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AVALON HILL

Volume 27, Number 4



The AVALON HILL GENERAL

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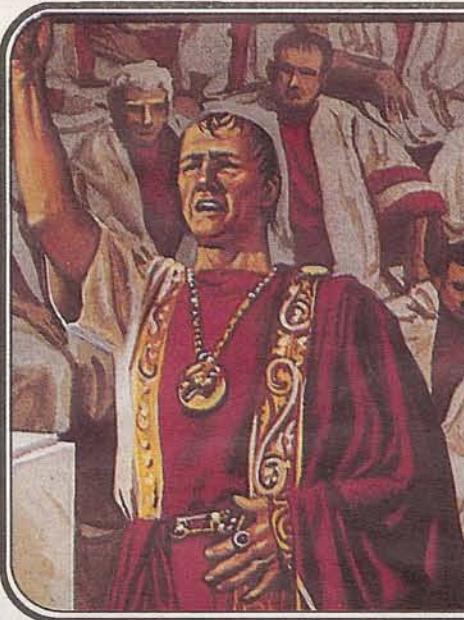
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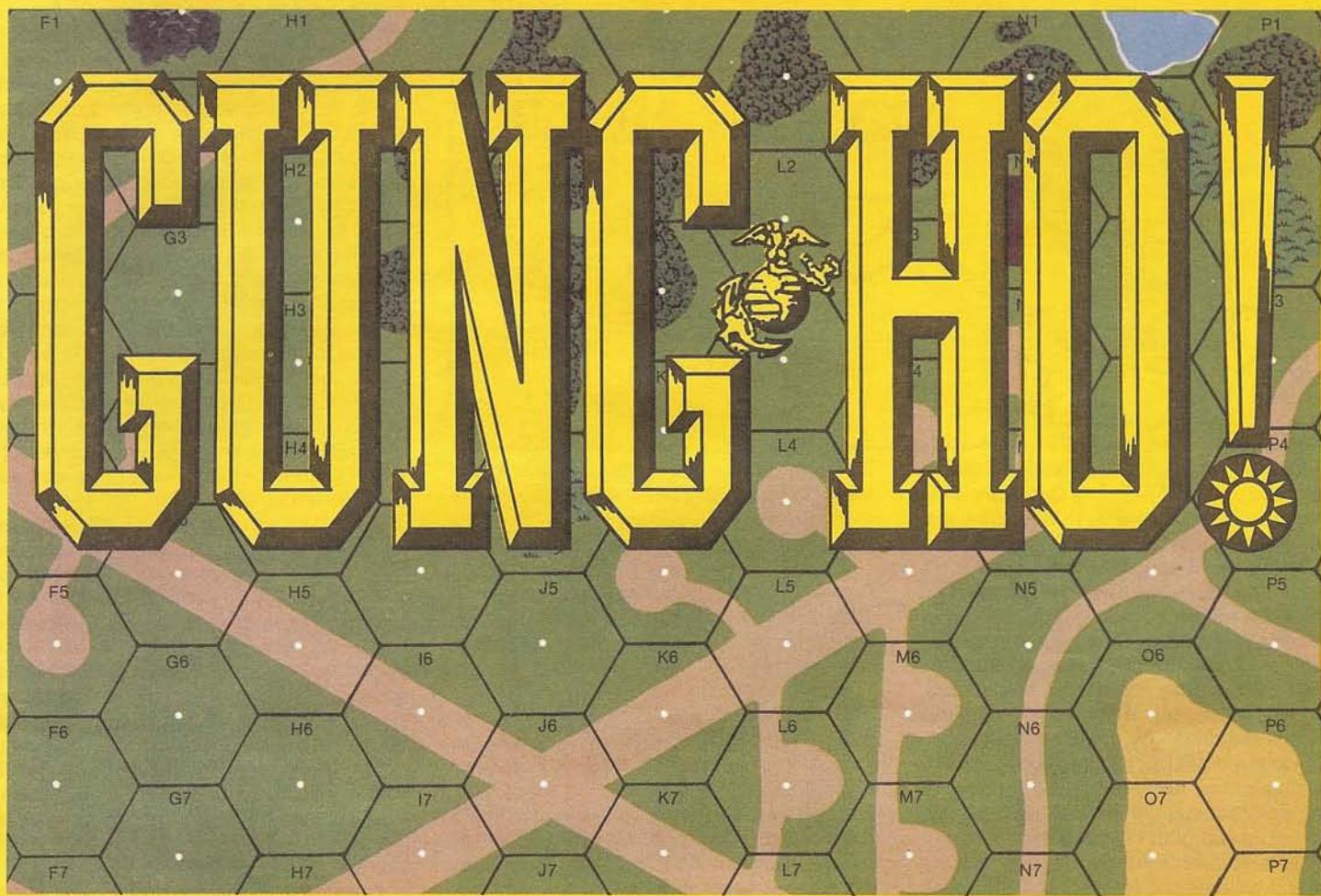
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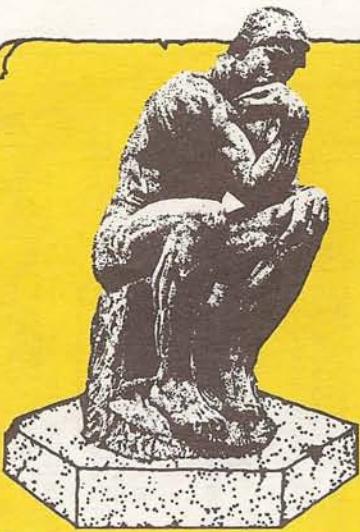
January 22nd, 1942 . . . A Japanese battalion has successfully infiltrated along near-impassable mountain slopes in the thick jungle of Bataan, trapping the I Philippine Corps by cutting its only road link to the south. General Wainwright, I Corps' commander, hurriedly orders a mixed force of Filipino and US troops, including light tanks and SP guns, to concentrate north and south of the Japanese. As his tired troops arrive on the scene, they are thrown into a piecemeal attack from both directions in a desperate bid to eject the defenders from their stronghold astride the road. Failure means certain disaster for I Corps . . .

July 21st, 1944 . . . The invasion of Guam is under way. The Navy's big guns have ceased firing, and LVTs carrying marines, trailed by LCMs bearing Sherman tanks, clamber across the reef offshore of Chonito Cliff. On their left lies Adelup Point, its heights portending the deadly menace of enfilading fire. Ahead, US aircraft continuously bomb and strafe the shoreline. As the marines approach Red Beach One, the Japanese defenders suddenly open fire. Their orders are straightforward: annihilate the enemy at the water's edge . . .

December 9th, 1944 . . . Bhamo, a river port on the Irrawaddy, has been turned into a fortress by Japanese determined to keep the Burma Road out of Allied hands. Anti-tank ditches connect the lagoons that flank the town, numerous buildings are fortified, and wire and panji stakes guarded by automatic weapons in bunkers cover all avenues of approach. Despite their formidableness, the defenses are about to be hit by the Chinese 114th Infantry Regiment. These veteran jungle-fighters, though strangers to urban combat, are well prepared. With air and artillery support, flamethrowers and bazookas, they launch a coordinated assault. But for many, it will be their last . . .

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THE AVALON HILL *Philosophy*

Part 142

By Rex A. Martin

Once again the holiday season draws near, and as usual I am in a quandary as to what to offer my sisters, their husbands, and my mother. Luckily, I have no such problems when searching for a gift for my nieces and nephews. They get games; and they have gotten games (along with other presents that may catch my eye and wallet) from the Martins for birthdays and holidays since the day they could read, hold a card, or move a counter. If you've a youngster you are required - by devotion or convention - to buy a gift for, you can't go far wrong sending him or her a game. Regardless of their age (although, if without teeth as yet, they might just gum the pieces).

I'm sure there is no need to repeat the tale of Tara Greenwood's success in WRASSLIN' at AvalonCon. Nor of my dear children's repeated glee at continuing to cream me in *ENEMY IN SIGHT*.

Suffice to say, I suspect that many underestimate the abilities of the younger folk. We've been inundated with tales of the woeful state of the American (or British, or Canadian, or wherever you hail from) educational system. The hobby manufacturers have promoted the concept of these games being for the intellectual few. Most wargamers seem to hold that role-playing, and role-playing alone, is for the younger set, where the demands of long-term strategy don't intrude. Or seem content to leave their small children sitting in front of the Nintendo, while they closet themselves away with their wargaming buddies. Even Avalon Hill's new line of "Introductory" wargames carries the warning, "Ages 12 & Up". In short, we've decided - in some form of informal caucus - that these games are not for the pre-teen set.

While the reading skills of the youngsters might not yet be up to ours (and I suspect that even this may be untrue for some), their game playing skills certainly can be. Many youngsters can master the moves and basic strategy of chess, and their skills are polished by repeated play. So there is no doubt in my mind that they can master the play of something like DIPLOMACY, or BULGE '91, or AFRIKA KORPS. I've seen ten-year olds who can play a mean game of poker or pinochle, so quite obviously *ENEMY IN SIGHT*, *WRASSLIN'* and *NAVAL WAR* are not beyond them. After all, these young people are the designers and hobbyists of the coming century. It's never too early to get them started, and to promote the sportsmanship and skills you value. Don't let all the "nay-sayers" cause you to buy them yet another plastic toy, soon to be forgotten. Buy them a game, and perhaps give them a hobby they will enjoy for the rest of their life.

Then there's my son, Brandon. Several years ago, he accompanied me to the historical miniatures convention hosted by HMGS (HistoriCon). Although his taste in games normally runs to the more physical, something he saw there appealed to him.

Two years ago, at the age of nine, he began playing; and this past summer was involved in more games at HistoriCon than I was. And did quite well, from what I understand. Now he talks of serving as GM for a miniatures game of his own devising. He

But . . . there is one important ingredient in this equation that can't be calculated in dollars. YOU. The game itself, the cardboard and dice, do no good sitting on a shelf in Jimmy's bedroom. Yet that's where it will be, unless you take the time to play against the youngster. It has been my observation that most children take great joy in having the undivided attention of an "adult". How better to spend that "quality time" the yuppie psychologists have been harping about for years than passing on your enjoyment of this hobby and watching their skills develop? If you are too distant to play them in person, impress upon the kids the necessity of bugging their parents to serve as your stand-in. Who knows, maybe you'll get two future opponents for the saw-buck you've invested. Do your part to badger the parents long distance as well (in this, I've found guilt to work quite well with my brothers-in-law).

Lastly, a few suggestions when casting about for the "perfect" game for that pre-teen. First, if they have expressed an interest in a particular period or subject, try to tailor your selection to that - regardless of the "complexity" rating. You would be surprised how such an interest is an incentive to master even the most convoluted rules. For instance, if you've a young gentleman on your list that loves sports, try one or more of our sports simulations. While FOOTBALL STRATEGY is a fine choice for a present for a kid, I have known ten-year olds to play SP FOOTBALL or PAYDIRT like pros.

I've found, in the past, that card games are usually better received than board games. By and large, card games involve more than just two players. Young children are very social animals, and a game that is both fast-paced and able to handle several interacting players will get quite a bit of use (*ENEMY IN SIGHT*, *WRASSLIN'*, and *NAVAL WAR* are excellent). However, some board games seem to be very good for mixed groups of children and adults. DIPLOMACY comes immediately to mind (but watch your back); and my son cut his wargaming teeth with CIRCUS MAXIMUS, still a great favorite of his. Talk to the parents; perhaps you can chance upon a game that the whole family will enjoy together. In that case, you are assured that your gift money has been well-spent.

By the same token, solitaire games are usually not very popular with the younger set; if asked, I'd advise against them for young gamers. Likewise the hard-core military simulations. Young children are not interested in the minutiae of military history. What excites them is a fast-paced, well-balanced, challenging game. For them, the play's the thing - not the detail. Sad to say, most historical simulations I've seen are poor games. So avoid these until the child's tastes have matured.

In closing, to steal a clever cliche, a game is a "gift that keeps on giving." For a youngster, that can cover a great many years.



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NOT IN KANSAS ANYMORE

An Analysis of REPUBLIC OF ROME

By John A. Walker

A multiple-player game is commonly one in which strategy must be coordinated, to some extent, with other players. The key element is coordination. Although in a two-player game effective strategy must be adapted to the opponent's actions, only rarely does this involve deliberate concessions to the opposition. More importantly, such gambits ordinarily involve no bargaining. In contrast, in a multi-player game the player who offers nothing will usually get nothing in return. Gambits and yield-management are of the essence. The play of such games is inherently "political".

In addition to being a multi-player game, *REPUBLIC OF ROME* is a political simulation. In this unusual kind of game, political events and systems are simulated in the same way that wargames simulate warfare.

Simulations, military or political, often represent real world relationships as mathematical ones, usually with an element of uncertainty or risk. Effective game play is the ability both to accurately assess risk, and to translate that assessment into game decisions that minimize the amount of risk undertaken per given unit of benefit, or maximize the benefit per unit of risk. The mathematical relationships in *REPUBLIC OF ROME* - employing three different dice readouts, chit-draws and a card system - are quite varied. (Since it is least familiar, Table A lists the probabilities, by outcome, for the three-dice sum readout.)

The greater number of alternatives allow for great variety. The wealth of detail in the game is not just chrome; in a sense, it is the game's "terrain". Political games tend not to be "territorial" (a term which fits any game in which the physical location of important assets as of a

given moment indicates whether the side is winning or losing). This is not to suggest that Senators (the principal assets in *REPUBLIC OF ROME*) never change their physical location. The point is that relative location is fairly unimportant. This sets *REPUBLIC OF ROME* apart from even most multi-player games. Most such games, even when they include extensive rules regulating player interaction, are a struggle over territory, like most wargames.

Although it makes for a simpler system, this can be a stumbling-block even for players well-versed in multi-player games. To play *REPUBLIC OF ROME* well, it is necessary keep an eye on Influence levels in the same way that one does physical location in a wargame. Both hexes or areas, and Influence levels, are units of measure, but in different dimensions - the one spatial, the other political. Approached in this fashion the game does not seem byzantine, and mastering it is much like mastering a wargame.

Both political and military games have in common the element of conflict. For both types of game the focus is essentially the same: an exchange or tradeoff, relative loss and gain. In a traditional wargame, typical tradeoffs are movement points for board position, units for position or victory points, my units for yours. Goals are often achieved through intermediate steps. In *REPUBLIC OF ROME* the ultimate objective is Influence and/or loyal Legions. To obtain either, one needs to hold Office; and to obtain Office, one needs Votes.

Mastering the possible tradeoffs is useless, however, without a thorough understanding of the Victory Conditions. The major structure of *REPUBLIC OF ROME* is fixed by Sections 12.1 and 12.2 of the rules. Section 12.1 lists a

set of five alternatives, achievement of any one of which constitutes Victory if (and only if) certain other events have not occurred. If the latter do occur, the result is immediate defeat for all players.

Section 12.2 of the rules lists the following conditions which, since the failure to meet any one spells immediate defeat for all players, could be called the Non-Defeat Conditions.

1. Less than four Active War cards at the end of the Combat Phase;
2. No Popular Revolt (inapplicable to victorious rebel Senators);
3. No successful Civil Wars (i.e., victorious rebel Senators; predictably, this one is also inapplicable to the rebels themselves);
4. Senate able to pay troops and make payments required by certain Random Events (again, inapplicable to victorious rebel Senators).

Except for #3 (Civil Wars), the Non-Defeat Conditions represent "non-senatorial" elements: foreign wars, the Roman people, and insolvency due to disasters and unpaid troops.

Condition #4 relates to State financial obligations, and require that the obligations be met in the game-turn in which an Influence Victory (see next section) occurs.

Conditions #1 and #2 relate to external threats ("Wars") and popular dissatisfaction ("Unrest"). Wars are defeated with Legions and Fleets, which are had by spending Talents from State or Personal treasuries. Unrest is reduced by a Senator's spending for Games. The two conditions are loosely related, since unprosecuted wars also tend to increase Unrest. The Unrest Level affects wars indirectly, for reducing Unrest through Land Bills reduces the

State's resources and the military forces it can field. Wars and high Unrest can thus come into competition for scarce resources. It might appear that, if a choice must be made between these dangers, it is better to prosecute a War than to decrease the Unrest level directly. This is not necessarily the case, however, because, as can be seen, Wars proliferate additively due to the passage of time, while Unrest can increase exponentially - as a function of the Unrest Level itself.

The Victory Conditions proper fall into two main categories, Influence Victories and Civil War. Influence Victories are as follows:

- a. (Immediate Victory) One Senator achieves an Influence of 35 or more (if more than one Senator does so, highest wins). Inapplicable after passage of "Military Reforms" law.
- b. (Immediate Victory) A Senator becomes Consul For Life ("CFL"). To achieve this a Senator must have Influence of "21" or more and enough votes to be elected CFL. The candidate himself may add his Influence to his vote total for this purpose.
- c. The Faction whose Senators have the most combined Influence after the last card is drawn from the Forum Deck.

As with map position in a wargame, a Faction's total Influence, and high levels of Influence in one or a few Senators, are the main determinants of how near that Faction is to achieving victory. When assessing how much

Influence a Senator or Faction has, keep in mind that Talents (money) can be exchanged for Influence by making contributions to the State (10, 25 and 50 Talents generating a one, three and seven Influence gain, respectively).

When the Middle Period's "Military Reforms" law is passed, the "35-Influence" victory is no longer available. By closing this avenue, the law increases competition with respect to the two other Influence victories: CFL and highest final aggregate Influence. Often the distribution of voting strength will be so even as to make it all but impossible for a Faction to elect its candidate CFL. If so, victory comes down to election to Offices or Civil War.

Because there can be only one Civil War at a time involving Senators of only one Faction, there is little room for inter-player coordination to increase the chances of a Civil War's success. In order to declare a "Civil War", it is necessary first to gain a military victory somewhere. The declaration may be preceded by a die-roll, which can be favorably modified by the expenditure of one Talent, for each Non-veteran Legion in the victorious Senator's command, to determine whether they adhere to his side during the Civil War. If one decides not to revolt, there is no refund of Talents spent to modify these die-rolls. Veteran Legions always adhere.

Besides Legions in the victorious Senator's command, the only other Legions that may join the Civil War are ones whose allegiance is held by other Senators in the player's Faction (but not those holding military command at the time of the declaration). Rebel Senators lose all their concessions, all Knights and all aligned Senator income. Any Senator, therefore, who can contribute no Legions to the Civil War, is best left out of it.

Any necessary funds must be transferred from the personal treasuries of non-rebel Senators to the Faction treasury in a Revenue Phase prior to the declaration. When and how much to transfer depends on the prospects for the Civil War, something which is hard to assess in advance since the Senate Phase, the Combat Phase and the Legion adherence die-rolls in the Revolution Phase all occur *after* the Revenue Phase.

Talents in the Faction treasury are available to pay for a Civil War, but are not lost if the Civil War is defeated. Keeping most or all Talents in the Faction treasury reduces the risk of their loss due to Mortality, but sacrifices flexibility in other areas (see the comments on "Personal Revenue" below).

Senators who are part of a Civil War are subject to only the "Four Wars" non-defeat condition. It can therefore be advantageous to declare a Civil War at a time when State insolvency seems imminent. Priority in declaration is given to the strongest rebel force, taking military ratings into account. Rebel Senators are in a special position as regards the "Four Wars" condition. The Civil War counts as one of the wars unless and until the rebels defeat the Senate, or are themselves defeated. The Civil War does not count as a war if the rebels defeat the Senate. In that case, the successful rebels receive an opportunity to try to reduce the number of

Active Wars to three or less. This advantage is matched by significant disadvantages of course, the chief of which are the loss of all sources of income and the risk that sufficient Legions will not adhere. Since non-veteran Legions adhering to the rebels must be paid, a Civil War which is low on funds can be stalemated to death. It is important to control a number of Legions adequate to meet the expected Senatorial force. For this reason, a successful Civil War frequently grows out of a large military command, especially one which lasts more than one game-turn (i.e., which involves a Proconsul). Such a command offers several turns in which to gain the allegiance of veteran Legions. A rebel Senator is always joined by those of his Legions whose allegiance he holds. Non-veteran Legions join per a die-roll. The average number of non-veteran Legions that join varies with the historical Period, and is set forth in Table B. Timing is obviously very important to the success of a Civil War.

During a Revenue Phase prior to the declaration of Civil War, it is advisable to pressure the future rebels' Knights in order to build up a war chest (the Knights will be lost anyway). This is a clear signal to the Senate, however, that something is in the offing. If the rebellion is a do-or-die matter, additional funds can be raised through the sale of Intrigue cards.

Several other factors to be considered with respect to timing are: Is there a balance of power within the Senate, or are there clear front-runners? Is there acute inter-player dissension? If there is a ruling coalition, and does it control any militarily formidable Senators? How close is the end of the game, and how likely is it that any Influence deficit can be made up in time? How many wars are currently active; are any imminent? In what shape are the Senate's financial and military resources? The last two factors become important only if the Civil War defeats the Senate. At that point the question becomes, can the rebel Faction reduce the number of Active Wars to three or less by the end of the turn?

Remember, it takes four wars but only one successful Civil War to end the game. Therefore, even more than do other armed conflicts, Civil Wars require prompt Senatorial response. The response to a Civil War will often be affected by game history up to that point. A Faction which has consistently been kept out of office may well choose to let the front-runners take on the Civil War themselves, if their resources seem equal to the task. Whether the best course is to crush a Civil War immediately or stalemate it to death depends on the number of other Active Wars and the financial whereabouts of the rebels. Whichever course is adopted, the fate of most Civil Wars will be determined within a few turns.

Length of Game. Table C gives an analysis of the Decks for each of the three periods: Early, Middle and Late. Assuming at least five players, the periods will last an average of 6.8, 7.0 and 9.2 game-turns, respectively. The Extended Game lasts an average of 23 game-turns. Timing, as in most political, multi-player games, is of crucial importance in *REPUBLIC OF ROME*. When you reveal a card is as important as what you reveal.

TABLE A: Three-Dice Probabilities

Result	Odds
3 or 18	0.46%
4 or 17	1.40%
5 or 16	2.70%
6 or 15	4.60%
7 or 14	6.90%
8 or 13	9.70%
9 or 12	11.50%
10 or 11	12.50%

TABLE B: Proportion of Adhering Legions

Period	With +1	With No
	DRM (1T)	DRM
Early	50%	33%
Middle	67%	50%
Late	83%	67%

TABLE C: Forum Deck by Period

	Early	Middle	Late
Wars*	7	10	13
Leaders	4	1	3
Concessions	13	0	0
Senators	25**	13	11
Intrigue	14	16	14
Laws	0	5	5
Total	34	35	46

Note: All values assume a 5-player game.

* Not counting the First Punic War, which starts Inactive.

** Including three per player dealt at start.

Wealth and Income

The financial system of *REPUBLIC OF ROME* is governed by a few key considerations (one of which is the fact that players may not, strictly speaking, tax other players). The principal source of variable State revenue is not even strictly Roman, it comes from the Provinces.

In examining the financial system, it is useful to consider State and "Personal" revenue separately. Total revenues generated each game-turn consist of amounts entering Faction and Personal treasuries each turn, that is, Personal revenue; and amounts entering the State treasury, or State revenue. The sum of these amounts, added to existing wealth (unexpended revenue from prior turns), is the amount potentially available for expenditure in any given phase. Factors tending to increase wealth and revenue include favorable combat, and Knight-attraction die-rolls, and rapid Province-development. Knight-attraction affects only Personal revenue, while victory in war affects the State treasury. Since Provinces generate both State and Personal revenue, Province-creation and development affect both Personal revenue and State revenue.

In making decisions, a player should be alert to the pattern of events in the game up to that point, or "game history". The game history includes the amount of present and prospective wealth available to the players, as affected by the factors just noted.

Talents in the State Treasury can be devoted only to the purchase of military units. Talents in Faction and Personal treasuries, however, can be spent in a variety of ways, including direct contributions to the State Treasury. These Talents are convertible (sometimes directly, sometimes indirectly) into other assets of significance - including Influence, Votes and Popularity. (Notably absent from this list is Military Ability, reflected in a Senator's military rating; money can't buy everything.)

The sources of Personal revenue are aligned Senator income (a modest amount), Province income, Knight income and Concession income. Only the first of these is invariable and available to all players.

Future Knight income can be increased through favorable Knight-attraction die-rolls. One can spend Talents to modify the die-roll (rule 7.6 refers to "0-6" Talents, but spending only five will result in 100% chance of success). It is generally advisable to spend Talents for this purpose. If the die-roll is successful, the asset acquired is worth an average of 3.5 Talents (the average number received from pressuring the Knight). In real terms, then, instead of spending five Talents, one is spending, on average, only 1.5. Knights are also valuable for the income they generate and their added votes in the Senate Phase, so any Talents expended to acquire them are well-spent.

The value of Knights bears on the value of biddable Initiatives in a game of fewer than six players. Since it includes the right to make a Knight-attraction die-roll and Persuasion attempt, sponsor Games, and probably receive an Intrigue card, the right to take an Initiative is clearly a most valuable asset, which should be reflected in the bidding.

There are a total of 13 concessions in the game, and all appear during the Early Period. Concessions may be lost due to Mortality or Prosecution. Certain concessions may also be destroyed as a result of the Natural Disaster Random Event or certain wars. In estimating the overall value of a concession, multiply the face value of that concession by the number of game-turns remaining in the scenario being played, and discount by the risk of loss of the concession being lost. For example, the risk of Tax Farmer loss decreases after the defeat of the Second Punic War. And the Land Commission concession returns to the Forum whenever no Land Bill is in effect, making it one of the less valuable concessions.

In terms of face value, the two Grain concessions (Egyptian and Sicilian) are the most valuable, for they yield five and four Talents per turn, respectively. Of the two, the Egyptian is the more valuable, since the war that destroys it (the Alexandrian War) is a Late Period war. The face value Talent yield of the Grain concessions can be multiplied, albeit at considerable cost in Popularity, due to Droughts, Pirates (for the Egyptian) or the Sicilian Slave Revolt (for the Sicilian). A Senator who accepts the extra Talents becomes vulnerable to a Major Prosecution. Against that eventuality some of the Talents should regularly be transferred to the Faction treasury for safekeeping. Another precaution is to increase the Senator's Popularity by means of Games (see "Popularity").

The value of the Armaments and Ship-building concessions fluctuates with the rate of Roman losses. The Armaments concession is perhaps the more lucrative, since the rate at which Legions are destroyed is likely to be greater than that for Fleets.

As the "Player Notes" point out, the advantage of placing Talents in the Faction treasury is that it eliminates the risk of losing them due to Senatorial mortality. Moreover, there is no advantage in placing Talents in Senators' Personal treasuries for the purpose of warding off routine Persuasion attempts. This actually reduces flexibility of response, since Talents in a Senator's Personal treasury cannot be used to defeat a Persuasion attempt on a different Sena-

tor in the same Faction. However, the flexibility consideration cuts the other way for unopposed Persuasion attempts, in which the only Talents involved in the defense are those in the target Senator's Personal treasury (see "Persuasion").

Two further reasons to place Talents in Personal treasuries are that they can be spent for additional votes during the Senate Phase and biddable Initiatives during the Forum Phase. Money in the Faction treasury may not be spent on either.

There are 15 Provinces in all. Province creation is a function of three variables: the Forum deck, (which contains the War cards), senatorial decisions in regard to those wars; and combat die-rolls.

The richest developed Provinces are Asia, Sicily, Africa, Bithynia-Pontus, Syria, Nearer Spain and Crete, which collectively yield an average of 82 Talents of income, State and Personal, per turn. Many lucrative Provinces come into being after the defeat of later wars in a series of matching wars; for example the Second Punic (which creates the two Spains), and the Third Punic (which creates Africa), and the Fourth Macedonian (Greece). Table D shows the average revenue the Provinces are capable of generating. Certain patterns are evident. In only three cases (Crete, Transalpine Gaul and Greece) do Provinces generate more State than Personal revenue. The other 12 Provinces generate 0-5 Talents more Personal than they do State revenue.

