

# Perelandra

number 38

November/December



The two biggest sale days in any retail industry? The two days following Thanksgiving. So in the midst of extreme hecticness (hecticness?), Perelandra is proud to present a novel which is both so good and so obscure as to be nearly mythical... Kilgore Trout's

## Venus on the Half-Shell

Simon went into the Hwang Ho, closed the port, and seated himself before the control panel in the bridge. The stellar maps were stored in the computer circuits. If Simon wanted to go to the sixth Planet of 61 Cygni A, for instance, he had only to press the right keys. The rest was up to the computer.

Just as a joke--though who knew what knowledge lurked in its heart?--he asked the ship to take him to Heaven.

To his surprise, the computer screen flashed the Chinese equivalent of "O.K." There was a two-minute pause while the computer checked that everything was shipshape. Then it swung up off the ground, tilted upright, and climbed up toward the sky.

Simon didn't feel the change in the ship's attitude. An artificial gravity field adjusted for that.

Simon's attitude of mind changed, however. He frantically punched the keys.

"Where are you taking me?"

"To Heaven, as directed."

"Where is Heaven?"

"Heaven is the second planet of Beta Orionis. It is a T-type planet which was uninhabited by sentients until a Terrestrial expedition landed that in 2879 A.D. on first..."

Simon canceled the order.

"Take me to some unexplored galaxy, and we'll play it by ear from there," Simon typed.

A few seconds later they were off into the black unknown. The ship was capable of attaining 69,000 times the speed of light but Simon held it down to 20,000 times, or 20X. The drive itself was named the soixante-neuf drive, because this meant sixty-nine in French. It had been invented in 2970 A.D. by a Frenchman whose exact name Simon didn't recall. Either it was Pierre le Chanceux or Pierre le Chancreux, he wasn't sure which, since he'd not made a study of space history.

When the first ship equipped with the drive, the Golden Goose, had been revved up to top speed, those aboard had been frightened by a high screaming noise. This had started out as a murmur at about 20,000 times the speed of light. As the ship accelerated, the sound became louder and higher. At 69X, the ship was filled with the kind of noise you hear when a woman with a narrow pelvis is giving birth or a man has been kicked in the balls. There were many theories about where this screaming came from. Then, in 2980, Dr. Maloney, a brilliant man when sober, solved the mystery. It was known that the drive got all but its kick-off energy from tapping into the fifth dimension. This dimension contained stars just like ours, except that they were of a fifth-dimension shape, whatever that was. These stars were living creature beings of complex energy structures, just as the stars in our universe were alive. Efforts to communicate with the stars, however, had failed. Maybe they, like the porpoises, just didn't care to talk to us. Never mind. What did matter was that the drive was drawing off the energy of these living things. They didn't like being killed and the drive hurt them. Ergo, Dr. Maloney explained, they screamed.

# Perelandra

This relieved a lot of people. Some, however, insisted that interstellar travel must stop. We might be killing intelligent beings. Their opponents pointed out that that was regrettable, if true. But other species were using the drive, so the stars would be killed anyway. If we refused to use it, we wouldn't have progress. And we'd be at the mercy of merciless aliens from outer space.

Besides, there wasn't any evidence that fifth-dimensional stars were any more intelligent than earthworms.

Simon didn't know what the truth of the matter was. But he hated to hear the screaming, which was so loud at 69X that even earplugs didn't help. So he kept the ship at 20X. At that speed, he hoped he'd only be bruising the stars a little.

## Vital Statistics

This is Perelandra 38, a Manic-Depressive Production. On the upswing this month is your editor, Pete Gaughan (who hibernates at 3121 East Park Row #165, Arlington TX 76010; phone 817-633-3208). Doses of Pere cost 75 cents per issue for you (but about \$1.10 for me). This issue contains explicit gaming and adult literature; parental perusal is encouraged.

So far we have one (1) suggestion for the leprechaun's name: Ed Henry gives us "Glenn". I think I know the reference he's getting at. But we'll keep taking suggestions until there are several to choose from--don't want to do this lightly, now.

Standbys, in order, are Ferguson, Hail, Touchette, Baker, Colandro, Crosby, Givan, & Ellis.

I'm cutting out all of the hobby news this month because we're making room for (gasp) games; however, there is one item I'd like to pass on. Alan Stewart is starting a zine, Praxis, which looks very good. Lots of chat, on several topics, and a willingness to let everybody be opinionated in print. Canadian nationalism, including local politics; Dip theory; five-week deadlines; and clean, open-face printing-- write to Alan at 702-25 St. Mary St., Toronto Ontario, Canada M4Y 1R2.

And now...

## GAMES OPEN

Diplomacy, King of Games. Carlton Harris is signed up. Gamefee is \$20.00 US and includes a subscription for the length of the game (half refundable if you're eliminated before Spring 1906).

Gunboat Diplomacy. Two people are signed up, and another "interested". Gamefee is \$20.

Snowball Fighting. Yes, Forochel and Hoth are mere memories, and now Okar joins them, as J.R. Baker adds another trophy to his collection (Greg, has this guy lost anything in the last few months?). I am extending a formal invitation to the past champions to enter the next Snow Fight, making it a formal Championship. J.R. and Tom Hise have already signed up; invited are Greg Ellis and Daf Langley. Also, I believe Jim-Bob Burgess is interested; I can take a maximum of seven players. No gamefee, but you must maintain a sub to Perelandra. Hopefully, we can get this started by January 1.

Downfall of the Lord of the Rings, Definitive Edition. Once again, Pere is out front, just as we were when we introduced Snowball Fighting to American and Canadian audiences. In this issue are the rules to Downfall, one of the most popular and most-discussed variants in Britain. I'm offering a gamestart of Downfall to begin whenever it fills (8 players). Gamefee \$20 including subscription, as usual.

Ball Park. This one I'm not so sure about, but here goes. Also inside you'll see the rules to a postal baseball league, somewhat similar to United (for soccer) or the UK's Touchdown!. This is not a copy-cat production; Tom Hise, my roommate, has had the concept waiting for some time. When I introduced him to United (which he is now horribly addicted to), he began to develop rules for Ball Park.

I must admit that I contributed to this monster. Tom knows only the surface, obvious aspects of the National Pastime (he's really a football fan), so he turned to me for trends and statistics. Between my instincts, the Baseball Encyclopedia, and the Elias books, the numbers throughout the game should be very realistic. Tom needs 8 managers to playtest the game by running it through one season, contributing comments on rules and techniques. Since this is a playtest there won't be a gamefee, but you do need to maintain a sub to Perelandra.

Ball Park will run in Pere and be guest gmed by Tom Hise; Downfall will appear in Thulcan.

# Herelandra

dra, a subzine for variants. Downfall deadlines will be monthly around the 15th, with the results going out on flyers, then printed again in the zine.

Speaking of Thulcandra, the one game already running there has been held up because I need a standby. The game is Hegemony Over Sandy Ego, a tongue-in-cheek variant I designed. Any volunteers?

