

CHRONICLE

A Diplomacy Variant Based On "The First Chronicles of Thomas Covenant"

Les Walker

FC01/07

1) The Normal rules of DIPLOMACY apply except where stated below.

2) There are seven (7) powers, which start the game as follows :

- THE LORDS OF REVELSTONE (Blue) : H.(Rev) , L.(Gli) , L.(Lor)
- LORD FOUL THE DESPISER (Black) : R.(FCr) , R.(FCr) , R.(FCr) , U.(Gkr) ,
U.(RWa) , U.(FCr)
- THE GIANTS OF COERCI (Green) : G.(Gre) , G.(Sbo) , G.(NOu)
- THOMAS COVENANT (Red) : TC(Kev) , SF.(And)
- THE CAVEWIGHTS (Purple) : W.(KTh) , W.(Rid) , W.(War)
- THE RAMEN (Yellow) : M.(Mho) , M.(Lan) , M.(Rfo)
- HILE TROY (Pink) : 2E.(MiS) ; 2E.(WdS) , 2E.(CrS) , HT.(WdS)

3) Because I can't remember any dates in the book, the game will start in Spring 3401 (why not ?).

4) The unit abbreviations (used also above for each power's gamestart) are :

- Loresaat Army - S (Student) Giant's Armies - G
- Ramen Armies - M (Manethall) Cavewight's Armies - W (Wight)
- Hile Troy's Armies - E (Eoman) Lord Foul's Armies - U (Ur-Vile)
- Lords Chosen by the Rhanyhyn - CL Lords Riding Rhanyhyn - ML
- High Lord Chosen by the Rhanyhyn - CH Lord NOT Chosen - L
- High Lord Riding Rhanyhyn - MH High Lord NOT Chosen - H
- Ravers - R Thomas Covenant - TC
- Salt Heart Foamfollower - SF

Any of the above suffixed by 'R' is occupied by a Raver. EXAMPLE : MR for Manethall Army occupied by the Raver.

5) The following rules apply to Lord Foul :

i) Ravers :

- a) There are three (3) Ravers.
- b) The Ravers move unseen (hidden movement).
- c) The Ravers can be ordered to OCCUPY any other piece on the board with the following exceptions :

- Thomas Covenant
- Lords
- Ur-Viles

d) The following restrictions also apply :

- i) A Raver must possess the Illearth Stone to occupy a Giant (except Salthheart Foamfollower).
- ii) Ravers may not occupy more than one third the total armies of any one power.
- iii) Ravers CAN move and occupy in the same gameturn.
- iv) If a Raver enters a Loresaat Student in the same turn as he is elected to the Lords Council, the Raver controls a Lord.

- e) Ravers may co-exist with another piece in the same province,
- f) Ravers have a combat strength of NIL (0) normally, but add one to the combat value of any unit they occupy. Control of such a piece of course passes to Lord Foul.
- g) If the Giant Raver moves to The Grieve he may order the destruction of the Grieve. This means that any Giants in Sareach are disbanded, and the Giants may build no further armies until EITHER :

- i) TC goes to the Grieve and orders the Caamoera.
- OR ii) The Raver leaves (or is forced to leave) the Giant. In this case, the Giant is disbanded.

EXAMPLE : GR.(UnF) - Gre & Destroys. (If all the giants are in Seareach at the time, the Giants player is eliminated.

"CHRONICLE" Rule 5 cont'd/...

- h) If a Raver enters a piece before it (the Raver) moves, the occupied unit HOLDS for that turn.
- i) If the unit occupied by a Raver is forced to disband, the Raver is re-born in Foul's Creche.

ii) Ur-Viles are governed as follows :

- a) Ur-Viles have a combat strength of ONE (1) when single.
- b) Ur-Viles can combine and split at will, up to a strength of 5.
EXAMPLE : U.(Vic) - CpB ; U.(For) - CpB. These become 2U.(CpB).
EXAMPLE : U.(Vic) - CpB ; 2U.(CpB) Holds. These become 3U.(CpB).
EXAMPLE : 2U.(CpB) - U.(Vic), U.(For). The 2U. unit splits.
- c) Multiple Ur-Vile units can be built in a province.
EXAMPLE : A 2U. unit costs two (2) supply centres to build.

