

ARDA is an occasional and irregular publication of the North American Variant Banks. It is edited and published by Rod Walker, 1273 Crest Dr., Encinitas CA 92024, who is Custodian of NAVB-West, the NAVB's central archive depository. The purpose of ARDA is to carry information on NAVB holdings and activities, to publish Diplomacy variants, and to promote the variant branch of the hobby generally. This is Pandemonium Publication #748.

ARDA is sent free to various hobby people and will trade for other Diplomacy variant publications so long as the editor is aware that we don't achieve stunning regularity.

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GAMES may be purchased from us. Check our catalogue issue (#7, \$1.25) for prices.

This issue is our first experiment in producing ARDA in digest format, reduced print. This will enable us to get at least 50% more material within the space of 10 sheets (1 oz.). Let's see how it comes out....

We have a lot of ground to cover, and this may run into overtime. So be it. I plan to cover: (1) catalogue updates, (2) MN#/ARDA# correspondences list (continued from #4), and (3) at least three complete variants.

CATALOGUE UPDATE

The last NAVB Catalogue was ARDA #7, printed on 22 June 1981. It is \$1.25 from me. It was updated in ARDA #8. This is a further update. See #7 for format and prices. Please note that games whose numbers are preceded by an asterisk (*) are not available from NAVB; they are included only to create an ARDA number to correspond to an existing Miller Number.

Number	Name of Game / Designer (Notes)	M	R
ac01/07	Ancient Empires II (correct cat. number only)		
ac10/07	Ancient Empires III / Lipscomb/Davis	1	2
cb15/05	Woolworth Dip. IIA / G. Overby (DIPLOMACY WORLD 30)		
cb16/05	Woolworth Dip. II / G. Overby (DIPLOMACY WORLD 30)		
cb17/05	" " IIB / " " " "		
cb18/10	" " IIR / " " " "		
*ca07/09	9-Man Dip. V / F. Winter		
dm02/07	Africa '82 / K. Halpern (*map w/rules)	*	1
gf09/07	Zeus IV / C. Northcott (*map w/rules)	*	1
gf10/07	Zeus V / Northcott/Davis	1	2
gf11/07	Zeus V-F / Northcott/Davis (order w/gf10/07)		
gf12/07	Final Conflict / T. Swider	1	2
*gf13/13	Nuclear Holocaust		
*gh08/05	5-Man Colonia III Fixed Length / ?		
gh07/17	(correct listing...now have reproducible copy)	8	8
gp08-11 & 14:	Note: also available with gpl7/13-24.		
gpl7/13-24	Mercator Combined Edition (II-IV, VA, VI-IX, D)	4	9

p. 2.			
gp18/13	Mercator D (Definitive M.)		1 5
gp19/15	Mercator VI (order with gp17/13-24)		
gp20/19	Mercator VII (order with gp17/13-24)		
gp21/21	Mercator VIII (order with gp17/13-24)		
gp22/24	Mercator IX (order with gp17/13-24)		
*hb06/08	1648 / G. DeCesare		
hc01/06	Diplomacy 1701 (correct: *map with rules)		* 1
mc02/05	Holy Roman Empire / M. ?? (*map with rules) (*player also needs rw02/07)		* **1
ns05/06	Semta / G. Overby		1 4
ns06/08	Range War / C. Bruce		1 2
*nu07/02-16	United States Dip. I / C. Reinsel		
*pb02/05	Balkan War (II)-R / Schwartz/Nofl		
pell02-11	English Civil War (I) / ??		1 2
	(P) <u>h. Iberia</u>		
ph01/06	España Vieja / B. Lorber (*map with rules)		* 1
pn01/08	Hundred Years' War (I) (correction only)		
*pn02/09	Hundred Years' War (II) / S. Doubleday		
pr02/07	Reds / R. Montonaro (*inquire)		? * 1
	<u>9. EUROPE. After 1920</u> (correct heading)		
*qp04/09	Europe 2010 / P. Walker		
rb23/07	PIG Dip. / M. Janta-Polczynski (DIPLOMACY WORLD 29)		
*rb24/07	Slimak's Rule / K. Slimak		
rb25/07	Hidden Strength / R. Sacks		0 1
*rb26/07	Home Sweet Home / J. Gross		
*rb27/07	Balance of Power / A. Phillips		
rm29/07	Great Neck Variant / K. Halpern		0 2
rm30/07	Militarism IV / L. Pulsipher (DIPLOMACY WORLD 28)		
rm31/07	Fluid Dip. II / R. Sacks		0 2
rnl0/07	Terrorism (II) / J. Winsome		0 2
rr16/07	Black Plague Dip. / Frobish/Overby		0 1
*rv13/07	Deadly Dirty / M. Lind		
ts11/09	Downfall...II (Ring Simulation) / R. Sacks		2 4
*ts12/06	Lord...II / J. Key		
uul3/0n	Cannibalism I / J. Maiden		1 1
*vh02/25	Gemignani / J. Leeder?		
*vj05/05	Trader (I) / M. Diller		
*xml2/10	Youngstown Dip. III (order with xm09/08-12)		

NEW MILLER NUMBER DESIGNATORS

After Greg Costikyan proposed using the first element of the NAVB Catalogue (ARDA) Numbers as new Miller Number designators, and after I gave up opposing the idea, I began preparing a cross-index listing of the old designators and the new ones. This is not strictly necessary, but useful for historical purposes. The cross index idea bogged down because Robert Sacks...the most knowledgeable person in the hobby for certain periods of MN activity...refused to aid in gathering information. He also refused even to acknowledge my requests for help in obtaining back issues of his MNCzine, LORD OF HOSTS. Thanks to Walt Buchanan, I now have a complete set of Loh 1-12 and, in consequence, a not-too-incomplete cross index. Gaps in the list below exist because I do not have a copy of the game and insufficient information on which to classify it. Column OMND is Old Miller Number Designator; NMND is New same. Notes are included where necessary. The first cross-index ran through co. We will start there.

