units may support a magical attack emanating from the space containing the Sorceror.

4. Sorceror units may be convoyed as normal armies (in the event of a stand-off the Sorceror unit finishes at sea, aboard the last fleet which could be reached. Alternatively, they may be carried by individual fleets, transferred between two fleets which are not themselves moving or embarked or disembarked by a non moving fleet adjacent to a land province.)

5. There are ten spell cards . Four are dealt secretly to each sorceror and the remaining two are placed in two of the neutral centres at the discretion of the umpire. Only Sorceror units may use spells and they may be used once only. A non sorceror country which finds a spell may either a) carry it b) dump it in a land province or c) destroy it. The player will not be told which spell he has found. (The country concerned could give it to another country, transfer being carried out by two non moving units.

Only one spell may be used per turn per sorceror and the spell is cast at the start of the move. The sorceror must remain stationary unless the spell cast is supporting the sorceror to move, or an attack spell is used in which case the sorceror must follow up.)

The spells are :-

1) A support over land or sea. 2) A support over sea. 3) A support over land. 4) An attack over land or sea. 5) An attack over sea, 6) An attack over land, 7) Creation of a standing army (in effect a fortress) 8) Invoking the Kelmair hordes, 9) the destruction of any adjacent army or fleet, 10) causing an adjacent province to become impassable for this move.

SPELLS cont: Support spells may be used to support an adjacent unit, a unit in the same space as the sorcerer or support the sorcerer itself. The support may be to move or stand and can only be cut by a magical attack spell. A sorcerer supporting itself becomes like a normal strength unit for that move.

Attack spells are magical attacks emerging from the space containing the sorcerer. Another unit in that space may support is as may any otherelligable unit. In effect, it makes a sorcerer like a normal unit for moving. However, any unit displaced by a magical attack spell is destroyed. By using spells 1-6 a sorcerer unit may gain control of a supply centre.

Creation of a standing army is the equivalent of building a fortress (strength one) in the sorcerers province. A standing army created in Melnibone, for example, would increase the strength of that fortress by one. (It is actually the creation of a demon.)

Kelmain Hordes This spell may only be used when in one of the Worlds Edge spaces. An army will immediately appear in each of the Worlds Edge spaces, and may be ordered by the sorcerer concerned from the next move onward. However, they cannot build new armies, support anyone other than themselves or leave a supply centre once they have entered it. On the death of the invoking sorcerer they go into civil disorder.

Destruction Any adjacent army or fleet is destroyed by the use of this card. To destroy a sorcerer unit by this method, the sorcerer must be in a space by itself.

6. Since Sorcerer units require no centre to be maintained, they may survive while they have no centres. If they can capture a centre once this happens, by use of a spell, they may build in that province.

7. Sorcerers may only be destroyed by spell 9) or if they are displaced with no possible retreat.

8. Seasons : Hmmm, please yourself ; perhaps commencing Spring 1400 ?

9.

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| A 1 - Aflitain | L11 - Lower IIMIORA, |
| Arg - Arginiliar | MoM - Marshes of the Mist |
| Ash - Ashaneloon | Myy - Myyrrhn |
| Bak - Bakshaan | Mel - Melnibone |
| BOI - Boiling Sea | Mid - Midlands |
| CAR - Central Arginiliar | NPi - North Pikarayd |
| CoA - Coastal Arginiliar | NJh - Northern Jharkor |
| CFi - Central Pikarayd | Oin - Oin |
| CSH - Central Shazar | Org - Org |
| Dha - Dhakos | Pik - Pikarayd |
| Dhr - Dharijor | PTa - Pan Tang |
| DRA - Dragon Sea | PUR - Purple Sea |
| EED - Eastern Edge | PAL - Pale Sea |
| EWE - East World's Edge | Rau - Ramasaz |
| ESH - East Shazar | SDe - Sighing Desert |
| Elw - Elwher | GIS - Sorcerers Isle |
| Fil - Filkhar | SEA - South East Arginiliar |
| FPI - Further Pikarayd | Sta - Stagasaz |
| Gro - Gromoerava | SHA - SHAZARLAN SEA |
| Iln - Ilniora | Seq - Sequaloris |
| Ios - Iosez | SOC - Straits of Chaos |
| IOP - ISLE OF PURPLE towns | SVi - South Vilmir |
| Jad - Jadnar | STR - Straits of Vilmir |
| Kan - Kaneloon | Tre - Trepesaz |
| Kar - Karlaak | Tho - Thokara |
| LAR - Lower Arginiliar | Tar - Tarkesh |
| LCi - Lost City | Tan - Tanelorn |
| Vil - Vilmir | UNK - Unknown Sea |
- ((Guess who's
ran out of
room.....))