6) The following rules apply to the Lords :

a) Rhanyhyn :

- i) At the beginning of the game, each Lord puts himself into the Rhanyhyn for choosing. Each Lord has a 1 in 6 chance of being chosen (the GM determines which at random). Each time a new Lord is created, he is put to the Rhanyhyn in the same move.
- ii) The Rhanyhyn can be called at any time. The Rhanyhyn can be called, mounted and move all in the same gameturn.
- iii) The Rhanyhyn allow a Lord a Double Impulse move.
EXAMPLE : CL.(Rsd) CALLS Rhanyhyn ; ML.(Rsd) - GrS - CRe.
- iv) If a Lord is dislodged in calling a Rhanyhyn, he cannot mount the horse.
- v) If the Lord cannot do the first move, then he cannot complete the second part of that order. The first move of a double-impulse takes place at the same time as other moves ; the second impulse follows other movement.
- vi) A Lord can dismount and move in the same gameturn.
EXAMPLE : ML.(CeR) dismounts ; CL.(CeR) - Col.
- vii) A Lord must dismount before entering the following provinces :
Rev , Lor , Msk , FIP , MTh , KTh , FCr and any province in Sarangrave Flat.

b) Lords :

- i) The Lords player can have one High Lord of Combat Strength two (2).
- ii) Up to four (4) other Lords of Combat Strength 1 $\frac{1}{2}$.
- iii) Any number of Loresaat Students of Combat Strength 1, provided sufficient centres,
 - a) When a Lord unit is disbanded, and the full complement of Lords is on the board, any of the Loresaat Students (chosen by the player) can be elected to the Council of Lords, and be put to the Rhanyhyn for choosing. If the High Lord is disbanded, one of the existing Lords is elected High Lord, again as chosen by the player. Election is done AFTER the adjudication, and is always reported. If a player does not send in a provisional election, the election is carried out the following turn instead, after the moves.
 - b) When a Lord attacks and dislodges a multiple Ur-Vile unit, the Ur-Vile unit splits, either in half, or such that the difference between each of the two parts is not more than one unit.
EXAMPLE : A 4U. unit splits into two 2U. units.
EXAMPLE : A 3U. unit splits into one 2U. unit and one U. unit.
Both parts then retreat separately.
 - c) If the High Lord is the attacking Lord, the unit splits as in b), and one of the units is automatically disbanded (this does not occur if the unit was a single U. unit).

"CHRONICLE" Rule 7

7. The following rules apply to Giants :

- a) The Giants have a combat strength of $1\frac{1}{2}$.
- b) The Giants can enter Hotash Slay, but must leave it immediately on the next turn, or be disbanded.

8. The following rules apply to Thomas Covenant :

- a) The TC player controls TWO (2) pieces.
- b) Salthart Follower is a giant, and all Giant rules apply to him.
- c) Thomas Covenant himself has a combat value of 1. He also has these powers :
 - i) He may commit the Caamoera at the Erievie.
 - ii) He may destroy the Illearth Stone, but he may NOT pick it up or carry it. If he finds it, he must either destroy it or leave it. He cannot both move AND destroy the Illearth Stone in the same gameturn.
 - iii) He may kill Lord Foul. To do this, he must reach Foul's Creche and order the destruction.
EXAMPLE : TC. (RTh) - FCr and Destroys.
This wins the game.
 - iv) Should TC gain the Staff of Law he gains the combat strength and other powers of the High Lord. He then becomes the Ur-Lord, while he has the Staff.
EXAMPLE : TC. (MmS) takes STAFF - UL. (MmS)
He is NOT chosen by the Rhanyhyn.
 - v) TC may co-exist with Salthart Foamfollower (SF) only in HoS, and must leave HoS into FCr. If this happens, SF supports TC into FCr. If he fails to move, he is ELIMINATED.
EXAMPLE : TC. (Gkr) - HoS
SF. (DPl) - HoS
*
TC. (HoS) - FCr
SF. (HoS) S. TC. (HoS) - FCr
If TC CAN move, SF is disbanded.
 - vi) The TC player must always hold at least two (2) supply centres. He can NEVER build.