OMND NMND Game Name & Notes

cp	Great European War
cq	Atomic Warfare
cr	Bourse

OMND NMND Game Name & Notes

cs	Fistel Variant
ct	ac07 Diadokhi I
cu	*xml2 Youngstown Variant III

OMND	NMND	Game Name & Notes	OMND	NMND	Game Name & Notes
cv	xm02	Youngstown Variant IV	fc	ts01	Downfall... I
cw	*rb27	Balance of Power	fd	um01	Algernon
cx	ts02	Lord of the Rings Dip. I	fe	ta02	Middle Earth Dip. V
cy	*qp04	Europe 2010	ff	hp02	1885 I
cz	oa02	Atlantica I	fg	*rb24	Slimak's Rule
da	rd02	Diplomyopia	fh	*	Colonia (*used for all versions; qh 01-06)
db	xm03	Youngstown Variant V	fi		Interstellar Dip. IV
dc	*cn07	9-Man Dip. V	fj	rm12	Militarism III
dd	ac02	Diadochi II	fk	em02	Jihad II
de	ts06	Third Age I	fl	pa01	Collapse of the Dual Empire
df	cn01	Cline 9-Man Dip. II	fm		Coup d'Etat
dg	em04	Jihad I	fn		Danelaw II
dh	ac04	Legion	fo		Democratic Dip.
di	rs02	Anarchy IV	fp	rv02	Espionage
dj		Staples Variant	fq	gf07	Futur War
dk		Slobbovia I	fr	ls02	Guelph Variant
dl	pi01	Scotice Scripti III	fs	rx02	Intimate Dip. I
dm	*nu06	U. S. Dip. I	ft	rr05	Irish Dip.
dn	ns03	Stress	fu		Lima IIB
do		Everywhere Dip (Eur.)	fv	rv04	Mad Dip.
dp		Everywhere Dip (Moses)	fw	mb02	1000 A.D.
dq	fd01	Dalarna II	fx	pr01	Red October
dr	rr01	Black Hole Dip. I	fy		Tadek Dip.
ds	ns02	Michigan Dip.	fz	ts07	Third Age II
dt	qp01	Cold War	ga	*hb06	1648
du	ap01	Ancient Hebrew Kms.	gb	*pn02	Hundred Years' War II
dv	pz01	Viking Dip.	gc	rb01	Active Neutrals
dw	ne01	1776	gd	*rv13	Deadly Dirty
dx	ac08	Diadochi III	ge	ra03	Gigaton Bomb
dy	oa03	Atlantica II	gf	gp08	Mercator II
dz	oa04	Atlantica IIR	gg		Hypereconomic Dip. III
ea	pb01	11-Man Dippy	gh	rv06	Para-Time
eb	rr09	The Balkan War	gi	na01	North American Dip.
ec	hc02	Black Hole Dip. II	gj	re03	Economic Dip. IV
ed	*ts12	Europe 1721 "II"	gk	rx03	Intimate Dip. I-A
ee	qh02	Lord/Rings Dip. II	gl	hb01	Thirty Years' War
ef	sp02	1934	gm	hn02	Napoleon's Europe, 1795
eg		Worldip I	gn	sg02	Interplanetary Warfare
eh	rr10	?Cline 9-Man Dip. III	go	rr06	Near Utter Chaos (also used for Utter Chaos /rr08/ and perhaps others)
ei	xm10	Black Hole Dip. III	gp	ar03	260 A.D.
ej		Youngstown VI (also a "Y.V. VI-A"--??)	gq	*gf13	Nuclear Holocaust
ek	hn04	La Revolution	gr	*vh02	Gemignani
el	ab01	Invasion 44	gs	mc01	Excommunication II
em	xm04	Youngstown VII	gt	rr02	Dilatory Dip.
en	fw01	Witch World II	gu	cb03	Stab-Happy Dip.
eo	em01	Allah Akbar	gv	*	U.S. Dip (II-nu05, IIR-nu06, III-nu03)
ep	ug03	Logical Dip. II	gw	gp03	World Powers
eq	hb01	Thirty Years' War	gx	*vj05	Trader (I)
er	fh01	Hyborian Age Dip. I	gy	ts11	Downfall... II
es	hb02	2-Man Dip. III	gz	gf05	2001
et		Westphalia VI	ha	ne02	Flintlock II
eu		Van Nuys Variant			
ev	rs06	Four Empires			
ew	ac09	Confewshun			
ex	rr07	Diadochi IV			
ey	cm01	Schizodip. II			
ez	sg03	Kriegsmarine			
fa	pe05	Interstellar Dip. III			
fb	pe02	Wars of the Roses			
		Excalibur			