A Province is net-profitable if the sum of average Personal revenue and average State revenue is positive. Every "developed" Province is net-profitable, but many undeveloped Provinces are not (i.e., tend to lose money for the Republic). A Province is net State-profitable if its average State revenue is positive. Every Province but Cilicia and Sardinia is net State-Profitable.

A similar pattern is present for Personal income. Every province but Greece is net Personal-profitable after development, but several provinces are net unprofitable until developed. With the exception of Asia, and perhaps Sicily, the average Talent yield is modest even for

TABLE D: Average Province Income

Province	State		Personal		Local	
	Undev.	Dev.	Undev.	Dev.	Undev.	Dev.
Asia	0.5	6.5	5.5	9.5	35	50
Sicily	1.5	5.5	3.5	7.5	30	40
Greece	1.5	5.5	4.5	2.5	30	40
Syria	3.5	3.5	2.5	6.5	20	30
Africa	(0.5)	4.5	2.5	6.5	20	30
Bithynia	1.5	5.5	(0.5)	5.5	10	30
Near Spain	(2.5)	4.5	1.5	5.5	10	15
Narbonese Gaul	0.5	4.5	2.5	4.5	10	20
Cisalpine Gaul	2.5	2.5	2.5	4.5	15	20
Crete	1.5	5.5	2.5	4.5	15	20
Far Spain	(4.5)	2.5	(0.5)	4.5	10	20
Cilicia	(3.5)	(0.5)	(0.5)	3.5	10	20
Transalpine Gaul	(1.5)	4.5	(0.5)	3.5	10	20
Illyria	(4.5)	3.5	0.5	3.5	5	15
Sardinia	(4.5)	(2.5)	(1.5)	2.5	5	10

Values shown in parentheses are net-unprofitable.

Undev. = Undeveloped

Dev. = Developed

provinces which are net Personal-profitable before development. This creates an incentive to forego personal Province income in favor of developing the province, as a successful die roll yields an Influence gain of "3".

At its maximum extent, the fully developed Republican Empire produces an average of 55.5 Talents of State revenue per game-turn, and 74.5 Talents of Personal revenue - a total of 130 Talents. Added to the 100 Talents per game-turn the State receives, average, maximum, "regular" State revenue is 155.5 Talents per game-turn. This is a level which, if reached in your game, would surpass the actual Senatorial Republic, not all of whose provinces were developed at the time of the Republic's demise.

In addition to the above, the State has the following "irregular" sources of income: Booty (a dividend for defeating certain wars), Bequests (per Event cards), and player contributions. Of these, the largest potential source is player contributions. The direct incentive for making such contributions, an Influence gain which varies with the amount contributed, has already been referred to. There are indirect incentives as well; for example, a player who agrees to help foot the military bill in exchange for a command could receive:

- a. a potential Influence gain, consisting of half the strength of a defeated war, and/or
- b. a similar Popularity gain; and/or
- c. a chance to gain the allegiance of Legions.

Since player contributions are made in the Revenue Phase, but voting takes place in the Senate Phase, it is advisable to obtain specific voting commitments when the contribution is made.

Now let's look at State outlays. For purposes of this discussion, a "unit" includes both a Legion and a Fleet. The military might of Rome consists, in total, of 25 Legions, the cost to raise which is 250 Talents. This is more than the 155.5 Talents of average, maximum regular State revenue, a level which will be reached only very late in the game if ever, and ignores the cost of Fleets, which are necessary in order to prosecute certain wars.

The cost of purchasing units doubles with the first Manpower Shortage which occurs, and each additional Manpower Shortage increases it by a further ten Talents. It is therefore advisable to build a large force early. Wars occur frequently, so there is usually something for the units to do. More important, there can be a substantial cost to having too few units in a military command (see "Combat"). Consequently, additional units tend to pay for themselves. Also to be considered is the adverse effect of certain wars on Provincial revenue and the fact that, for each Active War, the State treasury is decreased by 20 Talents per turn.

One factor which militates against building to the maximum is the possibility of having to disband units because of inability to maintain them. The purchase cost of a disbanded unit is not refunded to the Senate. This is not ordinarily an issue, since all the Legions can be maintained at a cost of only 50 Talents per game-turn. Once raised, the Roman Legions can be maintained for the expenditure of about a third of average, maximum, regular State revenue.

Still another consideration is the Random Events Table. On average, a Random Event occurs every sixth Initiative, or one per game-turn. Table E shows the relative likelihood of occurrence of each Random Event, by Period. Although they go beyond the financial, the financial impact of Random Events is considerable. In general, Random Events tend to be worse for the Republic the later the Period.

The Events can be grouped for purposes of examination into pro-Rome events, anti-Rome events, and "Acts of God" (which always work against Rome). The pro-Rome events (New Alliance, Allied Enthusiasm, Rhodian Alliance, Enemy Ally Deserts), all involve foreign allies and are all less likely to occur in the Late than in the Early or Middle Periods. Anti-Rome events involve either foreign allies or Roman society itself. The former (Barbarian Raids, Ally Deserts and Pretender) are more likely to occur in the Late Period than in the other two (indeed, there are no Raids at all in the Early Period, and no Pretenders in either Early or Middle).

Two of the three "social" events, Mob Violence and Internal Disorder, increase in likelihood in the Late Period (Disorder does not occur at all in the Early Period). The third social event, Manpower Shortage, occurs only slightly less often in the Late Period. This event can also occur through the Population Table (see "Popular Unrest"). The impact of Manpower Shortages is financial, since the resulting increase in the cost of troops means that more Talents are required in order to raise a given number of units.

Of the five events characterizable as Acts of God (Natural Disaster, Storm At Sea, Drought, Epidemic and Evil Omens), some occur more frequently in the first two Periods, others in the last two. Although the effect of any one of the first four Events is not great in absolute terms, in a critical situation any financial drain could be decisive.

The Evil Omens event has special consequences when the optional Pontifex Maximus rules are used, in which case the adverse financial impact falls on the Pontifex. To meet it, and avoid an Influence loss, it is necessary to keep 20 Talents in your Pontifex's Personal treasury. In addition to their financial effect (via an adverse DRM), Evil Omens make everything temporarily harder for the players and the Senate as a whole - including such discretionary acts such as Persuasion attempts, Civil War declaration and Assassination. Evil Omens do not affect Voting, however, because Voting is not die-governed.

There are several ways besides combat in which wealth can be retired from the game. Talents spent as bribes in an unsuccessful Persuasion attempt on an unaligned Senator remain in the neutral Senator's Personal treasury, unusable until that Senator becomes aligned. Talents spent on biddable Initiatives, or to ransom captive Senators, are also lost rather than reallocated. A still more important factor is the rate of spending on votes. Unlike Talents given by players to other players, Talents spent on votes return to the bank - in historical terms, going to the *Populus Romani* in return for their electoral support.

Combat and Wars

One of the most dramatic events in the game is the destruction of military units by reason of unfavorable combat die-rolls. Table F shows the average results in lost Roman units, and the percentages for Defeat, Stalemate and Victory, at various DRMs. In addition, each War and Enemy Leader has Disaster/Standoff numbers which increase the risk of loss (see below).

Except for victory, all of the CRT results are adverse to the Republic, although not equally so. Defeats are worse than Stalemates in that, in addition to causing losses, they cause the Roman Commander's death and raise the Unrest Level by two. In terms of Roman losses, however, Stalemate outcomes can actually be more severe than Defeat. Other than Victory, a war is never reduced in strength or otherwise affected by combat.

Assuming equal opposing forces (i.e., a DRM of "0"), an average of approximately 2.25 Legions and Fleets, each, will be lost as a result of the combat die-roll. Less is at stake if no Fleets are involved, but still an average of 22.5 Talents worth of units will be destroyed. If two or more Fleets are involved, the average loss is 45 Talents worth of units. This is only an average, and with an unlucky die-roll the loss could be much heavier. As Table F shows, when the forces are equal the single most likely combat outcome is Stalemate. In order to achieve a 50-50 chance of victory, it is necessary to have a DRM of at least +3.

Since there are 23 game-turns in the average Extended Game, and 30 wars (not counting the First Punic in play at the start), wars occur at a frequency of about 1.3 per game-turn. Consequently it will often be necessary to prosecute more than one war in a single game-turn. Especially during the Early Period, when Republican wealth and income are small, it is important to use resources efficiently, minimizing losses. This requires that the better commanders be used when available, and provided with sufficient units to defeat that war quickly. The objective is to win the wars as cheaply as possible, meaning with as few die-rolls as possible.

There is an additional risk of loss due to the Disaster and Standoff numbers which appear on each War and Enemy Leader. Unlike the CRT, Disaster/Standoff results are expressed as a proportion of the Roman force. Hence, the larger the force, the greater the potential loss. Certain wars have a particularly high chance of resulting in a Roman Disaster or Standoff. A combat die-roll against the Second Punic War, for example, will result in a Roman Disaster one-eighth of the time. If Hannibal is present, the chance of a Disaster is closer to 25%. If both Hannibal and Hamilcar are present, the Disaster likelihood is better than 1-in-3.

The importance of minimizing the number of combat die-rolls follows from the way the CRT is constructed. Table F shows that, although the likelihood of victory is strongly proportionate to the size of the Roman force, average Roman losses are more independent of force-size; even a large Roman force may suffer substantial losses. Losses can be minimized by concentrating military resources to overwhelm one or two wars as opposed to parcelling them out among a greater number. Since each combat die-roll is

TABLE E: Odds of Random Events by Period

	Early	Middle	Late
Epidemic	9.70	12.50	0.46
Pretender	0.00	0.46	4.60
Evil Omens	12.50	12.50	12.50
Rhodian Alliance	4.60	0.46	0.00
MP Shortage	11.50	11.50	9.70
Ally Deserts	2.70	2.70	2.70
Allied Enthusiasm	9.70	6.90	4.60
Storm at Sea	12.50	1.40	1.40
Natural Disaster	1.40	4.60	6.90
Raid	0.00	9.70	11.50

likely to produce at least some losses, the focus should be on the compensating gain (victory) with overall success a matter of the number of Talents lost in defeating that war.

Against especially dangerous wars it may be a good idea to use multiple Roman commanders. Although this will result in more than one combat die-roll, the Roman force which rolls second is immune to any Disaster/Standoff result. In addition, multiple commanders enable the Romans to use two Military Ratings (albeit, not combined) against a single war, even when there is no Dictator/Master of Horse. This should be considered even when it is possible to elect the Dictator/Master of Horse, in order to avoid a large Influence gain by a single Faction.

The discussion thus far has focused on the financial drains caused by wars, and the minimum requirement of the Four Wars non-defeat condition. Two non-financial factors may also militate in favor of early defeat of wars. One is the possible demise and unavailability of Statesmen who can negate the Disaster/Standoff effect of certain wars. The other is the rise in Popular Unrest for failure to prosecute an Active War. A countervailing consideration is the fact that each player tends to have a more equal voice in decisions when the State needs player contributions. Prolonging such reliance means going somewhat slowly (i.e., winning only those wars which must be won if the Senate is to stay in power). These would include: wars which, if undefeated, could become unwinnable due to Enemy Leaders or subsequent matching wars. (The outstanding example is the First Punic War. Failure to aggressively prosecute such wars is extremely risky.); or wars which should be prosecuted because of popular insistence, communicated via the Unrest Table (see "Popular Unrest").

Certainly in the Early Period, before most of the Empire is in being, most wars should be won fairly quickly, since Roman resources are then at a dangerously low level and there is little margin for error. Nevertheless, some Senatorial latitude does exist with respect to wars. The key consideration is the strength-multiplier which applies when there is a related war. The reason some wars are more dangerous than others is less the intrinsic strength of the war than the existence of later, matching wars which have a strength-multiplying effect on a series of wars.

The latitude referred to stems from an element of predictability in the division of the deck into three distinct sub-decks (Early, Mid-

dle and Late Periods), each of which must be exhausted before the next is used. Take the Punic Wars, for example. The Second Punic War could occur anytime, making it urgent to win the First Punic War as soon as possible. But because the Third Punic War occurs in the Middle Period, there is a bit less urgency with respect to the Second Punic War. Assuming the First Punic has been defeated, the Second Punic War will not be subject to a strength-multiplier until the start of the Middle Period. (It is formidable nevertheless, because of the two excellent Punic Leaders.) Since it occurs in a later period and is followed by no further matching wars, it is far less urgent to win the Third Punic War.

Compare these to the First Gallic War, which occurs in the Early Period, and is also the first in a series of three wars. Early victory over this war is not nearly so urgent, since its matching wars do not occur until the Late Period.

This is not to suggest that wars should be left unprosecuted until the last minute. It just means there is less immediate or short-term risk from some wars than from others. The financial loss and increase in Popular Unrest from leaving wars unprosecuted must be balanced against the political consequences of winning many wars quickly.

Barring an Early Period catastrophe or runaway Popular Unrest, the ratio of Republican wealth to a given level of external threat is likely to rise during the game. It will ordinarily be greatest in the Late Period (the very time when factionalism resulted in the reorganization of the Senatorial Republic, and the elimination of its at least formally democratic features). The upshot is a balancing of evils. If the Senate acts too slowly in defeating wars, non-player factors could threaten its rule. When it acts quickly and decisively, the threat posed by

non-player elements tends to recede, but the players may act much more out of strict self-interest, which can lead to military inefficiency and increase the chance of Civil War.

Persuasion Attempts

Persuasion attempts are efforts to recruit Senators, either those belonging to another Faction or unaligned Senators. Where "PO" is Persuader's Oratory Rating, "PI" the Persuader's Influence Rating, "TL" the Target's Loyalty Rating, and "PT" and "TT" equal Talents spent to assist the Persuader or Target, respectively, the formula for Persuasion attempts on unaligned Senators is:

$$(PO+PI+PT) - (TL+TT) = \text{Base};$$

and the formula for Persuasion attempts on aligned Senators is:

$$(PO+PI+PT) - (TL+TT+7) = \text{Base}.$$

In both cases, if the sum of a two-dice roll is greater than either the Base Number or "9", the attempt fails. Since the number rolled will be "10+" one-sixth of the time, the maximum chance of success in a Persuasion attempt is five-in-six, and any Talents spent to raise the Base Number above "9" will have been wasted. The Base Number must be at least "2", or the attempt will have zero chance of success. To have a greater-than-even chance of success, the Base Number must be at least "7".

With one exception (see "Special Cases"), Oratory and Loyalty Ratings are invaryable. The highest Oratory Rating in the game (Cicero's) is "6". Most of the Loyalty Ratings in the game are "6" or greater, and they range as high as "11" (the Younger Cato). PO, then, is usually less than TL.

Although Talents may be spent to modify the Base Number, assume that the Talents cancel each other out. In that case, the Persuader's Influence must be fairly high to give an attempt

TABLE F: Analysis of the CRT

DRM	Average*	Percent Units Lost	Percent Defeat	Percent Stalemate	Percent Victory
-11	0.3	90.7	100.0	0.0	0.0
-10	0.5	83.8	99.5	0.5	0.0
-9	0.8	74.0	98.1	1.9	0.0
-8	1.1	62.5	95.4	4.6	0.0
-7	1.5	50.0	90.7	9.3	0.0
-6	1.9	37.5	83.8	16.2	0.0
-5	2.2	25.9	74.0	26.0	0.0
-4	2.4	16.0	62.5	37.0	0.5
-3	2.6	9.2	50.0	48.1	1.9
-2	2.6	4.6	37.5	57.9	4.6
-1	2.6	1.9	25.9	64.9	9.2
0	2.2	0.5	16.0	68.0	16.0
+1	2.3	0.0	9.2	64.9	25.9
+2	2.2	0.0	4.6	57.9	37.5
+3	2.0	0.0	1.9	48.1	50.0
+4	1.8	0.0	0.5	37.0	62.5
+5	1.5	0.0	0.0	26.0	74.0
+6	1.3	0.0	0.0	16.2	83.8
+7	1.0	0.0	0.0	9.3	90.7
+8	0.7	0.0	0.0	4.6	95.4
+9	0.5	0.0	0.0	1.9	98.1
+10	0.3	37.5	0.0	0.5	99.5
+11	0.2	50.0	12.5	0.0	100.0

* Indicated unit losses excludes losses due to Disaster/Standoff or "All Units Lost" results. Indicated losses apply to Legions and Fleets separately, when both are involved in combat.

Note: "No Loss" results have been included in Average Unit Lost (i.e., as "0").

a greater-than-even chance of success. To have that chance against an unaligned Senator, PI must be at least "7" (the number to which the Base Number must be raised), plus the difference, if any, between PO and TL. This would require that the Persuader's Influence be somewhere in excess of "7". To have a greater-than-even chance against an aligned Senator, Talents aside, PI must be an additional "7" (to offset that -7). This would require a PI somewhere in excess of "14".

Factoring in the effect of Talents, it is apparent that the less Influence the Persuader has, the more Talents must be spent in order to attain a greater-than-even chance of success. Adding to the downside is the fact that, when Talents are spent and the attempt does not succeed, the Talents go into the Target's Personal treasury.

The flip-side of the foregoing analysis is a sort of "juggernaut effect". When PI is sufficiently high, no Talents must be spent in order to have a greater-than-even chance of success. Instead, Talents must be spent by other players in order to prevent the attempt from succeeding. The practical consequence is that a player with a Senator who has a very high Influence Rating can use him to co-opt Senators of other Factions. To prevent this and the resulting shift in the balance of power, the other players must either spend Talents, risking their loss, or reduce the Influence of the Persuader.

It is important to remember that all Talents spent on a Persuasion attempt enter the Target's Personal treasury. This includes Talents spent by the Persuader. Thus, when an attempt succeeds, it costs the Persuader's Faction nothing.

Persuasion, moreover, is a zero-sum game. The target Senator is always at stake, of course; but any Talents spent for or against the attempt are also part of the stakes. Consequently it makes little sense to target the Senator of a player whose financial resources greatly exceed one's own (but see "Unopposed attempts" below). Such factors bear on which of several possible Persuasion attempts to choose, and whether and how many Talents to spend on it. A Persuasion attempt should be made occasionally even when there is a less-than-even chance of succeeding because, vendettas and lost Talents aside, Persuasion (unlike Assassination and Prosecution) is a no-lose proposition for the player attempting it.

The situation changes in the case of Statesmen in the same Faction who are historical enemies, or historical allies (i.e., the Gracchi) who are in different Factions. In the former case, each Statesman has a Loyalty (TL) of "0", making a Persuasion attempt more likely to succeed. The two Gracchi will each have a TL of "0" when the target of a Persuasion attempt by a Senator of a Faction which contains the other. The practical consequences are slightly different for "enemies" and "friends". If a player draws an enemy of one of his existing Senators, it is advisable not to play the newly drawn Statesman, but to trade him to a different Faction.

If a player draws one of the Gracchi at a time when the other is already in play in another Faction, there is an obvious advantage in making the first Persuasion Attempt. Statesmen are played in the Revolution Phase, and Persuasion

occurs in the Forum Phase in clockwise order, starting with the player who controls the highest-ranking available official ("HRAO"). A player can look ahead to the order of initiative in Forum Phase, and play a Gracchi at a time when his turn will precede that of the owner of the other Gracchi. As a result, the player can be sure of making the first Persuasion attempt, with the same chance of success as if the other Gracchi were unaligned.

Unopposed attempts may be made when a Statesman returns from Exile, or as a result of the play of either of two Intrigue cards: Blackmail or Seduction. "Unopposed" means that no Talents may be spent to defeat the attempt; Talents in the Target's Personal treasury are counted, however, in determining the Base Number. The unopposed Persuasion attempt is a rare game event. It can reverse the fortunes of a Faction or coalition which is behind, or clinch the victory for a front-runner. Even key Senators of a wealthy and influential Faction (but not the Faction Leader) are vulnerable to such attempts. The key factor to remember is that contributions from other players are permitted in order to raise the Base Number, but not for the purpose of lowering it.

Since they are transferred with the target in a successful attempt, a large number of Talents in the target's Personal treasury are not a deterrent, but rather an additional incentive. There is always some risk, of course, but if the Base Number can be raised to "9", the attempt will succeed five times out of six.

Voting and Influence

Election to Office is the single most important way in which Influence is procured, making voting the single most important mechanism in the game. In the usual game-turn, two Consuls and a Censor are elected. Each of these Offices confers five Influence points on the Senator who holds it, for a total of 15 points of Influence at stake. At certain critical moments the Senate has the option to elect a Dictator, who will in turn appoint a Master of Horse. Then a further ten points of Influence are at stake, for a total of 25. If the optional Pontifex Maximus rule is used, and the Pontifex comes up for election, an additional six Influence points are at stake (including one for a priesthood), for a possible maximum of 31 Influence points at stake in any one game-turn.

Even the 15 points of Influence available in an ordinary turn constitute a valuable prize. A player who lets many turns pass without securing a share of these Influence points will find his Faction far behind the others. Although, it is possible to gain Influence by direct expenditure of Talents. The advantage to gaining Influence through voting (i.e., gaining Office) is that it is usually cheaper.

With respect to an individual Senator's Influence prior to passage of the "Military Reforms" law, the victory threshold number is not 35 but really 28, since further seven Influence can be procured by expending 50 Talents in the next succeeding Revenue Phase. A Senator with anywhere close to 28 Influence after being elected to an Office should never be given a military command or sent to govern an undeveloped Province. If the commander gains a

victory during the Combat Phase, or the Province is improved during the Revenue Phase, the resulting increase in Influence could put the Senator within reach of 35.

After the "Military Reforms" law is passed, an immediate Influence Victory is only possible with a majority of votes during the Senate Phase. For the reason stated above, the victory threshold is 14 Influence, since a further seven will enable a candidate to reach 21.

The critical event, the CFL vote, can occur only in the Senate Phase. In order to avoid Prosecution prior to the nomination, a player who intends to nominate a CFL should make the nomination as soon as possible after the elections for Consuls. Since the candidate receives additional votes equal to his Influence - at least 21 additional votes - the other players must muster an unusually large number of votes in order to defeat the candidate (whose nomination may not be vetoed). Therefore even an unsuccessful CFL bid can result in a tremendous monetary drain for the other players.

Under Rules 9.67 and 12.31, a CFL is immune from Prosecution. Hence, if the votes to defeat the candidacy are unavailable, the only alternative is Assassination prior to the completion of the voting. Any existing Civil War may still win, but only through outright victory during the Combat Phase. (Under rule 12.31 players must "obey the orders" of the player controlling the CFL; this should not be understood to include forced contributions to the State treasury.)

The order of business is fixed in the rules, in the sequence (a) Election of Consuls; (b) appointment of Dictator/Master of Horse, if any; (c) Election of Censor; (d) Prosecutions; (e) Governorships; and (f) other business (e.g., military matters, Land Bills, award of concessions) in any order.

It is often best not to spend Talents on additional votes in the hope that a proposal will pass. The exception is when one's Faction or coalition votes last on the current matter, since it is then impossible for another Faction to cancel the vote by means of a Tribune, and the number of votes necessary to secure passage can be calculated with certainty.

The other key voting tactics are control of the agenda through the right to make nominations and proposals, and what in legislative circles is known as "log-rolling". Control of the Presiding Magistrate confers important procedural advantages, among them the right to make any number of nominations or proposals. The player controlling the outgoing Presiding Magistrate should employ this right, and the right to control the order of voting, to secure the election of a new Rome Consul of his own or a friendly Faction.

The importance of controlling the Presiding Magistrate is due to the fact that votes, for all purposes, are limited to the Senators in Rome. By sending unfriendly Senators out of Rome to govern Provinces or assume military commands (they leave immediately), a majority can be ensured when voting on all the remaining business.

The foregoing consideration is vital when a potential CFL candidate is present in Rome.

Sending such a Senator out of Rome should be high on the agenda, since an absent Senator may not be the subject of a CFL nomination, nor make Persuasion attempts during the Forum Phase. Governorships are especially useful in this connection since they can last for three years. A governor whose term has expired may not be immediately reassigned to a Province, but may be given a military command. Both of these, however, involve conferring even more Influence on the Senator in question.

Of course, it is also desirable to secure the most lucrative governorships and concessions for one's own Faction or coalition. Since governorships and concession awards cannot be combined in a single proposal, if the balance of voting strength is close it is wise to vote on concessions first, or to elect as governor someone the loss of whose votes will not tip the scales in favor of a different coalition.

Ordinarily, the Presiding Magistrate at the start of the Senate Phase will be the Rome Consul elected the previous turn. As soon as the Consuls for the current turn are elected, however, the new Rome Consul becomes Presiding Magistrate. The Senate Phase ends immediately whenever the HRAO is sent out of Rome on a governorship or military command. (The term "HRAO" is not synonymous with "Presiding Magistrate", since a Presiding Magistrate whose proposal is defeated unanimously may choose to step down rather than lose 1 level of Influence.)

"Log-rolling". Rule 9.6 permits a certain amount of log-rolling, or bundling of several matters into a single proposal, as long as the proposal deals only with one category of business, either consulships, governorships, military matters - which includes both the raising of troops and their assignment to Commanders - or concession awards. By log-rolling, the Presiding Magistrate can exercise working control even when opposition Senators are present in Rome. Of course, fashioning a majority for a specific proposal usually requires that something substantial be offered in exchange for support.

Control of the Presiding Magistrate is especially important whenever there is a dearth of Tribunes. There are a total of 20 Tribunes in the game, or an average of almost one per game-turn. Of the 20 Tribunes, 16 appear during the Early or Middle Periods. There are also two Graft and three Murder of Tribune cards in the game, each of which nullifies the veto of one Tribune. In addition to Tribune cards, one Early Period and two Late Period Statesmen have "inherent" Tribunes, and several other Statesmen have more limited rights of proposal or veto. These powers should, of course, be exercised before using a Tribune card, and your cards saved for after the Statesmen die.

Although Tribunes enable a player to place a proposal before the Senate, the effect on the agenda can be momentary, since there are only so many Tribunes and each one confers only the right to make or veto a single proposal. As a result, the most careful thought should go into a proposal or veto made through the play of a Tribune. In the case of a proposal regarding a governorship or military command, the effect on voting strength could be as important as the

proposal itself, since it could tip the scales in favor of a different player-coalition in regard to subsequent votes.

A player should always think twice before trading his Tribunes, since they can be used to foil one's own plans, and the possession of a vital Tribune confers leverage when bargaining over the terms of a proposal. Tribunes should never be wasted in vetoing proposals which, under the "significant change" rule (9.69), can be repeated in modified form. On the other hand, a proposal involving the award of concessions is often a good veto subject, since each concession may be the subject of only one proposal per Senate Phase.

There is often a value in exposing a Tribune card to view prior to its actual use, as a bargaining tactic or deterrent. By this means one can often get considerable leverage out of a Tribune before actually playing it. This applies to Assassination cards and the Seduction and Intrigue cards as well. Any revealed card should be used before too long, however, because of the risk that it will be taken away by a player holding the Influence-Peddling Intrigue card. The latter cards, of which there are one in each Period, should never be revealed until used.

The Censorship and Prosecutions

A Prosecution is a particular kind of proposal to which certain special rules apply. The right to initiate Prosecutions is vested in the Censor rather than the Presiding Magistrate. But before the Censor may prosecute, grounds for prosecution must exist. Although in the case of a Major Prosecution the mere holding of an Office is enough, the choice of Censor always takes place at least one turn after the defendant is voted into the office for which he is prosecuted. Similarly, in the case of a Minor Prosecution of a governor for taking Personal Province income, such theft will often have been taken one or more turns before the player knows who the Censor will be.

The least important function of Prosecutions is as a source of income for the player whose Senator holds the Censorship. The office can operate as a kind of toll for receiving concession or Province income, or merely for holding office. If the grounds exist, prosecutorial discretion is complete. A player who controls the Censor may, for example, try to exact a payment as the price for non-prosecution.

