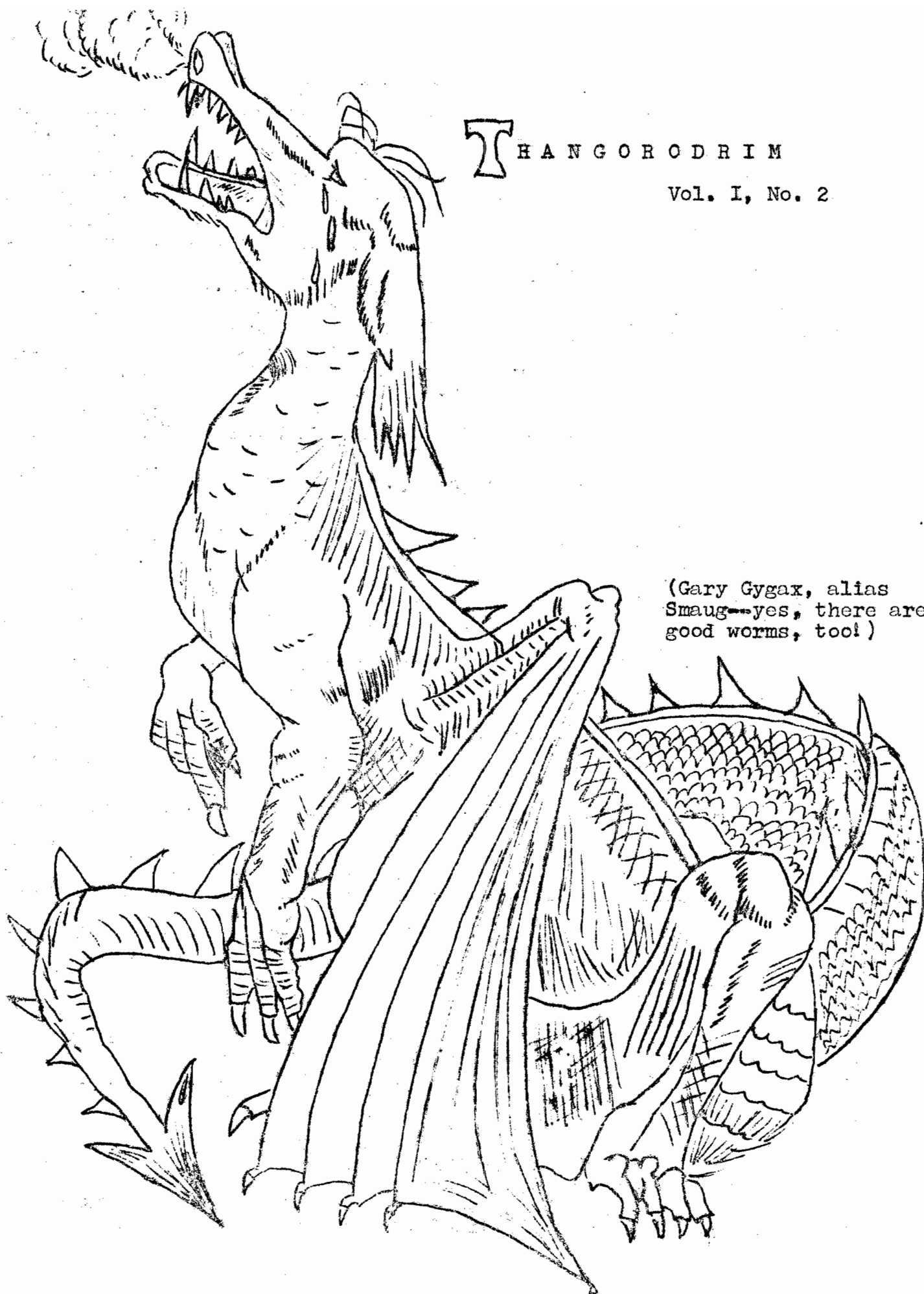


T H A N G O R O D R I M

Vol. I, No. 2



(Gary Gygax, alias
Smaug--yes, there are
good worms, too!)