OMND	NMND	Game Name & Notes	OMND	NMND	Game Name & Notes
hb	pe04	Gesta Danorum	ii	ru02	Deluge
hc	ua01	Global	ij	xd02	Sacred Rhino II
hd	rv09	Grand Tournament	ik		Aircraft Abstraction
he	ac03	Diadochi V	il	rm20	Vain Rats II
hf	ar02	Triumvirate	im		Highly Public Dip.
hg	ar01	Imperator	in	--	(unassigned)
hh	*rb26	Home Sweet Home	io	ug02	Logical Dip. I
hi	uu02	Antigoni Isles	ip	xm05	Youngstown VIII
hj	*pb02	Balkan Wars (II)-R	iq		Vain Rats (I)
hk		Intimate Anarchy	ir	ts10	The Great Years
hl	cb01	Persian Variant I	is		War of the Stars
hm	xd01	Sacred Rhino I	it		Quest for the Runic Chip
hn		Hymalini 9-Man	iu		Dutch Dip.
ho		Trader II	iv		2-Man Historical
hp		Stab I	iw		2-Man (FAR/TIE)
hq	gp09	Mercator III	ix	em03	Partition of the Ot- toman Empire
hr	gp15	Mercator V-B			Fog of War
hs		Re-Discover	iy		5-Man Colonia III
ht	rm28	There Are Aliens Among Us	iz	*gh08	Small World Dip. II
hu	sg09	Ecliptic	ja	gf02	Machiavelli (unassgn)
hv	--	(unassigned)	jb	**	Swiss Variant II
hw		Tunnels & Trogs	jc	ce02	Atlantica III
hx		Geophysical (I)	jd	oa01	Dual Space Dip.
hy		Rather Silly	je	cg04	Bhearna Baoghail
hz	cb02	Scheisskoph Dip. II	jf	pi02	Blind Dip.
ia	ec01	Chinese Dip.	jj	rd08	Holocaust
ib		Lima IV	jh	gf01	2-Man (FRT/EGI)
ic		Bruxellisme III	ji	rx09	Gusher
id		Madman (used for Blind, 6-Player team, 5- player, perhaps others)	jj	cd07	Proxy Plomacy
ie		Lima V	jk	rb19	North America 2020
if		Air II	jl	na02	Youngstown XII
ig	fh04	Hyborean Dip.	jm	gp05	Woolworth Dip. (I)
ih		Treachery	jn	rm22	Deadman Dip.
			jo	rd05	Vacation Dip.
			jp	rm24	World War IIb
			jq	qp03	German Politomacy
			jr		

Well, that takes care of the thrilling statistics for this issue. I hope we don't have to go through that again. Now, as for the rest of this...we will have fun and games. My plan is to reprint three games...two from recent issues of ANDUIN and one from a long-ago issue of LORD OF HOSTS.

ANDUINs 7 and 8 (15 Feb and 15 Mar 1982) contained two complete new variants: Africa '82 by Ken Halpern and España Vieja by Brian Lorber. Neither game is a real innovation in the sense that each is mostly regular Diplomacy on a new board. However, there are very few games set in Africa and (until now) none at all in our files set in mediaeval Spain. E.V. particularly appears to have real problems of balance but of course the games will need to be played some before it can be determined whether they play well, poorly, or somewhere in between. You may as well regard the latter as España Vieja I, since I already have a draft going of a new 8-player version of the same idea; maybe 9-player.

Back in 1975, Robert Sacks published in LORD OF HOSTS a new Middle-earth variant, The Downfall of the Lord of the Rings and the Return of the King II. Several rule changes and GM adjudications were made during the course of a single postal section of the game in LOH, so that (insofar as I know) no single composite edition of the rules exists. I have up until now never seen a copy of the original rules, and have spent a couple of fruitless years trying to get Bob to loan or sell me a copy. The game

first appeared in LoH 5/6 and changes to the rules appeared in some subsequent issues. It's an interesting game, but there's a sense of incompleteness about the rules (as we will see). I have decided to print the rules as is, with the changes and interpretations exactly as they appeared. It might be possible, later, to come up with a more complete, definitive edition of this interesting game.

Maps for the games appear on pages 8-12. Rules and assorted other things appear on the pages immediately preceding and following the maps.

ESPAÑA VIEJA

Ken Halpern

1. The Rules for Diplomacy (copyright 1976, The Avalon Hill Game Co.) will be used.

2. There are 33 supply centers; victory is achieved by possession of 17 centers. ((This is implied in the original.))

3. The Great Powers are: Aragon, the Baleares, Castile, France, Leon, and Portugal.

4. Opening positions:

ARAGON: A Barcelona, A Saragossa, F Tortosa.

THE BALEARES: F Iviza, F Majorca, F Minorca.

CASTILE: F Bilbao*, A Burgos, A Madrid, A Toledo.

FRANCE: (A or F) Bayonne**, (A or F) Narbonne**, A Toulouse.

LEON: A Leon, A Salamanca, F Santiago.

PORTUGAL: A Coimbra, A Oporto, F Lisbon.

Notes: *The original game specifies "Amaya", but there does not appear to be any such place name in Spain. **If France places a Fleet in Bayonne, he must place an Army in Narbonne; if an Army in Bayonne, he must place a Fleet in Narbonne.

5. The original publication does not specify a starting date. The best date seems to be 1221. In that year, and until 1230, Leon is still an independent Kingdom. At that time the Almoahad Empire is crumbling, and Andalusia is moving toward a sort of civil disorder. See page 12 for the map, plus abbreviations and such-like.

AFRICA '82

Brian Lorber

1. The Rules for Diplomacy (copyright 1976, The Avalon Hill Game Co.) will be used.

2. There are 38 supply centers. Victory is achieved ((apparently; the original text does not specify) by owning a majority (20) of them.

3. "Suez" is a special space on the map. It may be occupied. Units may also freely bridge the space; fleets may pass directly from East to Red (and *vice versa*) in one season. ((The original text does not specify, but it seems obvious that Suez may not be thus bypassed if it is occupied by an army or a fleet. It also seems to follow that armies and fleets may also pass between Cairo and Sinai.))

4. The Great Powers are: Egypt, Libya, Madagascar, Morocco, Niberia, South Africa, and Zaire.

5. Opening positions:

EGYPT: A Alexandria, (A or F) Asyut*, (A or F) Cairo*.

LIBYA: A Benghazi, A Marzug, F Tripoli.

MADAGASCAR: F Tamatave, A Tananarive, F Tulear.

MOROCCO: A Aaiun, A Casablanca, F Rabat.

NIGERIA: A Enugu, A Kano, F Lagos.

SOUTH AFRICA: A Cape Town, A Pretoria, F Johannesburg (choice of coast).

ZAIRE: (A or F) Kinshasa,* A Kisangani, (A or F) Matadi*.

Note: *Egypt and Zaire have choice placements. Each has 1 Army and 1 Fleet, and the player may choose which of the two indicated provinces each unit is to be placed into. The initial placement of units, including the units choices of Egypt and Zaire, and the coast choice of South Africa, takes place in "Winter 1982".