For the reasons discussed below, a Major Prosecution of an important Senator can be an extremely provocative action. If the object is to trim a Senator's Influence before it reaches a dangerous level, one or more Minor Prosecutions should be considered in lieu of a Major Prosecution.

In kind, Minor Prosecutions resemble other business transacted during the Senate Phase. Major Prosecutions, however, are often pivotal events. A successful Major Prosecution can negate all the gains of the defendant, or even destroy him. Without checks on their use, Prosecutions would render much of the rest of the game meaningless, since Influence could be acquired but could never be retained.

The three checks which apply to all Prosecutions are the limitation of the number of Prose-

cutions to a single Major or two Minor Prosecutions per turn, the award of additional votes to the accused (equal to his Influence Rating), and the defendant's right to a Popular Appeal. The right to roll on the Popular Appeal Table is perhaps the most important check to Prosecutions. A Popular Appeal enables the defendant to bypass the regular voting process in order to obtain his acquittal. Unlike acquittal through voting, a successful Popular Appeal can turn the tables on the Prosecuting Senator and the Censor, since there is a chance that the Censor and/or the Prosecutor will be killed as a consequence of the Popular Appeal.

A good time to prosecute a popular Senator is a turn when Evil Omens are in effect, since the DRM (-1) on the Popular Appeal Table works to the prosecution's advantage.

Success in a Popular Appeal is directly proportionate to the accused's Popularity. The initial Popularity of all Senators is "0" until the Late Period, except for the Middle Period's Tiberius and Gaius Gracchus, who have ratings of "2" and "3", respectively. Three Late Period Statesmen, Pompey, Caesar and Cicero, begin with ratings of "5", "2" and "1", respectively. Since all adjustments to his Popularity are doubled, Pompey's strikingly high initial rating is mercurial.

Table G summarizes the effect, in increased votes and the chance of outright acquittal, of increasing levels of Popularity. The "acquittal-producing" effect of each additional level of Popularity becomes greater and greater at the margin until it peaks at Popularity Rating "5", after which the amount of increase begins to diminish. Even so, Popularity reaches the theoretical absolute of 100% acquittal-probability at Level 9.

Ordinarily only former Consuls ("consulars") may be nominated for Censor. The exceptions are when no consulars are present in Rome during the Senate Phase, or those present have already been elected to office (but a Senator may not be elected to consecutive consulships). In either of those cases any Senator may be elected Censor.

The Censor's Influence gain of "5" is the same as that for Consuls. A Censor may not receive a military command, which carries a chance of military victory with resulting Influence/Popularity gain. On the other hand, the Censor may appoint other Senators as prosecutors who, if the Prosecution succeeds, receive the defendant's Prior Consul marker (if any) and half of the defendant's lost Influence.

Unless a very popular defendant is prosecuted, Prosecutions, unlike military commands, are relatively risk-free. The Censor may also serve consecutive terms, unlike Consuls. Hence in some circumstances the Censorship will be a more desirable office than a Consulship.

Assassination

Assassinations may be attempted once per Faction anytime during the Senate Phase, against any Senator in Rome. They succeed on a die-roll of "5" or more. On a die-roll of "2" or less, the Assassin-Senator is caught and killed, and imperils other Senators in his Faction. Although Assassination is thus a double-edged sword, the keener edge faces the Assassin-Sen-

TABLE G: Effect of Increasing Popularity

Popularity Rating	Average Votes	Accused Killed/Freed
1	4.40	1/12
2	10.75	1/6
3	11.30	5/18
4	11.50	5/12
5	10.60	7/12
6	3.30	13/18
7	2.40	5/6
8	1.20	11/12
9	NA	100%

Note: Popularity Rating and Average Number of Votes are given in terms of +/- . In other words, the swing is symmetrical for positive and negative increases in Popularity.

TABLE H: Effect of Popular Unrest

DRM	Average Unrest Increase	Percent Revolt
0	1.20	0.00
-1	1.70	0.00
-2	2.20	0.00
-3	2.75	0.00
-4	3.25	0.46
-5	3.60	1.85
-6	3.90	4.63
-7	4.60	9.26
-8	3.90	16.20
-9	3.60	25.90
-10	3.10	37.50
-11	2.60	50.00

Note: Each increase in Popular Unrest raises the DRM on the Population Table. The average effect of each level of increase is shown above.

ator. To modify the die-roll, there are a total of but six Assassination cards in the game, as well as four Secret Bodyguards and one Open Bodyguard. Each card provides a DRM of +/-1 to the die-roll.

Although the possession of an Assassin card is a factor in whether to attempt a killing, they are a scarce resource which, like Tribunes, should not be used casually. Except when several players pool their cards against one opposing Senator, there is a substantial likelihood that Assassin cards will be cancelled by Bodyguard cards.

Before carrying out a particularly risky Assassination, consider making an expendable Senator the Faction Leader. That way, if the Assassin is caught the more prominent Senators in the Faction have a greater chance of surviving.

If both sponsors of a Land Bill are from the same Faction, one of them runs a certain risk of Assassination. Unlike the usual case, the other members of a caught Assassin's Faction are not imperilled. The risk to the sponsors should be avoided whenever possible by dividing the sponsorship between two Factions.

Under the Minimum Force rule (9.642), it is not possible to eliminate an opposing Senator by sending him to fight a war with forces which are smaller than the strength of the war. A force, however, which is merely equal to the

strength of a war is unlikely to defeat that war and likely to suffer losses. The Senator in command is required to continue fighting the foe the following turn, the Senate is not required to reinforce him, and the commander dies when his force is defeated. This constitutes another method of eliminating a popular or influential Senator. Although costly in terms of Talents, unlike the other two methods there is little specific risk to the Factions who send him on the "one-way trip". This method can also backfire, however, as the commander may do better than expected, and even use his military command to prepare for a Civil War.

Popularity and Popular Unrest

The level of Popular Unrest starts at "0". Two things cause an adjustment in the level of Unrest: the required roll on the Population Table, and certain game events or Random Events. Of these latter, many are military in nature and subject to some control by the players. Most of the events increase the level of Unrest, either directly or via the Population Table. The principal event that decreases it is military victory. There are also two laws, the Julian and Plautian-Papirian, which decrease the Unrest Level by three and two, respectively.

As Table H shows, even an unmodified dice-roll on the Population Table tends to increase the Unrest Level. In addition to ending the game outright, high levels of Popular Unrest can lead to Manpower Shortages and higher rates of Senatorial Mortality (due to Mobs). In sum, excessive Popular Unrest is a ticking bomb which will sooner or later end the game.

Table H also shows the juggernaut effect built into the Population Table. Unlike the effect discussed in connection with Persuasion attempts, this one increases the risk of all players losing, rather than of one winning. Because the existing level of Popular Unrest is applied as a DRM for purposes of determining changes in the Unrest level, any increase in the Unrest level tends to produce further increases; and the higher the level, the larger the increase tends to be.

The best way of controlling Popular Unrest is to keep it from getting out of hand through prompt and effective prosecution of wars. A steady stream of victories will counter-act, or even reverse, the increases generated by events and the Population Table. Although military victories are the first line of defense against Unrest, Senatorial dissension or unfavorable combat die-rolls may permit Unrest to rise to a dangerous level. In that event there are two other ready remedies, Games and Land Bills.

Games require private expenditure and result in an increase in Popularity, in addition to their effect on the Unrest Level. Their advantage is that they can be hosted by a single player, affording flexibility of response. Their disadvantage is their high cost, six-seven Talents per Unrest Level.

Land Bills require passage during the Senate Phase, upon the sponsorship of two Senators. Although there are certain special procedures related to passage of Land Bills, the results are a permanent decrease in State income, and a temporary decrease in the Unrest Level. The levels of decrease vary depending on the type of

Land Bill passed. Whether to initiate or vote for a Land Bill depends on whether one is out of the ruling coalition and needs to reduce its power, and whether one anticipates Prosecution. Land Bills that pass increase the Popularity of the sponsors. Regardless of whether the bill passes, Senators voting against it lose Popularity. Consequently a Tribune's veto is the means of first resort in opposing Land Bills. If the necessary Tribune is not available, a player might consider splitting his Faction's vote. If the bill's failure is assured with less than the entire vote of a Faction, votes unnecessary for passage should be cast for the bill in order to avoid a needless Popularity loss.

As already indicated, Popularity can in effect be purchased by means of Games. The election of a popular Senator as Rome Consul confers a favorable DRM on the Population Table. When the Unrest Level is dangerously high, this can act as a forced concession to players whose Senators are extremely popular. In addition, Popularity confers a defensive benefit, serving as a hedge against prospective Prosecution.

Military victory increases Popularity, but a Disaster result does not decrease it (although it may result in the Senator's death). Except by convicting him in a Prosecution, it is hard to diminish a Senator's Popularity. Of course, the more popular the defendant, the harder he is to convict.

The only other means of reducing a Senator's Popularity is to propose Land Bills in the hope that he will vote against them, a clumsy method which could leave the Senator's Popularity untouched and the Senate with a financial drain.

Statesmen, Laws, Proscription

The use of personal-attribute ratings for Statesmen will probably cause some uninformed readers to view *REPUBLIC OF ROME* as a role-playing game. Yet in such games the main active assets are customarily individuals, and what are represented are chiefly personal (and even physical) characteristics. The situations, moreover, are designed to seem unique and unpredictable, to foster the illusion of a real experience.

REPUBLIC OF ROME is generically different, because in it the system and the consequences which flow from player decisions are the main focus. Most of the Senators are not even individuals, but "Families". Even the Statesmen, admittedly individuals, utilize their strengths and weaknesses within the tight web of the Roman political system.

This is not to underestimate the importance of Statesmen, but to view them in context. Although the ratings of certain Statesmen can fairly be said to reflect their personalities (Pompey's changeable Military Rating and Caesar's ability to attract the loyalty of his Legions, for example), for most Statesmen the various ratings represent, not personal traits, but the accumulated expertise and political tendency of a group within a Statesman's family (including the family's *clientela*). The group is led by the named individual, whose power is mainly that of the group for which he acts.

A major difference between families and Statesmen is that when mortality affects a family it may return to the game at a later time, but

when a Statesman dies he is gone forever. Therefore, when a Statesman enters the game, it is well to put his talents to use early whenever possible.

There are ten Laws in all, five originating in the Middle Period and five in the Late Period. Laws are passed at any time during the Senate Phase. One Law, "Military Reforms", has already been discussed in connection with the Victory Conditions. Law cards are played at any time during the Senate Phase. Since Laws are not voted upon by the Senate, they cannot be vetoed by Tribunes, nor (except for the Acilian Law) can they be repealed - even by the player who passes them. It is difficult to block passage of a Law because it is a unilateral act, and possession of a Law card need not be revealed until the Law is passed. This does not mean that passage of a Law must be accepted with complete equanimity. It does mean that any opposition must take the form of sanctions, either before or after passage, rather than direct obstruction per se.

The "Player Notes" mention the adverse effect of certain Laws, specifically the Julian and Plautian-Papirian, on the player who passes them. Neither is likely to be passed unless the Unrest Level is fairly high. (Interestingly, both of these were citizenship Laws, which shows that the Unrest Level indexes popular disapproval outside as well as inside Rome itself.)

The Calpurnian-Acilian-Servilian Laws are interrelated laws not as complex as may first appear. The Calpurnian increases the value of the Censorship still further by giving the Censor the right to fine one corrupt governor per turn an average of seven Talents. This fining power, once it exists, is never destroyed, but the Acilian Law transfers it from the player controlling the Censor to the one whose Faction controls the most Knights during the Senate Phase. If one player has a clear lead in that area, the fining power may continue with that player indefinitely, since it is not voted on as the Censorship is. The Servilian Law is the most complex of the three. Once passed it will, at the election of the player passing it, either repeal the Acilian Law or confer a +1 DRM on all future Knight-attraction die-rolls by that player for the duration.

Which to choose depends on your goals. All three are Late Period laws, so the end of the game may not be far off when the question arises. Assuming the Calpurnian and Acilian Laws have been passed, if your Faction controls the most Knights, play the Servilian Law immediately to obtain even more Knights. This is worth considering even if the Acilian Law has not been passed. If you draw the Acilian, then pass it immediately in order to obtain the fining power. If another Faction draws the Acilian, it may never be passed, because it will work in your favor. In the meantime, however, your Faction will have benefitted from added Knight income due to favorable attraction die-rolls.

If the Acilian Law has been passed at the time you draw the Servilian, and another player has far more Knights than you, the Servilian Law has a higher value to that player than it does to you. If you are in contention for the

lead, repeal the Acilian Law with the Servilian. If not, consider trading the Servilian Law to the player with the most Knights, and using the proceeds of the trade to finance a military command and Civil War.

The remaining four Laws all relax restrictions on officeholders. Two, the Late Period Manilian and Gabinian Laws, facilitate the creation and retention of personal armies by military commanders. These obviously heighten the risk of Civil War, especially when both are passed. An active or inactive Pirate War is a prerequisite for passage of the Gabinian Law; if the Law has not yet been passed in a Senate Phase following occurrence of the Pirate War, defeating that War should be a priority for Factions comprised of Senators with a lot of Influence but mediocre Military Ratings.

The Middle Period "Tradition Erodes" Law, which may be passed only when there exist active Wars of a strength ≥ 15 , permits the holding of consecutive Consulships - thereby removing an impediment to rapid Influence gains by a single Senator. The effect of this, and even more so of the following, Law is to encourage continuity in office and a concentration of power.

The Late Period Vatinian Law permits a Senator to hold more than one Governorship at one time, and also permits Governorships to be held *in absentia* by a Senator while he holds another Office. The Vatinian Law ranks with the "Military Reforms" Law in its far-reaching effect on the game. Once it is passed, a relatively few Senators can amass Talents and Influence simultaneously by holding Governorships through non-Senator substitutes ("legates") while holding Consular offices and military commands in their own person. The Vatinian Law also helps a Faction use its Senators' voting strength to the maximum by allowing receipt of Province income without the necessity of leaving Rome. To an even greater extent than the Gabinian, this Law works to the advantage of any Faction which is long on Votes but short on Senators. Hence, the timing of the passage of the Vatinian Law can be of great importance. The optimum time for passage is when the player's Faction of coalition possesses a majority of Votes and lucrative Governorships are coming up for a vote. The Talents received can then be spent on additional Votes in subsequent Senate Phases, perpetuating an ascendancy from turn to turn.

The Proscription card, a Late Period Intrigue card, merits individual mention because of its dramatic effect. The card, which can only be played immediately after Senatorial Victory in a Civil War, enables the HRAO (not necessarily the leader of the Senatorial force) to eliminate all Knights and receive Talents equal to a die-roll for each Knight. The downside is that the proscribing Faction may no longer recruit Knights, and other players may add "1" to all future Knight-attraction die-rolls. The consequence of a Proscription is an upsurge in the relative wealth of the proscribing Faction. The Talents received should be spent wisely, such as on a CFL vote or a large military command, since they are harder to generate after the Proscription.

Conclusion

To play *REPUBLIC OF ROME* effectively one must coordinate the use of Votes and Talents to secure as much Influence as possible. There is a basic choice as to whether to seek Influence across the broad Faction, or high levels of Influence concentrated in one or a few Senators. The juggernaut effect in connection with Persuasion attempts places a premium on the latter, but must be matched against the risk of provoking other players into Prosecution or Assassination. Unless one is skilled at recognizing and exploiting sudden opportunities, it is probably safer to spread Influence across your Faction.

If one falls behind the other Factions, one should strive to prevent one of the others from winning. The usual course, when faced with a group of Factions working in "bloc", is to form a counter-bloc. As the "Player Notes" suggest, another useful tactic is to throw support to one of the front-runners in the hope of upsetting parity within the ruling coalition. And, while attempting to break the ruling coalition apart, consider proposing Land Bills in order to reduce its Popularity, resources, or both.

If one or two Factions stake out a clear lead, the others must act cohesively to prevent the leaders from running away with the game. Much depends on whether a threat is recognized in time. The main things to keep an eye on besides Influence itself are votes and money. Votes become especially important after the Middle Period "Military Reforms" law has been passed, since then a CFL nomination becomes increasingly likely. Influence continues to be important even after the "Military Reforms", because of its effect on Persuasion attempts and in the election of a CFL. Another watershed game event is the passage of the Vatinian Law, although the effects will be less dramatic the more evenly the voting power is distributed.

One can also, of course, attack the Senate through Civil War. This is often, though not always, the more risky course. The risk diminishes with the number of distractions with which the Senate must cope, of which the chief are wars, Popular Unrest and inter-player dissension.

The main purpose of this article has been to explain some of the options and game effects built into *REPUBLIC OF ROME*, in relation to each other and the Victory Conditions. These things are only part (though an essential part) of mastering any but the simplest game.

What separates a game from a non-game simulation (such as an economic model) is provision for human input. Players make a game a game. Gauging what another person will do in a given situation requires far more finesse than evaluating an arithmetical table.

Hence truly skilled play only begins with a grasp of the game mechanics. Because *REPUBLIC OF ROME* is more complex than most multi-player games, and, far more than most, puts the players into bargaining relationships, a few comments about inter-player politics are in order.

In this game, as in most multi-player games, it is occasionally necessary to break another

player's eggs. This of course often leads to a desire to answer in kind. Although *REPUBLIC OF ROME* contains no index of the level of *gratia* or *inimicitia* with which one is regarded by other players, a good player will try to gauge both. Though an action may be against another player's interest, if the reasons for it are objective ones in terms of the Victory Conditions, the likelihood that it will cause a vendetta will usually be less than if the action seems subjectively motivated.

By the same token, it is often possible to generate *gratia* in unexpected ways. For example, if a particular proposal of the Presiding Magistrate is counter to one's interest, one should vote against it. But if removal of the Presiding Magistrate is not imperative, one can, by splitting the Faction's vote, defeat the proposal but make the defeat non-unanimous. This removes the pressure on the Presiding Magistrate to step down, and may be appreciated by the player controlling him.

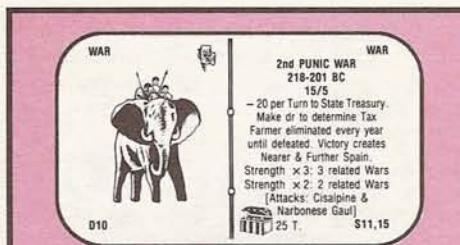
When in control of the Presiding Magistrate, there is often much to be gained by soliciting suggestions on matters of common interest, especially military policy. Some of these suggestions should be adopted, in whole or in part; else it will be a mere exercise.

The reason for behaving in this way is that sometimes there is nothing to choose between rival consular candidates, in which case votes are likely to gravitate toward Senators of players who appear open to compromise or argument, or at least act from motives which are both rational and clear. And that can only be to your advantage.



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MATCHING WARS

No game is perfect. Inevitably, something is omitted that would have made the game a tad better had only we thought of it in time. Such an instance occurs in *REPUBLIC OF ROME* with respect to rule 7.332. Kirk Schlesing correctly points out that matching wars are allowed to pile up too quickly before the players can do anything about it, no matter how cooperative they may wish to be. While the Early Republic scenario was intended to be difficult to win, we should have taken steps to lessen the effects of a shuffle that brought the 2nd Punic War into the game right on the heels of the 1st. We therefore urge all players to incorporate this modification to the rules as an official variation.

7.3321 TIME DELAY: Whenever a War or Revolt card is drawn from the deck that would match a face-up War or Revolt card already located in the Forum, the drawn card is placed face-down in an Inactive War slot for the remainder of the current turn. If the face-up card is currently located in an Inactive War slot, it is immediately moved to an Active War slot; otherwise, face-up cards are not affected in any way. At the beginning of each new turn, before any other action is taken, all cards in Inactive War slots are turned face-up, and one card for each War or Revolt is moved to an Active War slot on the Forum. Wars should be selected for activation in chronological order (e.g., 1st Macedonian before 2nd Macedonian) whenever possible. An Inactive War and its Leader are instantly matched and activated; there is no delay. If a Leader is drawn that matches an Active War, the Leader is immediately placed on the Active War card - but no additional War cards are activated.

EXAMPLE: First Punic War begins the game face-up in an Inactive War slot. Second Punic War is drawn; it is placed face-down in an Inactive War slot, and the First Punic War is moved to an Active War slot. Third Punic War is drawn in the same turn; it is placed face-down in an Inactive War slot. The Hannibal Leader card is then drawn; it is immediately placed with the active First Punic War. At the start of Turn 2, Second Punic War is moved to an Active War slot, but Third Punic War remains Inactive until the start of Turn 3. If the Hamilcar Leader card is drawn during either turn, it would be placed with an active Punic War card. Third Punic War would remain Inactive.

This rule allows Rome at least one opportunity to deal with a war, having a reasonable chance of success before its strength multiplies without resorting to extraordinary measures such as a Dictator.

IPSE DIXIT

By Michael Anchors

I had six years of Latin in a (snooty) private school. Until the age of 15, I thought Latin was our other national language. I was shocked when our teacher revealed that the Romans were all dead! Why didn't she tell me that in 8th Grade, when I still had time to take Spanish?

Now, however, it seems my six years of Latin were not wasted. I can play *REPUBLIC OF ROME* in a properly-hung *toga praetexta*. But it really ruffles my tunic when barbarians mutilate the Latin names. I can scarcely recognize Rome's great ones on their tongue, dear Julius. Latin is not a difficult language for we English-speakers. The "C" and "G" are always hard; "J" is pronounced like "y" and "V" like "w". The diphthong "AE" is spoken "eye", and "AU" is always "ow". *Intelligitene?*

The following are the Roman names most often mis-pronounced by the barbarians that I have played against. The italicized syllable in each word gets the stress:

Acius: <i>a-kill-ius</i>
Aemilius: <i>eye-meal-ius</i>
Aelius: <i>eye-ilius</i>
Aurelius: <i>ow-ree-ilus</i>
Calpurnius: <i>kal-poor-nius</i>
Claudius: <i>cloud-ius</i>
Julius: <i>yoo-ilius</i>
Junius: <i>yoo-nius</i>
Licinius: <i>lye-kin-ius</i>
Papirius: <i>pa-peer-ius</i>
Plautius: <i>plow-tius</i>
Pompeius: <i>pom-pay-us</i>
Popillius: <i>po-pill-ius</i>
Porcius: <i>porky-us</i>
Quintius: <i>kwink-tius</i>
Servilius: <i>sir-willy-us</i>
Sulpicius: <i>sull-picky-us</i>
Terentius: <i>ter-ren-tius</i>
Valerius: <i>wall-ler-ius</i>

These names are all of *gentes* - not families. The name of an individual Roman was composed of three elements: *nomen*, *genes* and *cognomen*. Consider, for example, the great populist T. Sempronius Gracchus (Statesman #25A). Tiberius was his *nomen*, or given name. Sempronius was the name of his *gens*, or clan. And Gracchus was his *cognomen*, the name of his nuclear family. Tiberius had a bother, Claudius. His full name (which appears on card #25B), naturally, is C. Sempronius Gracchus. Now players might understand that the Sempronius "family" card (#25) is actually that of the Sempronius *gens* (clan). Properly speaking, the "family" cards in *REPUBLIC OF ROME* should have been called "clan" cards.

Family members and close friends addressed each other by their *nomen* when in conversation. In the course of official business, as in the Senate or Forum, Romans referred to each other by their *cognomen*. The given name was less important than the person's affiliation with a clan or nuclear family, for that often defined the person's politics. Hence, the *nomen* was often abbreviated (if used at all) in official records - as in T. Sempronius Gracchus.

Play-By-Electronic Mail

Most sophisticated games are difficult to modify to accommodate a play-by-mail (PBM) format because the sequence of play of multi-phase games is usually intrinsic to the very essence of the design. Unfortunately, this fact of life does not co-exist well with PBM routines, which invariably involve some sacrifice of the normal sequence of play to facilitate finishing a turn with fewer exchanges of information. Nonetheless, the release of *REPUBLIC OF ROME* coupled with my recent introduction to GENIE inspired me to try my hand at designing a version of the game which would be suitable for PBM - or more specifically, Play-By-Electronic-Mail (PBEM).

Being a recent and thorough convert to electronic mail systems, I cannot say enough about them. As one of the last remnants of my generation to embrace the computer revolution, I'm an unlikely source to be touting anything involving a computer. I still detest computer games; but computers themselves are becoming increasingly valuable tools whose usefulness simply cannot be denied. Yes, old friends, even I have succumbed to the lure of the computer. Electronic mail (or "EMail" as it is called by its practitioners) is just too enticing for an old play-by-mailer such as myself to ignore any longer.

EMail has two basic advantages over the postal system. First is its speed. A message sent is received as soon as the recipient logs into the system to check his mail. This means that players who wished to could exchange moves every hour. Indeed, if the players in our Series Replay had been so inclined to dedicate a solid weekend exclusively, an entire game could conceivably have been played in that span.

Surprisingly, the second advantage is cost. Efficient use of an EMail system can compare very favorably with the spiraling postage costs of the U.S. Post Office. Even the latter institution can see the handwriting on the wall, and has begun experimentation with its own EMail system.

There are several competing EMail systems; but at present Avalon Hill deals only with GENIE, which has established an excellent gaming section (including a category devoted exclusively to Avalon Hill). Perhaps the fastest way these days to reach either Rex or myself is via GENIE by sending EMail to our "AVALON.HILL" address on the net. The basic cost of the service is \$4.95 a month (whether you use it or not). Hourly connect charges of \$6 an hour apply during weekends and evenings to various extra special services (such as bulletin boards and round-table discussion groups hosted by authorities in various fields). Connecting to GENIE is just a local call from over 800 cities in North America, Switzerland, Germany, Austria and Australia. I heartily endorse GENIE as a way to revive sagging interests in play-by-mail gaming. I know it has certainly done that for me, with several new opponents whose daily exchange of moves allows me to play even the impulse games like *CASSINO* in a reasonable amount of time. You can contact GENIE at 800-638-9636 for more information.

Playing *REPUBLIC OF ROME* by EMail has several advantages over a live game. The most obvious is that players can be much more specific in conducting their diplomacy, with private communications unknown to the other players. In a live game, going off in a corner to make private deals would be both rude and tiresome; but in a by-mail game it can be done without inconveniencing anyone or giving away any clues as to your true intentions. Whereas most deals in a live game are made at the table within earshot of all, by-mail games are - by their very nature - much more discrete and consequently more in keeping with the political nature of the game.

Equally important, many of the basic rules of the game dealing with sequential resolution of the action had to be altered to enable simultaneous resolution for the sake of speeding up play. For example, instead of allowing round-robin bids during Persuasion attempts (wherein one-ups-manship can be calculated and carried out), my PBEM version limits players to one "blind" bid. This changes the emphasis of the game from one of calculation to one rewarding intelligent guesswork. Doubtless this will be considered sacrilege by some. To others, myself included, it may be an improvement over the live version. In either case, it is essential in the PBEM version for reasons that transcend pure speed of play. PBEM enhances the ability of a player to keep copious notes on a game's progress and thereby calculate the exact amounts in each player's Faction Treasury. It would take a very astute (or tedious) player to keep such calculations in a live game, but that possibility in a PBEM game requires a change in the sequence of play towards more simultaneous resolutions. The fact that these changes also speed play is just an added bonus.

Like most postal multi-player games, *REPUBLIC OF ROME* requires a non-playing GameMaster (hereafter referred to as a "GM") to receive all moves, resolve the action, and report the consequences. The task of the GM is made more interesting in this system because he has the authority to interpret moves as he sees fit so as to keep the game moving at a brisk pace. For example, if the current Rome Consul makes a proposal that the GM feels has no valid chance of passage, he can substitute a proposal of his own that he feels is in the best interests of the game. Such activity both keeps the game moving and puts pressure on the Presiding Magistrate to make reasonable proposals. Everyone who has played the game "live" has experienced a Rome Consul who twists and turns every proposal every which way he can to gain some advantage - hoping to eventually pass it in its fifth rendition by pure exhaustion of the opposition. Such bores need not be tolerated in a PBEM game.

