

THANGORODRIN

Vol. I, No. 00

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Rules Issue.

"INDIANOMACY"

The Board: Provinces are numbered. Sea-areas on which movement is allowed are in lower case and underlined. The nations are: (provinces with supply centers are underlined):

APACHE CONFEDERATION: Chiricahua, Jicarilla, Lipan, Mescalero, San Carlos.

BLACKFOOT CONFEDERACY: Blackfeet, Blood, Piegans, Sarcee.

CADDOAN CONFEDERACY: Caddo, Waco, Wichita, Tawakoni.

LEAGUE OF THE DAKOTAS: Santee, Sisseton, Teton Sioux, Yanketon Sioux, Wahpeton.

ILLINOIS CONFEDERACY: Illinois, Miami, Peoria, Plankashaw.

LEAGUE OF THE IROQUOIS: Cayuga, Mohawk, Oneida, Onondaga, Seneca.

MUSKHOGEAN CONFEDERACY: Chickasaw, Choctaw, Lower Creek, Upper Creek, Yuchi.

SHOSHONI CONFEDERATION: Gosiute, Lenai Shoshoni, Rocky Mountain Shoshoni, Wind River Shoshoni.

Guide to the Map: Supply centers are underlined; astericked provinces indicate a neutral supply center with standing War Party in civil disorder (see rules); letters in parentheses indicate home supply center of the tribe whose name begin with that letter, except IROQUOIS, which is designated by a "Q" instead of an "I".

1 - Kwakiutl	41 - Yurok	81 - Kiowa
2 - Chipewyan	42 - Shasta	82 - Comanche
3 - Cree (*)	43 - Pomo	83 - Tewa (*)
4 - Caribou-Eaters	44 - Lenai Shoshoni (S)	84 - Southern Cheyenne
5 - Maskapi	45 - Rocky Mtn. Shoshoni (S)	85 - Arapaho
6 - Montagnais	46 - Gosiute (S)	86 - Ute
7 - Micmac	47 - Wind River Shoshoni (S)	87 - Navaho (*)
8 - Abnaki	48 - Northern Cheyenne	88 - Plute (*)
9 - Pequot	49 - Teton Sioux (D)	89 - Pawitso
10 - Mohawk (Q)	50 - Yankton Sioux (D)	90 - Miwok
11 - Oneida (Q)	51 - Yanktoni (D)	91 - Yokuts
12 - Onondaga (Q)	52 - Sisseton (D)	92 - Mohave
13 - Cayuga (Q)	53 - Wahpeton (D)	93 - Cahuilla
14 - Seneca (Q)	54 - Santee (D)	94 - Yuma
15 - Huron (*)	55 - Menominee	95 - Pima
16 - Ottawa	56 - Sauk and Fox	96 - San Carlos (A)
17 - Algonquin	57 - Winnebago	97 - Jicarilla (A)
18 - Chippewa (*)	58 - Potawatomi	98 - Chiricahua (A)
19 - Plains Ojibwa	59 - Erie	99 - Mescalero (A)
20 - Plains Cree	60 - Susquehanna	100 - Lipan (A)
21 - Assinboine (*)	61 - Delaware (*)	101 - Papago
22 - Hidatsa	62 - Pamunkey	102 - Yaqui

23 - Mandan	63 - Powhatan	103 - Huichol
24 - Arikara	64 - Tuscarora	104 - Carrizo
25 - Atsina	65 - Catawba	105 - Karankawa
26 - Blackfeet (B)	66 - Cherokee (*)	106 - Tonkawa
27 - Blood (B)	67 - Shawnee	107 - Tawakoni (C)
28 - Piegan (B)	68 - Piankashaw (I)	108 - Waco (C)
29 - Crow	69 - Miami (I)	109 - Wichita (C)
30 - Flathead	70 - Peoria (I)	110 - Caddo (C)
31 - Banrock	71 - Illinois (I)	111 - Atakapa
32 - Nez Perce	72 - Iowa	112 - Natchez
33 - Kutenai	73 - Missouri	113 - Choctaw (M)
34 - Sarcee (B)	74 - Osage	114 - Chickasaw (M)
35 - Okinagan	75 - Quapaw	115 - Upper Creek (M)
Nootka - 36	76 - Kansa	116 - Yuchi (M)
37 - Yakima	77 - Oto	117 - Lower Creek (M)
38 - Cayuse	78 - Omaha	118 - Apalachee
39 - Chinook	79 - Ponca	119 - Calusa
40 - Klamath	80 - Pawnee (*)	120 - Hopewell Mounds (Taboo)