6. Special supply/build centers. Certain neutral supply centers may be used as build centers (new units may be built in them) if they are owned by certain Powers. These centers (and Powers) are:

- a. Algeria (Libya, Morocco).
- b. Angola (South Africa, Zaire).
- c. Arabian Peninsula (Egypt).
- d. Chad (Libya, Nigeria).
- e. Liberia (Morocco, Nigeria).
- f. Kenya (Madagascar).
- g. Mozambique (Madagascar, South Africa).
- h. Sudan (Egypt, Libya).
- i. Tanzania (Madagascar, Zaire).
- j. Tunisia (Libya).

List of Spaces & Abbreviations in Africa '82

A list of spaces and abbreviations was promised in ANDUIN, but has not yet been printed. This one shows all spaces, indicates supply centers, and provides abbreviations for those which have the same first three letters as one or more other spaces. Two space names have been slightly changed. "North Arab Republics" in the original includes Jordan and Kuwait, both monarchies, and so has been changed to "North Arab States". The original shows a "Central African Empire", but the self-styled "Emperor" was overthrown two years ago, so here the name appears simply as "Central Africa". (Also a province between Angola and Botswana is unreadable, but is the Caprivi Strip, so appears as "Caprivi" here. ... The name appears to begin with "Cas...", but no name in the entire Caprivi Strip actually begins with those letters.) Supply centers are shown by the following symbols: *, Home; #, Special (Rule 6); @, Neutral.

*Aaiun	Congo Basin (CBA)	*Lagos
Ahaggar	d'Ambre	#Liberia
*Alexandria	Durban	Lubumbashi
#Algeria	Eastern Med.	Maiduguri
#Angola	*Enugu	@Mali (Mli)
#Arabian Pen. (ArP)	Eritrea	Malawi (Mlw)
Arabian Sea (ArS)	@Ethiopia	*Marzuq
Aswan	Fazzan	*Matadi
*Asyut	Gabon	Mauritania
*Benghazi (BgZ)	Ghana	Mid-Atlantic (MAt)
Benin (Bnn)	Guinea	Mid-Indian (MIn)
Betroka	Gulf of Aden (GAd)	Mid-Med. (MMe)
Botswana	Gulf of Guinea (GGu)	#Mozambique (Mzb)
Bou Arfa	Ivory Coast	Mozambique Channel (MCh)
*Cairo	Jirjah	@Namibia
Cameroon	*Johannesburg	Nguru
*Cape Town (CTn)	Jos	Niger
Caprivi (Crv)	Kaduna	North Atlantic (NAt)
*Casablanca	*Kano	North Indian (NIn)
Central Africa	#Kenya	@Northern Arab St. (NAS)
#Chad	*Kinshasa	Orange
Congo (Cng)	*Kisangani	Persian Gulf

*Pretoria	South Atlantic (SAT)	Togo
*Rabat	South Indian (SIN)	*Tripoli
Red Sea	Spanish Sahara	Tubruq
Rhodesia	#Sudan	*Tulear
Sahara	Suez (spec. space)	#Funisia
Sainte-Marie	Table Bay	@Uganda
Senegal	*Tamatave	Walvis Bay
Sinai	*Tananarive (Tnr)	Western Med.
Siwah	Tanganyika (Tgk)	@Zambia
Somalia	#Tanzania (Tzn)	

DOWNFALL OF THE LORD OF THE RINGS AND THE RETURN OF THE KING II
(Ring Simulation) Robert Sacks

((Rules reprinted as they appear in LORD OF HOSTS 5/6 with following rulings and amendments from later issues.))

-The standard rules of Diplomacy apply except as noted below.

-Adjustment months are January, April, July, and October; the other 8 months are move months. The game begins February 1418 SR. Initial placement is:

GAMEMASTER: The Ring anywhere west of the Anduin (Carroto to Tol-falas; as **ENTS:** 2DAs & 2EAs Fangorn.

ELVEN LORDS: Gandalf anywhere; The Eagles unused; F Gray Havens; Elrond & A Rivendell; Galadriel & A Lorien.

RANGER: Aragorn in or next to Fornost; Frodo & Sam, Merry & Pip-pin in The Shire; Dead TA Lamedon; Dispersed Ranger A Fornost.

NORTH: As Dale, Erebor, Iron Hills, North Mirkwood.

ROHAN: As Eastfold, Edoras, Gap of Rohan, Helm's Deep.

GONDOR: DA Minas Tirith; As Anfalas, Dol Amroth, Lebennin; F Pelargir.

SARUMAN: DA Isengard; A Dunland; Balrog & A Moria.

HARAD-RHUN: DAS Harad, North Rhun, South Rhun; F Umbar.

SAURON: TA Barad-Dur; DAS Minas Morgul, Udun; As Dol Guldur, Nurn, South Nurn; as **LORD OF THE RING:** The Nazgul in Barad-Dur.

-DA=Double Army. TA=Triple Army. Multiple armies may not split their strengths into separate supports or attacks; a single attack on a multiple army cuts all its support. Multiple armies and fleets may not be built. Each TA may once during the game eliminate an opposing piece or unit or stack it has attacked and which would have been dislodged. A multiple army has only single strength when attacking through a pass or disembarking from a convoy. Convoy is by A/F: prior to movement each turn a fleet may load an adjacent or stacked army (single or multiple); in lieu of movement and if not attacked, a fleet may unload the army to a land space it is in or adjacent to (without the army's consent). A fleet may stack with an army of the same power, or of a power it may not attack. When in convoy, an army has no combat value; when in stack, a fleet has no combat value. Fleets ashore are not dislodged but captured.

-Fangorn and Wetwang cannot be entered by armies (except for Ents). The thick heavy lines are mountains and are impassable, except to The Nazgul; there are 7 passes through the mountains: Sauron may block one of the 5 numbered passes each turn; the Paths of the Dead (PD) is closed until Aragorn moves through it; Cirith Ungol (CU) is closed except to a piece or unit or stack carrying or wearing The Ring.