The detailed rules which follow were used on GENIE to generate the Series Replay that begins on Page 18 of this issue. The game was played with two-day deadlines for responses (try that in a postal game) and was used as the playtest for these rules. Consequently, we did alter the rules as we went along. Doubtless further play of this system will develop additional improvements. Whether the game is better in this format than in its "live" (i.e., published) version is a matter of individual choice. I find the game plays differently and, in many respects, is an improvement over the original.

DEFAULT MOVES: Rather than slow the game for a missing or incorrect move, the GM will exercise a series of "Default Moves" as the general guideline for resolving any such problems. Remember, these are only guidelines, and the GM is free to sidestep them in the interests of the game as a whole. The GM, of course, is always considered to be impartial and acting in the best interests of the game.

FIVE-PLAYER GAME: These rules assume a five-player game (because that is the version which I feel is the most interesting). The rules can be varied easily for games with differing amounts of players, and in fact, the six-player version may be preferable in the PBEM version because it eliminates the need for a special Sixth Initiative Phase and is therefore shorter.

The players should always "carbon copy" all inter-player communications to the GM. (This was done in our Series Replay to facilitate this article, but it should also be done in any PBEM game both as an interesting payback to the GM to maintain his interest, and so that he can spot any potential rules violations before they occur and thereby maintain the pace of the game.) Another one of the many advantages of EMail is that it is neither more expensive nor more time consuming to send as many carbon copies as you like. It is certainly a great medium for multi-player games.

SETUP: The GM handles all card draws. Players are advised of the initial Senator composition of all factions and the identity of the Temporary Rome Consul. Individual red card hands are mailed separately to each player. Each player then mails to the GM his initial card plays and Faction Leader choice. Obviously, that which can be seen by all players in a normal game is posted once by the GM and sent to all players.

MORTALITY/REVENUE PHASE: The GM resolves the Mortality Phase, announces the result, and awards Faction income. Players respond secretly to the GM with their desired income distributions as well as any Contributions. In addition, they inform the GM of their plans for their coming Initiative.

Unlike the live game, Personal Treasury totals are kept secret throughout. The GM must report amounts paid for actions and received (as bribes) in the various Treasuries, but no one knows exactly how much the other faction's Senators have in their respective war-chests until a Persuasion Attempt is resolved and the results are announced.

The Default Move places all income in the Faction Treasury with no Contributions. Any Talents in Personal Treasuries from preceding turns remains there. Governors will take Graft rather than attempt to improve Provinces. Default should not be announced to all players, but needs to be confirmed individually with the offending player(s).

FORUM PHASE: The GM announces revenue status of State Treasury. Unlike the regular game, Personal and Faction Treasury contents remain secret. GM resolves and announces resolution of simultaneous Initiative for each player.

The Default Move barring receipt of standing orders to the contrary from each player is:

- 1) No Persuasions attempted except versus unaligned Senators in the Forum with no money outlay. Such attempts are automatic and unopposed.
- 2) Knight attraction attempt with no money spent for modifications.
- 3) No Faction Leader change or Games Sponsorship. If the Faction is currently without a Faction Leader, the Senator with the most Influence will be so named.

Players may place standing orders to alter their personal Default Move. For example: a player could always attempt Persuasion with no money outlay against the weakest opposing Senator whenever no unaligned Senator is available in the Forum. Or a player could specify that he will always spend sufficient money from his most persuasive Senator (if he has it) to bring the Persuasion Number to "9" for any Unopposed Persuasion Attempt versus unaligned Senators.

OPPOSED PERSUASION ATTEMPTS: If a Persuasion Attempt is made against an aligned Senator, the GM must decide whether the attempt is frivolous or has a genuine chance of success. Generally speaking, an attempt is considered frivolous unless the Persuader specifies that he will back his attempt with an expenditure of money or the target Senator is unable to spend enough money from his Faction Treasury to reduce the base Persuasion Number to "1". If the GM considers the attempt frivolous, he announces the attempt and the necessary transfer of funds to defeat it. However, if he judges the attempt to be non-frivolous, he makes a call to all players for any bribes or counter-bribes they wish to send from their Faction Treasuries to the target Senator. Such expenditures cannot be conditional; they must specify a given amount. The Persuasion Attempt is then resolved after one round with no knowledge of what other players have spent. Players may try to communicate with one another to co-ordinate their efforts, but if their response is not returned to the GM on time, it is a default. If there is more than one opposed Persuasion Attempt (by different players), they are announced and resolved simultaneously. Should one attempt have an effect on another, they are resolved in clockwise order starting with the player to the left of the HRAO. However, all bribes and counter-bribes for all attempts must be submitted simultaneously. (The Default bid for a Persuasion defense is no money spent; the Default bid for a Persuasion attack is all money in the persuading Senator's Personal Treasury.)

At this time players also respond with their simultaneous bids for the sixth Initiative. These bids can be conditional upon the outcome of the preceding Persuasion Attempt(s), but they cannot be based on opposing bids (such as "I'll bid one more than anyone else"). The bids should also include any special instructions pertaining to the resolution of that Initiative if won. Tie bids are awarded to the HRAO, or to the player closest to him in clockwise order.

SIXTH INITIATIVE RESOLUTION: The GM announces the amounts bid by each Faction (but not the individual Senator doing the bidding), and the subsequent resolution of the sixth Initiative and calls for simultaneous defense of any Persuasion Attempt associated with it. If none, combine with the next phase. The Default bid is "0".

POPULATION PHASE: The GM announces Faction vote totals, Leader Age/Senator Revival, and Population Phase results and calls for HRAO's nomination for Consuls. The HRAO responds directly to all players with his nomination. All players send their votes to the GM simultaneously. The Default Move allows the GM to make nominations.

VOTING: All voting is considered simultaneous - except that the Presiding Magistrate is given the ability to make conditional votes based on his ability to vote last. Players may communicate with each other to try to determine how others will vote, but there is no guarantee that they will be told the truth. Only the Presiding Magistrate may make conditional votes such as: "I'll spend as many Talents as necessary to secure passage of this proposal up to a maximum of X Talents." All others wishing to buy additional votes must do so with a statement of a specific number of Talents spent.

There are two exceptions to this rule. During Consul For Life votes, the Presiding Magistrate is not allowed to make conditional votes for the passage of his own candidate, but must pick a value just like everybody else. However, if the Consul For Life candidate belongs to another Faction, the Presiding Magistrate may make conditional votes to defeat him. Second, the Presiding Magistrate may publicly announce at the time of his proposal or nomination that he is giving the right to make Conditional Votes to another player - usually one of his nominees. That player alone has the right to make Conditional votes during that proposal.

Alternatively, among experienced players, the GM may allow the Presiding Magistrate to announce, prior to the vote, an order for voting. Although all votes are still caste simultaneously, all players may make conditional votes based solely on the outcome of the votes caste prior to their turn.

The Presiding Magistrate also has the ability to specify the order in which votes are caste. Although voting is simultaneous, the order in which it is resolved can be important should two or more players wish to veto the same proposal. Should the Presiding Magistrate fail to specify a sequence for voting, the GM will resolve the vote in clockwise order starting with the player to the left of the HRAO. Defaulters abstain, except in the case of Land Bills which they vote for without expending any additional money to buy votes.

CONSULAR ELECTIONS: When voting on the HRAO's nominations, the nominees also forward their preferences for Rome/Field Consul as well as their nominee for Censor. The outgoing HRAO also forwards his second choices for Consuls in case his first pair of nominees fails to gain passage. The GM announces the vote by Faction. If the nominees are elected, he specifies the office attained by each as well as their new Influence totals. This phase ends with an announcement of the new Censor nominee and a call for votes. A Default by the HRAO allows the GM to make the next nomination.

CENSOR ELECTIONS: The Censor nominee, when responding with his votes, also indicates to the GM what, if any, Prosecutions he will pursue in the next Phase. He also indicates his choice for Prosecutor. The HRAO when voting will indicate his next choice for Censor should the first be defeated, as well as his first proposal in case the Censor declines prosecution. The GM will again announce the outcome of the election. If it fails, he will announce the next nomination. If it succeeds, he will announce the Censor's prosecutions, if any, and call for a vote. If the newly elected Censor declines prosecution, the GM announces the next proposal before the Senate and calls for a vote.

In all cases, the GM has the authority to make his own nominations and proposals if the Presiding Magistrate has failed to supply him with a reasonable proposal of his own by the stated deadline. The HRAO may make conditional proposals based on the outcome of elections, or even based on who voted for whom during the election. The GM will act in the best interests of Rome - not necessarily the best interests of the Presiding Magistrate - when making his substitute proposals.

Note that deals made by EMail between players are not considered "Open Trade" and are unenforceable - even if the GM was sent a carbon copy of the agreement. To be considered a valid Open Trade, an agreement must be made and agreed to before all players in the game. When trades are made, the GM informs all players of the transfer of the card(s) involved between factions - but does not identify those cards.

PROSECUTIONS: Unlike the live game, the Prosecuting Senator does not have to agree to the Prosecution to be named the Prosecutor. However, if his Faction votes that the accused is innocent, the accused is automatically set free without use of Tribunes or Appeals. By voting that the accused is guilty, the prosecuting senator accepts his role. The accused automatically votes first in any prosecution, so he cannot make conditional votes or appeals. If he is going to play a Tribune, Appeal to the People, buy votes, seek exile, or just vote with his Faction's normal block of votes, he must do so regardless of how others vote. However, he is still within his rights to Appeal to the People and then play a Tribune if the results of the appeal are not to his liking (provided, of course, that he is not killed by the mob).

Obviously, it is in the HRAO's best interests to send as many conditional proposals to the GM as he wants acted upon - otherwise, he risks losing the right to make his own proposal. During all this, the other players can be sending EMail to each other (either individually or in groups) in attempts to influence the HRAO or the "body politic" to the wisdom of a particular course of action. However, the HRAO drives the Senate meeting and puts his proposals to a vote one after another. There is no time-out for diplomacy (which is expected to be ongoing throughout the game). The GM can always alter the HRAO's proposals if he feels they are illegal or frivolous.

Should two players play a Tribune in the same phase to force a proposal to a vote, the GM will use the one closest to the HRAO in clockwise order.

[As an aside, this is where I feel the EMail version of the game shines and is actually an improvement over the live game - because the chance to conduct your diplomacy both in public and clandestinely are so much enhanced.]

COMBAT PHASE: The GM resolves and announces War results and calls for players to EMail their orders for entrance of new statesmen, Concessions, and the return of forces or revolt orders. Orders for revolts can be conditional based on the outcome of legion allegiance rolls. However, any money spent to test allegiance must be reported to all players. The Default move is to have no red cards played and all forces returned to Rome.

REVOLUTION PHASE: The GM announces any red cards played and revolts declared, as well as the result of the next Mortality Phase. Commence the next turn.



The following five-player game was started in May of 1991 and played on GENie - an electronic mail service (see pages 16-17). The players and moderator all live in different states, but adhered to two-day deadlines using my PBEM version rules in completing the game you are about to witness. The scenario selected was the Early Republic one, with no optional rules. The players are neither experienced with the game nor each other - having only met through the common forum of the REPUBLIC OF ROME topic on GENie. Consequently, I make no claim as to the expert nature of their play; but the exercise should be enlightening, nonetheless. We also instituted the optional Delayed War Entry rule described on page 15 (although no need for it transpired in this particular game). My comments as the GameMaster "Mars", the God of War overseeing all of this, will appear in italics throughout. In addition, those secret items and actions which are known only by the GM and the player making the transaction will also appear in italics.

Senators will be listed in the following format:

Cunctator #2A (5-2-7-10) RC

Thus, this entry describes Senator 2A, Fabius Maximus Verrucosus Cunctator, who has a Military rating of "5", an Oratory rating of "2", a Loyalty Rating of "7", and an Influence of "10". The initials "RC" show that he is currently the Rome Consul (which also explains his initial high Influence). As the game progresses, only the Senator's Influence rating will change based on their achievements. Other ratings and offices will be abbreviated thusly:

FC: Field Consul

RC: Rome Consul

C: Censor

G: Governor

PC: Prior Consul

P#: Popularity

K#: Knights following

A#: Legion's Allegiance

FL: Faction Leader

T: Talents

OPENING SET-UP:

CRESCENT: 6 Votes

Quintius #18 (3-2-6-1) FL

Sulpicius #15 (3-2-8-2)

Valerius #3 (1-2-10-5)

Cards: Macedonicus #19A (5-4-8-4), Tribune, Tax Farmer 2

EAGLE: 7 Votes

Aemilius #19 (4-2-8-1) FL

Calpurnius #16 (1-2-9-2)

Julius #4 (4-3-9-4)

Cards: Tax Farmer 4, Secret Bodyguard, Tribune

SERIES REPLAY PBEM REPUBLIC OF ROME

CRESCENT: Geoff Engelstein **EAGLE:** Bob O'Connor

GATE: Kirk Schlesinger/Brad Andrews

HAND: Ray Stakenas

WREATH: Jim Vroom

NEUTRAL COMMENTATOR: Don Greenwood

GATE: 6 Votes

Manlius #6 (3-2-7-4) FL

Junius #10 (1-2-8-3)

Flamininus #13 (4-2-6-3)

Cards: Africanus #1A (5-5-7-6), Flamininus #18A (5-4-7-4), Seduction

HAND: 5 Votes

Fulvius #7 (2-2-8-4) FL

Papirius #11 (1-2-6-3)

Plautius #17 (2-1-6-2)

Cards: Tax Farmer 3, Harbor Fees, Land Commissioner

WREATH: 9 Votes

Aelius #14 (3-4-7-2) FL

Aurelius #9 (2-3-7-3)

Fabius #2 (4-2-9-10) RC

Cards: Cunctator #2A (5-2-7-3), two Tribunes

Formulating an overall strategy in the early going of REPUBLIC OF ROME isn't all that important - especially in the opening scenario. The important thing is to be flexible, earn the trust of your fellow players and keep Rome afloat through the tough early years. Once Carthage is defeated there is plenty of time to be devious and look for opportunities for personal gain. The game is won, if it is won at all, in the latter turns. Gaining an early positional advantage can actually be a drawback in the endgame. When the rabble starts calling for the head of the leader, you don't necessarily want to be the leader. Often it is safer to be part of the rabble. This game, like so many other good multi-player games, is about timing. Knowing when to grab for the brass ring is as important as having it. That said, I see no great cause for gnashing of teeth in the opening setup. Although HAND's lot is a particularly unimpressive group, he is blessed with great wealth in his Intrigue cards (three concessions). Wealth, in this game as in real life, is the key to power. The trick will be to find a way to employ it safely so as to keep the others from taking it away. Even a perceived weakness can be a powerful weapon in this game if you know how to use it. "And the last shall be first" has more than just biblical relevance.

PRE-GAME:

CRESCENT wastes no time making friends by offering EAGLE his "19A" Statesman card. He is anxious to form a three-way alliance against WREATH to protect against the temporary Rome Consul's immediate grab of a dominating position. EAGLE, for his part, is just as anxious to be part of a three-way coalition and even more eager to get his hands on that "19A" card. He offers CRESCENT his "Tax Farmer" concession in exchange, but CRESCENT

demonstrates how magnanimous is his support by making him a gift of the statesman for "future considerations". GATE is then enlisted in the common cause against WREATH for nothing more than assurances. Having been unable to peddle his "Tax Farmer 4" concession elsewhere, Eagle plays it on Calpurnius.

Meanwhile, HAND has taken a different approach. Not having been invited to the party by the in-crowd, he makes a gift to WREATH of his own "Tax Farmer" for nothing more than the affections of the current Rome Consul - doubtlessly hoping that a Consular nomination will come his way as a result, although no such favors were requested or promised. WREATH, for his part, rightfully sensing that he is not a very popular fellow at the moment, engages in no diplomacy whatever and simply plays statesman "2A" (Cunctator) on his own Family card - thereby making his already strong position look even more threatening.

The game has not even begun yet and already we see two entirely different mind-sets at work. CRESCENT demonstrates his disdain for initial personal gain by buying the trust of an ally and even turning down payment for his favors. In my circle of acquaintances, such generosity is unheard of. Doubtless CRESCENT could have had the Tax Farmer in exchange and left EAGLE still feeling indebted to him. A gift of a statesman is practically a marriage proposal as gestures of friendship in REPUBLIC OF ROME go. Not only does it improve the recipient's status, but it proves that you aren't plotting to persuade that family member over to your own Faction so as to use him yourself. Moreover, it is a good gesture to ensure the survival of all players against the game. Anything that gets better statesmen into play to combat Wars, and more concessions into production to increase the money supply with which to fight those wars, improves the survivability of all. All too often players will allow their own greed to get in the way and keep such cards out of play in their hands while they seek a way to control the card themselves. This is either a very strong opening by CRESCENT, or a very naive one - depending on the nature of the players and their reaction to his approach. Personally, I would have accepted the Tax Farmer and attempted to make EAGLE feel that I was doing him a favor by doing so.

The other side of the coin can be seen at work in HAND's attempt to gain favor with WREATH. It is an unwritten rule in my circle that one does not deal with the temporary Rome Consul unless one extracts a very high price for doing so. Given his automatic election as Censor in the first turn, he alone will have the

power to launch powerful Persuasion attempts in the early going. HAND, perhaps sensing his own weakness and a need to ally with a powerful faction, has sold himself too cheaply; although I can see why he would want an early consulship. He badly needs a chance to gain some popularity as protection against prosecutions so that he can bring his concessions into play. WREATH, for his part, should have engaged in more diplomacy and tried to drive a wedge between the members of the coalition that is even now forming against him. He is in a position of power and has favors to bestow that will cost him nothing in the upcoming Consular elections. He should be trying to extract deals in return for certain nominations. Why give away that which you can sell? Playing Cunctator now only increases the others' sense of alarm and view of him as their common enemy. Far better to leave Cunctator unplayed in his hand and safe from Mortality Chit draws until such time as he can sell him to the masses as their savior against Hannibal. The only reason to play him now is if you are going to push for a first-turn naval war against Carthage. However, convincing others to allow the temporary Rome Consul's faction to remain in power on the first turn is usually extremely difficult.

Only EAGLE has played a Concession at start. The risk of doing so is that only the temporary Rome Consul (who will control the Censor in the first Senate Phase) is safe from prosecution on Turn 1. Consequently, anyone else who plays a Concession before gaining any popularity with which to ward off prosecutions invites the jealous attentions of the Censor. Apparently EAGLE feels that his coalition will protect him from any guilty verdict. Either that, or he is banking on this being a bloodless game at start. Prosecutions invite revenge and are not good for a stable Rome. He can probably sneak by a "Tax Farmer", but I'd like to see him try that with the "Armaments" or "Ship-building" concessions.

CRESIDENT and EAGLE have correctly tagged their least loyal senators as Faction Leaders so as to discourage opposing Persuasion attempts. GATE and HAND have obviously not learnt this lesson yet; but the biggest error belongs to GATE. By not playing his statesman "#1A" now, he risks losing the opportunity to do so should the related Family card appear and become aligned with another Faction before he can play "IA" in a Revolution Phase. It also makes sense to have him in play from the outset because his special powers against the Carthaginians makes him an obvious choice for Field Consul. It is later revealed that this is not an error of judgement so much as a misunderstanding of the rules by Kirk.



TURN 1: FORMATION OF THE TRIUMVIRATE

Mortality Phase:

No deaths are recorded.

Revenue Phase:

WREATH: 3T to #14, 2T to Faction
CRESIDENT: 3T to #18, 2T to Faction
EAGLE: 3T to #19, 4T to Faction
GATE: 3T to #6, 2T to Faction
HAND: 4T to #7, 1T to Faction
STATE: 100T + 100T (Income) - 8T (Maintenance) = 192T

A pattern seems to have developed. Note that the PBEM version used for this replay is different than a live game in that both Personal and Faction treasury contents are kept secret - thus taking away one of the advantages of the Faction Treasury over Personal Treasury. I'd be inclined to put all my revenue in Personal Treasuries for use during the Forum Phase, as no one can mount a serious Persuasion attempt on the first turn against aligned Senators. The only reason to bank money in the Faction Treasuries on Turn 1 is to save it for an advantage in subsequent turns. But I'd rather spend it for a Knight or an extra Initiative on Turn 1. As for what each does do with his windfall:

Forum Phase:

WREATH: Spent 1T for Knight. Drew "1st Gallic War" in Forum.
CRESIDENT: Spent 1T for Knight. Drew "Cornelius #1" in Forum.
EAGLE: Spent 1T for Knight. Drew *Blackmail*.
GATE: Drew *Sicilian Grain Concession*.
HAND: Spent 2T for a Knight and succeeded. Drew Random Event "Evil Omens". (State Treasury reduced 20T to 172T.)

The best time to buy knights is on the first turn. From a strictly economic point of view, a Knight will return one Talent for every turn that it is in the game. Thus, if you assume that the game will last seven turns, a Knight bought outright for five Talents on Turn 1 will return the investment with a 20% bonus by game end - in addition to whatever benefits the extra vote will have achieved. That same expenditure will break even on Turn 2, and lose money on Turn 3. Consequently, any investment in a Knight on Turn 3 or later is a losing proposition on average. I also favor massing all my knights with my FL because he alone is immune to Persuasion attempts. Of course, the death of your Faction Leader throws all of that out the window and can be subject to "putting all your eggs in one basket" second-guessing. There is no such thing as a hard and fast rule about how to play this game, but my biggest knight expenditure would always be on the first turn. Consequently, I like HAND's Initiative the best.

Meanwhile, diplomacy has been ongoing and whole trees are dying to feed the printers of computers in six states. Volumes are written and responded to over the first weekend. A coalition of three has seized upon the announced free trade of HAND's card to WREATH as justification for their "Holy War". However, if the truth be known, the foundation for this unholy alliance was set long before they learned of HAND's gift.

GATE is busy playing both ends against the middle. While plotting with CRESIDENT and EAGLE how best to present a united front and divy up the spoils of office between them, he is

also approaching WREATH under the guise of blowing smoke to cover their united front against him. He offers WREATH statesman "1A" in exchange for a Consul nomination and a Senator. The latter is illegal because trades of played cards are not allowed, and is just one of several gaffes he makes based on a poor understanding of the rules during this period.

None of which sets too well with his allies, who are growing tired of his elaborate schemes to "hide" their alliance and his frail command of the rules. Secretly, EAGLE sounds out CRESIDENT on the possibility of dumping GATE from their entente. The first crack in the mighty alliance appears. It didn't take long.

One of the first criticisms I heard of REPUBLIC OF ROME is that if a majority of players ally against the minority, there is nothing the latter can do. I always found this laughable as I've never seen a permanent alliance in this game. Either the game itself or the players' greed is sure to dissolve any alliance. I give this one three turns at most.

Sixth Initiative:

A bigger error now dawns on GATE too late, as his allies inform him that he did not have to wait for the appearance of the Cornelius card to play his matching statesman "Africanus #1A". Now he must sweat out the sixth Initiative Phase and hope WREATH does not persuade Cornelius therein and make his own held Statesman card worthless. It could have been worse. Had he not mentioned that he held Africanus to his allies, he would still be under the mistaken impression that Cornelius was automatically his whenever he wished to play the Statesman card.

WREATH bids his last two Talents for the extra Initiative, and wins it despite the same bid by CRESIDENT by virtue of having bid first. HAND bid one. GATE and EAGLE did not bid. The extra initiative is not exactly a windfall. The attempt to persuade Cornelius at 12:9 fails (a mere 8% chance) without any bribes to improve the odds. Likewise the second chance at a Knight fails and the extra card draw turns out to be "Antiochus III", who is added to the Forum only to die of old age.

I wonder if WREATH regrets keeping that extra two Talents in his Faction Treasury now. His Persuasion dice roll against Cornelius failed by just one! A bribe of a single Talent would have secured Cornelius for WREATH. Those two extra Talents would have improved WREATH's persuasion attempt by 19% - certainly a worthwhile gamble for such a worthy Senator.

Population Phase:

The populace is far from happy. A three-dice roll of "5" (modified by -1 for Evil Omens) increases the Unrest Level to 5.

Senate Phase:



This sets off a mighty volume of purple prose which shows the PBEM version at its best. A lengthy sampling follows in the interests of the portrayal of the

inner mechanisms of political wheeling and dealing in REPUBLIC OF ROME.

GATE addresses the Senate: "While it may well be that there are those in this Senate who will profit handsomely from the construction of a fleet, the Evil Omens have foretold us not to tempt the Fates. *Roma Eterna* is at stake! The Gallic menace masses on our frontiers. The Punic foe bides his time, waiting for an opportunity to pounce. We must not squabble over sesterces while the barbarian and the pirate plot our doom!

"We have before us a great issue - the solemn annual ritual of election of leading men to posts of high honor and responsibility, and the extraordinary concerns of war and peace. I urge all rude factional disturbances to fall silent. Let us divide the offices fairly and wisely. Let the best men serve the state. The moment of gravest crisis is not yet fully upon us, but it is visible to all who raise their eyes from the games and the counting table.

Our best military men at present are Julius of EAGLE and myself, Flamininus of GATE. In normal times I would wait patiently for the call to serve Rome, but these are not normal times. I therefore propose Quintius for Consul at Rome, and myself for Consul in the field."

This little speech elicited the following response from CRESCENT to EAGLE: "I don't think we have to worry about WREATH nominating GATE. He keeps shooting himself in the foot with those speeches. So if the three of us do stick together I think we can get Julius and one of my guys nominated."

And to all the other players:

"We only need one military mind this turn! We can't possibly field an army for each consul. Give the reins of government to a non-military man. It appears as though the attack against Carthage will not occur until next turn. In light of this, I think GATE should pass on the consul this turn. It is hard to award consul to any faction two turns in a row. Better that GATE serve on Turn 2 when we will need the services of Scipio Africanus."

Meanwhile GATE completes a deal with CRESCENT to trade statesman Flamininus "#18A" for a Tribune and his support for a future consul nomination. But GATE is leary of a stab and wants to proclaim the deal in great detail as an Open Trade to all players. CRESCENT points out that to do so polarizes the other players against them and undoes all the work that GATE's diplomacy has attempted to do by approaching WREATH with fake offers of support. Moreover, he points out that the Open Trade as set forth by GATE can be stymied by a WREATH veto, who can then have his own senators elected as the last eligible candidates because the alliance would be bound to vote against all other candidates then those agreed upon in the Open Trade. Rather than be trapped by the language of his own agreement, GATE sees the wisdom in a gentlemen's agreement - but requests a delay of the trade until after his man has been elected.

There is apparently more than trust between CRESCENT and EAGLE. The latter voluntar-

ily offers his newly drawn "Blackmail" card in trade for the debt he feels he owes CRESCENT for the earlier gift of statesman Macedonicus.

This duo will be hard to split. There apparently is honor among thieves. CRESCENT's earlier generosity in making an unleveraged trade has been repaid in full. The Blackmail card is especially valuable, and it comes to him without even so much as the paper shackles of a promise not to use it against its former owner. CRESCENT has no cause to regret his generosity. I wonder if EAGLE will be able to say the same? I, for one, wouldn't have been so quick to repay my debt so handsomely.

EAGLE to CRESCENT: "I fear GATE's voting potential in the near future. We have the problem of keeping him appeased with as little as possible, yet enough not to drive him away. I fear he will be the one to turn coat at the slightest grudge and he will have a powerful faction. He is too eager to play DIPLOMACY OF ROME. I will keep encouraging him to tease WREATH. Hopefully, if he does turn, WREATH will be tired of hearing it by then and won't trust him."