## LITERARY CALENDAR

December 2, 1867: Charles Dickens gives his first reading in New York City--before the box office opens people stand in two lines, almost a mile long, waiting for tickets. 12/5/1982, Fran Lebowitz says, in an interview, that she has never been able to figure out how to use a thesaurus: "I must have been absent that day." 12/11/1810: Romantic poet Alfred de Musset, whom Heinrich Heine will one day characterize as "a young man with a promising past," is born in Paris.

December 15, 1815: Jane Austen's Emma is published, one day before her 40th birthday. In it she points out: "One half of the world cannot understand the pleasures of the other." 12/18/1679: John Dryden is set upon by minions of the Earl of Rochester, who suspect him of writing the Essay on Satire, actually by John Sheffield. Christmas Eve 1912, D.H. Lawrence writes a friend: "I always say, my motto is 'Art for my sake.'" Christmas Day, Isaac Newton is born in 1642, and Rebecca West (Cicily Isabel Fairfield) is born in Kerry, Ireland, in 1892. West's lover, H.G. Wells, spends Christmas of 1923 playing with his new toy soldiers--he is 57.

December 28, 1932: Manuel Puig (Eternal Curse on the Reader of These Pages) is born in the Argentine Pampas. And New Year's Eve, 1900 (yes, 1900): Edward Everett Hale, 78, presides at a Boston civic ceremony welcoming in the new century.

## LITERARY QUIZ

Last month's questions:

EXTRA-HARD: Name the literary movement which came to be called "Amygism" by its founder because it was dominated by latecomers such as Amy Lowell. The only answer came from Greg Ellis, and he is correct: Ezra Pound founded Imagism, the movement in question. 3 points!

HARD: What do the following have in common? A Breath of Air, by the popular British novelist Rumer Godden, and Forbidden Planet, a 1956 sci-fi film starring Walter Pidgeon and Anne Francis? Greg guessed that the book was based on the movie; actually, both are updated versions of Shakespeare's The Tempest. (The movie is a classic, too.) No points.

EASY: Only two entries, Greg and Matt Kazur. Who flirted with the Tarleton twins, married three times, and wound up alone? Why, Scarlett O'Hara, of course.

Standings: Ellis 4; Kazur, Burgess, and Ferguson 2 each.

For next month, Don Williams has sent about 8 suggested questions. Here's two of them.

HARD (2 pts): What landmark American poem begins with the opening line, "I saw the best minds of my generation destroyed by madness."? (Name the poet also.)

EASY (1 pt): What English poet began his career as a privateer and ended it as an Anglican priest?

Frankly, I would have reversed these questions, but I'm using Don's suggested difficulties.

## 1985CS Tanith

SPRING 1901 -- JUST BE THANKFUL...!

Austria (Bob Olsen): f tri-alb, a bud-ser, a vie-gal.

England (Jim Ferguson): f edi-nwg, f lon-nth, a lvp-yor.

France (Matt Kazur): f bre-eng, a par-gas, a mar-spa.

Germany (Mike Colandro): f kie-den, a ber-kie, a mun-ruh.

Italy (John Crosby): f nap-ion, a ven-tyo, a rom-ven.

Russia (Evans Givan): f stp/sc-bot, f sev-rum, a mos-stp, a war-ukr.

Turkey (Jim Diehl): f ank-con, a con-bul, a smy s f ank-con.

This is a recap of the report which went out a couple of weeks ago. Deadline is now the same as all other games: 11pm Central, 28 December 1985 (Saturday).



# Herelandra

So, for next time you need to send Fall 1913 orders and votes on the following draws:

E/F, E/T, E/A, E/A/T, E/F/T

NVR=yes.

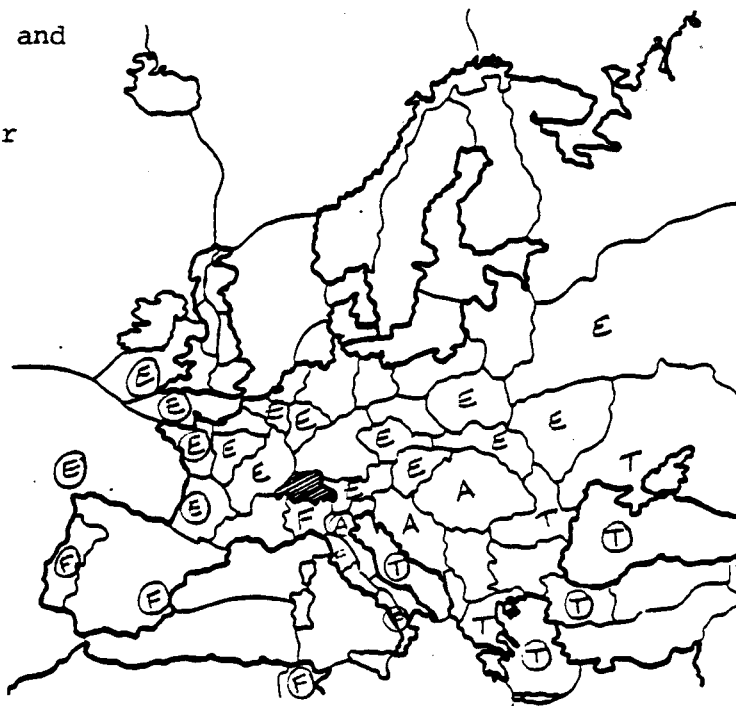
Deadline for all that is 11pm Central Time, December 28, 1985.

Well, this month we have one press item...and a lot of white space...oops, pardon me--two items:

Ankara to Vienna-in-Exile: Dogs. Why will you not oppose the English? I certainly do not want them to win while France & I (or the three of us, hint, hint) can win. Take that, Hungarian curs.

Ankara to London: I think you should stab Austria and win this. I am tired of waiting.

UTA to Ankara: Your press is a bit schizophrenic. Are you patient or impatient?



## 1983HC-Mimir

SUMMER 1909: Italy retreats f ion-eas.

FALL 1909: Draws all fail...

	Aus	Fra	Ger	Ita	Rus	
R win	yes	yes	no	yes	yes	Germany proposes
G/R	yes	yes	yes	yes	no	G/R again.
G/I/R	no	no	no	yes	no	

### CLASH OF THE TITANS

Austria (Ed Henry): a rom ms a nap.

France (Tom Hise): f spa/sc-mid (f por s).

Germany (Greg Ellis): f mid-wes /r naf bre, iri nat otb/, f bre-eng, f nth-edi, a par-gas (a mar s), a pie-tyo (a ven s), a tus s a ven, a mun-ber, a ruh-mun, a den-swe, a tyo-boh.

Italy (Matt Kazur): f aeg-con (f smy s), f eas s f smy.

Russia (Pierre Touchette): f bot-swe, a stp-nwy, a war-pru, a tri s Austrian a rom-ven /nso/, a vie s a tri, a bud-gal, a ser-gre (a bul s), f bla s a bul, f con-smy (a arm s) /f con ann/, f ank-con, f ion-aeg, f tyn s Austrian a rom, f wes s French f spa/nc /otm/.