9. The following rules apply to Hile Troy.:

Hile Troy has two types of piece. These are Hile Troy and

- a) Hile Try (HT) has a combat value of 0.
- b) He has a Rhanyhyn (see above).
- c) He may join an Army by arriving in the same province and ordering 'join'. Whilst he is with an Army, the latter's combat strength is increased by one (+1).
EXAMPLE : HT. (Vic) - GS1 and Joins
E. (GS1) Holds.
This creates 2E. (GS1).
- d) HT can be supported when moving independently.
- e) HT cannot 'occupy' supply centres for adjustment purposes.
- f) Should the need arise, HT may take one or more armies through a forest, but if this happens, the HT character itself is removed. The power may carry on as normal. This CAN be ordered as a retreat. HT must be WITH one of the Armies involved (that is, he has joined it), or else adjacent to the forest.
EXAMPLE : E. (Grs) - Upl
E. (CRe) - NWA
HT. (GrS) - GFO

10. Ramen.

If the Ramen lose all their home supply centres, they are eliminated from the game, and are said to have left the land, following the Rhanyhyn. This means that if the

"CHRONICLE" Rule 10 cont'd/...

Ramen are eliminated, the Lords and Hile Troy lose their Rhanyhyn for the next turn. The second stage of any attempted double impulse movement is lost in that turn that the Rhanyhyn are eliminated.

11. Cavewights.

If the Cavewights find the Staff of Law, all Cavewight Armies become 2W. for as long as they hold the Staff. They are said to hold the Staff while it is in KTh, while it is theirs, and while one of their Armies is present with it.

12. Special Provinces.

HoS - Only Giants may enter this province, and they must leave it the very next turn (see above, Giants).

Forests - These are GFo, MFO, Gwo. These are impassable to ALL units except to Hile Troy and units he is with (see Hile Troy, above).

Sarangrave Flats - The following provinces are part of Sarangrave Flats : FiW, SaE, DeC, DeP, Lif, LuV, CSh, ThS.

Two of these contain 'the Lurker', one of them applies to the Lords only, the other to everybody excluding the Ravers. Anyone entering these provinces is disbanded.

Seareach consists of NSe, SbO, UnF, NOu, Gre, Gia.

13. Objects.

a) The Staff of Law : This starts the game in a province WEST of Landsdrop : chosen by the GM.

b) The Illearth Stone : This starts the game in one of the following provinces : NAN, TGo, BBs, CeR, CRe, Col, THS, DeP, DeC, FiW, LLE, GWs. The Illearth stone will NOT be placed in the same province as the Lurker.

Any unit entering a province where an object is located will cause the owning player to be notified of the object's presence. The player MUST order that the object be picked up the following turn (or on a subsequent turn that the unit shares a province with the object) if that unit is to take it. Failure to order it be picked up will mean that the GM will assume the object is left behind when the unit moves on, and this may NOT be subsequently altered.

If a unit picks up an object, this event is always reported.

EXAMPLE : W.(TGo) takes Illearth Stone.

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These rules by Les Walker of 118 Green Lane, Whitkirk, Leeds, LS15 8DK first published in VIENNA-24, July 1986.

I hope I got all that right. Any 'Chronicle' devotees will hopefully excuse any glaring typos, bearing in mind that I've never read the books in question. I must say that I began to appreciate what a non-Tolkien-ite must feel on coming across his first Downfall experience !