Sea Provinces: a - Nootka Sound; b - Hudson Bay (see rules); c - St. Lawrence River; d - Lake Superior; e - Lake Michigan; f - Lake Huron; g - Lake Erie; h - Lake Ontario; i - Chesapeake Bay.

Connectability of Sea bodies: For purposes of movement, note that: Lake Superior is connected to Lake Huron; Lake Huron is connected to Lake Superior, Lake Erie and Lake Michigan; Lake Michigan is connected to Lake Huron; Lake Erie is connected to Lake Huron and Lake Ontario; Lake Ontario is connected to Lake Erie and the St. Lawrence River; the St. Lawrence is connected to Lake Ontario; and that Nootka Sound, Hudson Bay and Chesapeake Bay are NOT connected to others.

Connectability over land: For purposes of movement over land, note that: Onondaga (12) is connected to Huron (15); but Oneida (11) is not; Seneca (14) is connected to Huron (15); Potawatomi (58) is connected to Huron (15); Potawatomi (58) is connected to Menominee (55); Menominee (55) is connected to Algonquin (17); Wahpeton (53) is connected to Lake Superior; Miami (69) is connected to Illinois (71); Klamath (40) is connected to Rocky Mtn. Shoshoni (45); Navaho (87) is connected to Southern Cheyenne (84); Hidatsa (22) is connected to Chipewa (18); Yuchi (116) is connected to Cherokee (66); Delaware (61) is NOT connected to Pamunkey (62); Nootka is an Island (36).

RULES:

1. Except as amended below, Regular Diplomacy rules will apply.
2. All pieces on the board at the beginning of the game will be War Parties (W).
3. Each Nation shall have a War Party in each of its supply centers, at the beginning of the game.
4. At the start, ten of the more powerful "neutrals" have War Parties standing in them in civil disorder, i.e. they may not move or support, and if dislodged are removed from the game. They may,

however, be supported in place by another nation, which would raise the number of supports necessary to dislodge them.

5. Hopewell Mounds (120) is "taboo"---it is a sacred area, which no tribe may enter without penalty. The first War Party to enter it is immediately removed from the board, and the "wrath of the gods" descends upon the supply centers (home) of the Transgressing nation: they go buildless for the next two winters. Once the transgression has taken place, however, the sacredness of 120 is destroyed: any War Party from any Nation may pass through it with impunity.

6. Any War Party in a province the coast of which lies along one of the 9 sea provinces (a to i) may build a Canoe Fleet in the Spring and/or Fall movement seasons, provided it does not try to move, is not attacked, and doesn't give support. Any number of Canoe Fleets can coexist in the same province. A War Party in a province with a Canoe Fleet can move with it into a sea province, into the next coastal province, but Canoe Fleets can never be moved inland. A War Party cannot carry more than one CF along with it when it moves. CFs contribute nothing to battles---they are simply a form of location. A War Party asea in a Canoe Fleet may not engage in combat in any way---ie. it may not attack or render support. It may try to move to an unoccupied province (without support); and it may try to move into an unoccupied province and be stood off by another unit (not considered combat). NOTE: If 2 CFs asea, or a CF on land and a CF asea, try to move to the same coast or sea province, they stand off. However, if a CF asea tries to move to some coast province and a War Party does the same, the CF is stood off but the War Party gains the province. A War Party may not carry a CF from province to province (coastal) and engage in combat at the same time.

7. A CF may be destroyed in any movement season, by a written order for the War Party that occupies the same province during the beginning of that movement season. This is in addition to whatever else that War Party does that season. Only 1 CF may be destroyed per season per province.

8. If a War Party is dislodged from a province in which there is a CF, and no order is written for the CF's destruction, that CF falls into the hands of the victorious War Party.