### WINTER 1909 SUPPLY CENTER CHART

Austria	rom nap	2/2	even
France	spa por	2/2	even
Germany	mun kie ber hol den bel lon lvp mar bre par ven EDI	12/13	+1
Italy	<del>gre bul</del> smy CON	3/2	-1
Russia	stp mos war sev swe nwy rum <del>ed</del> vie ank bud <del>con</del> tri ser tun	GRE 15/15	+1 for ann.
		BUL	

Deadline for German retreat, Winter 1909 adjustments, and Spring 1910 orders, plus vote on the G/R draw, is 11pm, 28 December 1985 (Saturday).

Austria to Russia: Congratulations, Pierre. Premature or not.

Moscow: It seems that everybody wishes to continue this game, so the Russian government decides to follow the decision of her neighbors.

# ASF3 Okar

TURN SIX: JIM-BOOB FINISHES BEHIND  
AGAIN AS J.R. BAKER JOINS HALL OF  
INFAMOUS.

Segment One: Little Narc heads for the shed--this and other games are just too much for him, so he'll sit out a couple of turns, he says. Thuvia finishes her scramble for the kitchen, and SnowLord joins her in the second Segment because he is plastered during the first by Slimy Snake. SS has made a fatal error, though--although he scores 3 for his Dirigible on SL, he leaves the Ignoble Yeti still alive for the next Segment. Yeti gets a point by also attacking SnowLord, and Loki scores almost unnoticed on the Snake.

Segment Two: It's all over, as the Yeti smears the Snake with a di to crown his victory. Snake was going to collect a di himself and go for the win in the third Segment, and Loki was about to attack Little Narc.

<u>fighter</u>	<u>loc</u>	<u>segment one</u>	<u>segment two</u>	<u>hp/vp</u>	<u>hp</u>	<u>final hp/vp</u>
Ignoble Yeti/J.R. Baker	R12			0/4		1/15
Little Narc/Mark Frueh	shed			0/0	+2	5/ 9
Loki/Ed Henry	J6			0/1		2/10
SnowLord/Tom Hise	kit	SS/di/75/**, IY/de/85/**		1/0		0/ 6
Slimy Snake/Jim Burgess	P10	LO/rr/90/**	IY/di/75/**	4/3		3/12
Thuvia/Daf Langley	kit			0/0	+2	2/ 7

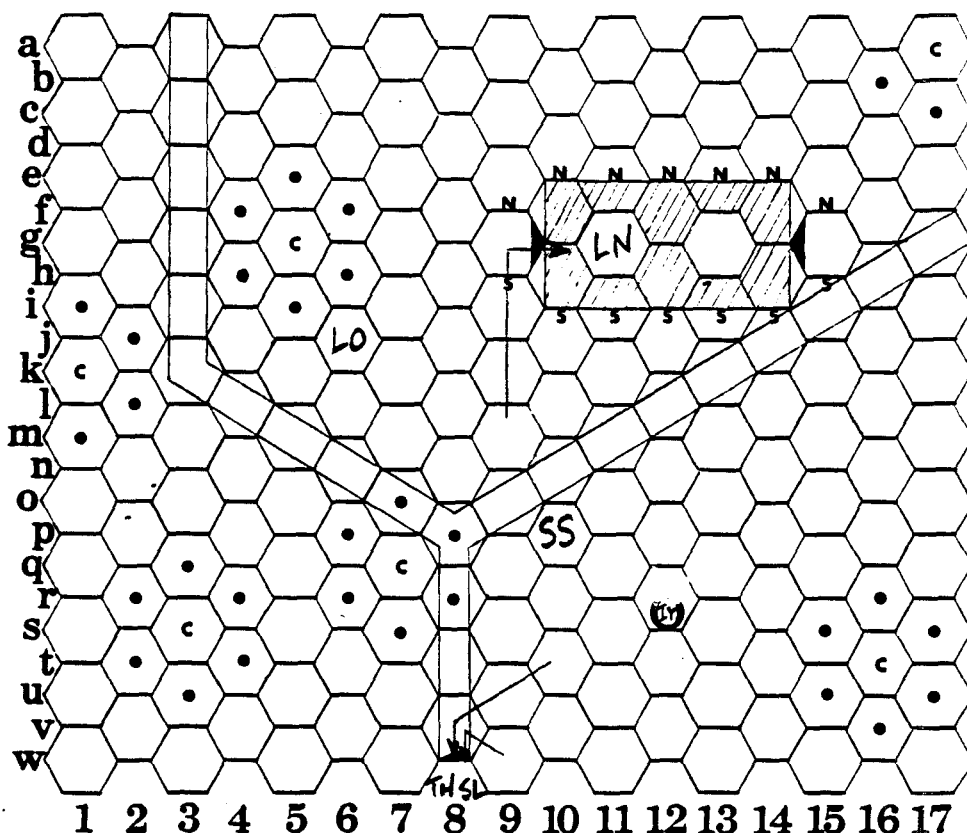
So the all-time record stands thus:

<u>ASF1/Hoth</u>	<u>vp</u>	<u>ASF2/Forochel</u>	<u>vp</u>	Ignoble Yeti/J.R.	15
Chilly Willy/Daf	15	Houston Halfling/Greg Ellis	15	Slimy Snake/Jim-Boob	12
Snow Grouch/Jim Makuc	13	Ice Jackal/Don Williams	13	Loki/Ed	10
Coke Sniffer/Jim-Boob	11	Mystery Guest/Daf	11	Little Narc/Mark	9
Four Eyes/Steve Langley	9	Lil Ol' Lady/J.R.	9	Thuvia/Daf	7
Silver Snake/Kelly Bagley	7	Chicago Rocket/Dave Bruss	6	SnowLord/Tom	6

You're all invited back, especially Daf and J.R., for the Championship coming up. But there remain yet a few things to say about Okar. This month I had to call Jim Burgess for orders, on NMR insurance. I sat in tense anticipation, waiting for him to order a di attack on Yeti--the only of stopping J.R.--and was dumbfounded when he went after SnowLord instead. I think Snake was too concerned with winning (he could have reached 15 on the third Seg., except that his last attack was on Little Narc, who had already gone inside!) to play defense. What was the most fun was Jim-Boob's comments during that same call: he thought Yeti was somebody who had never played Snowball Fighting, while Daf (LN) and Steve (TH) were both in Okar.

Tom and I discussed the game several times, without me giving anybody away. But I was sure that Ed's press (and maybe Daf's) would give them away, while nobody would get Tom. And speaking of press--this time last year, J.R. was Lil Ol' Lady, and sent in some holiday recipes while he/she was in the kitchen. He sent more this time, and that might have given him away if he hadn't won the game!

Press kicks in on the next page...



# Herelandra

Loki to Little Narc: I just don't like you. It might be the smell, or maybe the color of your snowballs.

SnowLord to Loki: Comrade, waste Slimy Snake!

Loki to his good buddy Slimy: I don't want you to think I've forgotten you, ol' pal. Here!

Loki to SnowLord: Hasta luego, compadre. 'Tengo frio. ((SnowMaster's note: the last item there is a reference to Loki running into the shed, which he planned to do Seg. Three.))