-Fortresses (circles on the map and Rivendell) are all supply centers and add 1 in defense of units (and Galadriel) in them. Dol Amroth, Edoras, Erebor, Helm's Deep, Minas Tirith, Moria, and Udun are ordinary fortresses. Mount Gundabad is a supply center



Western Sea

Bay of Belfalas

DOWNFALL

of the Lord of the Rings and the Return of the King II

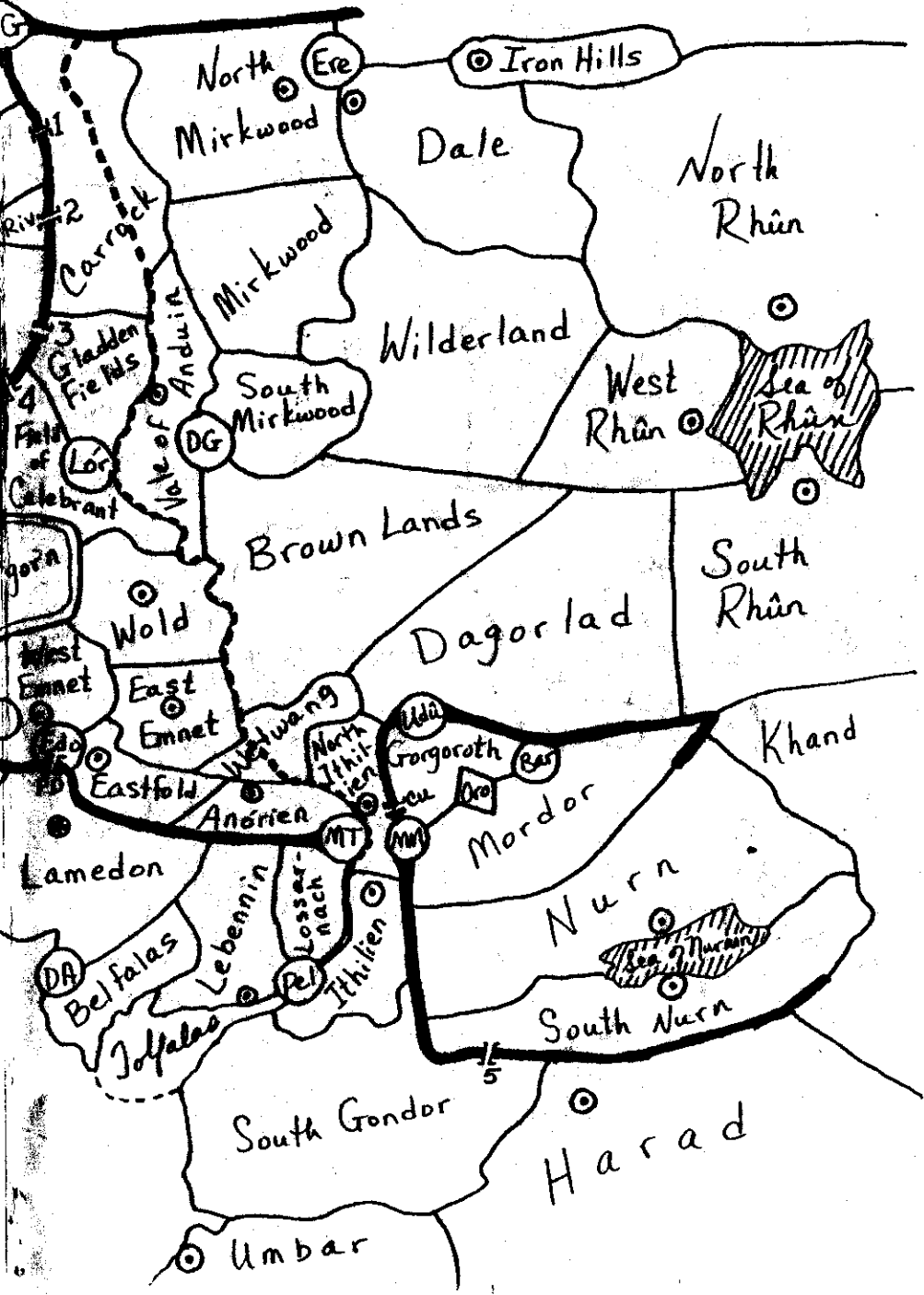
⊙ (HD) (U) supply centers
⊙ Special

----- River Anduin
———— mountains

⊞ 1, 2, 3, 4, 5, PD, CU passes

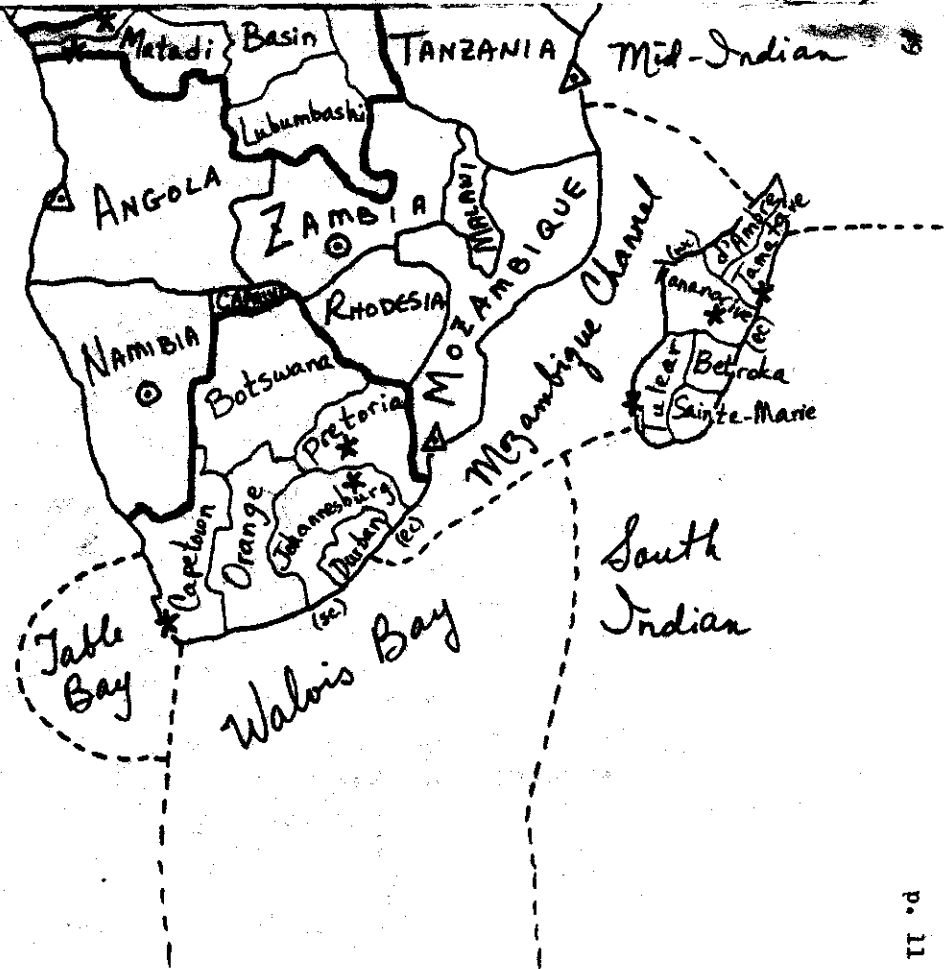