THANGORODRIM

Vol. I, No 2

Openings Everywhere!!

Aug 1, 1969

This is THANGORODRIM, a journal of variant postal Diplomacy published for the International Federation of Wargaming by Bill McDuffie, 20 Gail Drive, Nyack, New York 10960. THANGORODRIM is affiliated with the National Fantasy Fan Federation, Games Bureau/Diplomacy Division. Regular membership in the Bureau is one dollar, payable to Don Miller, 12315 Judson Road, Wheaton, Md. 20906, and entitles the member to various game fee discounts and receipt of the GAMESLETTER. Fees in THANGORODRIM are as follows: games--for the IFW member: \$2.25 for the first game, \$1.25 per game while the first game is still in progress; for NFFF regular members: \$2.50/\$1.50; for others, \$3/\$2. Subscriptions are \$2/year.

Current variant openings in THANGORODRIM are in five games: MIDDLE EARTH DIPLOMACY IV, MORDOR VERSUS THE WORLD, SCOTTOMACY, INDIANOMACY, and THIRD AGE. Below is an up-to-date summary:

MIDDLE-EARTH DIPLOMACY IV: Ferris as Mordor; Pulsipher as Rhovanion, Wright as Arnor; Phillips as ?; 2 more players needed!

MORDOR VERSUS THE WORLD #2: Wright as Arnor; 4 more needed.

SCOTTOMACY: Gygas as Macdonald; Hoyer as Campbell, Jolly as England, Duncan as Stewart; Ferris as Fraser; Lakofka as ?; Stafford as ?; 2 more players needed!!

INDIANOMACY: Gygas as Dakotas; Lakofka as Iroquois; Hoyer as Apache; Bobek as Illinois; Patton as Blackfeet; Ferris as Shoshoni; Stafford as ?; only 1 more player needed!!!!

THIRD AGE: Libby as ?; opens as of this issue--Brian gets a spot free-first choice. (As if I can't guess which one he'll choose!)

Tuille 3901

MORDOR VERSUS THE WORLD #1

THANG #1

ARNOR (Pulsipher): DA Imladris (S) SA Shire-Forochel, SA Shire-Forochel, SA Amon Sul-Brandywine.

GONDOR (Ferris): DA Minas Tirith-Poros, SA Lebennin-Anorien, SA Dol Amroth-Lebennin.

MORDOR (Libby): TA Barad-Dur-Udun, DA Udun-Dead Marshes, DA Minas Morgul-Henneth Annun, DA Isengrad-West Emmet, DA Moria-Gladden, SA Angmar-Grey Mountains, SA Dol Guldur-Wilderlands.

RHOVANION: (Bobek): DA Northern Wilderlands-Dol Guldur, SA Wilderlands-Brown Lands, SA Esgaroth-Grey Mountains.

ROHAN (Lakofka): DA Fangorn-Isengard, SA Edoras (S) DA Fangorn-Isengard, SA Eastfold (S) DA Fangorn-Isengard.

Laire 3001 - No retreats

Yavie 3001 - Involves Ring only

* * * * * THE DEADLINE FOR QUELLE, 3001 MOVES ORDERS IS FRIDAY, AUG. 15, 1969. * * * * *

COMMENTS/ALL Players Please Note: All players are to submit conditional retreat orders for LAIRE and HRIVE seasons with their TUILLE and QUELLE move orders. Also, conditional orders are to be submitted in the situation of a transferral, movement or putting on of the Ring during a retreat (Laire or Hrive) season or a 'building' (Yavie or Coire) season. Condition-

al build orders for the COIRE build season must be submitted with the QUELLE move season orders.

Rohan's order to its SA Eastfold did not succeed simply because the order was illegal for the unit: thus it failed.

MVTW #1

PRESS RELEASES

Tuille 300M

(and since when does Middle Earth have a press??)