SnowLord to Thuvia: Of course you know who I am. I am the SnowLord, Prince of Cimmera, Master of the Crystal Caves, Ruler of Skull Mountain, King of Iceland, Duke of Mount Gundabad, Huntsman of the Wild Hunt, Warrior Chief of the Frost Giants, Comrade of the Cossacks, and all-around Tough Guy.

No, I have never played jetan, but as soon as I disperse this riffraff I will join you. You can teach it to me and maybe I can teach you a game or two. My serfs will cater to your every desire--but please ignore the screaming old wench in the closet. Little Narc's mother will shut when she gets tired.

Loki to Yeti (solicitously): Are your paws frozen to the ground, perhaps?

SnowMaster to Loki: If a tactic works, don't knock it.

SnowMaster to Okar: Yeti's comments on his attacks were, in general, "Yo de ol de lay  
Yo get yours today!"

The Yeti crashes through the door (never did learn to open them) and heads straight for the bar, pouring

one jigger Emmet's Cream of Erin\*  
" " peppermint schnapps  
" " Kamora (coffee liqueur)  
" " Galliano  
" " Ron Rico 151

\*Ireland

(gently layered and not mixed), then, turning to Thuvia and holding one out, he asks, "Would you like an Orgasm?" and with a twinkle in his eye, he awaits her response.

Waddling over to the oven he turns the heat up to 350 and drags out the food processor, inserting the steel blade and two tablespoons of sugar; again he turns to Thuvia: "Does Pete have any nuts?" (Response?) ((SnowMaster: You almost lost the Fight in the press.)) "I need a cup of pecans or walnuts....thank you. So Pete's nuts go in the processor. Wommbbbbbbbb...and then two sticks of butter, 2/3 cup of confectioner's sugar, 1 teaspoon vanilla extract, and one and 3/4 cups all-purpose flour. Wommbbbbbbbb... After rolling up three dozen walnut-sized balls and placing them in the oven, the Yeti gives Thuvia one more chance: "This'll take about ten minutes; would you like another Orgasm? Or do you want to wait for those Hot Walnut Balls?"

SnowMaster to Yeti: Risqué, but probably delicious. Thanks for another wonderful game and congratulations.

## DOWNFALL of the Lord of the Rings and the Return of the King

from an original design by Hartley Patterson; this version produced for Denver Glont by John Norris and Glover Rogerson, with contributions from Richard Egan, Martin Lewis, Bryan Betts, John Wilman, Iain Bowen, Pete Lindsay, Pete Tamlyn, Steve Jones and many others.

I asked Glover for a brief history of Downfall, since this seemed to be the third edition. In the Denver Glont #41 letter column I found out that this is, in effect, Downfall VI or VII. In DG it is being called "Definitive Downfall", since such extensive debate went into it and Glover plans no further changes. Seeing it's the only version most of my readers will ever see, this will simply be called Downfall here; a copy of these rules are being forwarded to the North American Variant Bank (as soon as the Bank archives get settled down with their new master, Fred Davis).

If you'll check page 2 you'll find a game opening of this. Now the rules.....>

# Herelandra

## 1) Introduction

The standard rules of Diplomacy apply, except where noted below. This variant is based upon the works of J.R.R. Tolkien; in an attempt to simulate the books, this variant introduces a number of variations to the standard Diplomacy rules. These variations are divided into three sub-categories - 'personality units', 'special units', and 'special areas.' All such units and areas are explained below.

## 2) Initial Placement

NB: 2A indicates a double army; 3xA indicates three single armies.

Dwarves	A Erebor, A Iron Hills, A Blue Mountains.
Elves	A Imladris, A Lorien, A Elven King's Halls, F Grey Havens.
Gandalf	R Bree, Fe Shire, Gandalf (any area west of Ring Line).
Gondor	Faramir Minas Tirith, A Minas Tirith, A Belfalas, A Lamedon, A Lebennin.
Mordor	Sauron Barad-dur, 2A Barad-dur, 2A Minas Morgul, 2A Udun, 2A Nurn, A Dol Guldur, A South Rhun, 3xA Easterlings (off board), Nazgul Barad-dur.
Rohan	A Helms Deep, C Edoras, C Eastfold, H Eastfold.
Saruman	Saruman Isengard, A Isengard, A Dunland, A Khazad-dum.
Umbar	A/F City of the Corsairs, A Harad, A Havens of Umbar.

The Ring lies in a randomly determined area west of the Ring Line, excluding Dol Guldor.

## 3) Personality Units

There are three personality units: Faramir, Sauron and Saruman. Gandalf is treated as a special unit (see 4a).

Personality units move as a normal unit. They have a combat strength of zero, but add one to the strength of any of their own units which they move with. Other than by moving with unit they may not give, nor receive, support.

Sauron's moves are always reported. Faramir and Saruman are reported only when moving with another unit.

Faramir may join and move with Rohan units as well as those of Gondor.

A personality unit may be destroyed by

- i) any unit which it shares a space with at the end of a move; or
- ii) by the unit they are travelling with being forced to disband.

If Sauron is destroyed, Mordor is eliminated and all units stand as single armies in civil disorder.

## 4) Special Units

### 4a) Gandalf

Gandalf moves as a normal unit and may cross mountain ranges with no penalty. He may not enter sea spaces, but may be convoyed as a normal unit. His whereabouts are not reported unless

- i) he exercises his powers; or
- ii) he shares an area with a unit, when that unit's player only is informed.

Gandalf's powers are as follows:

- i) He may support a unit as if he were a normal unit.
- ii) He may move with any Good or Neutral unit and augment that unit's strength by that of an additional unit.
- iii) If after moving he shares an area with any Good or Neutral unit, he may order that unit in the next season; except, he may not so order any unit that is travelling with a personality unit.
- iv) Any unit he moves with, or supports, completely ignores the effects of the Nazgul.
- v) He may enter Khazad-dum (see special areas) and destroy the Balrog. Gandalf then misses between 1 and 6 turns before reappearing in any area he chooses.
- vi) He may protect the Ranger and Fellowship units by moving with those units.
- vii) If he enters an area with a unit which is carrying the Ring, he may claim the Ring.

Gandalf may be destroyed by any multiple unit with which he shares a space at the end of a move. In this context, 'multiple unit' includes any personality-augmented units.

# Herelandra

## 4b) Nazgul

The Nazgul may move up to two spaces a turn and may enter sea spaces and cross mountain ranges with no penalty. Its whereabouts are not reported unless

- i) it exercises its powers; or
- ii) it shares or crosses an area containing a unit, when that unit's player only is informed; or
- iii) it encounters Gandalf (see Miscellaneous).

The Nazgul's powers are as follows:

- i) It may bend to its will to affect any unit whose area it occupies or any unit in an adjacent area. Any such unit is paralyzed with fear and may not give support: it may still move, or receive support. The Nazgul may not paralyze any multiple unit, nor one which shares its area with Gandalf.
- ii) It may move with any Evil unit, and augment that unit's strength by that of an additional unit.

## 4c) Multiple Units

Multiple armies may not split their strength into multiple supports or attacks. A single attack on a multiple unit cuts all its support. When retreating, multiple units have the strength of a single unit. Once lost, multiple armies may not be rebuilt. Multiple units include any personality-augmented units.