9. The Hudson Bay (h) takes 1 full year to cross. Thus, if it enters the Bay in the Spring of a certain year, it emerges in the Spring season of the following year. However, for each Summer and Winter turn, (that a CF is asea) there is a storm---the GM will throw a die, and if a 1 or 6 shows, the CF is destroyed, if any other number, it survives until the next turn.

10. There are 44 supply centers. To win, one nation must have 24 centers or 23 units on the board at the completion of a Winter season, a unit being a War Party.

11. The game begins in Spring, 1601.

"SCOTTOMACY", the "Game of the Clans"

The Board: Provinces are numbered; sea provinces are in lower case letters. The numbers of Shires with supply centers are circled; those Shires owned by a specific clan are denoted by an upper case letter denoting that Clan, according to the map key. The Clans and their Shire makeup, plus England, are below---Shires with castles are underlined:

ENGLAND: Cumberland (89) and Northumberland (90).
 CAMPBELL: Tulloch Castle (25); Glen Castle (47); Dunolly Castle (58); Rothsay Castle (62); Loudon Castle (81).
 FRASER: Lochslin Castle (10); Spynie Castle (18); Ness Castle (27); Iverlochy Castle (31); Edzell Castle (37).
 GORDON: Fyvie Castle (20); Muckrach (23); Kildrummy Castle (26); Cawdor Castle (32); Balmoral Castle (34); Doune Castle (36).
 GRAHAM: Airlie Castle (51); Dirleton Castle (52); Dean Castle (63); Darnick Castle (69); Dunbar Castle (73).
 KEITH: Wick Castle (3); Inverugie Castle (19); Crathes Castle (21); Dunottar Castle (38); Hailes Castle (72).
 MACDONALD: Kilchurn Castle (13); Armstrong Castle (29); Aros Castle (44); Kinlochaline (45); Skipness Castle (59); Tarbert Castle (60).
 MACLEOD: Duart Castle (7); Lewis Castle (11); Dunvegan (28); Keissimull Castle (12); Achnagarry Castle (30); Ardornish Castle (46).
 STEWART: Roy Castle (42); Bothwell Castle (56); Turnberry (80); Ardochonnel (57); Tillietudlem Castle (64); Crookston Castle (66); Lochmaben Castle (84); Torthorwald (85).

Guide to the Map: Supply centers (Castles) are underlined; letter in parens indicates the Clan to which that Shire belongs. "E" stands for England, "D" stands for MACDONALD, and "H" for GRAHAM.

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|-----------------------------------|-----------------------------------|------------------------|
| 1 - Scapa Flow | 16 - <u>Macbeth</u> | 31 - <u>Inverlochy</u> |
| 2 - <u>Sinclair</u> | 17 - <u>Innes</u> | <u>Castle</u> (F) |
| 3 - <u>Wick Castle</u> (K) | 18 - <u>Spynie Castle</u> (F) | 32 - <u>Cawdor</u> |
| 4 - <u>Morgan</u> | 19 - <u>Inverugie Castle</u> (K) | <u>Castle</u> (G) |
| 5 - <u>Gunn</u> | 20 - <u>Fyvie Castle</u> (G) | 33 - <u>MacPherson</u> |
| 6 - <u>Carbisdale</u> | 21 - <u>Crathes Castle</u> (K) | 34 - <u>Balmoral</u> |
| 7 - <u>Duart Castle</u> (M) | 22 - <u>Barclay</u> | <u>Castle</u> (G) |
| 8 - <u>MacDonnell</u> | 23 - <u>Muckrach</u> (G) | 35 - <u>Forbes</u> |
| 9 - <u>Ross</u> | 24 - <u>Shaw</u> | 36 - <u>Aberdeen</u> |
| 10 - <u>Lochslin Castle</u> (F) | 25 - <u>Tulloch Castle</u> (C) | 37 - <u>Edzell</u> |
| 11 - <u>Lewis Castle</u> (M) | 26 - <u>Kildrummy Castle</u> (G) | <u>Castle</u> (F) |
| 12 - <u>Keissimull Castle</u> (M) | 27 - <u>Ness Castle</u> (F) | 38 - <u>Dunottar</u> |
| 13 - <u>Kilchurn Castle</u> (D) | 28 - <u>Dunvegan</u> (M) | <u>Castle</u> (K) |
| 14 - <u>MacKenzie</u> | 29 - <u>Armstrong Castle</u> (D) | 39 - <u>Douglas</u> |
| 15 - <u>Grant</u> | 30 - <u>Achnagarry Castle</u> (M) | 40 - <u>Carnegie</u> |

