

1. The world is called Kregen. It orbits Antares, a double star consisting of a red giant and a smaller green companion. The place is called the Eye of the World, an inland sea similar to the Mediterranean. The technological level of the people is late medieval, but in a world without gunpowder. There is considerable use of airships and flying animals, but not in this section of the world, thus we deal only with armies and fleets. Maritime commerce and warfare are the most important aspects of the area's economy.

2. The Players: Kregen is constructed as an 8-player game. Three nations (Akhram, Magdag, Gashil) exist on the northern coast of the Eye of the World, and three more (Zair, Zandikar, Sanurkazz) thrive on the southern coast. The neutral nation of Proconia lies at the eastern extreme of the Eye, and the oceans are filthy with pirates known as Renders.

2.1. The nations on the northern coast all worship the green star under the name of Grodno. They are at eternal warfare with the nations on the southern coast, who worship the red star, Zair. Grodno worshippers will not and can not ally with Zair worshippers ever. In fact, they constantly war with each other to get slaves, on which their economies are largely based. The Proconians are atheists, and are neutral and friendly with both red and green factions. The pirates worship money and don't allow mere religion to stand in their way. Pirates may ally with anyone they want to at any time.

3. VICTORY CONDITIONS: The first nation to become an empire of 15 or more cities wins the game. At least 5 of these cities must be marked with squares on the map, and at least 5 must be marked with circles. (Squares are on the northern coast; circles are on the southern.) In order for the Pirates to win, they must get 20 fleets on the board. In case no one meets the victory requirements, the game may be terminated by common consent of 5 or more players or by game master fiat in which case the player with the greatest number of supply centers will be adjudged the victor.

4. UNIT TYPES: There are 3 types of units in Kregen: armies, fleets, and heroes. The army is the basic unit. It takes 1 supply point to create and maintain at all times. It has a combat strength of 1. The fleet is worth half as much as an army; 1 supply point creates and maintains 2 fleets. Each fleet has a combat strength of $\frac{1}{2}$. The hero is rated as half as strong as a fleet. It costs 1 supply point to create a hero, but afterwards it costs nothing to maintain him, so that supply point may be reused on the following year to create an army or 2 fleets. Only 1 hero is allowed to each player in and during the game. If your hero dies...too bad! You cannot create another one.

5. SUPPLY POINTS: Cities are worth supply points. The capital city of each player's country is worth 2 supply points. All other cities are worth 1 supply point.

5.1 Pirates have supply centers marked with an X that are not worth any supply points to any other player. Each specially designated pirate supply center is worth only 1 fleet, $\frac{1}{2}$ of a supply point. The pirate player must first capture or occupy an X sector before he can get the supply point for it.

5.2. The cities of Magdag, Zy, and Sanurkazz will always be capitals. The other 4 nation players may designate before the game starts which of their 3 starting cities is the capital.

5.3. All independent cities start with a supply point value of 1. They are represented by 1 army--a garrison counter which will not move. Garrisoned, independent cities must be conquered by military might in order to get the supply point for that city. Once conquered, the garrison is removed and never brought back onto the board. New armies or fleets must be built in a player's home centers. (Pirates may build on any pirate supply center they currently control.

5.4. Any city that is taken and plundered by pirates is reduced to a supply point of $\frac{1}{2}$ for the remainder of the game. Thus, all such a city is good for is to supply 1 fleet.

6. INITIAL PLACEMENT OF UNITS: The 7 nation players each start with 3 cities and 4 supply points. These 4 points may be used to build 4 armies, or 8 fleets, or any combination in between. If a player chooses to use 1 supply point to build a hero at the beginning of the game, he may, and it would be a wise move. He could then re-use that supply point on the next build turn, to build another army or 2 fleets. All troop building must be done in sectors containing home supply centers.

6.1. The pirates begin with 10 fleets. They must place 2 of them on the pirate supply centers on the See of Marshes, 1 of them on the X sector on the Sea of Swords, and 1 of them on a center west of the Dam of Days along the coast of the outer ocean. The remaining 6 fleets may be placed on any 6 X sectors on the board at the Pirate player's option. If a Pirate player elects to start with a hero, he must allot 2 of his original 10 sectors to produce the hero, etc.

6.2. Each sector on the board can only contain 1 point worth of troops at any 1 time (except for the capitals which will start by containing 2 points of troops, but can only have 1 point therein when the first turn ends). Thus, the limit is 1 army in a sector, or 2 fleets. You cannot have an army and a fleet in the same sector at the same time. Any number of heroes can be in a given sector--they don't count for stacking limitations.

7. MOVEMENT AND COMBAT: Movement and combat are similar to the regular movement and combat rules for Diplomacy with certain exceptions for fleets and heroes.

7.1. ARMIES: Except when being convoyed, armies may only move 1 sector at a time on land sectors. They may cross the following narrow gaps of water without the use of fleets for convoy actions: Akhram-Dam of Days; Magdag-Overlord Island; Overlord Island-Cramph; Hapat-Grundal; Falturazz-Sanurkazz; Zimurz-Zy. They cannot make these crossings, however, if a hostile fleet, or a fleet belonging to any other player, occupies the strait.

7.2. FLEETS: Fleets may move 2 sectors per turn. They can only make the second half of their move if the first half is successful. A fleet may move or support on either phase of its movement turn, but it can only convoy on the second phase. Thus, a fleet could move into position and then convoy an army, but it couldn't convoy first and then support the now-landed army on the same turn.