## 4d) Off-Board Units

Mordor's off-board units may move to the following areas: Nurn, Ered Lithui, North Rhun, and South Rhun. No unit may move off the board, and no units may be built off the board.

## 4e) Cavalry Units

Only Rohan may own Cavalry ('C') units. For every three additional supply centres owned, Rohan may choose to build a Cavalry unit. If forced to disband they may be rebuilt, subject to the above limit. Rohan may always hold two 'C' units providing it has the necessary SCs.

Cavalry units may move up to two spaces a move. Their first move takes place with normal movement, the second takes place after normal movement. 'C' units may be supported as normal in their first phase movement, but may only be supported by other 'C' units in the second phase. 'C' units may either move or support, not both. They may only support once per move. If forced to retreat, they are treated as a normal unit.

'C' unit second phase movement may not be made conditional upon the results of the first phase movement. If stood off in the first phase, no second phase move is possible.

## 4f) Herd Unit

The Rohan supply centre starting in Eastfold is a Herd unit. The 'H' unit is a moveable supply centre. The Herd may move as an ordinary unit, but only if moved with another unit. Any unit occupying the same area as the Herd at the beginning of a move may order the Herd to be moved with it. The Herd may not be moved by a retreating unit. The Herd may not be moved into a fortress area (see special areas).

If the 'H' unit is held by another power after the Autumn moves and retreats, Rohan loses the supply centre. The Herd does not count as a supply centre for any other power.

## 4g) Army/Fleet Units

Only Umbar may build A/F units, and may never own more than two such units. These units are amphibious and may cross from land to water with no penalty. They may retreat from land to sea and vice versa with no penalty. When on the seas, they may convoy as normal fleets.

## 4h) Ranger Unit

The Ranger Unit has no combat value. It moves as a normal unit, though its whereabouts are not reported unless

- i) it exercises its power; or
- ii) it shares an area with a unit, when that unit's player only is informed.

The 'R' unit may neutralize any unoccupied non-fortress supply centre, in either season, simply by moving into the area and declaring the intention to neutralize. The centre becomes unowned and must be re-occupied in the usual manner.

The 'R' unit has an additional special power: If the unit enters Edoras, it may move to

# Herelandra

Lamedon (through the Paths of the Dead) on a subsequent move. It appears in Lamedon as a 2A. It can no longer neutralize centres, but can take centres in the normal manner. The 2A requires no centre to support it, and the 'Gandalf' player may build armies in the centres it has taken. If destroyed the 2A may not be rebuilt. The first centre the 2A takes may not be a Gondor-owned home centre.

The 'R' unit may be destroyed by any Evil unit, or any unit belonging to any player who has had a centre neutralized at any time, at any time when the 'R' unit shares a space with such a unit. If travelling with Gandalf, the 'R' unit may only be destroyed if Gandalf is.

## 4i) Fellowship Unit

The Fellowship, or Hobbit, unit starts in The Shire, and has no combat value. It moves as a normal unit and its whereabouts are only reported when it encounters another unit. The 'Fe' unit may only share a province with Gandalf or the Ranger unit. If during movement it attempts to enter an area with any other unit it is stood off. If after movement any other unit occupies its area, it must retreat. If unable to retreat it is destroyed.

The 'Fe' unit has the advantage of preferential retreat; i.e., it retreats before any other unit. No unit may retreat to an area already occupied by the Fellowship.

If the 'Fe' unit enters Fangorn, it may march with the Ents to Isengard and destroy that area's fortifications provided it is not occupied by an army. The Ents return to Fangorn during the next move.

## 5) Special Areas

### 5a) The Ring Line

The Ring Line stretches from between the Iron Hills and North Rhun to the mouth of the Anduin - Lebennin/South Ithilien - and is marked on the map by a continuous line. Other than indicating where the Ring may be initially placed it has no effect on the game.

### 5b) Fortresses/Garrisons

Certain areas are considered fortresses, and add one to the strength of any unit occupying them. A Fortress may not so support a unit moving out. Of the Fortresses, some have 'Garrisons' which give the area an intrinsic defensive strength of one against certain units, regardless of whether the area is occupied. Fortresses are detailed below:

- i) Barad-dur, Udun, Minas Morgul, Dol Guldor, Minas Tirith, Helms Deep and Isengard are Fortresses without Garrisons, and may be occupied by any unit. Isengard's fortifications may be destroyed (see 4i).
- ii) Iron Hills, Erebor and Blue Mountains are Dwarf Fortresses with Garrisons. The Garrison is destroyed if the centre is occupied by a unit of another power, but is regained if the Dwarves regain the centre.
- iii) Khazad-dum is treated as a normal Fortress, but if taken by the Dwarves it is then considered to be 'Garrisoned.'
- iv) Imladris, Lorien and Elven Kings' Halls act as Fortresses for the Elves only. In addition, Imladris and Lorien are 'Garrisoned' against Evil and Neutral units.
- v) The Shire acts as a Fortress for Good units only. It is 'Garrisoned' against Evil one.
- vi) Fangorn acts as a Fortress for Good units only. Any single Evil or Saruman unit which enters Fangorn is destroyed.

### 5c) Mountains

The lines of Mountains on the map are impassable to all units except the Nazgul and Gandalf. The Ring (see below) may not be passed across Mountains.

### 5d) Khazad-dum

In addition to being a Fortress (see 5c), Khazad-dum has two other special features.

- i) The Balrog. Any non-Saruman unit which enters Khazad-dum is destroyed by the Balrog. The Balrog may only be destroyed by Gandalf (see 4a). The Ranger and Fellowship units may enter Khazad-dum, but have a 1 in 6 chance of being destroyed each turn they remain there.
- ii) The Hollin Gateway. Units may pass from Khazad-dum to Hollin and vice versa. A unit moving from Khazad-dum to Hollin may receive support for this move, but no support may be given through the Gateway by any unit in Khazad-dum. A unit in

# Herelandra

Azanulibizar may not give support to, nor receive support from, a unit in Hollin.

## 5e) City of the Corsairs

If the City of the Corsairs is taken from Umbar, the new owner may build a fleet there. This fleet is in addition to the allocations below (see Miscellaneous).

## 6) The Ring

The Ring is the only "piece" in this game. It has no movement capabilities, but may be carried by any unit. The Ring is placed by the GM in a random province North and West of the Ring Line (see 5a), excluding Dol Guldor. It may be claimed by the first unit to enter that province. In the event of conflict, the order of claim is as follows: Gandalf, Fellowship, Rangers, Nazgul, personality unit, other unit.

The Ring may be moved with a unit during its normal movement; at the end of movement the Ring may be passed to another area.

A successful attack upon a unit or personality carrying or wearing the Ring deprives that unit of the Ring. The unit or personality is not forced to retreat. The Fellowship may retreat with the Ring. No other unit may do this.