I think you'd be best advised directing any questions directly to Les at the above address, since I can do no more than pass them on. Les has asked me to announce that he's prepared to run a game if there's sufficient interest, and hopefully I'll remember to include a waiting list on the Back Page. Whether Les will run the game in Vienna, or semi-externally, has yet to be established, but we'll keep you posted on any developments.

To join the waiting list, you should write to me, as usual, of course, including a preference list.

Province title listings on reverse of map, with abbreviations.

Ama - Amanbham's Vale
 And - Andelainscion
 BBS - Bandsoil Bounds
 Bof - Boulder Fash
 BRi - Black River
 CeR - Central Rise
 CHi - Central Hills
 Col - Collosus
 CpB - Centrepith Barrens
 Cra - Cravenshaw
 CRe - Consecear Redoin
 CrS - Crystal Stonedown
 CSh - Collossus' Shadow
 DCo - Doriendor Corisher
 DeC - Defiles Course
 DeP - Defiled Plains
 DuS - During Stonedown
 DWa - Dooms Watch
 EmM - EmaCrimma's Maw
 EWA - Eastern Wastes
 FAp - Foul Approach
 FCr - Foul's Creche
 FiP - Firelion's Peak
 FiW - Firelion's Watch
 FOR - Fields of Richloam
 GFO - Grimmedhore Forest*
 GHO - Gallows Howe
 Gia - Giantway
 GiE - Giantwood's Edge
 GKr - Gorak Krebal
 Gre - Grieve
 GrS - Grimmedhore Shadow
 GSl - Greshas Slant
 GwS - Gisntwood Shadow
 GWW - Grayswightwath
 Gwo - *

HOS - Hotash Slay
 Jhe - jheherrin Home
 KeR - Kelenbhrabandl's Run
 Kev - Kevin's Watch
 KQu - Kurash Quellinir
 KTh - Kiril Threndor
 KuF - Kuras Festillin
 Lan - Landrider
 Lif - Lifeswallower
 LLe - Lower Land's Edge
 Lor - Loesraat
 LuV - Lurkor's Vale
 MFO - Morimoss Forest*
 Mho - Manhome
 MiS - Mithil Stonedown
 MmS - Morinmoss Shadow
 MsK - Melenkurion Skyweir
 MTh - Mount Thunder
 NAN - North Andelain
 NOu - Northron Outlook
 NRa - Northern Ra
 NSe - North Seareach
 NSp - North Spoiled Plains
 NWA - Northern Wastes
 PRa - Plains of Ra
 Rev - Revelstyone
 RFO - Roamsedge Ford
 Rid - Riddenstretch
 Riv - River Source
 RPl - Ruined Plains
 Rsd - Riversward
 RTh - Ridjek Thome
 Rui - Ruinwash
 RWA - Ruined Wastes
 RWO - Revelwood
 SaE - Sarangraves Edge
 SAn - South Andelain
 SBo - Sunbirth Overlook
 SCl - Sunbirth Cliffs
 Sea - Seareach Approach
 SEW - South East Wastes
 SFh - Shattered Foothills
 SHi - Southern Hills
 Spl - Southern Plains
 Spp - Spoiled Plain
 SSh - Southron Shadows
 StW - Stonemight Woodhelven
 SWa - Southern Wastes
 SwE - Swamps Edge
 SWH - Souring Woodhelven
 TGO - Teachers Gorge
 ThS - Thunders Shadow
 Tro - Trothguard
 UnF - Unhomed Fields
 Upl - Uplands
 Vic - Victualin Tayne
 VtR - Valley of Two Rivers
 War - Warrenbridge
 WhR - White River
 Win - Windscour
 WdS - Winshourn Stonedown
 * Forest

NOTE : Some of these names
 come from the Second
 Chronicles.

Les Walker. 1986

Chronicle

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