

This is THANGORODRIM, a variant postal Diplomacy journal published approximately monthly for the International Federation of Wargaming by Bill McDuffie, Chairman (acting)/Dip. Div.; my address is at this time uncertain, but it will be included later on in this issue. This issue will contain only the rules for the variants open for players in this magazine. Without further whatever, here are the rules as taken from Don Miller's FANTASIA and DIPLOMANIA.

MIDDLE-EARTH DIPLOMACY IV

The Format: Designed by Banks Mebane, this variant on J. R. R. Tolkien's Lord of the Rings is set between the Third Age 1856 and Third Age 1974. Respectively, these are the dates when the Nazgul re-entered Mordor and Angmar defeated Arnor. The beginning date is set at Third Age 1900, during the reigns of Calimehtar of Gondor and Araphant of Arnor. Rhovanion and Rohan are rightfully not present in the game, as they never existed at this time.

The Board: See the map at the end of the magazine. Note below that all supply centers are underlined:

ANGMAR - Carn Dum, Ettenmoors, Gundabad, Rhudaun.

ARNOR - Arthedain, Cardolan, The Shire, Weather Hills.

GONDOR - Amalas, Anorien, Belfalas, Calenardhon, Lebennin, Tolfalas.

HARAD - Far Harad, Barfalas, Near Harad, Umbar.

MORDOR - Barad-Dur, Ephel Duath, Gorgoroth, Nurn, Udun.

RHOVANION - Esgaroth, Iron Hills, Mirkwood, Wilderland.

Neutral Supply Centers are: Dol Guldur, Fangorn, Grey Havens, Harondor, Imladris, Ithilien, Khand, Lorien, Moria, North Mirkwood, and Rhun. There are also 11 neutral provinces without supply centers and 5 sea-provinces.

The Rules:

1. Except as noted below, all regular Diplomacy rules apply.
2. All pieces on the board at the start of the game are Armies.
3. All nations begin with three Armies apiece, each Army starting in a Home Supply Center.
4. Tolfalas counts as both a land and sea province.
5. Season turns in M-E IV go by their Quenya names: Tuile (Spring moves); Laire (Summer retreats); Quelle (Fall moves); Hrive (Autumn retreats); and Coire (Winter builds/removals.) Players are to submit retreat orders with their Tuile and Quelle orders.
6. Any army in a coastal province (including Tolfalas) may build a Boat-Bunch in any Tuile and/or Quelle seasons provided it is not attacked, doesn't move, and doesn't give support. Any number of BBs may be in the same province. BBs may never move inland; armies may move with BBs into sea-provinces or adjacent coastal provinces. An army may not carry more than one BB at a time in moving. An army asea in a BB may not engage in any form of combat, or support another unit. It may try to move into an unoccupied province but be stood-off by another trying the same time; it may try to move into a sea-province, but if another BB is trying the same thing, the stand off. A BB is stood off if it tries to occupy a province and an army on land try the same thing - the army gets the province. An army may not carry a BB to a nother coast province and have combat the same time.

7. A Boat-Bunch may be destroyed in any movement season, by a written order to do so to the army occupying the same province as the BB at the beginning of a movement season. This is in addition to whatever else the Army does that season. Only one BB may be destroyed per season per province.

8. If an army is dislodged from a province in which there exists a Boat-Bunch, and no written order is received to destroy that BB in the season the army was dislodged, the BB is captured by the victor.

9. There are 29 supply centers. To win, one nation must have 15 armies on the board at the completion of a Coire season.

10. The game begins in the QUELLE, TA 1901 season.

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"MORDOR VERSUS THE WORLD II"

The Board: See end of the mag.

The Rules:

1. Except as below, regular Bippy rules will apply.

2. All pieces on the board at the start will be Armies. Besides ordinary single-armies, there will be Double-Armies (DA) and a Triple Army (TA). Only those DA and TA present at the start are used in the game; no new DA or TA may be built. DA and the TA require only as much supply as a single army (SA), but count two and three times as much as SAs in a battle, respectively.