Rules & map for Downfall...
© Copyright © 1975 by Robert Sacks. Reprint permission granted in LoH 5/6.
Ore = Oraduin

North Waste



Mid-Atlantic

South Atlantic



AFRICA '82

Ken Halpern

- * Home Centers
- △ Special supply/build centers (see rules)
- Other supply centers
- ✦ Suez - see rules
- Bodies of Water
- |- Inaccurate coastline so map would fit the page

ESPAÑA VIEJA

Brian Lorber

* Home Centers

⊙ Neutral Centers

--- Bodies of water

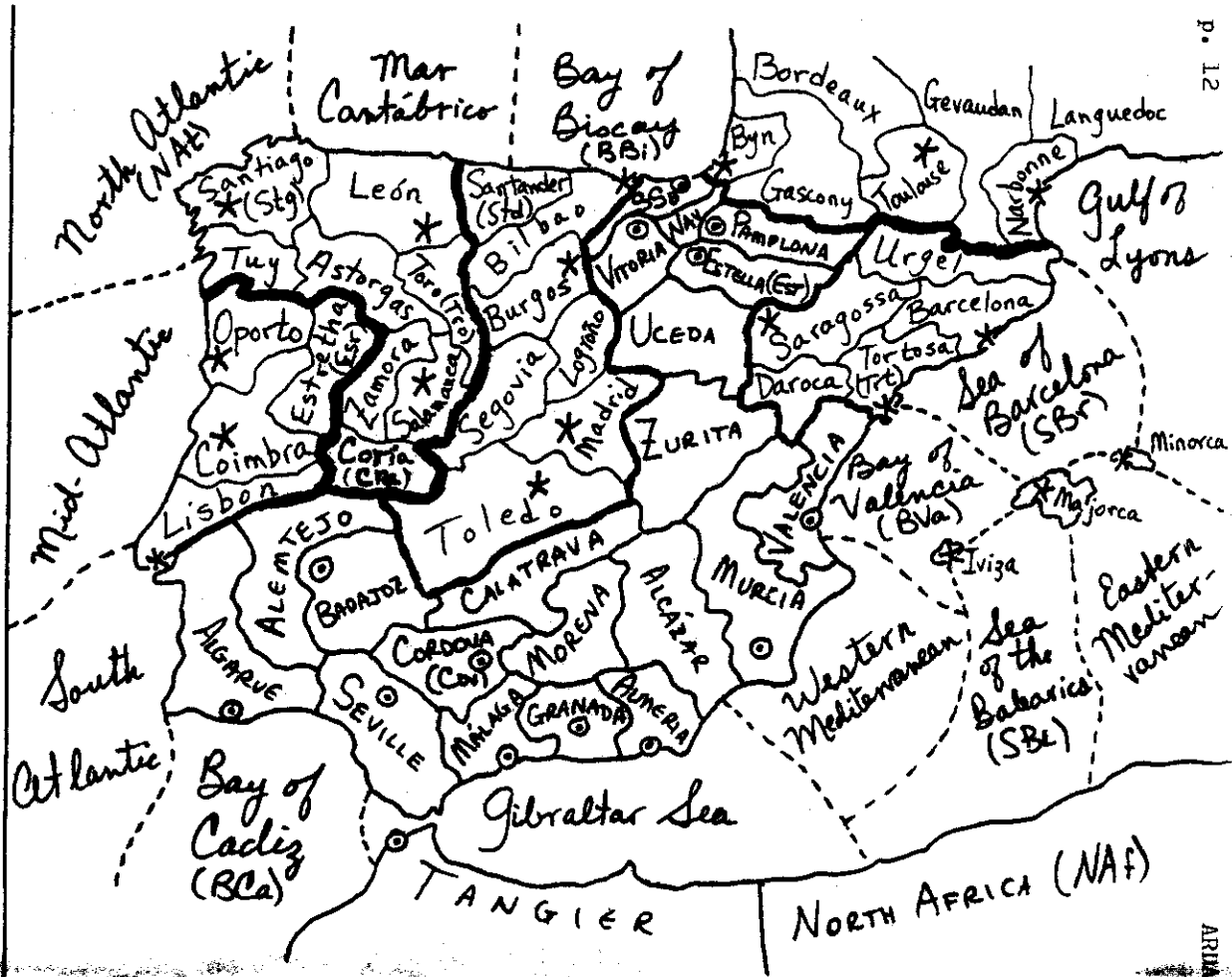
Abbreviations:

