

RAKATROIT

VOLUME I, NUMBER 2

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cover from Ace Book's edition of
THE TWO TOWERS
by J. R. R. Tolkien
with art work by
Jack Gaughan

After almost a year (the addenda to Volume I, Number 1 was published on 28 October 1970 but not mailed out till almost a month later) BARANDUIN is back, chronicling the design, playtesting, and (now) open play of a new Diplomacy* variant based upon the saga of the Lord of the Rings by J. R. R. Tolkien. Volume I, Number 1 of BARANDUIN is still available (with the Addenda) for 25c and includes the prototype game's rules and playing board. All other issues are 15c each or \$1.25 for ten if ordered on subscription. BARANDUIN is Edited by Jeff W. Key, 4611 N. Pennsylvania, Apt. 1-D, Oklahoma City, Oklahoma 73112. Telephone (405) 843-7519. and is published by WARS Press under the editorial supervision of Edward Isaac Tor.

RULE COMMENTS, ADDITIONS, AND CHANGES

1. The Name of the game has finally been settled of as "War of the Rings Diplomacy."
2. A Considerable amount of in-person play testing here in Oklahoma City, in College Station, Texas, and in Youngstown, Ohio has revealed one major defect in the structure of WotR Dippy; Mordor has no real bargaining base from which to open negotiations. True, he can attempt to woo a minor player in danger of elimination but these tend not to ally with Sauron as they can see no real profit in it for them! If they aid Sauron, he wins, not them. Eric Just developed one tactic for Sauron which is sort of a last-ditch measure; take the second-strongest player aside and threaten to remove the triple army at Sauron's next removal (thus ending the game with the strongest of the allied players as the winner) if he (the second strongest allied player) does not co-operate. To the best of my knowledge the value of this tactic is doubtful.... it has not yet been actually used. Because of this we have added the following rules in an attempt to strengthen Mordor's diplomatic position.
3. The Saruman double army in Isengard has the option of splitting into two single armies and recombining into one double army during any Tuile (Spring) or Yavie (Fall) seasons. However, if one of the two single armies is lost, the other must act as a single army for the balance of the game. The two single armies may NOT co-exist as two single armies in the same province but must automatically recombine whenever they are both in a single province. One of the two single armies may be ordered to move while the other supports the move from the province of origin (for example: 1/2 DA Isengard to Gap of Rohan supported by 1/2 DA Isengard).
4. The Mordor player has, at his option, the right to exercise the palantir abilities which he has and order his triple army only after all other units have been moved. In such an action the triple army moves with the strength of a double army only.
5. Mordor has at his disposal a number of "lesser rings" and "palantirs" which he may give to other players as he sees fit. The palantirs allow that player's double army to move after other units have been moved (but before Sauron if he is using a palantir) but with only the strength of a single army. The lesser rings allow a player's double army to act as a triple army against any units except those of Mordor and as only a single army against Mordor. It does not make the double army invisible. The double armies of Mordor may NOT use either the lesser rings nor the palantirs. To determine just how many lesser rings and/or palantirs Sauron will have in a game assign a digit to each option below, request a random digit from the Mordor player and inform only him of the results. The use of the palantirs in this and in #4 above is optional in postal play because of the resulting slow-down in the game.

- a. two palantir and two lesser rings
- b. two palantir and one lesser ring
- c. one palantir and two lesser rings
- d. one palantir and one lesser ring
- e. two palantir and no lesser rings
- f. no palantir and two lesser rings
- g. one palantir and no lesser rings
- h. no palantir and one lesser ring
- i. no palantir and no lesser rings
- j. no palantir and no lesser rings

It is important that the other players do not know just how many (or, whether or not) palantir and/or lesser rings Sauron really has.

6. There is a thirty percent chance that Sauron must honor any written agreement he makes to accept a tie with one or more of the other players. Prior to the start of the game, the Mordor player send in a second digit to determine whether or not he has to keep such agreements and, if so, for how long. The Gamesmaster should assign a random digit to each of the following:

- a. 4 game years (16 consecutive seasons).
- b. 3 game years (12 consecutive seasons).
- c. 2 game years (8 consecutive seasons).
- d-j. Not at all.

Special thanks should go to Betsy Childers who came up with the original idea for this rule.

7. Realism wise, the game should start in 3018. However, for playability, the Gamesmaster may choose to begin numbering the game years in either 3000 or 3020 of the Third Age.

8. As long as there is an Elven army in Lorien Wood, it may not be occupied by the units of any other player (including Mordor) unless Sauron himself participates in the assault upon the province. Both Lorien Wood and Erebor have a built in defensive strength of one. Therefore it requires eith a double army or a supported single army to occupy an empty Erebor and a four-strong attack to dislodge a double army in Erebor. ~~EEEE~~ The bonus for Lorien Wood (the +1 and the prohibition) are lost when Lorien Wood falls the first time.

9. The Ent rule may only be used once in a game and then only the first time Rohan establishes occupation over Fangorn Wood.

10. For the purposes of rule 1 in BARANDUIN 1/1, the rules of the game of Diplomacy shall be those of the published 1959 edition unless the gamesmaster specifies differently prior to the start of the game.

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M A I L I N G L I S T
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Right now, there are no trades or subscribers established for BARANDUIN. The following are hereby invited to join the game announced on page 4, open a trade agreement, or subscribe.

- John Boardman, 234 E 19th Street, Brooklyn, N.Y. 11226.
- Jim Bradley, 151 Todd's Road, Apt. 172A, Lexington, Kentucky 40509.
- Walt Buchanan, RR #3, Lebanon, Indiana 46052
- Mike and/or Betsy Childers, P.O. Box 1201, College Station, Texas 77840.
- Eric W. Just, Jr., P.O. Box 131, Paoli, Oklahoma 73074.

John Hartman, 5544 NW 23rd Street, Apt. 153, Oklahoma City, Oklahoma.
John G. Koning, 318 S. Belle Vista, Youngstown, Ohio 44509.
Banks Mebane, P.O. Box 938, Melbourne Beach, Florida 32951.
Don Miller, 12315 Judson Road, Wheaton, Maryland 20906.
Rod Walker, 5058 Hawley Blvd., San Diego, California 92116.
Stan Wrobel, 7 Polish Village Blvd., Poland, Ohio 44514.

GAME OPENING

Effective immediately, I am opening one (and only one) section of War of the Rings Diplomacy for postal play-testing. We will use all of the rules published to date. The game fee will be \$5.000 with no discounts or \$6.00 with a \$1.00 discount to everyone (your choice). The entire game fee will be returned if I call off the game at any time prior to its conclusion. The game is open to anyone interested (not just those on the mailing list). The first six paid applicants will get the positions..... which will be determined by lot with the sole exception that only those that indicate a specific desire will participate in the drawing for Mordor.

FINAL EDITION OF THE BOARD

A final edition of the board will begin preparation in the near future. Both Banks Mebane and Rod Walker previously sent me comments upon War of the Rings Diplomacy when BARANDUIN I/1 was sent to them last year. Time has taken its toll and I can now find neither letter (I have this problem..... would you believe a serious lack of organization?). I would appreciate it if both of them would take another look at the rules and gameboard and send me their comments. Anyone else who wishes to comment is welcome to do so. All comments will be reprinted in a future issue of BARANDUIN.