EAGLE to GATE and to CRESCENT: "I know we three have agreed to vote an alliance censorship this turn, but are we actually going to try to vote our guys in every turn? This will severely imbalance Rome to the point where the other factions may join the barbarians against us. We need to throw them a bone now and then to keep them in the game and feeding our armies. I'll back Julius this turn and Scipio next turn. If you feel that giving up a statesman that you can't play is too much of a sacrifice without immediate payoff, then hold him till next turn when you do get voted in. CRESCENT traded a statesman to me for 'future considerations'. Is that too much to ask of you?"

Meanwhile, HAND attempts to tempt the waiving GATE: "I will certainly support Flamininus for FC in exchange for your support for Plautius as RC. And, in exchange for this support, I will back Flamininus for Censor next year following his victory over the Gauls."

Not to be outdone in the purple-prose department, HAND addresses the combined Senate:

"Times are indeed dark. The gods are displeased with our actions of the past, or perhaps what we intend to do in the future . . . It is clear that we are on the brink of war with Carthage, but the hordes of Gaul pose a more immediate threat. It is also clear that our best military minds are few. Should we choose to allow two of them to lead Rome to war at the same time with only one of them equipped to do so?

"I submit that we should prosecute the Gauls to the fullest with Flamininus, whose military genius is well known, while others who would lead legions shall wait their turn. Even the gods would approve of this move."

"In the coming year, with Carthage to defeat, the fleets may be led by Aemilius of EAGLE while Rome may be overseen by the honorable Quintius of CRESCENT. There is much to do in the years ahead. Let us not waste our talents in frivolous spending now."

All of which impressed GATE, who went scurrying back to his partners with an offer to include HAND in their alliance as a lesser light to pick up their leavings. It seems GATE has been tempted by the immediate office offered by HAND over the delayed gratification promised by his original partners . . . at least sufficiently to approach the others about admitting a fourth to their alliance.

WREATH nominates Flaminius #13 of GATE and Plautius #17 of HAND for Consuls. CRESCENT is the first to vote and denounce the nomination. Although voting is "simultaneous" in theory, the first to respond still has a chance to influence the others if he makes his votes public, as CRESCENT chooses to do in this case:

"I'm afraid I will have to vote against this nomination. Flaminius of GATE is a good choice for FC. However, since next turn we will confront Carthage, it would be better to have Scipio, with his special abilities against Carthage, in the field next year. It is not healthy for the Republic to allow the same faction to control the FC on successive turns. I respectfully request GATE to yield the FC this turn in favor of Julius or Aemilius of EAGLE."

"As for Plautius, I am concerned about the apparent backroom deal that has led to this nomination. The trade of a card to the consul at the start of the game with no card in return smacks of graft. While we would not accuse the consul of such underhanded dealings, we must avoid even the appearance of impropriety. Thus, I propose that Sulpicius of CRESCENT replace Plautius. Next turn will be soon enough to pass the baton to Plautius and Scipio, and this way all factions will enjoy the mantle of leadership one turn."

EAGLE sends similar tidings to GATE urging him to stand firm and wait for a nomination composed solely of members of their alliance. Thus influenced, the proposal fails 15-19 with the original alliances holding firm.

HAND smells a rat and sends the following message to WREATH:

"To test the waters, and see if the concern is really two consecutive consuls in the same faction, I suggest an alternate nomination: Plautius and any EAGLE military leader. If this too is voted down, then we are looking at a Senate split 3-2 against us and had best be looking for ways to break their alliance. On the other hand, if it passes, then everyone is showing their true colors."

CRESCENT ups the ante with an Open Declaration to all players (which is binding under the provisions of Open Trade) that if he controls the RC this turn, he will nominate senators from HAND and GATE for consul the following year and will not veto his own nomination.

Nevertheless, WREATH wants to test the alliance one more time and nominates Aemilius of EAGLE and Plautius of HAND. The result is the same: a 15-19 split. Sensing the inevitability of the outcome, WREATH concedes and nominates Sulpicius of CRESCENT and Julius of EAGLE, who are swept into office by unanimous vote. Cunctator takes the Censor position automatically as the only eligible candidate and declines prosecution.

After some comparatively minor discussions over how many legions to build, CRESCENT proposes that 12 be built and all 16 be sent under the FC against the Gauls. GATE suggests a larger force to ensure victory, but CRESCENT points out that a Disaster or Standoff possibility eliminates "sure things" and that money will be necessary to build fleets next turn for the coming war on Carthage. EAGLE, for his part, was concerned about the Unrest Level and suggested that a Land Bill be considered. He even suggested to his alliance partners that the sponsorship be given to HAND or WREATH so as to soften the harsh realities of the present alliance situation. CRESCENT, no admirer of Land Bills, dismissed this notion with the suggestion that the unrest could be handled by sponsoring Games. The War measure passes unanimously and the Senate is closed. The Treasury is reduced by 120 Talents to 52T.

WREATH's decision not to prosecute anyone as Censor was probably correct given the alliance against him. In general, prosecutions help the game against the players because they fuel animosities that often override issues more important for the common good. By not engaging in such, he is attempting to break down the resolve of the coalition formed against him. Excessive use of prosecutions is a common mistake made by novices in losing to the game.

CRESCENT's restraint in not declaring a Land Bill is admirable. One of the biggest rewards of office as RC is the ability to put forth Land Bills with your own Senator as sponsor. This has two benefits: the resulting popularity serves to protect that Senator from prosecutions, and also sets him up as a likely candidate for the next Rome Consul whenever the Unrest Level increases to the point where a popular RC is needed. The drawback, of course, is that Land Bills are expensive and if used to excess can eventually break the state's ability to field an army. Games are a cheaper form of controlling the Unrest - in theory, but in practice I've found it difficult to get all players to contribute to them equally. Inevitably, someone lags behind, and that causes mistrust, which again damages the common good. Were I in his place, I'd have been more self-serving and declared a Land Bill with Sulpicius as sponsor while the need for one could be easily rationalized.

Our players' decision not to split their forces and attempt to fight both wars was correct. Taking on more wars than necessary is the biggest single mistake committed by novices. In the later scenarios, where threat of revolt is a bigger concern than the Wars themselves, it becomes necessary to balance Rome's armies under different commanders. However, in the Early Republic scenario, revolts are extremely difficult to accomplish and it is seldom wise to fight more than one war at a time unless overwhelming force can be brought to bear against each.

The decision as to which war to tackle is less clear-cut. The players opted for the easy road of concentrating against the weaker Gauls, who could be defeated in a single turn, rather than risking a naval war against Carthage now (which if won, would open the possibility of a

land victory next turn). Inasmuch as the Punic War is currently inactive, it is convenient to trust to luck that it will remain so until a sufficient navy can be raised to deal with it at Rome's leisure. In this way, the treasury will not suffer from the Unprosecuted War against the Gauls while conducting the longer struggle against Carthage. It is, after all, an immediate savings of 40T in War penalties (not to mention the 20T windfall that Spoils of War from a successful Gallic campaign will bring). It is an easy decision to make, and one which I also made - perhaps mistakenly - in my initial playings of the game.

Consider that even if completely successful, Rome will be left with a maintenance bill of 32T a turn for those legions she has built, which cannot be brought to bear against Carthage until a similar-sized fleet has been built and is victorious. Consider also that in this scenario there is no danger of the Gauls growing any stronger, while Punic strength will double with the arrival of the 2nd Punic War card and can be further enhanced by two Leaders. Once doubled in strength, Carthage is extremely difficult to beat. Any delay in the campaign against Carthage is always dangerous. The decision to go against the Gauls was made easier by the absence of Scipio and the unavailability of Cunctator; but even so, I would have argued for building at least 14 fleets and taking my chances against Carthage with a +7 modifier under Julius.

Combat Phase:

Julius deploys his overwhelming force against the Gauls at 20:10, which even with the Evil Omens present gives him a +9 modifier. The three-dice roll of "12" results in a complete victory - although it missed by only one the "13" Disaster Number of the Gallic War. Julius gains five Influence and five Popularity. The State Treasury is increased to 72T, the Unrest Level drops to 4, and the Province of Cisalpine Gaul is added to the Forum as a future Governorship.

Revolution Phase:

WREATH plays "Tax Farmer 3" (his earlier gift from HAND) on Aelius #14.

CRESCENT plays "Tax Farmer 2" on Sulpicius #15.

EAGLE plays "Macedonicus #19A" on Aemilius #19 to take over as FL, and returns his victorious army to Rome.

GATE plays "Africanus #1A" and claims "Cornelius #1" from the Forum. He also plays "Sicilian Grain Concession" on Manlius #6.

HAND plays "Harbor Fees" on Papirius #11.

Granted the dangers of placing all your eggs in one basket, but why place Concessions on your least loyal Senator, HAND? For that matter, shouldn't one of your less-loyal Senators be your Faction Leader? Manlius, with "8" Loyalty, is better equipped to withstand persuasion attempts than either Papirius or Plautius at "6". Give the cloak of Persuasion immunity that comes with being a Faction Leader to one of them. The play of the Harbor Fees card on Papirius makes sense only if he intends to change FL in the Forum Phase.

Our players have ended the first turn in relatively good shape. They have suffered no casualties, defeated a major war, created a province, gotten a number of important statesmen and Concessions into play, and avoided any vendettas among themselves. Their chances for survival at this point are excellent. Only their failure to make progress against Carthage blots their record.



TURN 2: CARTHAGE DECLARATES WAR

Mortality Phase:

Macedonicus #19A breathes a sigh of relief as his numerical neighbor #20 (who is not in play) drops dead from a stroke.

Revenue Phase:

CRESCENT: 6 Votes, 2T

Quintius #18 (3-2-6-1) FL, 2T

Sulpicius #15 (3-2-8-7) RC, Farmer 2, 7T

Valerius #3 (1-2-10-5)

Cards: Tribune, Blackmail

EAGLE: 9 Votes, 9T

Macedonicus #19A (5-4-8-4) FL, 2T

Calpurnius #16 (1-2-9-2), Tax Farmer 4

Julius #4 (4-3-9-14) FC, P5, A1, 2T

Cards: Secret Bodyguard, Tribune

GATE: 11 Votes, 5T

Manlius #6 (3-2-7-4) FL, Sicilian Grain

Africanus #1A (5-5-7-6) 5T

Flaminius #13 (4-2-6-3) 5T

Junius #10 (1-2-8-3)

Cards: Flamininus (5-4-7-4), Seduction

HAND: 6 Votes, 5T

Fulvius #7 (2-2-8-4) FL, K1

Papirius #11 (1-2-6-3) Harbor Fees, 5T

Plautius #17 (2-1-6-2) 2T

Card: Land Commissioner

WREATH: 9 Votes, 6T

Aelius #14 (3-4-7-2) FL, Tax Farmer 3

Aurelius #9 (2-3-7-3)

Cunctator #2A (5-2-7-15) C, PC, 3T

Cards: two Tribunes

STATE: 72T + 100T (Income) - 32T Maintenance = 140T ; Unrest Level: 4

As a general rule, I've never seen the advantage of spreading money among different Personal treasuries unless you have very specific plans for what each individual will do with his money. This remains as true in the "blind" postal version as in the live game. Otherwise, you are better off massing money with one senator - usually the one with the best powers of persuasion - to take advantage of opportunities as they arise. Obviously, if you want to buy a Knight with your FL and your best persuading Senator is someone else, you need to plan ahead and split your money accordingly. However, just splitting the money as a method of defense is poor play - that's what the Faction Treasury is for.

Forum Phase:

CRESCEENT: Sulpicius #15 sponsors Games for 7T, increasing his Popularity by one, and lowering the Unrest Level to 3. He draws a Tribune.

EAGLE: Julius #4 spends 1T for a Knight attempt. Draws "1st Macedonian War" in Forum.

GATE: Draws Shipbuilding.

HAND: Papirius #11 spends 2T for a Knight attempt. Draws Random Event "Evil Omens". (State Treasury reduced to 120T.)

WREATH: Aelius #14 fails to attract a Knight despite a "6" dr thanks to the Evil Omens. Draws "Hannibal", thereby activating the 1st Punic War. Cunctator tries a minimum 17:15 Persuasion attempt against GATE's Junius #10 without financial backing, which is automatically defeated by a 1T expenditure from the GATE Faction treasury.

The appearance of both Hannibal and the Macedonian War have a chilling effect. CRESCEENT addresses the Senate first:

"I must admit that I was disappointed to see everyone holding onto their cash instead of working to lower the unrest. Hopefully Sulpicius' dearly bought new popularity will suffice to overcome your lack of patriotism. As far as the consul nominations go, I will stand by my original stated intention prior to becoming RC of nominating Plautius and Africanus, unless those Factions request me to change the nomination."

The game is playing havoc with the triumvirate's carefully laid plans. GATE can probably sense his promised Consulship going by the boards. At the very least, he will have a tougher time defeating the Carthaginians under Hannibal - although he has only his own misplay of the Africanus card to blame for that. CRESCEENT's offer is not much of a concession as the rules require him to make the nomination as promised unless so released. By making this announcement, he is fishing for a noble gesture by GATE, who along with everybody else realizes that Macedonicus is the superior choice for a War against the Macedonians.

GATE rises to the bait with this stirring reply: "The times are indeed bad. The treacherous Greeks have struck at our back while Hannibal crosses the Alps. The Gods look upon us with disfavor and the populace is restless. I note Consul Sulpicius' displeasure with the lack of attention paid to funding games, and laud him for his own sacrifice. I would gladly follow his example, were it not for those who seek to bribe and seduce my friends (referring to WREATH's feeble attempt against his Junius). Let all attempts at persuasion and factional infighting cease during Rome's hour of great danger. I will be the first to sacrifice as I step down from my promised Consulship in favor of Macedonicus. Let the Macedonians taste Roman steel, and I will lead our forces to victory against Carthage next year."

GATE conveniently neglects to mention that his decision not to follow CRESCEENT's lead of sponsoring games had been made prior to the

knowledge of WREATH's abortive persuasion attempt against his senator. This illustrates very clearly my reluctance to rely on voluntary sponsorship of Games to control Unrest - especially if I'm in a position to profit by the sponsorship of a Land Bill. Meanwhile, the noble GATE is attempting to exact a high price from HAND for his support in the upcoming election.

Sixth Initiative:

CRESCEENT and WREATH each bid two Talents for the sixth Initiative, but it goes to HAND who outbids them with 3T. It does him no good. HAND, who so far has drawn two "Evil Omens" in his earlier tries, now adds "Hamilcar" to the list of gloom he has inflicted upon Rome.

These players have been easily seduced away from their avowed purpose of destroying Carthage. They should not curse Fate for the misfortune that brings Hannibal over the Alps. There are only 33 cards in the deck at the start of a five-player scenario, and three of those will activate the First Punic War. With an average of five draws per turn, expecting two full turns of peace is asking a lot. Hannibal starts marching at the start of the game. It is only a matter of time until he appears on the border.

Population Phase:

Sulpicius's new-found popularity of one counter-balances the effects of the Evil Omens, but a triple dice roll of "7" modified by -3 for the current Unrest Level adds five to the total. The Unrest Level now stands, or should I say "seeths", at "8".

Senate Phase:



The consular elections are pretty tame compared to the tempest of the first turn. The game now seems to be dictating the action to some extent. Plautius #17 of HAND and Macedonius #19A of EAGLE are unanimously elected.

Despite the turn of events which has again cost him his consulship, GATE warms to the trustworthiness of his allies and completes his trade of statesman Flamininus "18A" to CRESCEENT for a Tribune.

This hardly represents equal value, so GATE is trusting to generate more in goodwill later. A surprising change of attitude for a player who thus far has realized nothing but broken promises.

For his part, HAND warms to his new benefactor by nominating Sulpicius #15 of CRESCEENT as Censor and Junius #10 of GATE as Governor of the Province of Cisalpine Gaul.

The following communication from CRESCEENT to HAND, the new RC, is illuminating in explaining why HAND chose CRESCEENT as his nominee for Censor: "You rise at a difficult time. As far as prosecutions go, I think that going after Calpurnius (EAGLE) is a waste of time because Tax Farmers will start dropping like flies anyway with Hannibal running rampant. However, any action against EAGLE is

appealing to me now that he has gotten two consecutive consulships.

"I think a Land Bill is a good idea with the unrest so high. What do you think of my naming you prosecutor against either GATE or EAGLE, in exchange for your naming my Sulpicius as a sponsor of a Land Bill? That way we both gain popularity, and the Unrest Level is kept in check. It also looks as if your Plautius is the only viable candidate for Censor next turn with all other prior consuls in double digit influence."

My, my . . . wouldn't GATE and EAGLE have liked to see that little missive? This triunvirate is looking less permanent all the time. Such a deal would make Sulpicius the best choice for RC to deal with an irate populace next turn by far.

As added insurance, CRESCEENT sends this message to both EAGLE and WREATH - the only other eligible candidates for Censor: "I just want to state that if the Sulpicius nomination is vetoed by either of you, I will play a Tribune on his nominee to ensure that the other becomes Censor."

Effective shotgun diplomacy . . . but hardly foolproof. HAND controls the next Censor if he realizes it - not CRESCEENT. If WREATH were to veto Sulpicius, HAND would decide the Censor by his next nomination. Whoever he doesn't nominate will get the Censorship automatically as soon as the second candidate is vetoed - regardless of who does it. All three of the eligible candidates control Tribunes.

And to GATE goes this commiseration from CRESCEENT: "So, the governorship comes your way. How would you like me to vote? I'm not surprised that you were nominated as your extra senator makes you an obvious target."

Surprised? Why should he be surprised? He practically hand chose Junius himself! But you have to give this guy full credit for duplicity, when you check out his next missive to EAGLE:

"I will be prosecuting your Calpurnius and WREATH's Aelius in the Prosecution Phase. I do this as part of a deal with HAND, but I did not agree to vote in favor of it. This makes the prosecutions look more balanced and enables us to nail WREATH whom we need to deprive of as much cash as possible so as to limit his ability to go after our senators with his high influence. Moreover, you might want to allow the Calpurnius prosecution to go through. With your two consulships and high popularity you look like a very real threat. If Calpurnius is prosecuted, you lose only two Influence, and gain the mantle of the persecuted. Nasty stuff may be aimed your way. The key to multi-player games is not to get too far ahead - and you are starting to look like a magnet for assassin knives."

The nominations of Sulpicius of CRESCEENT for Censor and Junius of GATE for Governor pass unanimously. The new Censor names Papirius of HAND as Prosecutor of EAGLE's Calpurnius and GATE's Flamininus

as Prosecutor of WREATH's Aelius. Both are accused of Tax Farmer fraud.

EAGLE seems less than pleased by CRESCENT's reasoning as he demonstrates with this reply to his allies: "I can't let this prosecution pass. Fate thrust the second consulship upon me - I did not come by it by virtue of my own greed. My pledges already on record to withdraw from current politics for several turns should turn those daggers away (especially if you two are the true allies you claim to be). I cannot afford to lose the income from the Tax Farmer."

Meanwhile, WREATH is taking a more understanding stance with his erstwhile partner as this message to HAND vividly suggests: "Go ahead and vote for both prosecutions to make us look less like conspirators. I don't think my Aelius has anything to worry about. I continue to work on EAGLE's suspicions. How are your attempts with GATE progressing?"

Both prosecutions are ultimately defeated by Tribunes played by the accused.

RC Plautius regains control of the Senate and proposes to raise ten fleets to accompany all 16 Legions against Macedonia. This bill, being of an uncontroversial nature, passes unanimously.

Meanwhile, CRESCENT continues to work both sides of the street as evidenced by these two messages:

To HAND: "Congratulations. We failed in the prosecutions but succeeded in flushing out two Tribunes. Now there are only seven left unaccounted for. Do we still have a deal with that Land Bill?"

To EAGLE and GATE: "I've heard rumors that there will be a Land Bill proposed. Any interest in pre-empting it with one of our own? . . . I told you I was going to vote your man innocent. I was surprised to see you use your Tribune, but it's a good thing you did because with GATE's abstention you would have been convicted. What happened to GATE?"

What happened to GATE was a bolt out of the blue - literally! A lightning strike fried Kirk's computer and he had to withdraw, thus splitting the triumvirate before it had a chance to crumble from within. Damn shame too, because I was looking forward to seeing how long this trio could keep up their brotherhood act. However, an alternate was recruited to take over the GATE faction. Brad Andrews is even less familiar with the game, however, and consequently less sure of himself; he should have a calming influence on the game in comparison to the mercurial actions of his predecessor.

Next HAND proposes a Type II Land Bill with Sulpicius of CRESCENT as sponsor and Aelius of WREATH as co-sponsor. This bill passes unanimously and is accompanied by a laudatory message from EAGLE about HAND's selflessness in naming sponsors from other Factions instead of his own. The Unrest Level drops to "6" and the popularity of the sponsors increases by two and one respectively.

Selfless, yes; wise, no. RC Plautius is still the poor fool who must face a hostile populace in

the next Population Phase with no popularity and a -6 modifier working against him. Apparently, HAND agrees because his next actions are not so universally revered.

HAND proposes to empty the Treasury and build two more fleets lest a manpower shortage occur in the coming turn. This is accepted as a reasonable precaution by most; but his next proposals to sponsor both a Type I and III Land Bill, with his own RC Plautius as sponsor, creates an uproar. CRESCENT is the first to complain:

"Why have you done this? You have committed the state to an expenditure of 35T next turn, plus at least 15T for the rest of time (*conveniently forgetting that 5 of those 15 were sponsored by himself*). For what? We could have reduced the unrest through games which are much healthier for Rome. You have just ended any chance we had to defeat Hannibal. One Level 2 Land Bill we could have afforded, but this is sheer madness. Ruin lies along this path. Assuming we win the Macedonian War we will have a maximum of only 18 fleets against Hannibal. Now I know what the Gods were trying to warn us about."

HAND replies to the entire Senate: "Fellow senators, I believe I have been misrepresented. The actions presented are clearly in the best interest of Rome. My own personal astrologers have foreseen this. Even as we speak, the unrest grows louder. This is not the time for conservatism. While I respect the CRESCENT views, they do not adequately address the problem at hand."

"Any improvement in the public sentiment gained by even the greatest victory over the Macedonians will be nullified by the continued deprivations of Hannibal in the north. With the current lack of faith by the populace in my leadership we are likely to face major resistance in our recruiting efforts next year. At the very least, the unrest is likely to rise to intolerable levels unless we reduce it now!"

"Our CRESCENT friends say 'offer the people games', but games are expensive and how many of us can afford such extravagance? Did not CRESCENT in years past call upon the Senate to sponsor games and then scold this august body when it failed to answer his call? Why are we to believe that he will be any more successful in soliciting such contributions in the future?

"The alternative lies in my proposals. The Land Bills will raise my competence in the eyes of the people. Not only will they lower the Unrest now more than CRESCENT's promised games, but they will also improve my popularity to the point where I can address the people with a positive modifier instead of a negative one in the spring and thus hand the next Consul a contented populace instead of one seething with the seeds of revolt. . . ."

A noble effort, but one that falls on deaf ears. Grumbling is heard from all quarters - including EAGLE and GATE who have been tabbed as co-sponsors. Even HAND's past associate WREATH joins the condemnation of the RC's greed. However, voting against Land Bills is a very unpopular thing to do. The Type III passes unanimously amidst much grumbling, and the

Type I is stopped only by a CRESCENT veto. The Senate adjourns and awaits news from Macedon.

I tend to side with HAND and find the doomsayers a bit out of line. CRESCENT's call for Games for the good of Rome was largely ignored last time and, perhaps, precipitated the current crisis. What makes him think they'll be any more patriotic this time? Land Bills when sponsored by the RC have a double quieting effect. They not only lower the Unrest, but they improve the outgoing Consul's dice roll in the next Population Phase. HAND's actions were justifiable from where I sit in judgement.

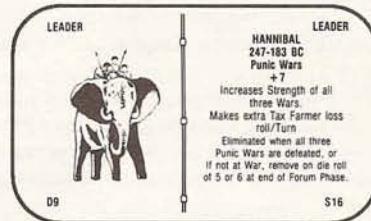
Combat Phase:

The news is good. FC Macedonicus of EAGLE has lived up to his name and won a complete victory over Macedon at 21:12 odds. He earns six Popularity and six Influence while lowering the Unrest to "1" and putting 25 Talents back into the empty State Treasury - and creating the II Veteran Legion loyal to himself. Meanwhile, Hannibal has burned the "Tax Farmer 4" concession of EAGLE's Calpurnius.

Revolution Phase:

HAND plays the "Land Commissioner" on Plautius #17. CRESCENT plays "Flamininus #18A" on top of Quintius #18. GATE plays "Shipbuilding" on Flaminius #13. EAGLE: Macedonicus returns his troops to Rome without incident.

The Shipbuilding concession may be a moot point now that the fleet has already been built, but Flamininus is a strange choice for it in any case. He is the least loyal of GATE's senators. Any of the others would have been a better choice, especially the FL, regardless of the "all eggs in one basket" theory. Plautius' newfound Popularity make him a reasonable choice in that he is relatively safe from Prosecutions, although the lack of a Concession with the non-persuadable FL makes the choice of Papirius last turn for the Harbor Fees all the more glaring an error.



TURN 3: HANNIBAL OVERRUNS ITALY

Mortality Phase:
No one dies.

Revenue Phase:
HAND: 6 Votes, 17T
Fulvius #7 (2-2-8-4), FL, K1
Papirius #11 (1-2-6-3), Harbor Fees
Plautius #17 (2-1-6-7), RC, P4, Land Commissioner, 2T
WREATH: 9 Votes, 6T
Aelius #14 (3-4-7-2), FL, P1, Tax Farmer 3

Aurelius #9 (2-3-7-3)
Cunctator #2A (5-2-7-15), PC, 10T
Card: Tribune

CRESIDENT: 8 Votes, 7T

Flamininus #18A (5-4-7-4), FL, 4T
Valerius #3 (1-2-10-5)

Sulpicius #15 (3-2-8-12), C, PC, P3, Tax Farmer 2
Card: Blackmail

EAGLE: 9 Votes, 7T

Macedonicus #19A (5-4-8-15), FC, FL, P6, A2, 9T

Julius #4 (4-3-9-14), PC, P5, A1

Calpurnius #16 (1-2-9-2), P2
Card: Secret Bodyguard

GATE: 9 Votes, 15T

Manlius #6 (3-2-7-4), FL, Sicilian Grain

Africanus #1A (5-5-7-6), 5T

Junius #10 (1-2-8-3), G of Cisalpine Gaul

Flaminius #13 (4-2-6-3), Shipbuilding, 5T

Cards: Tribune, Seduction

STATE: 25T + 100T (Income) + 1T (Cisalpine Gaul) + 10T (Contribution) - 20T (Wars) - 15T (Land Bills) - 52T (Maintenance) = 49T

Junius fails to improve Cisalpine Gaul and takes no personal income.

Only WREATH contributes to the State, and his 10T contribution by Cunctator still leaves the state 1T short of surviving a Natural Disaster. The game is now in jeopardy in the Forum Phase with every dice roll that chances a Random Event. WREATH's contribution was magnanimous, but without assurances of similar gifts from the other players it was foolish. What's more, the one Influence gain that results pushes Cunctator to 16 - a position that virtually assures that he will be the last choice for any Consul or Censor position which would elevate him to the magical figure of 21 (from where he would be eligible for a Consul-for-Life vote).

Forum Phase:

HAND: Draws a Tribune.

WREATH: Cunctator #2A attracts a Knight without any expenditure, but draws "2nd Punic War" (thus doubling the strength of the Carthaginians).

CRESIDENT: Flamininus #18A spends 1T to successfully attract a Knight. Draws a Tax Farmer 6.

EAGLE: Macedonicus #19A fails to attract a Knight despite spending 2T. He spends another 7T for Games, which lowers the Unrest to "0". Draws Egyptian Grain Concession.

GATE: Draws Random Event: "Refugee". (As if Hannibal will need it!)

EAGLE's expenditure of precious funds for Games at this point is hard to fathom. Macedonicus hardly needs the seventh Popularity this buys him, as it would be suicidal to prosecute him. The Unrest Level is now well in hand and EAGLE's biggest weakness is his lack of funds. His acquisition of the "Egyptian Grain Concession" will go a long ways towards correcting that problem. What the state really needed was Contributions - not Games. Anything else merely is delaying the deluge with a finger in the dyke.