The Ring may be put on subject to the following:

- i) No Good unit may put on the Ring.
- ii) Dwarves or Umbar: the unit putting on the Ring becomes a double unit.
- iii) Saruman: If it is still in play, only the Saruman personality unit may put on the Ring. If still in play the three original armies of Saruman become double armies. If the personality unit has been destroyed any unit may put on the Ring, but only that army becomes a double army.
- iv) Sauron is the only Mordor unit that may wear the Ring. If this occurs, Mordor wins. Once put on the Ring may not be voluntarily taken off. If any player other than Mordor puts on the Ring, the following occur:

- i) All Mordor 2As become single armies.
- ii) Mordor loses the three Easterling (off-board) supply centres. These centres are regained if the Ringwearer is eliminated.
- iii) The Nazgul is controlled by the Ringwearer until he is eliminated, when it reverts to Mordor.

If any player puts on the Ring and subsequently loses it, they are eliminated and their units stand in civil disorder. The Ring may be destroyed by a unit reaching Orodruin (Mount Doom) with the Ring and ordering its destruction. If a Good player does this, they win outright. If any other player does this, Sauron and the Nazgul are destroyed, and all Mordor units stand in civil disorder.

## 7) Alignment

Players are defined as Good, Evil or Neutral. A Good player may not be supported by or support an Evil player, nor may they convoy each other's units. Players are defined as follows:

- Good - Elves, Gandalf, Rohan, Gondor
- Neutral - Dwarves, Umbar, Saruman (but see below)
- Evil - Mordor

Saruman is Neutral only until

- i) he takes possession and puts on the Ring; or
- ii) he is holding a Good player's home centre. (NB: this condition means that Saruman's status can change throughout the game.)

If either of these conditions hold, Saruman is designated Evil.

## 8) Miscellaneous

### 8a) Fleets

The Elves and Gondor may hold one Fleet each. Umbar may hold up to two Army/Fleets (but see 5a).

### 8b) Movement

The order of movement is as follows:

1. Normal units, personality units, Gandalf units; Cavalry & Nazgul first moves.
2. Cavalry & Nazgul second moves.

# Perelandra

3. Fellowship retreat.
4. Passing of the Ring.
5. All other units retreat.

## 8c) Shared Areas

During movement certain units may move into the same province. Personality units, Gandalf, the Nazgul and the Ranger unit may all co-exist with any normal unit and each other, with the exception that if Gandalf and the Nazgul attempt to move into a province unaided, Gandalf prevails. (If Gandalf or the Nazgul are moving with units, each adds one to the respective forces and the usual rules apply.) Note that the Fellowship follows different rules (4i).

Personality units and Gandalf may only retreat when a unit they are travelling with is forced to retreat. Gandalf must specify that he wishes to retreat in this manner.

## 9) Victory

There are a number of victory criteria:

- i) A player controlling all supply centres on the board, except for those occupied by 'besieged' units, is the winner. 'Besieged' is interpreted as any small, locked-up position which cannot be broken into, nor broken out of (e.g., Mordor's six "heartland" areas).
- ii) A Good player may win by destroying the Ring. A unit reaching Orodruin (Mount Doom) with the Ring may order the Ring to be destroyed.
- iii) If Sauron puts on the Ring, Mordor wins.

Additional Notes: The Seasons. Downfall is played in 'months', with two moves per month. The names are taken from the Hobbit calendar as follows:

Afteryule	Astron	Afterlithe	Winterfilth
Solmath	Thrimidge	Wedmath	Blotmath
Rethe	Forelithe	Halimath	Foreyule

The game starts in 3019, so the first move ("Spring") is Afteryule I 3019, followed by Afteryule II 3019. ("I" moves are "Spring", and "II" moves are "Fall", with builds following "II" moves.)

These rules, including the map, are copyright to John Norris and Glover Rogerson, but may be reprinted in amateur publications with attribution.

# BALLPARK

Intro: Ballpark is a baseball game reduced to managerial skill. The players, henceforth referred to as managers, guide their teams through a season with hopes of becoming League Champion. The number of people interested in fielding a team will determine how many divisions we start up, four being the minimum for one division and two divisions minimum for for play.

## 1. Types of players and team make-up

There are three areas of a team : The Battery (consisting of pitcher and catcher), Infield (firstbaseman, secondbaseman, shortstop, third baseman), Outfield (right fielder, center fielder, left fielder). There is no designated hitter.

At the start of the game, each manager selects at least nine players. The players are given names (real or fictitious funny ones) and one of the mentioned positions. Position means that this player is use to playing in that area.

A player's skill is represented by his level in three areas. Fielding Percentage (FP) : The best is .999 and the worst .850; Batting Average (BA) The best is .400 and worst is .150; Slugging Average (SA): The best is .600 and the worst is .160. Fielding Percentage represents the player's

# Herelandra

ability to catch balls and throw runners out, etc. Batting Average represents the player's ability to get a hit and Slugging Average represents his ability to hit for extra bases. The pitcher has a Pitching Average (PA): the best is .150 and the worst is .400. This represents the number of hits allowed by the pitcher.

Any team must always play with every position filled (although these do not have to be specified players see playing out of position).

Although you do not need more than nine players throughout a game, because of the rule concerning pitching rotation (rule 3.5) and aging it is recommended to supplement your roster by drafting players for your minor league team (rule 2) at the start of the season.

## 1.1 Initial team make-up.

To build a new team, a prospective manager may spend \$1,250,000. With this money he may buy/build players of his own choice.

1.2 Each fielder's cost (catcher, infielder, outfielder) is figured by this formula:

$$\text{Cost} = (\text{BA} + \text{SA} + (\text{FP} - .800)) \times \$100 \quad (\text{ignore decimal pts})$$

There are limits in buying. These are:

$$\text{SA} : .160 \text{ to } .600 \text{ and } (\text{BA} + .010) \leq \text{SA} \leq (\text{BA} + .200)$$

$$\text{BA} : .150 \text{ to } .400$$

$$\text{FP} : .850 \text{ to } .999$$

## 1.3 Pitcher's cost formula

$$\text{Cost} = (\text{BA} + \text{SA} + (.800 - \text{PA})) \times \$100 \quad (\text{ignore decimal pts})$$

$$\text{limits: BA} : .100 \text{ to } .250$$

$$\text{SA} : .110 \text{ to } .450 \text{ and } (\text{BA} + .010) \leq \text{SA} \leq (\text{BA} + .200)$$

$$\text{PA} : .150 \text{ to } .400$$

The pitcher's FP is figured ( $\text{FP} = 1.100 - \text{PA}$  but is not less than .850)

## 1.4 Playing out of position

Due to tactical needs a manager may want to use his players in different positions (SS in CF, 3B in 1B, etc.). As, for example, a SS who is not use to playing outfield will play at .040 FP lower for this match only (he returns to his original level when he returns to his original position later on). If he plays in the same area then it is .010 FP. No one can play out of position into the Battery (i.e. SS in CA). Only if a player has previous experience in that position in the minors (rule 2.2) ~~can he~~ play that position at no loss of percentage points.

## 1. Team roster

A manager is allowed fifteen positions on his major league team roster and seven on his minor team roster.