7.3. CONVOYS: An army may travel from 1 land sector across any number of sea sectors to another land sector if the player can trace an unbroken chain of convoying fleets from a sector adjacent to his starting point to a sector adjacent to his stopping point. However, if any of the fleets in the convoy is dislodged from its position, the troop ships carrying the army are captured and the army is lost (removed from the board). A fleet may participate in any number of possible convoys per turn so long as no 2 armies start from or end up in the same sector. When writing the convoy order for the army, specify which fleets will be used to transport it; then you need only order each fleet along the line to convoy on that phase of its turn.

7.4. RIVERS: Fleets may sail up and down rivers at the rate of 2 sectors per turn. Since a river is often a boundary line between 2 sectors, it must be considered a separate sector itself. River sectors take the name of the land sector beside them--players may name the sector while they are on it after the land on either side, but they should generally choose the longer sector to speed travel. Such river sectors are designated thusly: Voak (River). River sectors that run through the middle of a land sector instead of along a boundary are considered part of the land sector that contains them. Armies adjacent to a

river sector will automatically prevent hostile fleets from passing them, unless that fleet is supported by another unit on the other side of the river. Rivers do not prevent armies from crossing them in a normal movement turn.

7.5. HEROES: Heroes have a strength of $\frac{1}{2}$ of a fleet and they move at fleet speed. They can move over land or water indiscriminately, and may accompany armies or fleets. Heroes moving with armies or fleets automatically support the action of the larger unit until such time as they leave that unit.

7.5.1. Heroes have the following special powers: (1) They can take unoccupied cities or pirate supply centers, and deprive the player of those supply points while diverting the points to their own forces; (2) they can move with armies and fleets and increase the fighting strength of the unit (e.g., an army with a hero vs. an army without a hero will always win and force the heroless army to retreat; (3) they can defend an unoccupied city (by rallying and leading the citizenry) against a single army or a single fleet. They cannot stand off any combination of 2 units (unless there are 2 allied heroes). (4) They can penetrate neutral garrisons and either help defend them, or betray them to their own forces when they arrive; (5) they can will or convert other heroes to their own side in personal duels.

7.5.2. DUELS: When 2 hostile heroes enter the same sector, there will be a duel. You may fight to either kill or capture. If you capture an enemy hero, he becomes yours for the rest of the game, unless someone else recaptures him. Whenever you think your hero might be in the same sector with a hostile hero, you will secretly write down a number between 0 and 100 and enclose it with your orders. If no number is written down, a 0 is assumed. The game referee or master will then randomize between 0 and 100 at the end of the turn, and the hero whose number is closest to being ((word illegible)) will be the winner of the duel, and his instructions of kill or capture will be followed in regard to the other hero. In case of exact tie, both heroes will be considered seriously wounded and will be magically transferred to their own capital cities where they must remain and recuperate for 1 game year (2 turns).

7.6. COMBAT: Combat will be conducted as in regular Diplomacy; that is, with 1 unit (1 army or 1 or 2 fleets) attempting to move into a sector while other friendly units adjacent to the disputed sector support the move. Half and quarter point units count. The player with the greater balance of force will succeed, either taking or defending the disputed territory.

7.6.1. Mutual and chain supports are allowed. But armies can not support fleets at sea, nor can fleets support armies inland. Fleets on river sectors can both support and be supported. Heroes can only support units that they are actually with--they do not ever support into adjacent sectors.

8. BUILDS: We observe the conventional year on Kregen with a Spring move and a Summer build, then a Fall move and a Winter build. Sectors always belong to whomever held them last, not whomever held them on the last build turn.

8.1. Armies or fleets may disband at will, any time or any place. Heroes, once built, cannot ever disband.

8.2. To speed play, Kregen uses the prophetic system of builds, retreats, and disbands when played by mail. Players may file general orders of any degree of complexity with the game master to cover the mechanics of automatic retreat or unit building.

9. The map and basic situation are taken from book 14 of the Scorpio/Kregen series by Alan Burt Akers. Some of the independent cities on the northern coast are invented to make the game more playable, as are all the marked pirate supply centers. City names are the same as those given in the books whenever possible. Province names were all invented by me, but most of them are taken from the special Kregen vocabulary as listed in several glossaries. Some of the province names such as Sex, Diplomad, and Coast Iguana are meant as jokes--you know who you are. Let me close by saying that this game was a lot of fun to draw and design, and that I will run as many sections of it in

KREGEN

4.

STORMBRINGER as are wanted.

Ken St. Andre, Phoenix, Arizona
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ABBREVIATIONS: The names of several of the smaller sectors on this map had to be abbreviated. Here's a list with locations: G.C. is Grand Canal, between Akhram and Dam of Days--W is Wabinosk Island between Bold Sea and Bay of Genodras--R is Rast Island bordering the Bay of Blood--O is Onker Island just north of Rast Island--O.I. is Overlord Island in the Overlord Sea. In addition there are 3 Pirate supply center islands in the Sorzart Sea numbered I, II, and III. I is the most westerly; III is most easterly. Little islands without names are not sectors and should be disregarded. R. Daphig, R. Zinkara, etc. are names of both rivers and the sector which contains the writing.

NAVB NOTE: The above text is reproduced exactly as it came to us, from extremely faint copy. One word, as indicated above, was totally illegible. The text clearly relates to "Draft 1" (of 2) of the map. No revised (or "Draft 2") version of the rules is known. The careful reader will detect many holes and unresolved problems in this text. Anyone producing a revision of these rules to account for the "Draft 2" map, or to clarify the existing rules, is asked please to forward a copy to NAVB (currently Rod Walker, 1273 Crest Dr., Encinitas CA 92024; most current address will be in DIPLOMACY WORLD).