ESGAROTH, RHOVANION: Divers in the Long Lake report finding the perfectly preserved remains of a gigantic, red Dragon. Efforts to raise the body will be made within a day or two. It is expected that this find will yield a large treasure for the arming of the Rhovanion Expeditionary Force besides providing an excellent specimen for the National Museum.

RED DRAGON REMAINS RAISED

ESGAROTH, RHOVANION: Despite pleas and warnings from the local inhabitants here, a team of Dracologists from the Rhovanion National Museum supervised the recovery of the body of a massive Dragon from Long Lake. Professor Eltolereth, Curator of the Museum, stated that the beast had apparently been slain by an arrow through the heart.. He proudly pointed to the gem encrusted belly of the Dragon where a deep indentation indicated the presense of a gigantic jewel, evidently lost by the monster just prior to being killed, and the end of a clothyard shaft protruding from the very center of the depression. The plan outlined by the National Museum calls for the removal of the arrow prior to stripping the fortune in precious stones from the breast of the Dragon and replacing them with imitations. The carcass will then be placed on public display.

FROM THE DESK OF THE DARK LORD:

MEN (elves, Dwarves, Ents, Hobbits, etc.) OF MIDDLE EARTH: MORDOR NEEDS YOU! Are you tired of living in some drab cottage in the 3rd Circle of Minas Tirith? of being eaten by giant spiders in Mirkwood? of living in unhealthy caves? of caring for a bunch of stupid trees? of sitting around vegetating after six meals? Are you looking for ADVENTURE, FUN, and EXCITEMENT? Why not join Uncle Sauron's New Action Armies?

AS A RECRUIT you will live on the lovely Plain of Gorgoroth and meet stimulating new friends; you will be trained to peak efficiency by crack Uruks and Cave Trolls; in your free time, swim in the refreshing Sea of Nurn or toast marshmallows over the Cracks of Doom!

AS A SOLDIER you will be assigned either to one of our veteran armies (see this season's moves) or to one of the many new ones now forming; and you'll see the world (or such of it as is left): Minas Tirith, Edoras, Esgaroth, The Shire.

DON'T PASS UP THIS CHANCE---if you don't come to us, we're coming to you! See your nearest Dark Rider recruiting agent for swift air transportation to Mordor or write to: The Dark Lord, c/o The Witch King, Valley of Living Death, Mordor. FEEL LIKE A ORC---GO ARMY!!!!

MUSEUM DESTROYED!!

MIRKWOOD, RHOVANION: A mysterious flash fire has totally destroyed the National Museum at Elvenking. It is believed that the entire staff of the Museum lost their lives in the conflagration. Investigators have not yet determined the cause of the fire, but there is speculation that it was set to cover the theft of the priceless collection of gems, jades, gold, and silver the building housed. Not one item of this collection has been discovered by searchers probing the smoking ruins for these items.

UFO REPORTED

NORTHERN WILDERLANDS, RHOVANION: Several people have reported seeing a large object traveling through the night sky at high speed. All those reporting this UFO state that it was somewhat cigar-shaped, winged, had strange reddish lights glowing at its forward end, and multi-color sparkling on its underside in the moonlight. Rhovanion Military Experts and Government Scientists have commented that the sightings are most likely nothing more than swamp gas from the marshy areas about the River Runnings.