41 - Spaulding	60 - Tarbert Castle (D)	79 - Montgomery
42 - Roy Castle (S)	61 - Hamilton (80 - Turn-
43 - Cameron (62 - Borthasay Castle (C)	berry (S)
44 - Aros Castle (D)	63 - Dean Castle (H)	81 - Loudon
45 - Kinlochalline (D)	64 - Tillietudlem Castle (S)	Castle (C)
46 - Ardtornish Castle (M)	65 - MacDuff	82 - Baird
47 - Gylen Castle (C)	66 - Crookston Castle (S)	83 - Bruce
48 - MacNab	67 - Glasgow	84 - Lochmeban
49 - Cumming	68 - Edinburgh	Castle (S)
50 - Mongrief	69 - Darnick Castle (H)	85 - Forthor-
51 - Airlie Castle (S)	70 - Lindsay	wald (S)
52 - Dirleton Castle (H)	71 - Young	86 - Kennedy
53 - Lyon	72 - Hales Castle (K)	87 - Maxwell
54 - Robertson	73 - Dunbar Castle (H)	88 - Johnston
55 - Doune Castle (G)	74 - Turnbull	89 - Cumber-
56 - Bothwell Castle (S)	75 - Walker	land (E)
57 - Ardochmel (S)	76 - Scott	90 - Northum-
58 - Dunolly Castle (C)	77 - Hope	berland (E)
59 - Skipness Castle (D)	78 - Cunningham	

Sea Provinces: Astericks indicate where English Fleets are to be built; see rules. Only Scottish Boat-Bunches may enter underlined sea-provinces, the draught of English EBs being too great.

a - Solway Firth	m - Firth of Lorn	x - Moray Firth
b - Wigtown Bay	n - Loch Linnhe	y - Spey Bay
c - Luce Bay	o - Sound of Arisaig	z - Upper North Sea
d - Galloway Strait	p - Cuillin Sound	aa - Peterhead Bay
e - South Channel (*)	q - Sea of the Hebrides	bb - Central North Sea
f - Firth of Clyde	r - Minch	cd - Firth of Tay
g - Bute Sound	s - Inner Sound	ccmh - Stonehaven Bay
h - Wemyss Bay	t - Edrachillis Bay	ee - Firth of Forth
i - North Channel	u - North Atlantic	ff - Berwick Strait
j - Sound of Jura	v - Pentland Firth	gg - Blyth Bay (*)
k - Central Atlantic	w - Dornach Firth	

Connectability, etc.: Provinces 29 and 30 are connected by land, so there is no connection between sea provinces o and s. Provinces 60 and 57 are connected, but there is also a sea connection between j and m. Provinces 46 and 45 are not connected by land; nor are 59 and 61. Multicoastal provinces are: 29 (North and South coasts), 44 (East and West Coasts), and 58 (E and W coasts). Note that province 15 extends all the way over to 16, and that the tiny land corridor between x and Loch Ness is not an error. Finally, note that no movement is allowed to shaded area in lower left of map.

RULES:

1. Except as amended below, Regular Diplomacy rules apply.
2. All Scottish pieces at the start are Armies; England has 2 Armies and 2 Fleets, with a 2nd 2 Fleets coming on in the 1st year.
- 3.