## 2.0 Minor League

Each team is allowed seven players (rookies) on their minor league team. These players will be drafted during the game turn of the first session of the season. They are the players to be coached and be used to fill weak spots on a major league team.

## 2.1 Coaching

Each team will receive .010 points for playing a session to use for coaching the minor leaguers and will receive an additional .010 points for every win in that session. A player may not be coached with more than .015 points per session. A manager may put this in one area or split it up among all three areas but all limits (i.e.  $\text{BA} + .010 \leq \text{SA}$ ) must be adhered to. One player cannot be coached with over .100 points in one season.

# Herelandra

2.15 Teams participating in the League Championship game will receive .050 points ~~or~~ .100 points for winning.

## 2.2 Position

The minor leaguer will come with a specified position of skill but he can be coached in others (i.e. SS coached in 1B: written SS/1B) for .010 points each session for three sessions (this counts toward the .100 total per season and .015 session total). If coaching in position of CA then requirement is .015 per session for three sessions. A player cannot gain pitcher as a secondary position (i.e. SS/PA) but a pitcher can gain a secondary position (i.e. PA/1B) at the above .010 cost.

## 2.3 Trips

A minor leaguer can be brought up to the majors to gain experience or a major brought down for coaching, this counts a trip from one club to another. There is a one session lag time from the time he leaves the minors to go to the majors (i.e. 1B Chuckles in session 4 is brought up from the minors to majors. He is eligible to play in the first game of session 5, Chuckles could not be coached during session 4 (the league will be notified that a trip has been made and which player it was.)). A player is allowed 5 trips before he is left in the club last sent to or cut from the team. If a minor league player is kept in the minor league ~~from~~ the end of one season to the next this counts as one trip.

## 3.0 Match Mechanics

A game always consists of three phases. Each player is rolled against the pitcher as if up to bat.

### 3.1 Batting Phase

This phase consists of the batter facing the pitcher trying to get a hit. A percentage is generated for the chance of the batter getting a hit.

First the team fielding percentage (TP) is found.

$$TP = (CF+2B+SS+2/3(1B+3E+C)+1/3(P+LF+RF))$$

Second the batter's percentage is found

$$\text{Batter's Hit \%} = (BA+PA)/2 - TP$$

Third a percentage is rolled

$$001 - \text{Hit \%} = \text{hit}$$

$$\text{Hit\%}+1 - 964 = \text{out}$$

$$965 - 000 = \text{double play if man on first: two outs}$$

### 3.2 Base hit phase

A percentage is rolled to see how many bases he got on his hit.

$$\text{Percentage} = \text{die roll} - (SA - BA - 70)$$

Base chart    Single    (281 - 000)

                 Double    (115 - 230)

                 Triple    (088 - 114)

                 Home run (001 - 087)

### 3.3 Base running phase

This phase is used in running players already on base when a hit is made. The below chart is referenced.

# Herelandra

Runner on/	Base hit	/	Single	/	Double	/	Triple	/	Home run
First		/	A	/	B	/	Scores	/	Scores
Second		/	A	/	Scores	/	Scores	/	Scores
Third		/	Scores	/	Scores	/	Scores	/	Scores

### Base running formula

[illegible]

### 3.4 Home Advantage

The Home Team adds .006 to each player's BA and .016 to his SA.

### 3.5 Runners On

When a batter comes to bat with runner(s) on .008 will be added to his BA. This reflects the improved batting that actually happens in the game.

### 3.6 Pitching Rotation

To represent the wear and tear of a game on the pitcher when he plays back to back games, in the second game .060 is added to his PA. If he has had a one game break ( hereafter referred to as one day's rest) then it is + .030 to his PA, two day's rest + .010 to PA, three day's rest the pitcher is back to normal and on four day's rest - .005 to PA. If a pitcher extends the number of days past those mentioned the value added on is doubled (i.e. three games in a row .120 is added on third game).

## 4.0 Aging

Players lose some of their ability through ageing. Players initially built on a team are age I and their skill levels are the value they produce during two seasons (if a batter actually bats .350 then he becomes a .350 for the next season). Players drafted are of age R (for Rookie).

Before Aging	After Ageing	loss
R	I	0
I	II	.020
II	III	.040
III	IV	.080
IV,V....	V,VI....	.100

This alters all three skill areas.

## 5.0 Finances

At the start of the first season ( and any manager creating a team later) each manager receives \$525 K to use to buy players in the draft. After that they receive \$15 k each session for gate fees and an additional \$15 k for each game won. This money can be used to make trades among other teams or saved for the draft in the next season.

o.C Deals between managers

If managers wish to exchange players, they are expected to inform each other all necessary data (name, age, level in all areas, Qualification record), but a private deal is only accepted if the Gm gets the same orders from both managers. Players obtained in private deals are available their respect clubs (majors go to majors, minors go to minors; majors may be traded for minors but they do not change leagues during trade, they still must make a trip to the other club(trip count starts over on team trades)) for game play immediately. Thus managers must agree when the the transaction occurs, there is no way that a player can be on two different squads at once.

# Herelandra

## 7.0 Cutting players

Each manger has the option to cut any player he feels necessary (either to make room for another player or because of bad play). The money spent on that player is lost and no compensation from the commissioner will be given.

## 8.0 List of Transfers

A manager may decide to put a player up for bids for his colleagues to look over. For this purpose players may be put on the auction list. The Gm will announce all data and these players will get reference numbers as well, but they are sold in order of receiving notice in mail. To avoid a give away the selling manager may specify a minimum bid. If the player does not sell at auction the player will be given back to the manager who put him up for bids to be kept, cut, traded, or auctioned at later date ( or anything else the manger can think up ).

## 9.0 Selling restrictions

A team may sell a player only if they will have nine players (inc. 1 PA) left. All the players in the minor league may be sold. A deadline for transfer deals will be set at the beginning of the season. Loans between the clubs are not allowed. Renaming of players and teams is not possible until the off season. The nine players left must also be on the major league club (rookies are allowed to play on the MLC).

## 10.0 Scouting

Scouting involves the watching of a team practice and the games played during the session so reports of game in detail will not be available, but a assessment of the players abilities ( a guessament , not actual ) and a little involved description of the games played during the session scouted. The cost of scouting a team is .010 points of coaching.

### 10.1 Personal reports

If a manager wishes to get a report on his major league club to see how the percentages for his players are shaping up as the season progresses, these are available free of charge for his team only. To keep the Gm from figuring these up every session please restrain from asking for these alot. They should give you helpful information to improve batting lineups.

## 11.0 Rookie class of next season

In the Third-to-last session a list of the prospects for the next rookie draft will be sent out to all mangers. The draft will be determined by letting the team with the worst record and listing the teams making the League Champions last. All ties will be settled by comparing head-to-head play then record in division and then by coin toss with Gm arbitrarily assigning heads and tails. The first draft of the league will be in the auction format.

## 12.0 NMR

The line-up of the last receive orders will be used and the next pitcher in rotation will be used with two day's rest. Home field advantage will not be given.