THIRD AGE

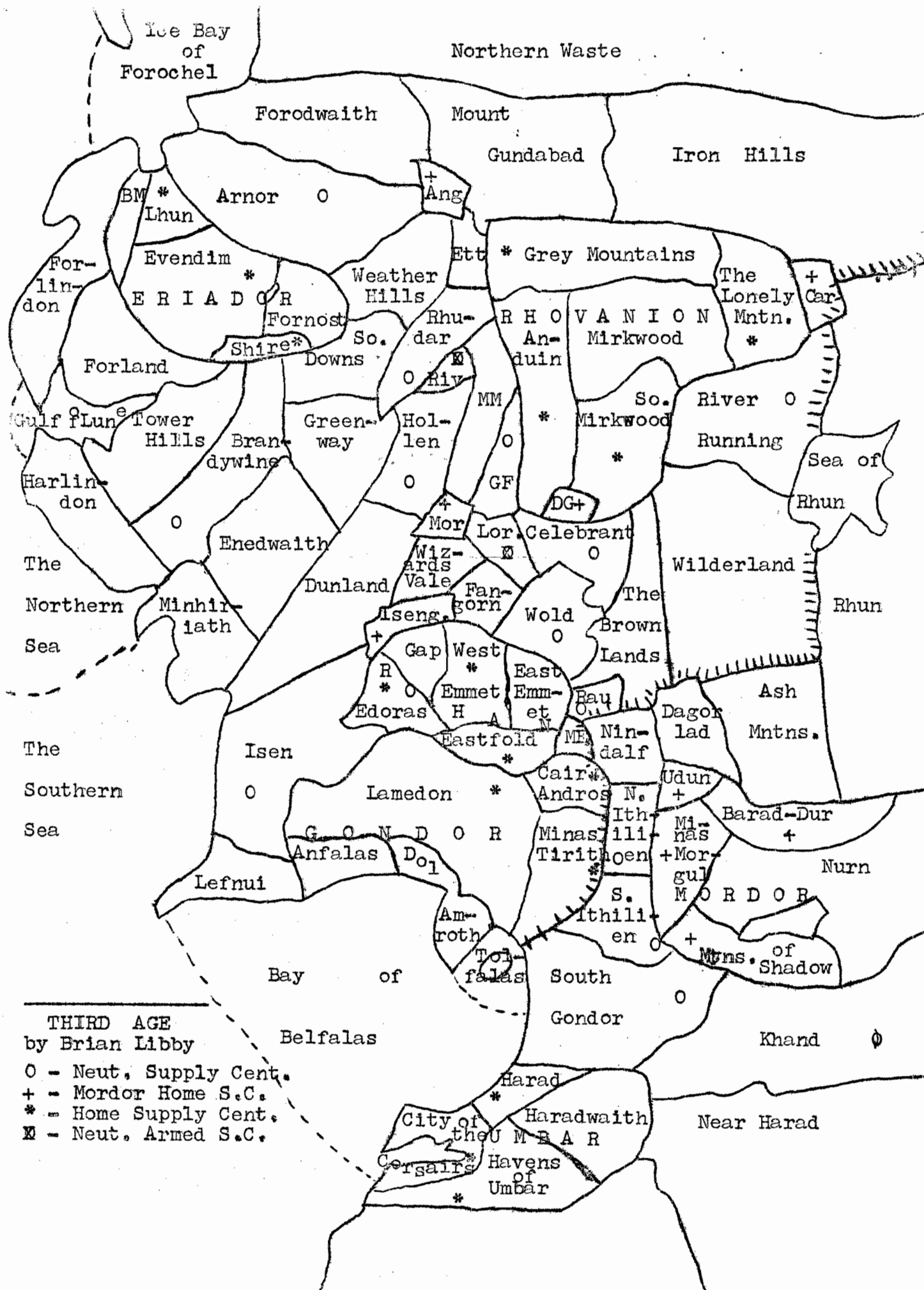
Brian Libby

This variant is a complete overhaul of MORDOR VERSUS THE WORLD, which was first published in Don Miller's FANTASIA. On the map, the following abbreviations apply: BM, Blue Mountains; Ang-Angmar; Car-Carnen; Ett-Ettenmoors; Riv-Rivendell; DG-Dol Guldur; MM-Misty Mountains; GF-Gladden Fields; Mor-Moria; Lor-Lorien; Rau-Rauros; Iseng-Isengard; Gap-Gap of Rohan; ME-Mouths of Entwash.