3. Initial positions are as follows: ARNOR: SA at Amon Sul and The Shire, DA at Imladris, SA at Eastfold and Edoras, DA at Fangorn; MORDOR: SA at Angmar and Dol Guldur, DA at Isengard, Udun, Moria, and Minas Morgul, TA at Barad-Dur; RHOVANION: SA at Esgaroth nad Wilderlands, DA at Northern Wilderlands; GONDOR: SA at Dol Amroth, Lebennin, DA at Minas Tirith. There is a neutral DA at Lorien, in civil disorder; it may be supported, but may not attack or give support; if dislodged, it is removed from the board.

4. Tolfalas is counted both as a sea and land province.

5. There are six seasons in one game year: Tuile (Spring moves); Laire (Spring retreats); Yavie (Summer builds); Quelle (Fall moves); Hrive (Winter retreats); Coire (Winter builds). Players must submit 'conditional' retreats along with their Tuile and Quelle moves.

'Conditional' Ring-moving orders are also accepted, especially for Yavie season, along with Tuile and Quelle moves.

6. A special piece, the Ring, starts the game in the Shire, in Armor. The Ring is invisible. Its location must always be reported to the Gamesmaster, and the ARNOR player may also make its position known to any of his allies he desires.

7. During each movement season (Tuile and Quelle), The Ring can be moved along with the Army that starts in the same province as the Ring, or it may be left behind as the unit moves away, or both may stay, or there may be no unit in the province where the Ring is. During each "Build" season (Yavie and Coire), the Ring may be transferred to any province adjacent containing a unit (of any nation), provided that there is a unit in the same province as the Ring. The 2 units need not be of the same nation--the nation whose unit is in the same province as the Ring determines the transferral. Newly

built units may be used for this purpose. If a unit in the same province as the Ring is forced to retreat, it may 'carry' the Ring with it or leave it behind; if the unit is destroyed, The Ring remains in the province occupied by that unit when it was destroyed.

8. If the Ring is left behind at Sea, including Belfalas and Tolfalas, or is deliberately Sunk at Sea, it can only be recovered by a DA or the TA of MORDOR. The Ring may be Sunk during a movement or a retreat season, but only in the province where the Ring started that season. This in addition to whatever the unit does besides this.

9. Note that there is no building allowed during the 'building' season of Yavie; nothing can be done except move the Ring in that season.

10. Any player who has the Ring (except MORDOR) in the same province as his DA (except for a Sunk Ring) may declare during any of the 6 seasons that he is "putting on the Ring". (Please do this conditionally along with Tuile or Quelle moves if you plan to do this during laire, Yavie, or Hrive.) The player may remove the Ring in the reverse process unless he has worn it for 2 consecutive years without a break, in which case it may not be removed, unless the DA is destroyed, of course. If the player does remove the Ring, he may not put it on again for 2 game years. A Ring-Wearing DA will itself become invisible as soon as it puts on the Ring, but will become visible again to MORDOR only after 2 years have passed. The Ring acts to convert the DA into a TA, or, in a battle involving MORDOR, into a Quadruple Army (QA), for the 1st 2 game years; thereafter, it is a QA in any battle. Note that during the first 2 years the Ring-Wearing DA is a QA in battles it is fighting AGAINST MORDOR; after 2 years, it is always a QA. Also, after 2 years, a Ring-Wearing DA may not support, or be supported by, the units of any country on the board except those of MORDOR and its own country. Movement is the same for a Ring-Wearing DA. Note that Wearing the Ring is not the same as "carrying the Ring along with it" as it moves."

11. Any unit in a coastal province, including Tolfalas, may build a "Boat-Bunch" in the Spring or Fall movement seasons, provided it doesn't move, doesn't give support, and is not attacked. Any number of BBs may coexist in the same province. An army in a province with a BB may move with it out to sea, or to an adjacent coastal province, but BBs may never be moved inland. An army may not carry more than one BB along with it as it moves. BBs contribute exactly nothing to battles. The same rules apply to destroying a BB as to building them. Only one BB a movement season may be destroyed in a single province. Note that an Army asea in a BB may not fight another Army asea in a BB but it may assault a coastal province.