Byn - Bayonne

Nav - Navarre

SSb - San Sebastian

Use first 3 letters of space name except where otherwise indicated on the map



for Saruman, Sauron, and the Lord of the Ring only. Rivendell and Lórien are fortresses for the Elven Lords and the Ranger Army only. Any non-flying piece in Barad-Dûr, Dol Guldur, or I-sengard is imprisoned by an army of Saruman, Sauron, or the Lord of the Ring holding there. When vacant, Minas Morgul may only be entered by units or pieces of Saruman, Sauron, or Lord of the Ring, or Harad-Rhûn. A unit in Pelargir may veto fleet access between Lossarnach and either of Tolfalas or Ithilien; fleet access to Minas Tirith or North Ithilien is only from each other and Lossarnach.

-The Ents, the Elven Lords, and the Ranger are not affected by supply center loss, cannot build units or take over supply centers, or put on The Ring, but on each turn their units have the option of returning to the initial owner or of neutralizing a supply center it is in. The Gamemaster plays the Ents with great restraint; they have a range of 2 spaces from Fangorn, stack with themselves, the Elven Lords, the Ranger, and Rohan (which they may not attack or be attacked by), and are activated only on need (e.g., Harad-Rhûn is overrunning the area) and a request of high literary merit (the interchange should make interesting press) of some piece which has moved into Fangorn.

-Pieces (underlined throughout these rules) have special properties: all pieces stack with each other and all units, except that any of the three Elven Lords pieces stands off The Nazgûl (and Gandalf and Elrond together can dislodge it); if a piece supports an attack from the space it is in (on land only), it moves or retreats with the unit it was supporting (but is not annihilated except by the TA option); no piece has any effect on supply center control; all pieces may cut each other's support (including those hobbit heroes); the whereabouts of pieces not involved in combat are not revealed. The Nazgûl moves (cutting supports) or supports with a strength of 1 army, within 2 spaces of its location, and it may fly (but not remain) over water. Gandalf, Elrond, and Aragorn each may support with the strength of 1 army. Galadriel has the strength of 2 armies in defense by herself, and in addition to any fortress she is in and any army she is with - if the Gamemaster is not advised which powers she opposes and which she assists, he will use his own judgement. Elrond and Galadriel must be in a fortress or Fangorn or accompany a unit, or proceed by the most rapid route to one of them he/she does not oppose - the Gamemaster will override an order violating this rule. If Elrond is in Rivendell, Rhudaur, or Hollin, he may selectively flood one or all of the rivers between them, blocking passage. If Gandalf meets an army of Rohan or enters a supply center controlled by Rohan, Rohan may give him a horse. Once a year (and at least 9 months after the previous call) Gandalf may call in The Eagles who may support or attack anywhere with a strength of 1 army, and he may move anywhere on the board (without his horse or The Ring). The Balrog stays in Moria, destroying any armies or pieces that enter except those of Saruman, Sauron, the Lord of the Ring, or Harad-Rhûn; it mutually eliminates with one of the three Elven Lords pieces although Gandalf is resurrected there on the next adjustment.

-The Ranger Army, the Dead TA (when activated), Aragorn, and Gandalf (when he has a horse from Rohan) have a Double Impulse - they make two consecutive moves each turn (including standoffs, except they cannot stand off a unit after first moving to the space it began its turn on by then moving to the space the unit was ordered to). The dispersed Ranger army defends each vacant supply center adjacent to the space it is in with strength 1 in each; it is activated as a move by agreement

of the Elven Lords and the Ranger; it disperses after retreat. While the Dead TA is inactive it cuts all support from Lamedon, and adds strength 1 to any unit holding in Lamedon. When Aragorn and the Ranger Army pass through the Paths of the Dead into Lamedon, the move automatically succeeds, and the Dead TA is activated until 1 year elapses or it fights at Minas Tirith; it cannot enter or attack into Mordor. When Aragorn and the Dead TA arrive at Minas Tirith, he takes over Gondor, may capture supply centers, and may build at Fornost and Lamedon (which now become ordinary supply centers) or any of Gondor's controlled home centers; he now is affected by supply center loss (but the Dead TA is always supplied, and the Ranger Army is always considered to be supplied by Fornost even if it has been captured). The Ranger Army stacks with the Dead TA and the armies of the Elven Lords, Ents, Rohan, and (after he takes it over) Gondor.

-The Lord of the Ring (whoever is wearing The Ring; otherwise Sauron) controls The Nazgûl; he and Harad-Rhûn cannot dislodge each other or capture the other's supply centers; he cannot give or receive any support, or participate in convoys, or stack with fleets of any player except Harad-Rhûn (convoys and fleets in violation of this are destroyed); if he drops The Ring (except for Sauron) he goes into CD.

-The Ring never goes over a body of water. A dislodged army drops The Ring; a successful supported attack on a piece carrying The Ring causes it to drop. Picking up The Ring, or putting it on, or throwing it into Oroduin, takes a turn. If two players come across The Ring a piece (not in the party which dropped it) has priority over a unit - otherwise no one picks it up. If a player has a multiple army, he may not put The Ring on with a lesser unit. A player is told the location of The Ring if he discovers it in a space he has a unit or piece in; all players are told when it is put on. If a player puts on The Ring, Sauron's DAs become single armies and his TA becomes a DA. If Saruman puts on The Ring, all his existing armies become DAs. If Rohan puts on The Ring, he loses protection from combat and stacking with the Ents and the Ranger Army. If Sauron's TA (even if reduced) is eliminated his DAs reduce and he goes into CD.

-Sauron wins by putting on The Ring. A player not Saruman, Sauron, the Lord of the Ring, or Harad-Rhûn wins by throwing The Ring into Oroduin (and the Elven Lords win also). Any player controlling all supply centers except for units besieged in fortresses or other small closed positions wins. (The Lord of the Ring and Harad-Rhûn may also achieve a joint victory.)