- I. Except as changed below, all regular Diplomacy rules apply.
- II. THIRD AGE requires 7 participants: 6 players & a Gamesmaster.
- III. THIRD AGE uses Double Armies (DA) and Triple Armies (TA) in addition to regular Single Armies (SA) and Fleets (F).
- IV. Opening strengths and positions: (*-may Put On The Ring):
ERLADOR: *SA The Shire, SA Evendin, F Lhun; RHOVANION: *SA The Lonely Mountain, SA Grey Mountains, SASouthern Mirkwood, SA Anduin; ROHAN: *DA West EMNET, SA Edoras, SA Eastfold; GONDOR: *DA Minas Tirith, SA Cair Andros, SA Lamedon; UMBAR: *SA Havens of Umbar, SA Harad, F City of the Corsairs; MORDOR: *TA Barad-Dur, DA Udun, DA Minas Morgul, DA Moria, SA Mtns. of Shadow, SA Carnen, SA Angmar, SA Dol Guldur, SA Isengard. In addition to these units, there are 'neutral' armies in Lorien and in Rivendell. These units may not move or support, but may be supported, and its strength is DA against MORDOR and SA against all other countries. When forced to retreat they are permanently destroyed and the province becomes a regular supply center.

Minas Tirith is defended by the city garrison, which is considered an SA. It automatically defends when any foreign unit tries to move to Minas Tirith. It may never move or support, but may be supported, and its strength is in addition to that of any Gondor unit which is in Minas Tirith when attacked (unless such unit moves out.) If Minas Tirith is occupied by an enemy, the garrison is permanently destroyed.

The Stewart of Gondor may permit an allied unit to enter Minas Tirith, but such permission must be written and revealed during the move period. The garrison then continues to exist, but the Stewart must continue to grant permission each turn. If, during any move, the foreign unit remains in Minas Tirith when the Stewart withdraws



permission, or if either power declares war on the other, the garrison vanishes without a struggle.

V. Umbar and Eriador have fleets initially; Umbar and Gondor only may each build one additional fleet during the game.

Fleets in THIRD AGE are capable of a special move, The Expeditionary Order: A fleet may embark an army, carry it any distance and disembark it. In order to do this, the army must first move into the same province as the fleet (or vice versa). When this happens, the army is removed and is considered to be 'inside' the fleet. The fleet may then, on subsequent moves, move normally. To disembark an army, the fleet must be in a sea province. The army can then disembark to any adjacent coastal province. Disembarkation is an attack by an army on a province--the disembarking fleet may not support, e.g. F Ice Bay of Forochel(D)SA; SA Ice Bay of Forochel-Arnor. If the army is stood off, it stays in the fleet and may subsequently be disembarked. If a fleet is attacked while disembarking, the disembarkation is cancelled. If a fleet is forced to retreat while disembarking, the army is destroyed. If a fleet is destroyed while carrying an army, the army is destroyed. A disembarkation may not be used to support an attack, but may be supported.

VI. A year in Diplomacy is a month in THIRD AGE. The months are: Narvinyë (Jan), Nenimë (Feb), Sulimë, Viressë, Lotessë, Narië, Cerimë, Urimë, Yavannimë, Narquelië, Hisimë, Ringarë (Dec.). Each month consists of two halves, Early and Late, corresponding to Spring and Fall seasons in Diplomacy. The game begins in Early Narië, 3008 and has no time limit. The year changes every Early Narvinyë turn.

VII.1. The game ends when one of the following things occur: (a) Mordor TA puts on the Ring, (b) Mordor TA is destroyed, (c) One player controls all the supply centers, (d) A nonMordor Ring-carrying Army enters Barad-Dur.

2. The winner is, in each case: (a) Mordor, (b) Gondor (if Gondor is out, Rohan, Rhovanion, Umbar, Eriador in that order,) (c) the player, (d) the leader of the Ring-carrying army.