Well, that finishes the first edition of Ballpark. Now I must hand it over to Pete and his exacto knife. I'm glad to see this idea take shape; thanks to Bill Becker, Steve Knight, James Goode and Alan Parr because the rules from United were a major reason these rules are as complete as they are. (I am not addicted to postal soccer, Pete, just fallen in love.) Special thanks to Pete for without the statistics he found there wouldn't have been a way to make the game accurate enough to keep people's interest. Now I sit back and wait to see if enough people are interested so that this concept can come to life.

Closing with high expectations,

Tom Hise

# Herelandra

## the Four-Wheeled Sloth

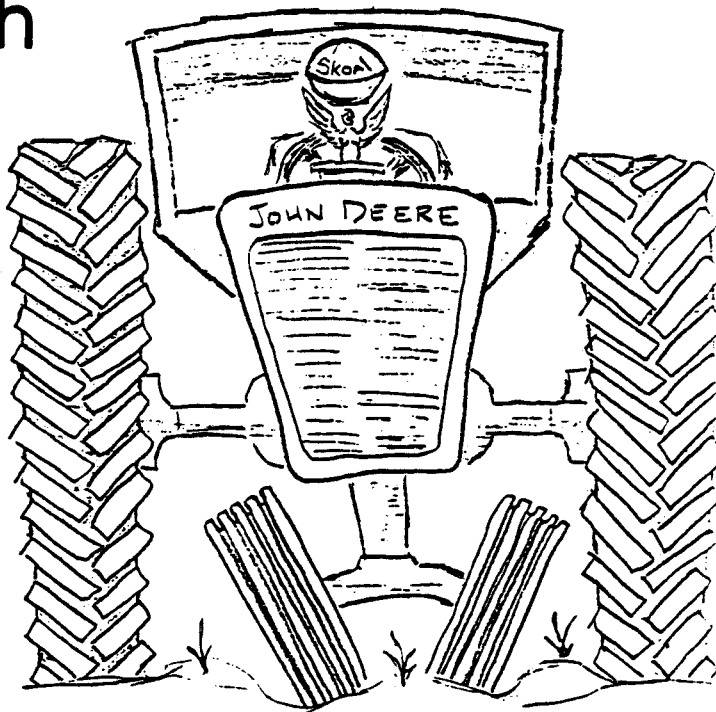
Part Two of A Guide to Texas Vehicular Wildlife  
(I: Ego-Crested Pickup; II: Four-Wheeled Sloth;  
III: Plano's Jaguar; IV: Yellow-Bellied Sap-  
Sherriff; V: Speckled Texas Ranger (endangered).)

The four-wheeled sloth is another large species which can be hazardous to Texas birdwatchers. Although not wildfowl itself, it can obstruct both viewing of birds and the birds' own migratory patterns; the sloth is known for its plodding, staggering gait and tendency to change lanes without signaling (it has no lights).

Unlike its three-toed cousin, however, the four-wheeled sloth is not nocturnal. It is generally best observed at dawn and dusk, as it moves to and from its hereditary grazing areas. The trails worn by sloths over many years have become so permanent that in many places (but, believe me, not all) state game officials have posted signs warning motorists of "Farm to Market Roads".

Distinctive plumage: Large yellow reflective triangle on rump, usually combined with silver hood ornament (ornament is normally the only portion of the sloth which is clean and polished). Various species of sloth carry different markings but seem to mate indiscriminately; thus, Deere and Caterpillar sloths will graze and nest together.

Call: Wheezing cough with intermittant loud rattles.



Well, here's an update on your dear, oft-confused editor. School is, frankly, less and less important to me. My one remaining class this semester is a bore, when I do manage to attend. But my job is a day-to-day challenge (learning management skills by making all the mistakes myself!), and I'm even able to cook occasionally in the new apartment.

Cathy and I spend four or five nights a week together, either reading, playing cards with friends, or out (we saw SMU's soccer team beat up Air Force in the NCAA playoffs a couple of weeks ago). I was at her family's for Thanksgiving and I'll be there again Christmas...I'll only be in California January 9-12, in Los Angeles.

I'm looking for a couple of good holiday entree recipes (it's easy to find garnishes, hors d'oeuvres (sp?), and desserts, but baked ham, etc, seems harder). Also, I'm looking for a couple of Christmas gifts--what do you buy for a sister who is going to take a job singing in a nightclub on the south coast of Spain?

Speaking of gifts: you can get me something this year (I'll pay for it, of course). In Steve Knight's It's A Trap, I mentioned the Nylons, an acapella quartet. I thought they only had one album out (One Size Fits All), but Steve mentioned that they had an album released in Canada called The Nylons. If anybody can find this for me (check the import section at record stores, you Yanks), let me know. I'll send you the money, and I'll add four issues to your sub.

Back to my family a minute. The latest news from home is that everyone has been bitten by the song-and-dance bug. My sister got a part in the chorus of Pirates of Penzance. Well, she somehow talked my dad into reading for it, and he became the oldest pirate in the bunch--and of course with all the time they spent at rehearsal, my mom had to find something to do, so she was prop manager. It's wonderful how far back my dad has bounced since his heart attack; he hasn't been on stage in 25 years, but got good reviews.

Next they're all going to do Annie. I'm waiting to hear whether my father winds up as Daddy Warbucks...might be nice.

Merry Christmas, *Pete*

## The Last Word

From Marion Zimmer Bradley's Darkover Landfall: For almost a year, a ship of the Earth Expeditionary Force has been crash-landed on an uncharted planet. Amidst the temporary shelters, life gets itself going again, complete with birth, death, insanity, and murder...

In the large building which still served as refectory, kitchen and recreation hall, a group of women from the New Hebrides Commune, in their tartan skirts and the warm uniform coats they wore with them now, were preparing dinner. One of them, a girl with long red hair, was singing in a light soprano voice:

When the day wears away,  
Sad I wander by the water  
Where a man, born of sun,  
Wooed the fairy's daughter,

Why should I sit  
Why should I sit and sigh,  
Pulling bracken, pulling bracken,  
All alone and weary?

She broke off as Judy came in:

"Dr. Lovat, everything's ready, I told them you were over at the hospital. So we went ahead without you."

"Thank you Fiona. Tell me, what was that you were singing?"

"Oh, one of our island songs," Fiona said. "You don't speak Gaelic? I thought not--well, it's called the Fairy's Love Song--about a fairy who fell in love with a mortal man, and wanders the hills of Skye forever, still looking for him, wondering why he never came back to her. It's prettier in Gaelic."

"Sing it in Gaelic, then," Judy said, "it would be fearfully dull if only one language survived here! Fiona, tell me, the Father doesn't come to meals in the common room, does he?"

"No, someone takes it out to him."

"Can I take it out today? I'd like to talk to him," Judy said, and Fiona checked a rough work-schedule posted on the wall. "I wonder if we'll ever get permanent work-assignments until we know who's pregnant and who isn't? All right, I'll tell Elsie you've got it. It's one of those sacks over there."

# Herelandra

3121 East Park Row #165  
Arlington, Texas 76010



Holiday Greetings

Ron Spitzer  
761 N. Bundy Dr.  
Los Angeles, CA 90049

We trade ☐

Your sub ends with issue 44

First Class Mail