

added complexity brings added interest in proportionate amounts. The Dark Powers are still stuck with the Shadow Points which now are also used to initiate army combat. He must expend points both to attack and to defend and the Fellowship should therefore pressurise Sauron on as many fronts as possible.

Fellowship characters in the same hex as friendly army units cannot be spotted or captured but since army units cannot move until they are mobilised this is not the advantage it may, at first, appear to be. Fellowship armies are generally mobilised when Sauron invades various provinces and he in turn may mobilise only when a Hobbit is spotted or at the latest game turn 7.

Armies are led by various characters who are also able to bring their influence to bear on combat results. Army movement and combat, together with the extra event cards also bring a lot more of the game map into play than is usual in the character game, and some of the extra characters, such as Elrond, who can cure wounds, can themselves open up a whole new range of strategic possibilities.

### The Three Player Game

This is my favourite version of the game though I must add that I love multi-player games anyway. It is also the version which least reflects the book. Saruman's part has been padded out, Hollywood style, to make him competitive but only the most pedantic purist will find fault with that.

To play this version you'll need the expanded rules published in Moves 37. The original rules published with the game are barely adequate and the small extra expense is a great investment.

From experience I can say that it is a daunting task which faces the Fellowship player unless he keeps his cool. The Fellowship may ally with Saruman but Saruman needs the Ring to win so it's always an uneasy partnership. Even during such an alliance Saruman may search for the Ring, and has his own band of Orcs to do so. If the Bad guys gang up on the Fellowship then he should gather his magic cards quickly as Saruman will also be collecting them for himself. The more likely event is that the Fellowship will get no alliance until Saruman gains the Ring and needs help to hold it from Sauron.

Saruman has a tough nut to crack if he is to win. He must gain the Ring and then attempt to control the surviving Nazgul as well as holding military objectives. In this game the best player should take Saruman and if pressed for a verdict I would say that while it is difficult for Saruman to win he certainly makes Sauron's task easier.

### And in the end.....

Errata; I would say is of two kinds. The first is the annoying unnecessary type which results from inadequate play testing and careless production. The second results from the experiences and suggestions of gamers and could more adequately be described as post-publication development. This game has and will benefit from both. We have seen that the 3 player game has been enhanced until it is now I think the most exciting of the contests. Tolkien buffs can see that the game systems are steeped in the atmosphere of the novel and with a little thought it is a subtle and rewarding game while play is in mid-session. However one major snag remains.

Whatever gambits the Fellowship players may employ his forces must eventually converge on Mordor. Moreover Sauron can follow his progress which was not so in the novel. Indeed Sauron was unaware that Mt. Doom was Frodo's ultimate destination.

Each side may weaken the other during the quest but sooner or later the Fellowship will approach the Crack of Doom either in force or separately. Sauron will then simply call all his available forces to the Mt. Doom hex and conduct a search. If the search fails the Ringbearer pops the Ring into the volcano. If the search succeeds the game ends in a frustrating bloodbath.

What is needed of course is a set of hidden movement rules which would rocket the game into brand new orbit. Any takers? The game is certainly worth it.

# SINAI

## GAME PROBLEM

M.G.STONER



Sinai Solution can be found on page 11

During the early stages of a 1967 Historical game of Sinai the Israeli player sent a powerful and highly mobile force across the Sinai. It was soon surrounded by a large Egyptian group but he wasn't too worried, his units were still in automatic supply. Three Egyptian units had been put out of supply (unable to trace a line of hexes free of enemy ZOC's to hex 0732) and most of the Egyptians would probably panic anyway. However the Egyptian player rolled a six for command control and *none* of his units were affected, he then proceeded to destroy *all* of the Israeli force in one movement and one combat phase.

Could you have done it?

N.B. Your method must be 100% foolproof i.e. it must work whatever die roll you get when you attack.

For those of you without Sinai: Movement precedes combat; ZOC's halt movement but combat is voluntary; the CRT is a differential type; all results are retreats; a retreat is assured at +4; units may not enter rough terrain hexes; if unsupplied, defence and movement halved (round down) no attacks allowed; overruns possible and cost 3 MPS; and both sides will fight with double defence strengths if unable to retreat.

### SET-UP

Unit	Designation	Type	Hex
1-8	Arie	Recon	0833
1-15-1	AW	Airmobile	1034
9-8	Shml	Armour	0934
9-8	Elhn	Armour	0935

Unit	Designation	Type	Hex
4-1	-	Inf.	0933
3-5	-	Mech	0837
4-4	-	Mech	0731
3-4	-	Mech	1331
3-4	-	Mech	1331
5-5	40	Armour	0733
5-5	1	Armour	1037
5-5	141	Armour	1037