AMENDMENTS AND GM RULINGS:

-From LoH #8:

- Ordinary fleets may be built, just no multiple fleets.
- The Seas of Rhûn and Nurnen have no effect on the game.
- The TA elimination option applies to pieces which would have been dislodged if pieces could be dislodged. Since pieces not involved in combat are not ordinarily revealed, a TA with this option will be advised if it meets a piece.
- The Balrog is stronger than Ents.

-From LoH #9:

- Isengard is a double valued supply center for Saruman.
- An alliance victory is only possible for the Elven Lords, Ranger/Gondor, Rohan and North if the other three are eliminated or concede. Of course there is always moral victory.
- Gondor can put on the Ring; the Ranger cannot. If Gondor puts on the Ring and then the Ranger takes over Gondor, the Ring is no longer worn, merely carried. The Ranger can take over

Gondor even if it is in CD because it has put on and dropped The Ring. The Ranger cannot put on the Ring even after he has taken over Gondor. If Aragorn is eliminated (TA option) before he takes over Gondor, he may still have the Ranger Army and the two Hobbit teams, but no longer has the options of the Paths of the Dead, the Dead Army, or to take over Gondor. After he takes over Gondor, play continues with Ranger and Gondor combined. (In the first case Halbarad would have led the Dunadain, in the second Imrahil would have led the hosts of Gondor and the West.) When the Dead TA is deactivated, it disappears. When Aragorn takes over Gondor, the Ranger Army remains dispersable, but only ordinary armies may be built. Fornost and Lamedon become regular Gondor supply centers; before only Fornost was, and then for only the Ranger Army. The second impulse for double impulse units may be conditional, and retreat is possible after each impulse (though other rules may intervene).

-Gandalf can call on the Eagles while imprisoned to get free. While imprisoned, he (or any other piece) can only try to escape (move out). A piece cuts an enemy piece's support if they occupy the same space by being there, or by moving to that space as in ordinary Diplomacy. When Elrond/Galadriel proceed by the most rapid route to a fortress, or Fangorn, or accompany a unit, that is only if he/she is not already with one of them. Flooding around the Rivendell area blocks passage of whatever Elrond specifies (possibly everything). When the Balrog mutually eliminates with an Elven Lord, it does not kill anything else; the Balrog acts automatically, not under orders from Saruman, Sauron, or the Lord of the Ring (vice versa would be far more likely!).

-Units in Pelargir can veto fleet access between Lossarnach and Tolfalas, which are adjacent! Lebennin and Lossarnach are not adjacent by coast. Armies can move across the Anduin where it forms a border between spaces without fleet help. They are hindered by enemy fleets exactly as in ordinary Diplomacy.

-From LoH #10:

-Insufficient players: 8 players and a GM is a large number, so in the event that there are fewer than 8 players at the beginning of the game, certain mergers will have to take place; in each case, units of different powers played by the same player do dislodge each other, unless the rules specifically provide otherwise - however, for victory purposes, units of different powers played by the same player are one force.

-With only 7 players, the Lord of the Ring (or if there is none, the last person to have been Lord of the Ring) plays Harad-Rhûn.

-With only 6, the above, and Rohan plays Gondor (until the Ranger takes over).

-With only 5, the above, and Rohan also plays the North.

-With only 4, the above, and the Ranger plays the Elven Lords.

In all cases a GM is needed, and he plays the Ents.

-The Balrog: On each movement turn while the Balrog exists, Saruman may activate it. If the Balrog is not active, it has no effect that move at all. If the Balrog is active and any Elven Lords pieces or the Nazgul piece is in Moria, the Balrog mutually annihilates with those pieces (Gandalf, of course, is resurrected) and leaves the game; otherwise the Balrog annihilates any and all other units and pieces in Moria, without regard to alignment or nationality, and, after retreats, deactivates, in the process restoring Moria to Saruman.

-Clarification: Fleets ashore are not dislodged by armies but captured; fleets ashore are dislodged by fleets.

-Pieces supporting a unit move with that unit (on land) whether or not they started in the same space, unless stood off. That is, pieces support by being there - armies and fleets

support as usual.

((Apparently no further rulings or amendments were made to the Downfall...II rules. My run of Sacksishes of LoH ends with #12, during which time several seasons of the ongoing postal game were played without further comment.))

BACK ISSUES

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For research purposes, the N.A.V.B. would like to acquire all issues of LORD OF HOSTS. Our current collection includes #1-12, published by Robert Sacks. Plus one issue published by Mike Smollin, dated July 1979. Plus 4 issues published by Greg Costikyan; two dated #79-2 and #80-1, two undated issues which appeared in November 1980 and April 1981. We presume the only issues we are missing appeared after #12 (Feb 1977) and before the July 1979 issue, which would have been published by Robert Sacks or by Mike Smolin. Anyone having these specific issues is requested to contact us. We will pay any and all reasonable costs involved in copying the missing issues and mailing the copies to us. We regret having to make this appeal, since Robert Sacks could easily supply our needs, but two years' worth of repeated requests for help have produced no reply at all, much less even a refusal.

THE MILLER NUMBER CUSTODIAN

is John Leeder, 605 NW 15th St., Calgary, Alberta, CANADA T2N 2B1. Variant GMs are requested to send all game-start and game completion information to John for publication in LORD OF HOSTS (and of course for assignment of a Miller Number). John would also like to trade LoH for variant 'zines or 'zines carrying variant games...with the understanding that LoH does not appear regularly nor frequently. We urge your support of this hobby institution which keeps tabs on variant games and publishes information about them in a central source. Requests for Miller Number for new games should be accompanied by a self-addressed envelope and Canadian postage (or equivalent) for most rapid response. LoH is also available by subscription (@ cost per issue; send a couple of bucks or so to start & John will keep books).