Sixth Initiative:

CRESIDENT's Flamininus wins the sixth Initiative with a bid of only 3T over HAND's bid of 1T. He draws a Tax Farmer 5.

The expenditures by WREATH and EAGLE, though they speak well of their motives, do little to improve either Rome's lot or their own. The paucity of bidding for the extra Initiative is strange - especially in this version of the game where hidden Personal Treasuries and blind bids make Persuasion attempts so volatile. I get the impression that CRESIDENT bid for it more as a defensive gesture than out of any real plans for its use. The chance for an extra Knight and a red card alone are worth three Talents at this stage of the game. The explanation appears to be that these players view Persuasion attempts as outright vendetta declarations, and so are reluctant to launch the first raid on another's turf.

Population Phase:

The Unprosecuted War raises the Unrest Level to "1". A dice roll of "12" (-1 Unrest, +4 for Plautius' popularity) = 15, which results in no change to the Unrest Level.

Senate Phase:



The appearance of the 2nd Punic War quickly dashes the long-promised hopes of a Consulship for Africanus as all agree that it would be folly to attack Carthage now. Instead, they will allow Hannibal to have his way and ride out the storm as best they can by defeating any other wars that appear. Thus, Plautius (the outgoing RC) announces from Camp Davidius his nominees for Consul: Valerius #3 of CRESIDENT and Flaminius #13 of GATE. Both are elected unanimously.

The Consul choices are quickly made on the basis of choosing individuals with the least influence - presumably to maintain the balance of the game. These players seem to set great store in keeping all of the factions relatively equal - and, in practice, that is indeed the path to building a strong Republic. Their agreed strategy to ignore the Punic Wars is correct, given the current situation and the scenario they are playing. However, it points out the weakness of this scenario as anything other than a training exercise in learning the game. Once players have become familiar with the deck, this course of action is all too easy to take. In a Campaign Game, wherein this scenario flows into the Middle Republic (or even in the Wild Card game where the decks are shuffled together and the game is played without time limit), this strategy would be suicidal. Eventually the Third Punic War would appear, making the Carthaginians unstoppable, and the game would only have to wait for a fourth war to appear and draw a stalemate to win. The players, however, are using their knowledge of the deck and the artificial time limit they have set to bail themselves out. This "end of the world" phenomenon is akin to today's politicians passing on our problems to future generations by enacting only short-term policies.

The new Censor is chosen almost as easily. RC Sulpicius nominates Plautius, stating simply that he is the best (*read "least influential"*) of the eligible candidates. This measure passes 26-6 with GATE abstaining. Only EAGLE opposes, perhaps out of dread of what the election of last turn's Consul will bring in the form of prosecutions to EAGLE, who had been openly critical of HAND's Land Bills. HAND refrains from such revenge, however, and announces no Prosecutions. The Punic War situation has had a calming effect with everyone somberly settling back into "survival" mode.

HAND's control of the Censorship was important; not so much for what he refused to do to others, but because it prevented others from prosecuting him. With an income of 12T per turn and no popularity on Papirius, HAND is tempting the other players beyond reason and risks losing his Harbor Fees Concession to a Prosecution the instant he no longer controls the Censor. At this point, it would appear that all vestiges of the initial triumvirate are forgotten. HAND has graced CRESIDENT with a nomination, who has replied in kind. The promises to GATE are not even remembered by the replacement player, who has taken a far more laid back approach to the game than his predecessor. The game, as it so often does, appears to be headed toward an "every man for himself" attitude.

New RC Valerius (of CRESIDENT) proposes the elimination of seven fleets and six legions to reduce maintenance costs. This reduction will allow them to operate Rome on a surplus, and still leave sufficient strength to deal with remaining wars. Only HAND speaks out in protest:

"There is no need to protest that which has no merit. Are we to collapse in front of the foes yet to come? Granted, the treasury is overtaxed, but why strip away our defenses? Are we to entrust our small army to a Field Consul who may then revolt against us? If there is nothing left in Rome, with what will we defend ourselves. Raise no more forces at this time, but keep what we have!"

HAND's speech would be quite applicable in a Campaign Game, but has little merit in this truncated scenario wherein CRESIDENT has been able to carefully calculate what obstacles remain to be faced. The proposal passes 27-6, with GATE abstaining. Rome withdraws within its walled cities. The 2nd Punic War becomes the second Unprosecuted War, and WREATH's "Tax Farmer 3" is destroyed by Hannibal.

Revolution Phase:

CRESIDENT plays "Tax Farmer 5" and "6" on Flamininus and Valerius respectively. EAGLE plays the Egyptian Grain on Macedonicus.

The further travails and successes of the young Republic will be chronicled in the next issue, as this PBEM Series Replay is concluded.



PRINCEPS

The Design of REPUBLIC OF ROME

By Richard M. Berthold

A Brief History of the Republic

The Roman Republic was born c. 509 BC when the young city-state threw out its last king, Tarquin "the Proud". The new state then spent its first two centuries making the necessary transition from aristocracy of birth to oligarchy of wealth, a period called the "Struggle of the Orders". This change was hastened by the switch in the early fifth century BC to an army of infantry fighting in line, the first stage in the long development of the Roman legions. This meant that military power was no longer a Patrician (aristocratic) monopoly, but instead lay in the hands of the Plebians (commoners) who made up the army. Since during these two centuries Rome was continually at war, uniting the Italian peninsula, the Plebians were able to pressure the Patricians by threatening military strikes, and gradually gained access to all the mechanisms of political power. By 287 BC the political distinction between Patrician and Plebian had disappeared and the finished Republican constitution had emerged, dominated now by a new mobility of wealth.

The Republic possessed a hierarchy of annually elected magistrates, the highest of which were the two consuls. They and the next rank of officials, the praetors, were normally the only individuals with *imperium* (the power to command military forces), but in times of crisis the consuls and Senate could together nominate a Dictator, who would in turn choose an assistant, his Master of Horse. These temporary magistrates could hold office for (at most) six months, but during their tenure their power was superior to that of the regular officials. Surprisingly, in view of the continual warfare and military crises, the Romans resorted to the dictatorship only rarely. The Senate might also choose to extend the power of a consul or praetor beyond the normal year in office by making him a proconsul or propraetor, both of whom could command troops.

Important in domestic affairs were the two censors and the Pontifex Maximus, the former elected for an eighteen-month term every five years, the latter for life. The censors controlled the census and the Senatorial roles, possessing the power to eject members from the Senate, while the Pontifex Maximus headed Rome's somewhat secular religious establishment, seeing to the maintenance of the temples and rituals that were considered vital to the welfare of the state. Finally, there were the ten annually elected tribunes, who possessed the important powers of initiating legislation and vetoing any act of the government.

Because of the rather haphazard manner in which the constitution developed, Rome ended up with no fewer than four citizen assemblies, but only two were of any importance: the Centuriate, which elected the consuls, praetors and censors; and the Tribal, which elected the tribunes and passed legislation. The Senate was made up of ex-consuls and ex-praetors, which

meant that the Senators were indirectly elected by the people. They held their seats for life, and until the last half century of the Republic the body had a membership of about three hundred. After 287 BC the Senate had no actual constitutional power and was simply an advisory body, issuing its opinion in the form of a *senatus consultum* - "advice of the Senate."

Rome of the Republic remained (in theory) a democracy, and the people were the sovereign authority - electing, legislating and declaring war. But in actuality the Republic was controlled by an oligarchy of wealth, centered in the Senate. The magistracies were theoretically open to all citizens, but in practice were restricted to the wealthy since the structure and voting procedures of the Centuriate Assembly were powerfully biased towards the wealthy. They were also the only people with the reputation, time and money to get elected to and hold the unpaid offices, and they were thus the people who composed the Senate. Though it lacked any legal powers, because of Roman conservatism and readiness to acquiesce to authority, the Senatorial oligarchy was easily able to dominate the legislative processes of the Tribal assembly; and the magistrates, who were constitutionally independent, were in reality the executive arm of the Senate.

Being of the same class (and being Romans), the Senatorial nobility had a unity of purpose and action in its direction of Rome, but the families who made up this ruling class were constantly struggling for pre-eminence within the Senate. What motivated them was not so much wealth or power, as the competition for the prestige (*dignitas*) gained by serving Rome, and the goal of the Senatorial statesman was to excel his colleagues in prestige and become recognized as the unofficial "Dean of the Senate" - the *princeps senatus*.

Until the last century of the Republic, the Roman people were quite content with the rule of the Senatorial oligarchy, which led the state extremely well. While the internal restructuring was going on in the fifth and fourth centuries, Rome, always motivated by security concerns, managed to conquer all the Italian peninsula south of the Po valley. The defeated states were organized into an alliance system that allowed Rome to draw upon the military manpower of the entire peninsula and gradually transform Italy into a sort of Roman nation. The final proof of her success in this regard came during the Social War (90-88 BC), when the Italian allies revolted - not to escape Rome, but to obtain the citizenship and become even more Roman. This Italian Confederacy was the power base from which Rome would launch her overseas adventures.

The occupation of southern Italy brought the Romans face-to-face with Carthaginian power in Sicily, and mutual fear and suspicion led quickly to the First Punic War (264-241 BC), during which Rome destroyed Carthaginian

naval power and won the contested island. The showdown for control of the western Mediterranean came in the Second Punic War (218-201 BC), in which Roman manpower was able to defeat the brilliant leadership of the Carthaginian general Hannibal. Carthage was reduced to a fourth-rate power and later utterly destroyed in the Third Punic War (149-146 BC), when her territory was turned into the province of Africa. This act of savagery was completely atypical of Rome and stemmed ultimately from the suffering inflicted on Italy during Hannibal's sojourn there. No other people came close to the Carthaginians in causing injury to Republican Rome, and generations later Roman mothers were still scaring their children with stories of Hannibal.

While dealing with Carthage, Rome fought two wars against pirates in the Adriatic (First Illyrian War, 229-228 BC; Second Illyrian War, 220-219 BC), but her serious involvement in the Greek-dominated east began with Philip V of Macedon, who had joined Hannibal in the war on Rome (First Macedonian War, 214-205 BC). In 201 BC, Philip was no direct threat to Italy; but the Senate's definition of Roman security needs had expanded along with Roman power, and Philip was seen as a likely future problem. Despite her exhaustion from the Punic War, Rome consequently accepted an invitation to defend several small Greek states at war with Macedon, and this led to the Second Macedonian War (200-196 BC) and the defeat of Philip. The Romans withdrew from the Balkan peninsula, but were soon drawn back for a confrontation with the last great Mediterranean power, the Greek-run Seleucid empire in Asia (Syrian War, 192-189 BC). The Seleucid monarch Antiochus III fared no better than Philip, and his defeat marked the beginning of the Seleucid empire's slide into oblivion.

The foundation of the empire was now established. The Romans had yet to occupy most of the real estate of Europe and the Mediterranean, since they preferred clients rather than direct provincial rule, but after 189 BC they no longer had any serious rivals for control of the Western world. The Antigonid monarchy of Macedon was extinguished when Philip's son Perseus was defeated in the Third Macedonian War (171-167 BC), and Rome reluctantly annexed the area as a province in the wake of the Fourth Macedonian War (149-148 BC). The Seleucid and Ptolemaic empires were weaklings and demanded no further attention from Rome, while in the west a long series of wars and revolts in Spain led to the pacification of most of the peninsula by the end of the second century BC.

On the domestic front, however, the eastern wars, following hard on the heels of Hannibal's devastating stay in Italy, created serious social and economic problems, as what was essentially a city-state government with a citizen militia struggled to meet the demands of a

growing empire. Major reform was needed, but the period had also seen dramatic growth in the power of the Senatorial oligarchy, which in the course of the second century looked more and more to its own interests rather than those of the Republic. Even moderate reform was resisted by an increasingly short-sighted and self-interested Senate; in 133 BC, T. Sempronius Gracchus, using unprecedented but perfectly legal tactics, gained control of the Tribal assembly and began a revolutionary assault on the traditional authority of the Senate.

So began the Roman "Revolution", a century-long collapse of the Republic that would end only in 31 BC. Resisting any change was the majority of the Senate, known as the Optimates; they had the advantage of unity of purpose, wealth and extensive control of the governmental machinery. Opposing them were the Populares, a mixed bag of anti-Senatorial forces, usually led by the dissenting minority in the Senate. The earliest leaders of the Populares, such as the Gracchi brothers, were true reformers; but very quickly the attack on the Optimates became simply an avenue for the politically ambitious, as the reform movement degenerated into civil strife and finally into civil war.

The Senate resisted the reform bill of T. Gracchus, but before his death in a riot Gracchus had demonstrated that it was possible to gain at least temporary control of the Tribal assembly and pass measures against the wishes of the Senate. The weakness of the Senate - that all its power was based on nothing more than custom - had been made clear, while the Senate had shown itself unwilling to countenance even the most moderate reform. G. Gracchus was perhaps more politically minded than his brother and attempted in 123-122 BC to build a permanent anti-Senatorial base by attracting the support of the Knights, the wealthy class of businessmen, who had until now been essentially apolitical. In this he was successful, but his work was quickly undone when he and the rest of the Populares leadership were killed in a Senate-inspired riot.

The Senate had defended itself with violence, and it was not long before the use of force was formalized and escalated by the introduction of the military into politics; Senators began to view war simply as a means to gain a military following. The last decade of the second century saw the rise of G. Marius, an eminently successful general who rode the popularity he earned fighting Jugurtha in Africa (Jugurthine War, 111-105 BC) and Germans in northern Italy to leadership of the Populares and an unprecedented six consulships in eight years. Marius, whose military reforms furthered the professionalization of the legions, used his veterans in Rome only as political workers and toughs, never as military units; but his actions pointed the way to the emergence of the client army, whose primary loyalty was to the general rather than the state. The first commander actually to bring legions into Rome itself was L. Cornelius Sulla, who led the Senatorial counterattack in the nineties and eighties. Sulla earned his military reputation and loyal veterans in the great allied revolt (Social War, 90-88 BC) and in his victory over king Mithri-

dates VI of Pontus in Asia Minor (First Mithridatic War, 89-85 BC). When he returned from Asia he defeated the Marian forces in Rome's first civil war, and by the time of his death in 78 BC the Senate seemed once again firmly in control.

But appearances, especially in politics, can be deceiving. Violence was now firmly embedded in the political system, and there were many ambitious men ready to follow the examples of Marius and Sulla. The rest of the Revolution can still be viewed in terms of Optimates and Populares, but the real contest was now among a group of tremendously powerful individuals, and ultimately their armies. More and more, foreign policy became simply a reflection of domestic struggles, as the political contenders sought military commands as a way to gain money, reputation and above all the allegiance of veteran armies for the contest in Rome.

The next generation of leaders came from the ranks of Sulla's own lieutenants. Gn. Pompeius (Pompey the Great) and M. Licinius Crassus both took advantage of the military crises in Spain and Italy (Sertorian War, 80-71 BC; Revolt of Spartacus, 72-71 BC) to gain armies with which they then intimidated the Senate. The Senate refused to face reality and ally with Pompey, and instead did everything to drive him into the arms of Crassus, a rich Knight and natural leader of the Populares. The two men began falling out during the sixties, as Pompey gained an impressive military reputation and the epithet "Great" by clearing the Mediterranean of pirates and campaigning in the east (Third Mithridatic War, 74-63 BC). In fact Pompey's reputation as a great general was largely unwarranted, since the pirate problem required only competent leadership, and Mithridates had essentially already been defeated by Pompey's predecessor, L. Licinius Lucullus.

Civil war between Pompey and Crassus was, however, averted by the young G. Julius Caesar, who in 60 BC brought the two leaders and himself into a private political alliance: the First Triumvirate. Caesar was quite clearly the junior partner in the alliance, but he rapidly gained a reputation and a veteran military following during the fifties by conquering Gaul and invading Britain and Germany. Attempting to do the same in the east (Parthian War, 53 BC), Crassus got himself killed in the disaster at Carrhae - thereby simplifying the political situation. The showdown came in 49 BC, when Caesar invaded Italy, and was essentially over the following year when a defeated Pompey was assassinated in Egypt on the orders of the last real Ptolemaic ruler, Cleopatra VII. Caesar dallied with the queen long enough to produce a child and aid her in a war against her younger brother (Alexandrine War, 48-47 BC) and then returned to Rome, unchallenged master of the state.

The Republic was quite dead by 44 BC, when Caesar was assassinated, but Rome had to face the agony of one more civil war. Caesar's lieutenants, M. Antonius (Marc Antony) and M. Aemilius Lepidus, and his grand-nephew and personal heir, G. Octavius (Octavian), formed the Second Triumvirate in 43 BC. In

the course of the thirties Lepidus was set aside, Octavian gained control of Italy and the west, and Antony established himself in the east in alliance with Cleopatra. The war came and the Revolution ended in 31 BC with the defeat and suicide of Antony and Cleopatra. In 27 BC, Octavian began laying the foundation of the Principate, an autocracy clothed in republican garb. He took the name Augustus and the title Princeps, and became Rome's first emperor.

A Design of the Republic

REPUBLIC OF ROME represents a sort of distillation of two-and-a-half centuries of Roman history, from about 265 BC to 44 BC. Prior to this period, Rome was busy conquering and unifying the Italian peninsula and her constitution was still taking shape amidst the Struggle of the Orders; after Julius Caesar, traditional Senatorial politics, battered for several generations by the rise of the client armies, are dead. Even within this period there is a sharp change in the political scene with the advent of the Revolution in 133 BC, when personal ambition began rapidly to overtake concern for the Republic as a primary motivation among Senators. Prior to the Revolution, gaining influence in the Senate and public recognition as a servant of the state was the goal of the average Senator, so that *REPUBLIC OF ROME*, with its player-goal of actually dominating the state, in fact has more in common with the century of the Revolution. The road to all these goals, however, began with the factional politics that were characteristic of the Senate throughout the history of the Republic, and it is this that the game attempts to simulate.

Each player in *REPUBLIC OF ROME* controls a faction of nobles in the Senate and attempts to strengthen this faction by attracting more Senators and gaining various economic concessions. The heart of the game is the Senate meeting, during which the players compete to get members of their faction elected to the two Consulships, the Censorship and/or the governorships of the provinces. Votes are also taken on land bills (designed to keep the Roman people happy) and legions and fleets are raised and commanders appointed (to deal with any wars facing the Republic). The Censor may conduct prosecutions, with the Senate as jury, of alleged corruption on the part of ex-officials and ex-governors. The goal is for your faction to dominate the state, either by amassing superior influence or by controlling a majority of votes in the Senate or by launching a successful military revolt. At the same time, however, the players must cooperate to keep the Republic itself intact, which creates a tense environment of conflict between individual and group concerns. State finances must be watched carefully or the Republic will go bankrupt; the people must be kept happy or they will revolt; and wars must be dealt with or the empire will collapse. Should any of these things happen, the game ends with all the players losers.

The game was originally designed as a more-or-less purely political simulation, with random wars and a given number of governorships providing a typical environment for the mid-Republican government. It evolved, however, into a challenging historical game, in which the

players actually build the empire from scratch, and thus develop and change the political environment in which they are competing. The major wars, personalities, events and political developments of the period are reflected in the Forum Cards, a number of which are drawn each game turn. Arranging for events to occur in the order they actually did would of course provide a more historically accurate simulation, but would also give the players an immense (and game-destroying) advantage the Romans never had: knowledge of the future. Consequently, the people and events of the period appear randomly, but in order to provide some historical framework for the game, the Forum Cards are separated into three decks. The first group (white) covers roughly the period 265-189 BC, the second (grey) 188-100 BC and the last (pink) 99-44 BC.

The War Cards represent the major conflicts of the period, and the draw of one of this type of Forum Card represents the outbreak of that particular war. They have been assigned their values on the basis of the actual wars, although these values are to a degree "false", since in the game the wars are not likely to occur in historical order. Those wars that were more or less precipitated by the Romans, such as the Second Macedonian War, have been categorized as Inactive in order to give the players some choice in whether or not to fight them. With a few exceptions the fleet requirements for the wars represent necessary transport, rather than actual naval combat potential. Since this is essentially a political game, combat has been kept relatively simple; but optional rules covering provincial forces have been included for those who wish a more complex and detailed military component. It may seem, incidentally, that the military threats in the game are excessive (what with the potential multiplying of wars); but bear in mind that Rome grew up in a tough world. The hope is that the possibility of a devastating war situation will instill in players something of the national security paranoia that seemed to move the Senate.

Associated with many War Cards is a Province Card, likewise based on real-world counterparts, and here also there is a degree of historical distortion. In the game all the provinces are created automatically by the successful prosecution of the appropriate wars, and this was far from being the case with the actual Roman provinces. The Senate was in fact loathe to take up the burdens associated with direct territorial rule and, where it could, avoided building provinces, preferring to control areas through client states. We adopted the war-creates-province mechanism because it is simpler and because it provides further incentive for "wargamers" to prosecute a war. The governorships that go along with the provinces are also simplified; by the late Republic the posts were automatically filled by the previous year's consuls and praetors, but we made them elective in order to add more political action to the game. "Improvement" of a province, which increases its revenues, simply reflects the development of the province's economy and infrastructure.

Like the provinces, the actual political structure of the Republic is simplified for *REPUBLIC OF ROME*. With the exception of the tri-

bunes, all the offices below the consulship are ignored for the sake of a manageable game. The tribunes, with their powerful weapons of veto and legislative initiation, could not be ignored, but since ten of them were elected every year it seemed reasonable to represent their adherence to a faction with randomly drawn Tribune Cards which can be played to initiate or veto a proposal in the Senate. Further, there were actually two censors, elected every five years for eighteen-month terms - and they did not bring prosecutions for corruption as they do in the game. They did have the power to remove members of the Senate for grave misconduct, however, and that is what is reflected in the prosecutorial power that we have assigned the office. The option of appealing to the people during a prosecution represents the basic right of *provocatio*, which allowed a citizen to appeal a magisterial decision to the people. We have given the Dictator (and his Master of Horse) a year in office, whereas in reality he was in power for a maximum of six months only. The Romans actually resorted to the dictatorship only rarely, but the fact that the office allows the Senate to prosecute an additional war will cause it to appear more often in the game. The extra voting strength assigned the Pontifex Maximus and priests on questions of military expeditions reflects their ability to influence superstitious opinion through control of the religious establishment.

Completely ignored in the game are the Roman citizen assemblies, but until the Revolution these were little more than rubber stamps for the Senate, and after 133 BC they were essentially the tools of ambitious Senators. The bottom line is that, for most of Republican history, the politics of the Senate were the politics of Rome, and not until the Revolution did the people - or at least those who lived in Rome - play a direct political role (and even then it was a limited one). The Roman people are, however, given some influence in the game through the mechanism of the Unrest Level, which was added primarily to provide another distraction for the Senate to worry about. Games and land bills, which provided for Roman colonies and thus opportunities for poor citizens, were in fact used to please the populace, but mostly during the Revolution and essentially to win their support for some individual politician rather than to stave off a popular revolt. The Roman Republic actually never faced any real possibility of a revolt of the people, but we wanted to give the *populus Romanus* some role in the game and put yet more pressure on the Senate by creating an additional way for the game to end with everyone a loser.

The core of the game system of *REPUBLIC OF ROME* is, of course, the Senate meeting. Throughout most of the Republican period the Senate numbered about 300, and until the Revolution it presented a more-or-less united front in its direction of Roman policy. Behind that front, however, the Senate was a swirling pool of constantly changing alliances among the families that made up the Senatorial nobility. While the Senate as a whole was generally united in common action (until the Revolution) for the good of Rome, at the same time individual Senators were continually jockeying to

improve their position and influence in the body. And this we have attempted to simulate in the game.

Each Senator Card represents the current leading member of that particular family, the families included in the game being the most important for the period. Since the political fortunes of a given family varied over time, the Loyalty, Oratory, Military and Influence numbers on the Cards are historically pretty arbitrary and differ from family to family simply to add variety. One may understand the larger Oratory numbers (votes) of some Senators as representing their control of lesser lights in the Senate. The Statesmen Cards, on the other hand, do represent actual historical figures, and consequently their numbers do reflect to some degree the characteristics of that individual. But individuals are in many ways shaped by their circumstances, and in that respect these Statesmen are historically "inaccurate", since in the game they are not likely to appear in their actual historical environment. This fact is most obvious in the special characteristics assigned to each: as examples, Fabius Maximus halves losses in combat because his "Fabian" tactics against Hannibal reduced casualties; and Sulla's Loyalty rating is "0" if he is in the same faction with Marius because historically the two men were enemies and this mechanism should cause them to gravitate to different factions. The enemy Leader Cards likewise depict historical characters associated with the various wars, but for the purposes of the game they are essentially generic, representing the appearance of an exceptional leader (who simply adds to the strength of the War Card).

We scholars do not know all that much about procedural rules in the Senate, but certainly the procedures in the Senate meeting in *REPUBLIC OF ROME* are more formal and limiting than what was historically the case. Actual Senate meetings were apparently fairly free-form discussions that resulted in "advice" that was given to the magistrates to carry out. It turned out to be necessary, however, to add many restrictions to the conduct of the meeting in order to make the game work and prevent players (who are not, after all, Romans) from exploiting many ahistorical and game-distorting possibilities inherent in a more wide-open session. Incidentally, the designation of one Consul as Field Consul and the other as Rome Consul has no historical basis, but makes the game work better by eliminating the possibility of the Senate meeting grinding to a halt because the two Consuls cannot agree on things. Further, widespread bribery, represented in the game by the ability to buy votes with money, was historically limited to the period of the Revolution - but in any society economic power is political power and we wanted to provide a way for a player to translate directly one into the other.

Many of the economic aspects of the game are also ahistorical. The Senatorial oligarchy, especially in the years before the Revolution, represented landed wealth, and commercial matters were for the most part left in the hands of the Knights. Senators were in fact legally barred from many business activities. In order to provide more income and more action in the

Senate, however, we have allowed commercial opportunities that would have been handled by Knights to be assigned to Senators in the form of the Concession Cards. The Knights themselves were essentially apolitical until the Revolution, but we included them in the game in a manner - each Knight bringing extra income and votes to his faction - that best reflects the added economic and political influence that accrued to a faction that established alliances within the business community. Most of the Event and Intrigue Cards are generic (e.g., famine or assassin) and serve the standard purpose of adding variety and randomness to the game, though it should be noted that much of the activity on the Intrigue Cards is really characteristic of the Revolution and not earlier. Some of the Event Cards (such as Sulla's Proscription and the Catilinarian Conspiracy) do represent events of Republican history and were added to increase the atmosphere, while contributing to variety in the play of the game.

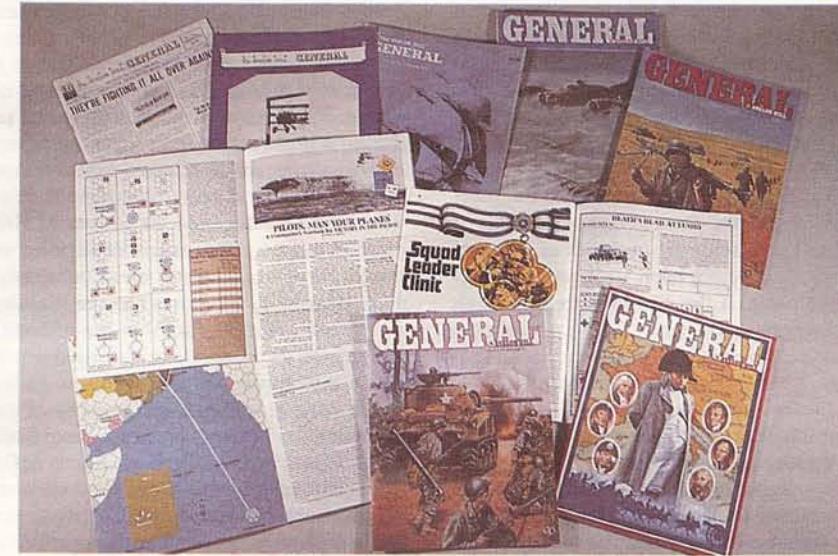
The "rules" of the political "game" in Rome changed dramatically during the Revolution, which comprised the last century of the Republic. These changes are represented in the Forum deck by the Law Cards, which in fact do alter the rules of the game in ways reflective of the changes that actually took place during those troubled years. Perhaps the most important of these is the Military Reforms Card, the appearance of which means the game can no longer be won by simply amassing Influence. Many factors led to the direct involvement of the military in the political arena, but the military reforms of Marius at the end of the second century BC were probably the most important in this rise of the client army, which was more loyal to its general than to the state. What this development meant was that political influence was no longer a goal in itself (as had previously been the case), but instead only the means to gain military support, which had become the ultimate and only secure form of political power.