3. All Clans have one Army in each of their supply centers at the outset. England has Armies in her 2 centers and Fleets in Blyth Bay and South Channel.
4. England may only build Armies in Cumberland and Northumberland; she may only build Fleets in South Channel and Blyth Bay. (These Fleet 'builds' actually represent the appearance of Fleets from sea provinces to the south.) The 2 Fleets which begin the game each have an Army aboard them at the outset. In the Summer season of the first year, England "builds" 2 more fleets, again each with an Army aboard. Thereafter, Fleets built are without Armies aboard.
5. The 4 English Fleets and the 4 Armies aboard them do not count against the English supply center count, though Armies built starting Winter 1st year do. Thus, England may always have 4 'free' Fleets and 4 'free' Armies without the centers to support them. When Winter builds occur, she may adjust her totals to her supply center count in addition to the 4 Fleets and 4 Armies termed "free".
6. English Fleets move and fight just as Regular Fleets in Diplomacy. They may not, however, move into certain provinces--see pg 5.
7. English Fleets convoy by carrying Armies around with them; a Fleet carrying an Army may not land in a coastal province---she must remain offshore and disgorge her Army on board. Landing consumes a full movement season. Thereafter she may support, or attack and land herself in a coastal province. In other words, an English Fleet cannot attack or support an action on or against land while it is carrying an Army.
8. English Fleets pick up Armies in a reverse manner; but no Army may retreat onto an English Fleet.
9. An English Fleet and any Army may not occupy the same land prov.
10. Any Army in a coastal province (islands included), may build a "Boat-Bunch" in a Spring or Fall movement season provided it does not move, is not attacked, and does not give support. A BB which is built inland must be "portaged" by the Army which built it, to a coastal province on the NEXT move; (any other action by the Army will result in the Army standing in place and the BB being destroyed.) Any number of these BBs can coexist in a coastal province. An Army in a province with a BB can move with it into a sea province or adjacent coastal province, but a BB portaged from the interior may never be moved back inland. Also, an Army can't carry more than 1 BB when it moves. No Clan can have more than 3 BBs at one time: BBs it captured from other Clans do no count in this tally, though BBs your Clan built but lost do count.
11. Scottish BBs are not combattant---they cannot support one another, or another unit; it may not attack another BB, an English Fleet on the water. It may, however, try to move to an unoccupied province (without support), and it may try tis and be stood off. Note carefully: that 2 BBs trying to move to the same province merely stand off; however, if an Army and/or an English Fleet and a BB try, the Fleet or Army succeeds, while the BB is stood off.

An Army may not carry a BB from province to province on land and engage in combat at the same time.

12. A BB may exist on land without an Army being with it; but it may not be at sea without an Army. A BB is merely a form of transport.

13. A BB may be destroyed in any movement season, by a written order to do so for the Army that occupies the same province as the BB at the start of that season. This is in addition to whatever other activity that Army partakes in that season. Only 1 BB may be destroyed per province per season.

14. If an Army is dislodged from a province in which there is a BB, and no written order is given to destroy the BB, the victorious Army takes control of it, to do with as the commander see fit.

15. There are 69 supply centers. To win, one nation (a clan or England) must control 36 or have 35 units on the board at the completion of a Winter season.

16. England is eliminated from the game when both of her homeland Shires (Northumberland and Cumberland) have been captured, regardless of however many other supply centers she has on the board.