12. The game ends when one of the following four things happens: (1) a player who has worn the Ring for more than 2 years gets his Ring-Wearing DA into Barad-Dur; (2) the Ring and MORDOR's TA get into the same province; (3) The TA is removed from the board; (4) a player who is not "wearing the Ring" moves the Ring to Barad-Dur (an attempt to move a unit carrying the Ring to Barad-Dur which does not succeed does not count here). In (1), the

Ring-Wearing player wins; in (2), MORDOR wins; in (3), and in (4), the winner is the player, other than MORDOR, who has the most units, counting DAs as double, but deducting 4 units from the total of the player wearing the Ring, if any. Note that a player who has worn the Ring for more than 2 consecutive years can win only by getting the Ring to Barad-Dur himself; he does not win in the case of (3) or (4). 13. The game begins in TUILE, 3001 season.

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Corrections in above: Rule 8: excluding Tolfalas. Rule 5: Laire is Summer retreats season.
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Below is a Seasonal chart designed as a condensation of the actions allowed in the seasons of MVTW:

	<u>TUILE</u>	<u>LAIRE</u>	<u>YAVIE</u>	<u>QUELLE</u>	<u>HRIVE</u>	<u>COIRE</u>
Possible actions:						
Move units	Yes	No	No	Yes	No	No
Retreats	No	Yes	No	No	Yes	No
Build SA	No	No	No	No	No	Yes (Remove, too)
Build EB	Yes	No	No	Yes	No	No (Destroy too)
Move Ring W/Unit	Yes	Yes	No	Yes	Yes	No
Put Ring on DA	Yes*	Yes*	Yes	Yes*	Yes*	Yes* (or on TA)
Transfer Ring	No	No*	Yes*	No	No	Yes**
Sink Ring	Yes*	No	Yes	Yes*	No	Yes*

* In addition to any other action without*, but must be done first.

** Same, but before action with *, or after action without *.

MAP KEY

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|--------------------------|---------------------|--------------------------|
| 1- Northern Waste | 22-Harlindon | 43-Ash Mtns. |
| 2- Forodwaith | 23-Brandywine (A) | 44-Lefuni 64-Umbar |
| 3- Grey Mtns. | 24-Eregion | 45-Edoras (R) |
| 4- Iron Hills | 25-Moria (M) | 46-Amfalas (G) |
| 5- Forlindon | 26-Lorien** | 47-Dol Amroth (G) |
| 6- Forochel | 27-Wilderlands (RH) | 48-Lamond (G) |
| 7- Anwar (M) | 28-Minhiriath | 49-Eastfold (R) |
| 8- Carrock | 29-Tharbad | 50-Anorien |
| 9- Mirkwood (RH) | 30-Fangorn (R) | 51-Lebennin (G) |
| 10-Esgaroth (RH) | 31-Celebrant | 52-Minas Tirith (G) |
| 11-Lune | 32-Brown Lands | 53-Henneth Annun |
| 12-The Shire (A) | 33-Eredwaith | 54-Udun (M) |
| 13-Amon Sul (A) | 34-Dunland | 55-Barad-Dur (M) |
| 14-Imladris (A) | 35-Wold | 56-Minas Morgul (M) |
| 15-Ettenmoors | 36-Dagorlad | 57-Nurnen Wastelands (M) |
| 16-Misty Mtns. | 37-Isen | 58-Shadow Mtns. |
| 17-Gladden | 38-Isengard (M) | 59-Tolfalas |
| 18-Dol Guldur (M) | 39-West Emmet (R) | 60-Poros 65-Haradwaith |
| 19-Nor. Wilderlands (RH) | 40-East Emmet (R) | 61-South Gondor |
| 20-West Rhun | 41-Bauros | 62-South Nurn |
| 21-Rhun | 42-Dead Marshes | 63-Khand |