Of the possible ways to win the game, gaining supremacy through Influence is the only one historically correct for all but the last fifty years of the Republic, since being recognized as *princeps senatus*, unofficial leader of the Senate, meant surpassing your colleagues in prestige and influence. In reality of course, being *princeps senatus* never meant absolute domination of the state - there could in fact be several *princeps senatus* - but it was as close as you could come. Gaining complete control of the state through a military coup is something that was possible only during the last decades of the Republic, as is the notion of Consul for Life, which in reality presumes that (like Caesar) you already have a military dictatorship.

REPUBLIC OF ROME is an especially challenging game I think, since it is difficult enough just to keep the Republic together and beat the game itself, let alone the other players. Of all the "political" simulations ever published it is also probably the richest in variety, subtleties and the number of issues that must be dealt with, and few games will match it in historical detail. The rules may initially appear complex, but with a few turns players will have a grasp of

BACK ISSUES

Only the following back issues of *The GENERAL* remain in stock; price is \$4.00 per issue (plus the usual shipping and handling charges). Due to the low quantities of some back issues, if ordering, please specify alternative selections. Below is a listing of each in-stock back issue by subject matter; game abbreviations are italicized and standard (a partial listing may be found on the "Opponent's Wanted" form on the insert of this issue). Type of article is indicated by the following abbreviations: A - Analytical, DN - Designer's Notes, H - Historical, Q - Questions, P - PBM (postal), S - Strategy, Sc - Scenarios, SR - Series Replay, V - Variant. The featured game for each issue is always the first one listed. Those printed in red indicate one-color reprints of previously out-of-stock issues.



- 14-5: *SL* - H, A, DN, Q; *WS&IM* - A; *TRC* - S; *MD* - S; *SST* - S; *3R* - S
 17-4: *FE* - S, P, DN, V; *MD* - V, Q; *COI* - SR; *VITP* - S; *1776* - Sc; *WQ* - A; *SST* - V; *NAP* - S
 17-5: *CM* - S, V, Q; *RW* - V; *SL* - V; *STAL* - V; *PL* - S; *3R* - S, SR; *CAE* - V; *KM* - S; *MR* - S
 17-6: *STAL* - S; *WS&IM* - V, Sc; *WAS* - V; *3R* - SR; *SL* - S; *CL* - S; *VITP* - S; *TRC* - S
 18-1: *FITW* - A, Q; *BIS* - S; *SL* - S; *DUNE* - V; *DIP* - S; *AK* - A; *PB* - SR; *AL* - S; *W&P* - S
 18-2: *AP* - A, Sc, Q; *AK* - V; *3R* - DN; *TB* - V; *SL* - S; *AW* - V; *VITP* - S; *DIP* - S; *DD* - S
 18-3: *GOA* - S, DN, V, Q; *AOC* - V, Sc; *AK* - S; *VITP* - V; *SL* - S; *WS&IM* - SR, P; *DIP* - S
 18-4: *GL* - H, V, A, Q; *SL* - A; *LW* - V; *W&P* - SR; *AOC* - S, P; *FE* - V; *WAS* - S; *AK* - S
 18-5: *3R* - S, A, V, DN, Q; *SL* - S, A; *TRC* - V; *TB* - V; *RW* - V; *CL* - A; *DUNE* - V
 18-6: *FT* - A, Sc; V, DN; *VITP* - V, Q; *MD* - S, Q; *SOTN* - A, Q; *SUB* - Sc; *BL* - V
 19-1: *SOA* - A, V, DN, SR, Q; *TLD* - A, Q; *3R* - S, Q; *DWTK* - DN; *TB* - A
 19-2: *BB'81* - H, Sc, S, DN; *TLD* - A, Q; *SL* - V; *3R* - S; *SOA* - SR
 19-3: *GSL* - A, Sc, V, SR, Q; *DIP* - A; *RW* - Sc; *GE* - V; *1776* - Sc; *LRT* - V, Q; *SL* - A
 19-5: *SON* - A, S, H, Q; *W&P* - S, Q; *DIP* - A; *WAT* - V; *WS&IM* - Sc; *SL* - A
 19-6: *VITP* - P, SR; *3R* - V, Q; *DIP* - A; *FT* - V; *BIS* - V; *NAV* - A; *SL* - A, Sc; *SUB* - V, Sc
 20-1: *GI* - S, A, DN, V, Q; *VITP* - SR
 20-2: *TT* - A, DN, S, Q; *MR* - V; *LRH* - A, *SL* - Sc; *W&P* - V; *GOA* - S, Q; *DIP* - A; *PL* - V
 20-3: *FRED* - S, V, Sc, Q; *PB* - A; *1776* - Sc; *DWTK* - S, V, Q; *DIP* - A; *CONQ* - V, S
 20-5: *BR* - SR, S, H, Q; *LRT* - S; *DIP* - A; *GSL* - Sc; *GE* - A; *WS&IM* - Sc
 20-6: *B-17* - A, V, SR, Q; *AF* - V; *LW* - S; *DL* - S; *FE* - S; *DIP* - A; *MD* - S; *BR* - SR; *GOA* - Sc; *SL* - A; *PL* - Q
 21-1: *UF* - S, A, SR, DN, Q; *SOA* - S; *GI* - H, S; *TRC* - S; *DD* - S
 21-2: *NAB* - S, DN; *W&P* - S, A, Q; *NAP* - S, Q; *DIP* - A; *FR* - S; *FE* - S; *3R* - S; *BFI* - S; *1776* - S; *SL* - A
 21-4: *PGG* - S; *SR*; *PB* - A, 3R - S; *TRC* - S, V, Q; *DIP* - A; *STAL* - V, S; *SL* - Sc
 21-5: *HW* - S, V, A; *MR* - S, Q; *OR* - A; *DIP* - A; *3R* - A; *RB* - S; *CONQ* - V; *CIV* - S; *SL* - A
 21-6: *FP* - H, V, SR; *AIW* - S, Sc; *BL* - V; *TAC* - V, Q; *SL* - A
 22-1: *PAA* - A, S, Q; *TB* - A, V; *DWTK* - DN; *TR* - V; *GSL* - P; *DIP* - A; *AOC* - S; *WAS* - S, Q; *AK* - V; *CIV* - S; *3R* - S, Q
 22-2: *BANZ* - A, SR, Q; *FT* - A, S; *SUB* - Sc; *VITP* - S, Q
 22-3: *PB* - SR; *PL* - Sc, V, Q; *SOA* - S; *3R* - V; *DIP* - A; *CIV* - A; *UF* - Sc, Q; *AIW* - S; *GOA* - A, Q; *TLD* - A
 22-4: *RF* - A, V, S; *TRC* - V; *PK* - S, Q; *DIP* - A; *3R* - V; *SUB* - V; *PGG* - S
 22-5: *DEV* - S, A, Q; *GSL* - Sc; *BR* - S; *DIP* - A, P, A; *SC* - V; *FITG* - A; *ASL* - Sc, Q
 23-1: *FL* - A, V; *DL* - V, B-17 - V, DN; *HW* - S, Q; *VITP* - V; *3R* - S; *TT* - V; *LW* - V; *SST* - V; *RW* - V
 23-2: *ASL* - A, S, Sc, Q; *BV* - SR; *UF* - S; *DIP* - A; *PL* - A
 23-3: *SUB* - V, Sc; *ASL* - S; *BV* - SR; *HW* - V; *BL* - V, Q; *BB'81* - A
 23-4: *EIA* - S, DN; *W&P* - V, S; *WS&IM* - Sc; *SC* - V; *NAP* - S; *YS* - S; *3R* - S, Q
 23-5: *KOTA* - DN, Sc, Q; *WAT* - V, B-17 - V, Q; *3R* - S; *RW* - V; *ASL* - S; *VITP* - S
 23-6: *1830* - DN, S, V, Q; *FP* - Sc; *RB* - S; *DEV* - P; *CIV* - S; *MR* - S
 25-3: *PAT* - S, H, V, Sc; *TPS* - DN; *AK* - V; *3R* - Sc, Q; *ASL* - S; *PGG* - P; *PB* - A; *UF* - V; *SOA* - V; *PL* - S; *BB'81* - S
 25-4: *EIS* - S, H, V, Sc; *WS&IM* - V, P, Sc; *EIA* - V, Q; *VITP* - S; *NB* - DN; *1776* - V
 25-5: *GE'88* - SR, V, H, Q; *1776* - S; *ASL* - H, FP - Sc; *RB* - V; *OS* - V; *DEV* - S; *GOA* - DN, Q; *W&P* - S, Q; *BR* - DN
 25-6: *ASL* - H, S, V, A, Sc, Q; *PAA* - S; *RSN* - V; *UF* - S; *FP* - Sc
 26-1: *MOV* - S, DN, V, SR, Q; *DE* - V; *DUNE* - V; *DLW* - S; *KM* - S; *SC* - S; *ASL* - A, Q; *KR* - V, Q; *ROR* - DN; *CIV* - V
 26-2: *TPS* - S, DN, SR, Q; *PB* - Sc; *ASL* - H, A; *3R* - S, Q; *HW* - S, Q; *UF* - V; *RF* - S
 26-3: *MBT* - H, S, SR, Q; *FL* - V, Sc; *FP* - Sc; *ACQ* - S; *TA* - S
 26-4: *SOJ* - H, DN, S, Sc, Q; *KM* - V; *TT* - V; *CIV* - S; *DIP* - S; *MR* - A; *ASL* - A
 26-5: *UF* - S, V, SR; *AF* - V; *FT* - Sc; *B-17* - V, FP - V; *ASL* - H, Q
 26-6: *NB* - DN, S, H, Sc, Q; *EIA* - Sc, V; *1830* - S; *WS&IM* - Sc; *DEV* - S; *W&P* - Sc
 27-1: *TRC* - S, H, V; *ASL* - H, Q; *KR* - V, Q; *RF* - S; *TPS* - S
 27-2: *3F* - V, Sc, A; *6F* - S; *2F* - V; *EIA* - S, Q; *ASL* - S, D, Q; *WS&IM* - V; *FT* - V; *VITP* - S
 27-3: *3R* - S, DN; *TLD* - S, V; *ASL* - S, DN, Q; *FE* - S

ADVANCED CIVILIZATION

A Guide for Learning the New Game

By Gary Rapanos

The following is directed at those readers who are familiar with *CIVILIZATION* but have not yet taken the plunge into the recently-released "Advanced" version. It attempts to quickly explain the main differences between *CIV* and *Ad-CIV*, and is intended to ease the transition from the old to the new. The organizational format of *CIVILIZATION* has been retained, as it essentially follows the sequence of play for each game turn.

GETTING STARTED

Advanced CIVILIZATION uses the *CIV* mapboard, including (if available) the Western Expansion Mapboard. Similarly, the nine sets of player tokens from the original game are kept. Many of the other components have been redone, although their general design and intent is unchanged.

Eight new Civilization cards have been added, and all Civilization cards have been reprinted (with their attributes appearing on the reverse of each card). The 16 cards from the original game system have been kept, although some costs, credits and groupings have been altered. This gives a total of 24 different Civilization cards.

There are also four new Calamity cards, to be used along with the eight from the original game. The four red-backed Calamity cards have been reprinted with brown backs. The total number of Trade cards has been increased from 66 to 115. Players who have used the Expansion Trade cards will be familiar with these new cards - timber, oil, wine, silver, resin, dye and ivory. In *Advanced CIVILIZATION*, the number of each commodity is generally greater, in part to balance the new calamities.

One important new component is the Civilization Card Credit Sheet, meant to be photocopied and used by players during every game. This handy worksheet shows the credits given by each Civilization card, as well as cost and prerequisites (if any) to purchase. A player can see at a glance the credits he has amassed towards the purchase of new Civilization cards. Space is also provided so players can record the Civilization cards they have acquired and their cumulative point totals, which are so important for progression on the A.S.T..

Finally, the attributes of the various Civilization cards and the effects of the various calamities are described on separate player aids for easy reference.

Few changes have been made in setting up the game, other than in the preparation of the Trade card stacks. Simply put, the tradeable calamities are shuffled into the bottom portion of each Trade card stack so they won't be drawn right away. At least as many commodity cards as there are players in the current game are placed at the top of each stack. Non-tradeable calamities are placed at the bottom of each stack. There are several optional rules permitting different approaches to getting the calamities

into play, but this method has met with general approval.

SEQUENCE OF PLAY

The overall sequence of play is unchanged from basic *CIVILIZATION*, except that calamities are now resolved before the acquisition of Civilization cards. This prevents players from purchasing a Civilization card in order to reduce or avoid the effects of a yet-to-be-resolved calamity. The sequence of play, and the important changes in play during each phase, is as set out below.

TAXATION: Cities belonging to the players who hold "Democracy" never revolt. This change is not particularly significant, however, as city revolt is rare in any case.

POPULATION EXPANSION: Here there are no changes, other than providing the option that expansion may occur in A.S.T. order if any player so wishes. Population expansion usually takes place simultaneously in order to speed play (especially when all players have enough tokens in stock to allow for maximum build).

CENSUS: No change.

SHIP CONSTRUCTION: Players must now build ships in census order, so that the largest nations build their ships first. This makes ship construction consistent with the order of movement. Players with "Military", however, may build their ships last.

MOVEMENT: Movement on the mapboard still occurs in census order, although players who hold the "Military" card move after players who do not. (Census order applies between all players who hold "Military.") Players who hold the "Roadbuilding" card may now move their tokens through two land areas, provided the first area does not contain units belonging to another player.

CONFLICT: City surrender has been abolished. If the defender does not have the normal six tokens to substitute for a city, he may use what tokens he does have and combat is then resolved normally. A significant change involves the "pillaging" of destroyed cities. A player who eliminates a city in combat may pillage it by transferring up to three tokens from stock to treasury. The defender's treasury is unaffected, as he has already lost the city. In addition, the victorious attacker draws one Trade card randomly from the defender's hand and retains it for his own use.

These changes not only make aggression profitable in certain circumstances, but add an element of uncertainty in the handling of Trade cards. A player who tries to corner a market by hoarding a large number of valuable commodity cards for a turn may find his precious collection under attack from jealous neighbors. These changes do not make war itself profitable, but the occasional raid - especially if the victim cannot or does not retaliate - can be quite rewarding.

"Engineering" now aids in the attack, as well as the defense, of cities. A player who holds "Engineering" may attack a city with only six tokens; if the defender holds "Engineering", eight tokens are required. If both players hold the card, the effects cancel.

CITY CONSTRUCTION: Players who hold "Architecture" may use tokens from treasury to assist in the construction of one city each turn. At least half the cost of the city, however, must be paid with on-board tokens.

REMOVAL OF SURPLUS POPULATION: No change.

REDUCTION OF UNSUPPORTED CITIES: No change.

ACQUISITION OF TRADE CARDS: Here again there are no changes, although the increased number of Trade cards makes for greater variety.

TRADING: The rules for trade have been simplified and improved. Each player involved in a trade must pass at least three cards, truthfully stating the number if greater than three. In addition, each player must honestly name two of the Trade cards being passed. There is no requirement to state the total point value of the cards being traded. This means that in every trade, two cards from each player (at least) will be known, although at least one will be unknown. This simple alteration not only makes trading faster and simpler, it encourages the trading of calamities. At the same time, a player who risks getting a calamity can be certain of getting something of value too.

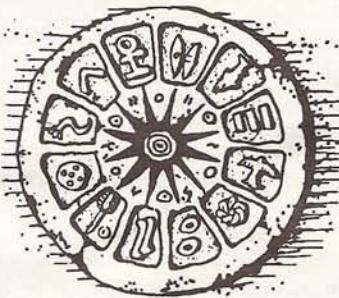
Another major change in the trading procedure involves tradeable calamities. No calamities are revealed until trading has been concluded; and thus the eight tradeable calamities may be traded repeatedly until the session ends. Whoever holds a calamity at that time becomes its primary victim. This change makes every trading session exciting and dangerous.

RESOLVING CALAMITIES: Note the change in the sequence of play. Calamities are now resolved before the acquisition of Civilization cards.

At the end of each trading session, all calamity cards must be revealed and acted upon. Calamities may not be discarded or held for the next turn. A player who failed to trade a tradeable calamity card himself now becomes the primary victim of the disaster. The only exception to these Draconian rules is that a player may not be the primary victim of more than two calamities. The two which take effect are selected randomly. (Stoicks may even play without this restriction.)

Calamities are still resolved in ascending order, after which they are put to one side until shuffled back into their respective Trade card stacks. There are four new calamities: Treachery, Superstition, Slave Revolt and Barbarian Hordes. In addition, some changes have been made in the other eight calamities. These are explained in greater detail later.

MYSTICISM



Reduces the effects of SUPERSTITION.



50



15

ACQUISITION OF CIVILIZATION CARDS: Apart from various changes in the credits, Civilization cards are acquired as before. A very important change is that there is no limit to the number of Civilization cards a player may acquire - nor is there a limit to the number of each type of Civilization card. Thus, a player could acquire every one of the 24 Civilization cards; and it is theoretically possible for every player to acquire every Civilization card. Because of this change, the order in which Civilization cards are acquired is not as crucial. However, should a player wish to see what a neighbor selects before making his own Civ card purchase (say, a neighbor buying "Military"), A.S.T. order is implemented.

Once Civilization cards have been acquired, all Trade cards used to pay for these, excess Trade cards and tradeable calamities are shuffled together and placed on the bottom of their respective stacks. Non-tradeable calamities are then returned to the bottom of the stack.

A.S.T. MOVEMENT: Movement along the A.S.T. takes place as before, but the requirements for entering the various epochs have been altered slightly. Two cities are required to enter the Early Bronze Age. Three cities and Civilization cards in three of the five groups are required to enter the Late Bronze Age. Four cities and nine Civilization cards (at least one from each of the five groups) are necessary to enter the Early Iron Age. To get to the Late Iron Age, you'll need five cities and a specified number of points in Civilization cards. Each square in the Late Iron Age has a point value enclosed; to advance further, a nation must have that value in Civilization cards.

Another change in the system is that a nation which has entered an epoch, but no longer can meet the entry requirements (say, through loss of cities), remains "frozen" on the chart. This gives players an opportunity to catch up with the leader, as well as a justification for attacking nations which might barely meet the city requirements when entering a new epoch.

VICTORY DETERMINATION: In contrast to the original game, *Advanced CIVILIZATION* can be played to a time limit. This allows a game to be completed within a comfortable span, without the nagging feeling that the best was yet to come. This playability improvement is the result of a new formula for determining the winner of the game. The winner is now determined by adding the following values once play is completed:

1. Civilization card values
2. Trade cards
3. Tokens in treasury
4. A.S.T. position (100 points per square)
5. Cities in play (50 points per city)

CALAMITIES

This article would not be complete without a more detailed discussion of the new calamities. With 12 calamities, *Advanced CIVILIZATION* can be brutal at times, but the challenge of guiding a nation through dark ages makes the game a true test of leadership and resilience. Because many of the original calamities have been modified as well, it is worth looking at all of them:

VOLCANO/EARTHQUAKE: This calamity is more or less the same as before, although the location selected by the victim must maximize the damage. "Engineering" is powerless against volcanic eruptions, but does reduce the effects of an earthquake.

TREACHERY: The primary victim loses one city to the player who traded him the card. If Treachery is not traded, the player who drew it has one city reduced.

FAMINE: The primary victim loses ten unit points, and must instruct other players to lose 20 unit points together (no more than eight of which may be from any other single player). With "Pottery", each Grain card held by a victim reduces the effect of his Famine by four unit points (although Grain cards used for this purpose may not then be used to acquire Civ cards until the following turn).

SUPERSTITION: The primary victim has three cities reduced. The effects of Superstition are reduced by "Mysticism", "Deism" and "Enlightenment".

CIVIL WAR: This is still potentially the most devastating calamity, but victims now have some control over its effects. As before, the affected nation is divided into two factions. Normally, the first faction will consist of 35 unit points, although this is increased by five for each of "Drama & Poetry" and "Music", and increased by ten if "Democracy" is held. A nation with all three Civ cards would thus be able to retain 55 unit points, making the Civil War bearable. "Philosophy" however still ensures the loss of at least 15 unit points, while "Military" has the effect of eliminating five points from both factions once the civil war is resolved.

Another very important change is that the beneficiary of the Civil War is now the nation with the most units in stock. This seemingly small alteration has a tremendous positive effect on play, because the nation which needs help the most usually benefits. This means that no player is ever completely out of the running, given the new method for calculating victory.

SLAVE REVOLT: Fifteen tokens belonging to the primary victim may not be used for city support until the following turn. This number is increased by five for "Mining" and decreased by five for "Enlightenment".

FLOOD: If the primary victim has units on a flood plain, the effects are unchanged. If the primary victim has no units on a flood plain, one of his coastal cities is eliminated; if he holds "Engineering", the coastal city is reduced rather than eliminated.

BARBARIAN HORDES: Once you've played a game with this calamity, you'll wonder how you ever played without it. Fifteen "Barbarian" tokens begin in one of the primary victim's starting areas, and then flow through the richest areas of his empire until they comply with the population limits. The Barbarians then remain in the sections occupied until attacked and eliminated. (Crete, which has no start areas on the edge of the mapboard, is immune to this calamity!) Optional rules allow the number of Barbarian tokens to be increased; use at your own risk.

EPIDEMIC: This is relatively unchanged. "Medicine" reduces the primary victim's losses from 16 to eight unit points, and reduces any secondary victims' losses to five unit points. "Roadbuilding", on the other hand, increases losses by both primary and secondary victims by five unit points. As with Famine, the secondary effects are no longer optional - the primary victim must designate secondary victims until the disease has run its course.

CIVIL DISORDER: All but three of the primary victim's cities are reduced. Possession of each of "Drama & Poetry", "Music", "Law" and "Democracy" saves one city - but "Military" and "Roadbuilding" each costs the sufferer an additional city.

ICONOCLASM & HERESY: Here the calamity is the same old one we are so fond of, although the effects of Civ cards on results are modified. The primary victim has four cities reduced, but can save one each for "Law" and "Philosophy", and three if he holds "Theo-

THEOLOGY



Nullifies Monotheism.
Reduces the effects of ICONOCLASM & HERESY.



250



ogy". One additional city is reduced for each of "Monotheism" and "Roadbuilding". Two cities are lost by secondary victims, with "Philosophy" and "Theology" providing some protection.

PIRACY: The rules for Piracy have been completely revamped. The primary victim replaces two of his coastal cities with "Pirate" cities, which remain on the board until attacked and destroyed. The primary victim then selects two secondary victims, each of whom has one coastal city replaced with a "Pirate" city. As usual, the player who traded the calamity to the victim may not be selected as a secondary victim. Ships play no part in the resolution of Piracy.

CIVILIZATION CARDS

An entire new category of Civ cards has been added to the game system, with a corresponding increase in the possibilities open to the players. The Religion group consists of "Mysticism" (also an Art), "Deism", "Enlightenment", "Monotheism" and "Theology". In addition, there are two new Crafts cards ("Roadbuilding" and "Mining"), one new Science/Art card ("Mathematics") and one new Civic card ("Military"). This gives a total of 24 Civilization cards, four of which belong to two groups. The eight new Civ cards are worth a closer look, as are a few of the familiar cards with different attributes:

MYSTICISM (Religion/Art - 50) reduces the effects of Superstition, and otherwise is valuable for its credit towards other Civ cards and because it belongs to two groups.

DEISM (Religion - 80) saves two cities from Superstition.

ENLIGHTENMENT (Religion - 150) completely nullifies the effects of the Superstition calamity, and ameliorates the effects of Slave Revolt. In addition, it is a pre-requisite for both "Monotheism" and "Theology", and therefore its acquisition is always cause for comment and concern.

MONOTHEISM (Religion - 220) is expensive and aggravates Iconoclasm & Heresy, but has a unique property which inspires dread among neighboring opponents out of proportion to its face value. The holder may "convert" one area each turn, replacing any units in the area with his own. (Players with "Monotheism" and/or "Theology" are immune to such conversion.) Because only one area may be converted each turn, the effects may not be as drastic as they seem. Even so, when several players have "Monotheism" near the end of the game, it is unpleasant to be one of the few nations open to conversion.

THEOLOGY (Religion - 250), the most expensive of the new Religion class, is benign, and simply protects its holder against both "Monotheism" and Iconoclasm & Heresy.

ROADBUILDING (Craft - 140) allows land movement through two areas, provided the first does not contain enemy units. It does aggravate the effects of Epidemic, Civil Disorder and Iconoclasm & Heresy, but provides enormous flexibility during play of the game. "Engineering" is a pre-requisite for acquisition, but often is one of the first cards purchased anyway.

MINING (Craft - 180) allows the holder to increase the value of any set of Iron, Bronze, Silver, Gems or Gold by one card. Four Bronze, thus, are treated as five when used for the acquisition of other Civ cards. Although this ability may only be used once each turn, "Mining" still pays its way - especially if acquired early in the game. "Engineering" is a pre-requisite for purchase of "Mining".

MATHEMATICS (Science/Art - 230) doesn't do anything unique, but it provides a useful outlet for the credits accumulated by a growing scientific and artistic civilization - and helps your total in the final reckoning.

MILITARY (Civic - 180) allows the holder to build ships and move on the map after other players. This attribute is extremely powerful, as it lets a large nation wage war effectively, or embark on unanswerable raids for pillage and Trade cards. Even so, "Military" is very expensive because there are almost no credits available towards its purchase, and it provides no credits towards other Civ cards. And it can be a double-edged sword should you suffer Civil War or Civil Disorder.

ARCHITECTURE (Art - 120) is virtually a new card, belonging to one group. It is now more expensive, but has a powerful attribute - the construction of new cities using tokens taken from the treasury (as described above). "Architecture" also has some important ramifications on various calamities, which can make it quite worth the price. Along with Roadbuilding and Mining, sign of a technological society.

The civilizations players can build in the game are now more diverse and complex than was ever the case in *CIVILIZATION*. The personalities of the individual players and the requirements of the various nations on the board ensure unique patterns of development for each culture. This would not have been possible without the introduction of the new Religion category, together with the creation of several higher-level Craft and Science cards. While it is theoretically possible for a player to acquire every Civilization card, most games will end long before that happens. Yet, when the victor is finally determined, each civilization will be distinct. And arguments will abound as to which is best. In the meantime, players will have the satisfaction of creating something original - rather than marching down the old, pre-determined path.

CONCLUSION

Few players of *Advanced CIVILIZATION* will ever go back to the original game, I suspect. The overall effect of the rules changes is to make *Advanced CIVILIZATION* more challenging and more interesting, although no more difficult, to play.

The increased number of calamities make them a constant threat to every nation's civilization. Far from introducing more luck into the game, the new calamities force players to be more attentive to external dangers; the skillful player will always manage to be "lucky" when it comes to the effects of a calamity. The balancing effects of Civil War, one of the best new rules, ensure that that no player is ever really out of the running for victory.