17. The game begins in the Spring of 1491.

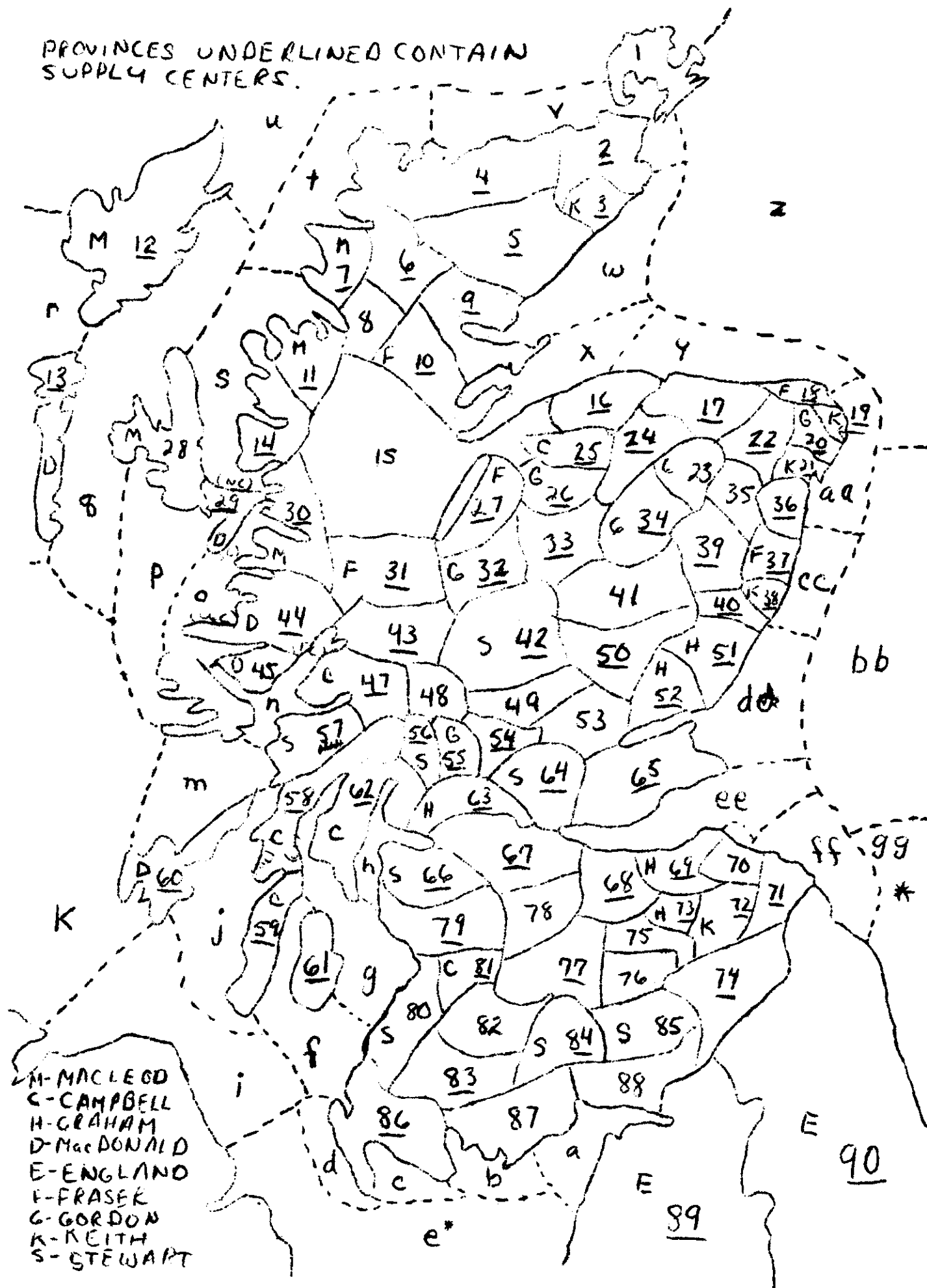
Addition: Province 30 is also a multicost province, having both North and South coasts. Note that multicost provinces effect only English Fleets; Scottish BBs ignore them---a BB may enter from one coast and leave by another.

Commentary: The clans will probably have to unite at first to defeat England, then turn on each other. England's main strength lies in the sea, with her combatant Fleets.

Commentary on INDIANOMACY: Natural alliances are: SHOSHONI-BLACK-FOOT, DAKOTA-ILLINOIS, IROQUIOS-MUSKHOGEAN, CADDOGAN-APACHE. The ILLINOIS are the Austria-Hungary of INDIANOMACY; to survive they must ally with CADDOGANS, the IROQUIOS, or the MUSKHOGEANS if they can. IROQUIOS and MUSKHOGEAN cannot get at each other except with great difficulty---unless the sacredness of province 120 is destroyed. A Hudson Bay crossing would only be of value in breaking a possible deadlock in the Cree area.

Sources: FANTASIA's #2 and #3.

PROVINCES UNDERLINED CONTAIN
SUPPLY CENTERS.



M-MACLEOD
C-CAMPBELL
H-GRAHAM
D-MacDONALD
E-ENGLAND
F-FRASEK
G-GORDON
K-KEITH
S-STEWART