VIII. A special feature of THIRD AGE is the Ring. The Ring starts north (west) of the cross-hatched line. The GM draws one draw from a set containing one card for every province in that area, excepting external Mordor centers (and 6 for the Shire.) If the province drawn is one in which there is an army, the player is secretly informed. Otherwise, the location of the Ring remains a secret until an army or fleet moves into that province, at which time the GM secretly so informs the appropriate player. As long as no one put on the Ring, (see below), its location is not revealed to anyone other than the possessor. Of course, the player may, if he has the Ring, do what he likes with that fact: and players may say anything they want to during negotiations. The GMM must at all times be informed of the Ring's status. The following things may be done with the Ring: (a) carried by any unit, (b) Put on by any starred unit (part IV), (c) Taken off by any unit which put it on, (d) Dropped by any unit carrying it.

(a) Any unit which moves into the province containing The Ring has the option of carrying the Ring with it. The GM must be informed of this. A unit automatically continues to carry the Ring until (a) it drops it, (b) it puts it on, (c) the unit is destroyed, in which case The Ring remains in the province of the destroyed unit. (presumably the new unit will then begin carrying it.) Carrying the Ring gives no combat benefits.

(b) "Starred" units having possession of the Ring may Put It On. Putting On The Ring is done during an Early or Late movement turn in lieu of support, combat, or movement. Since Putting On The Ring reveals its location, this move is made public. Putting On The Ring succeeds unless the army is destroyed that turn. A Ring wearing army becomes a TA in normal combat, and a QA (Quadruple Army) against Mordor, starting the turn after it Puts On The Ring. After wearing the Ring for two consecutive turns, the Army becomes a permanent QA, but it can never Take Off the Ring, cannot support or be supported by any units except its own and Mordor's, has Lorien and Rivendell Armies become DA against all its units, and can win the game only under condition VII.1.a. In other words, Putting on the Ring will bring only a 1-turn advantage, for which the unit will have to give up two movement turns (one to put it on and one to take it off), unless the player wishes to become essentially another Mordor.

(c) Taking Off The Ring is done exactly the same as Putting It On. The Ring's position becomes secret after being Taken Off.

(d) Dropping The Ring is done secretly and requires no movement delay. The player merely informs the Gamesmaster that his Ring-carrying army (unit, rather) is leaving the Ring in the province it is in (or moving from). You may drop the Ring without moving out.

Note that a unit does not increase its strength during the turn which it Puts On The Ring, nor does it have increased strength when it Takes It Off. Note also that Eriador, Rhovanion and Umbar SA which are capable of Putting On The Ring do not otherwise differ from other SA, and that it will be necessary to keep track of these units.

IX. Tolfalas is a sea province only.

X. All armies built after the game begins are SA.

XI. DA and TA require only 1 supply center to sustain them.

XII. It takes an attack by two SA, or one DA, to nullify support being given by a hostile DA. An attack by a single SA has no effect ---it does not nullify one-half the support.

XIII. Units may not move on or across the lakes.

XIV. The external supply centers of Mordor are integral parts of Mordor: Sauron can build units in them.

XV. That concludes the rules to THIRD AGE. Since I'd like to keep the game as uniform as possible, I'd greatly appreciate if all questions or rules interpretations would be referred to me, rather than settled independently. Write to: Brian Libby, 16 William Str., Portland, Maine 04103. Namari!

Additional copies of these rules and maps can be had for 50¢ (to cover photocopying and mailing costs.) Write to the address above.

OK, Brian, I have a question: Suppose the Ring is being carried by a unit at sea, and is secretly Dropped by this unit. What units can recover the Ring? MVTW rules would say only DA or the TA of Mordor. What is your ruling? It will be printed next issue of THANG.

*

RULES ISSUES

All orders of Rules issues are being filled this weekend. Your Gamesmaster now has a large stock of these issues on hand, and any orders can be filled promptly. My apologies for the delay.

ISSUE #0 - Rules and maps for MIDDLE EARTH DIPLOMACY IV and MORDOR VERSUS THE WORLD. ISSUE #00 - Rules and maps for SCOTTOMACY and INDIANOMACY. Both issues are 50¢ each.

On thou Striken One, thou hast received: _____ VERBAL CHAOS LTD.
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_____ ally against me with _____ in game _____.

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