The new rules relating to city elimination make aggression more profitable, without turning *Advanced CIVILIZATION* into a wargame. On-board aggression is now a viable policy, and this forces all players to pay attention to potential threats from other nations. Again, the overall effect of the changes is to make players aware of just how many things the ancient rulers had to consider.

Finally, the new method for determining victory allows games to be played in a reasonable time span, which means that relatives and friends who previously couldn't be enticed into a 12-14 hour game can now be lured into an afternoon of *Advanced CIVILIZATION*. This is one of the great attractions of the new design. Because it is not a "wargame" and every player engages in creative activity, it is suitable for a much wider audience. It is, in fact, the epitome of a "social" game, so much so that true enthusiasts sometimes find that they don't really care whether they win or not.

On the other hand, the sense of history generated by *Advanced CIVILIZATION* can be such that players find themselves identifying with the nations to an alarming degree. In the games I have played, passions have been aroused, tensions have been high, and holy wars have been launched. Only a truly classic game can bring out the best in people. In short, there is something for everyone here. "Non-gamers" can enjoy the play, but hardcore wargamers can also enjoy the challenge. You will always have fun playing *Advanced CIVILIZATION* - but whether your particular nation develops an advanced civilization is another question.



DEMOCRACY



Cities never revolt.

200



Princeps... Cont'd from Page 28

the mechanics and find that the real complexity of the game lies in the political wheeling and dealing. And inasmuch as one of the game designers/developers is a professional historian, players can be assured that they are enjoying the most accurate simulation of Republican Roman politics possible in a game format.



CONVENTION CALENDAR

The *GENERAL* will list any gaming convention in this column free of charge on a space available basis, provided that we are notified at least six months in advance of the event date. Each listing must include the name, date, site and contact address for the convention. Additional information of interest to our readership, such as tournaments utilizing Avalon Hill games, is solicited and will be printed if made available. The Avalon Hill Game Company does not necessarily attend nor endorse these gatherings, nor do we guarantee that events using our titles will be held. Readers are urged to contact the listed source for further information before making plans to attend.

JANUARY 26

NEWADA, Dordrecht, The Netherlands
Contact: Raymond de Waard, Driehoek 3, 3328 KG Dordrecht, The Netherlands. Tel: 09-31-78-178326.

Note: Premier among the many events, the Dutch *ASL* Championship.

FEBRUARY 21-23

TOTAL CONFUSION VI, Marlborough, Massachusetts

Contact: Mark Dowdy, P.O. Box 1463, Worcester, MA 01607. (508) 987-1530.

Note: Events include competition in *CM*, *CIV*, *DIP*, *MOV*, *RB*, *TRC*, *SL* and *TITAN*.

FEBRUARY 28-MARCH 1

WINTER OFFENSIVE '92, Glen Burnie, Maryland

Contact: Brian Youse, 8191 Turn Loop Road, Glen Burnie, MD 21061. (410) 969-2733.

Note: A weekend of open *ASL* gaming.

MARCH 20-22

SPRING OFFENSIVE III, East Peoria, Illinois

Contact: Roy Spencer, Tri-County Gaming Association, 116 Walnut Street, Washington, IL 61571. (309) 444-4640.

Note: Among other boardgames, a tournament devoted to *ASL*.

APRIL 3-5

PO-CON, Bartonsville, Pennsylvania

Contact: Edward Dowgiallo, Pocono Gaming Group, P.O. Box 390, Effort, PA 18330. (717) 629-7218.

APRIL 4-5

WINDS OF WAR '92, Greensboro, North Carolina

Contact: Raymond Woloszyn, 7162 Maplewood Lane, Kernersville, NC 27284. (919) 996-5677.

MAY 15-17

HEXACON VI, Braubach, Germany

Contact: Ulrich Blennemann, Rosenthal 76, D-4320 Hattingen, Germany.

Note: Among other events, competition in *UP FRONT* (using the "501" system).

MAY 15-17

CONWEST IV, Albuquerque, New Mexico

Contact: H. Mortimer, Wergamer's Guild, SAC Box 48 Sub, University of New Mexico, Albuquerque, NM 87131. (505) 277-3083.

Note: Competition in *ASL*, *UF*, and *DIP*.



The Latest News In Competitive Gaming

For Today... and Tomorrow

Area News

BY RUSS GIFFORD

AREA is on the move in '92! Within this very column are reports of new Play-by-Mail and Play-by-Electronic-Mail ladders, and Face-to-Face AREA action as well! But first, let's start with these "AREA News" headlines!

Randy Heller has taken the top of the *AFRIKA KORPS* PBM ladder, defeating defending champion Joe Beard. Both these veteran AK players have seen plenty of action on this front, and this match was an exciting one. Each was victorious as the Axis, and in both games the Allied Home Base fell before Tobruk was taken. Randy managed this feat one turn earlier than Joe, thus winning the tiebreaker, and the match. Obviously a well-fought battle on both sides, and congratulations are equally well deserved!

Yet another example of AREA ratings promoting competition: the first *ASL* AREA PBEM Ladder! Exactly as predicted, the "Top 20" listings are promoting further AREA competition! When the first AREA *ASL* listing was published in *The GENERAL*, *ASL* players on GENie decided it was time to "get serious" and start gunning for those players who had the audacity to claim the "top spots" on the first *ASL* listing! Never one to turn down a fair challenge, the *ASL* AREA PBEM Ladder was born! At this writing, there are already over 36 players involved in this event.

Carl Fago and Phil Pomerantz have joined forces to bring the ladder into being, and to oversee the pairings. The design is a pyramid base, with a two-rung ladder at the top. Starting positions were decided by current AREA rating, and then the "dogs of

war" were set loose! Result: over 16 new PBEM games of *ASL* have begun! Of course, the great thing about a ladder is late entrants can easily be added to the ladder at any time; so if you're interested, drop by the Avalon Hill Section (#21) on GENie!

Every month, more players are joining the ranks of those with game-specific AREA memberships! *AFRIKA KORPS* has seen much action in the game-specific listings of late, as have several others (notably *VITP*, *TRC*, and even *THIRD REICH*). *ASL* is still leading the way, though, in actual number of games played between AREA specific members. Judging by the number of reports filed at AvalonCon, *UP FRONT* would seem a likely candidate for a boom in FTF AREA play.

These games, and other classics like *BB* and *ANZIO*, show established general AREA members ardently working to complete the long climb to the top of the new AREA Specific lists, since everyone starts at 1500 when they register for a new game-specific rating. Perhaps this is yet another plus for game-specific ratings! Long-time "top guns" in a given game start at the same level with the new young Turks, those with an eye on the "championship". It's the classic battle of the seasoned vet versus the new hot-handed heavyweight!

So what is the "real" value of a game-specific membership, you ask? Well, if the possibility of seeing your name on the "Top Twenty" listing of your favorite game isn't enough of a draw, consider this example. I was able to send direct announcements concerning formation

of a new VITP PBM AREA ladder to a highly select group of players, those most likely to take part in such a ladder. I knew none of these people, so how could I be certain they even still played wargames? It was easy. I sent the announcement to AREA members with a VITP specific membership!

This single instance helps demonstrate the utility of AREA, and clearly shows the power and the potential of these game specific memberships. The database of potential players has become more than just a theory, and I suspect this single asset is more than worth the additional \$10 for an AREA Specific membership in a player's favorite game. Consider the possibilities, and then get that rating!

There are a few things you should remember about your AREA Specific rating. First, games you've played prior to obtaining your new AREA Specific membership do not count toward your specific rating. A player begins at the 1500AAA level, and only those games in their specific game memberships will affect their specific rating.

More importantly, matches in your specific AREA membership will not count on your general membership rating. If your specific membership is for RUSSIAN CAMPAIGN, and you play AREA rated games of TRC, BB and TPS, your general AREA rating will only change based on your performance in BB and TPS, while your specific listing will reflect only the results of your TRC games. The change actually makes the specific ratings even more representative of a player's ability, and keeps the general rating from being skewed by the player's expertise in their specific game choice.

While you will only have one general AREA rating, you are not limited to the number of different specific game memberships you can hold. To obtain a Specific membership, though, you must be a general AREA member. Each membership is \$10 for a lifetime fee, and all AH games played between AREA members are eligible for rating. Ratings serve to give players a

record of their hard fought wins and losses, as an AREA rating charts their competition record with points to represent their win-loss record and qualifying letters to signify their experience.

At the present, at least four major AREA FTF competitions are in the offing for 1992, with more on the way. Not the least of these is AvalonCon, of course. Beyond that "superstar" convention is an ASL AREA tourney in Texas, under the direction of Gary Fortenberry. Scheduled for April at the University of Texas in Arlington, AREA ratings will be used to seed the Oktoberfest-style tournament; plaques and prizes will be awarded the winners, along with a "best finish" by an AREA classification. (For further information, contact Gary Fortenberry at P.O. Box #191108, Arlington, Texas 76019.)

While ASL has taken the lead in stand-alone AREA events, the success of AvalonCon should make it clear to players and would-be tournament organizers that AREA-rated competition is a major draw. Games like TRC, VITP and UF all had numerous participants at AvalonCon, and could easily be adapted to smaller conventions. Local and regional AREA-rated tourneys bring organized competition to the hobby, which brings more players to wargaming. Game-specific AREA tournaments create interest and excitement. And establishing Avalon Hill tournaments as rated events gives members a chance to use their AREA cards for something besides PBM. It has already proven very effective with ASL, there's no reason it can't do the same for other wargames.

Interested in trying to promote a local AREA tournament? Need some tournament guidelines? Drop me a line here, care of The GENERAL. The most important part of the effort is enthusiasm. Best of all, it's contagious! See how many times you can use your AREA card in the next two months - you might be surprised how much interest you can generate! 

AREA TOP 50 LIST

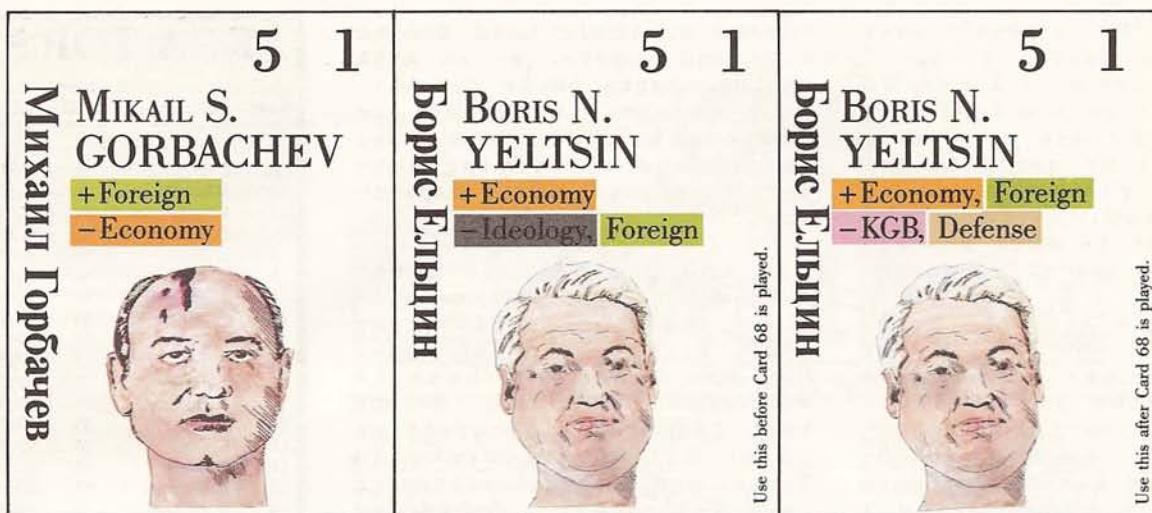
Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	77	2577YOW	1
2.	D. Burdick	76	2338HHQ	2
3.	J. Kreuz	4	2197IGR	3
4.	B. Sinigaglio	62	2179GJ	4
5.	D. Barker	4	2119GHN	5
6.	P. Flory	53	2109EHL	6
7.	E. O'Conner	36	2081GIP	8
8.	P. Siragusa	71	2079FIL	9
9.	L. Barlow	24	2057KLV	10
10.	P. Landry	51	2054IJO	11
11.	D. Mattson	19	2050MKY	12
12.	J. Beard	3	2035JJT	7
13.	T. Deane	29	2029GBB	13
14.	J. Noel	30	2018EEK	14
15.	C. Corn	26	2017FEB	15
16.	S. Sutton	43	2016GHO	16
17.	R. Beyma	52	2014DDG	17
18.	D. Garbutt	75	2006HJQ	18
19.	B. Remsburg	60	2005HIR	19
20.	J. Bjorum	11	2000EFK	20
21.	M. Sincavage	4	1984FFK	21
22.	R. Berger	17	1984EFG	22
23.	J. Spontak	21	1963DCE	23
24.	J. Fuqua	1	1956CF	-
25.	R. Shurdut	22	1951GHM	25
26.	J. Ingersoll	4	1940CEH	27
27.	M. Mitchell	14	1935GIO	36
28.	D. Kopp	22	1932GJP	28
29.	H. Newby	42	1923VKQ	29
30.	F. Reese	57	1917JDJ	30
31.	D. Greenwood	12	1917HHN	26
32.	W. Scott	74	1912NLW	49
33.	W. King	3	1907BDG	31
34.	T. Oleson	86	1906ZZZ	32
35.	P. DeVolpe	14	1892DFE	33
36.	B. Schoose	16	1891GIM	34
37.	M. Crowe	5	1890CCH	35
38.	J. Eliason	25	1879GIO	24
39.	J. Campbell	14	1875FED	37
40.	M. Frisk	31	1866DFJ	39
41.	M. Gutfreund	8	1863EHM	40
42.	F. Preissle	74	1850MOZ	41
43.	K. McCarthy	31	1842DFJ	43
44.	B. Sutton	2	1841DFE	48
45.	E. Alexis	8	1837JNV	38
46.	R. Schilb	1	1829GJN	--
47.	K. Kinsel	10	1819HHI	44
48.	E. Miller	24	1812HKR	45
49.	G. Smith	3	1810GHO	46
50.	S. Goehring	1	1808GHL	--



VITP RANKINGS

Replacing the "Meet the Fifty" section of our AREA report will be the AREA Specific listing for a select game each issue (in this instance, *VICTORY IN THE PACIFIC*). Shown is the member's name, his hometown, and his Specific rating (V = verified; P = provisional). Note that this does not match the general AREA rating, for Specific AREA reflects only the results of rated play of the title indicated.

Rank	Name	Hometown	Rating
1.	D. Targanski	Washington, DC	V1790
2.	G. Petroski	Twin Lakes, WI	V1705
3.	K. Nied	Olathe, KS	V1615
4.	S. Packwood	Eagan, MN	V1590
5.	L. Ottman	Blue River, WI	P1585
6.	K. Kinsel	Mission Viejo, CA	P1580
7.	G. Hanson	Poughkeepsie, NY	V1545
8.	D. Hopkins	E. Jamaica, VT	V1545
9.	J. Bjorum	Corpus Christi, TX	P1520
10.	J. Sharp	Bradenton, FL	V1285
11.	J. Henry	Chillicothe, MO	V1265



THE AUGUST COUP

Mike and Boris Dance in the Kremlin

By Lee Enderlin

A minor quandary has been settled for me. A couple of years ago, I purchased the game *KREMLIN* and my group of cronies - The Wednesday Night Fights Wargame Club - came to enjoy it so much that I even bought the *Revolution* expansion set to get more cards and make the game more unpredictable. A blank card came with that expansion set to allow gamers to make up their own card for the game, but the designers did such an excellent job recreating Soviet politics that nothing came to our collective mind that wasn't already covered. The blank card seemed destined to languish in the box.

Until 18 August 1991, that is. The recent events - covered in such loving detail by prime-time news - in the USSR became a heady inspiration for us to use that little card. One problem immediately arose, however. Recreating the failed coup and its aftermath with perfect historicity would greatly change the nature of any game in progress. But, since the variant rules seemed so simple to implement (a great credit to the game mechanics and how well these simulate Communist Party politics), we decided to proceed to provide them for those readers who really want to see the Politburo crumble altogether. First, however, we thought it necessary to also offer a variant that retained the flavor of recent events, but didn't completely empty the ranks of the Politburo. So, try both versions - semi-historical and "historical" - and see which you prefer. For each version, variations and historical notes follow. And we even devised cards to incorporate Gorbachev and Yeltsin themselves into the game, suitable for any version of *KREMLIN*.

Semi-Historical Coup Variant:

Use that blank card to craft the following, adding it to the deck:

68. PEOPLE DEFY COUP: Play during any Purge Phase before the die roll, but only if the Purge attempt is against the

Party Chief. The Purge attempt is automatically unsuccessful and the phase ends. Do not roll the dice, but age the Party Chief 3SP. If he is in the Sanatorium, remove one "+" and return him to office. Age the Economy Minister 1SP. Age the KGB Head and the Defense Minister 10SP each, and send them both directly to Siberia without a trial (losing all declared IP). Age the Foreign Minister 5SP and place a "?" on him. In the immediately following Spy Investigation Phase, the Party Chief *must* resolve a trial against the Foreign Minister before any other business. In this trial, the Party Chief and Economy Minister *must* vote "Guilty" (an Alibi card may be played). If found Guilty, the Foreign Minister is broken back to the ranks of the People - not sent to Siberia - and retains all declared IP. All other rules apply normally, including the aging of the Party Chief 3SP if the Foreign Minister is found innocent. During the next Promotion Phase, the Economy Minister has first choice of promotion to Level One at no SP cost to himself or the Party Chief. All other promotions follow the usual procedure.

Admittedly, that's a lot to fit on that little card. Too much for my handwriting. Here's how we abbreviated it so that the person drawing this card won't have to give away the secret by immediately grabbing a copy of this issue of The *GENERAL*.

68. PEOPLE DEFY COUP: Play during any Purge attempt against PC. Purge fails. If in San, remove one "+" and return to office. Age PC 3SP; EM 1SP; FM 5SP; KGB and DM 10SP each. KGB and DM to Siberia, losing all IP. Add "?" to FM. PC must resolve trial against FM; with PC and EM voting "Guilty". EM may promote self to Level 1 at no SP cost.

Variations to this card are quite easy to implement, if your gaming group think the effects too severe - or if you want to add a degree of uncertainty to the Coup:

1) Instead of having the Purge automatically fail, it is successful on a roll of "20" only. However, no modifiers (including the +3 for being in the Sanatorium) apply.

2) Instead of sending the Head of the KGB and the Defense Minister to Siberia automatically, place a "?" upon each. In the next Spy Investigation Phase, the Party Chief resolves trials against *all* three members of the 1st Level individually, even though this supersedes the usual restriction. All other rules for resolving trials apply.

3) Instead of forcing the Party Chief and Economy Minister to vote "Guilty", they may vote according to the dictates of the controlling player. This applies whether one trial is held, or three - and the vote need not be the same in each.

4) Instead of going to Siberia (with or without a trial), the Party Chief rolls the die. If the result is even, the KGB Head "commits suicide" and goes straight to the Kremlin Wall. If an odd number, it's the Defense Minister who goes to the Wall. The survivor still goes to Siberia.

5) Allow play of this card *only* if the Party Chief and the Economy Minister are currently controlled by the same faction.

A word of explanation for this variant seems in order, both to justify our attempt at design and to set the stage for the "historical" version. Let's see if I can't answer a few questions the readers might have.

For instance, why should the KGB chief and Defense Minister be punished severely, while the Foreign Minister is treated differently? The first two, Vladimir Kryuchkov and Dmitri Yazov respectively, took active roles and were actual members of the infamous "eight-man junta". While observers expected them to go to

trial after the coup was known to have failed, let's face facts - the outcomes of those trials are not in doubt. In game terms, this certainty is best simulated by bypassing any trial altogether.

The Foreign Minister, Aleksandr Bessmertnykh, on the other hand, was mysteriously absent during most of the plotters' three days in power. He, and several others, claimed he really was ill and had tried to contact Gorbachev. Perhaps he had an early case of the "coup flu". (The symptoms are cold feet and a weakening of the backbone.) No one knows for sure. However, his actions - or lack of them - leave his motives suspect. While Bessmertnykh is unlikely to face a trial, he was dismissed. We can use a modification of the trial process in *KREMLIN* to simulate the feeling of uncertainty about the Foreign Minister. Since his "crime" was less severe, he is not sent to Siberia but merely broken back to the People.

Next question: why remove the "+" from the Party Chief if he is in the Sanatorium? Well, because Gorbachev wasn't really sick. Returning the Party Chief to office simulates nicely his return to Moscow from the Crimea. So why not remove a "+" if he is *not* in the Sanatorium, or why not remove more than one if he is? Well, he might really have been sick (at least a little), and gotten better. Gorbachev's reasons for being away from Moscow are still a mystery to Western observers.

Anticipating your next question - "Why does the Economy Minister get a free promotion?" - brings Yeltsin into the equation. It nicely simulates, abstractly, Boris Yeltsin's rise in influence following the coup's failure. He cannot become Party Chief, since that is Gorbachev's position (unless you wish to play the "historical" version that follows). And although there may not be much of a Communist Party left, the PC position in the game can represent the Presidential office as well.

So why use the Economy Minister to represent Boris Yeltsin, whose power until now has been limited to the Russian Republic? Yeltsin is only the president of Russia, the largest republic in the Soviet Union. In American terms he might be considered a state governor (except that his state would encompass all of the US east of the Mississippi). Hence, he wields enormous political and economic power since he governs the greatest percentage of the population and resources. It seemed expedient to show his influence by having the Economy Minister represent him. Too, Yeltsin's political platform is, to a great deal, based on reforming the Soviet economy, bringing it into a free market system.

One final note concerns the "suicide" variation: neither the KGB Head nor the Defense Minister actually took this extreme step; but the Interior Minister, the thoroughly detestable Boris Pugo did. (Well, somebody shot him; exactly who might still be open to question.) A few other minor players in this modern drama also took this way out. While the Interior Minister is not represented as such in the game, we can simulate this development by applying it to one of the other ringleaders. It probably doesn't mean that much anyway, since politicians sent to Siberia are usually no more of a factor in *KREMLIN* than politicians sent to the Wall.

Historical Coup Variant:

The effects of the "historical" version are much more drastic. All rules for the "semi-historical" variant above are in force, except where changed below. Follow these steps once Card 68 has been played:

- 1) Roll a six-sided die to determine which of the following ministers automatically commits suicide; it's straight to the Kremlin Wall for:

- dr 1: KGB Head
- dr 2: Foreign Minister
- dr 3: Defense Minister
- dr 4: Ideology Chief
- dr 5: Industry Minister
- dr 6: Sports Minister

All other ministers - except the Foreign Minister (if he survives the die roll) and the Economy Minister age 10SP and go straight to Siberia. There is no trial for the Foreign Minister in this version; however, he does age 5SP.

(A further development for this version will depend on the outcomes of the actual trials in the USSR resulting from the August coup. The KGB head and the Defense Minister have both been charged with treason and face the death penalty. If this punishment should actually be carried out, ignore the above and send one or both straight to the Wall. The other four should be sent to Siberia, as explained.)

- 2) Move the Economy Minister's card to beside the Party Chief's. There are now, in effect, two Party Chiefs.

3) The Ideology Chief's slot is permanently left vacant. This office is considered closed (although any character occupying it at the time of the coup card suffers the consequences described above). Any Purge cards against the Ideology Chief are immediately discarded, and players losing them may replace them from the deck. For purposes of seniority in announcing purge attempts, promotions and nominations, etc., this office is considered "inactive". (This to simulate the orders from both Gorbachev and Yeltsin to remove Communist Party cells from work places, the military, the schools and all other facets of Russian life.)

4) The promotions in the Replacement Phase immediately following the coup must be agreed upon by *both* Party Chiefs. All promotions to fill the now-vacant offices (except Ideology Chief) will come - in order - from the Candidates ranks, then from the People. The original Party Chief must propose, and the ex-Economy Minister may agree or disagree. If he disagrees with the nomination, age the original Party Chief 1SP and return the disappointed office-seeker back to his original slot among the Candidates or People. Start with the oldest Candidate and fill the offices in their numerical order. Thus, the oldest Candidate is nominated as new KGB Head; if the ex-Economy Minister agrees, he becomes head of the KGB and the next oldest is nominated as Foreign Minister. If, however, the ex-Economy Minister disagrees, return the oldest to his Candidate post and the next oldest is nominated as KGB Head. Continue this process until all offices (except that of Ideology Chief) are filled or you run out of politicians to nominate. Once a politician has been rejected for any post, he cannot be nomi-

nated for that or any other office. If the ranks of available politicians are exhausted before all offices are filled, fill them as per 6.11-6.51.

5) At the end of each turn, each Party Chief gets to attempt to wave (so long as they are able to do so in accord with the original rules) separately. Theoretically, there could thus be "co-winners".

6) Later purge or assassination attempts must be designated as aimed at one of the two Party Chiefs. (What a wonderful opportunity for back-stabbing!) Should one of the two Chiefs die or retire or otherwise be removed before the other, there is no successor. The survivor becomes sole Party Chief. Only after both Party Chiefs are eliminated and the office is vacant may a successor be nominated in the Funeral Commission Phase.

7) In all cases where the Party Chief must make a decision (rehabilitation, purges, promotions, votes, etc.), either party Chief may propose such, but the action does not take effect unless the other agrees. (Note that the promotions in the first Replacement Phase after the purge use a slightly different method, as explained above.) Both Party Chiefs are free, however, to play any cards without the approval of the other. Finally, whenever the Party Chiefs agree to take an action that requires aging, both age the full amount - not half each. For example, an unsuccessful Purge attempt ages each 3SP (even if it gets "redirected" by play of a card, even a card from one of them).

This "historical" version changes the structure of the Politboro - as we are seeing in Russia even now - greatly, but it can be fun to play with like-minded gaming friends. It can certainly give an already powerful player more control, setting off a wild flurry of assassinations, purges, trials - but what's wrong with that? More likely, the sudden elevation of the Economy Minister can allow a weaker player "to come out of nowhere". The most interesting thing about *KREMLIN* is that, with so many cards in play (particularly if you've incorporated the *Revolution* expansion), every game is different. You may not get the chance to play Card 68 very often, but if it changes the complexion of the game, that's OK. It's all part of the fun.

However, before incorporating the historical version, make sure all players are aware of Rule 6.4. If there are not enough politicians left to fill all the empty slots, the game is *immediately* over - with the two Party Chiefs "winning". (Remember, the office of Ideology Chief is considered to not exist at this stage.) This situation comes into play even less frequently than does the opportunity to play Card 68, but all players should be made aware of the possibility.

Finally, just for the record, the Party Chiefs should be titled "Presidents" and the members of the Politboro are now titled "Cabinet Ministers". The Communist Party is defunct, although many of its administrative structures remain in altered form at this point in time. After all, there is no alternative in the USSR yet, and there is 50 years of inertia to overcome. But we *KREMLIN* players should at least acknowledge the language of reform to be sure of being "politically correct".

Gorbachev & Yeltsin:

It is actually quite easy to incorporate Mikhail Gorbachev and Boris Yeltsin into any of the historical or hypothetical variants of *KREMLIN*. Although, as they were both born in 1931, they might not be appropriate for the 1923-based *Revolution* scenario. I do think that it is fitting, however, to incorporate them in any game featuring Card 68. Their statistics are as follows:

Mikhail S. GORBACHEV Age = 51 Strong - Foreign	Boris N. YELTSIN Age = 51 Strong - Economy* Strong - Economy, Foreign** Weak - Ideology, Foreign* Weak - KGB, Defense**
Weak - Economy	

* = before Card 68;

** = after Card 68

Gorbachev's strength and weakness seem pretty straightforward, especially to any serious observer of current affairs. He is highly regarded in the international community (he did win a Nobel Prize, after all), but his economic reforms haven't been well accepted nor very successful as yet. No doubt, this is due in part to resistance by hardliners at all levels of the bureaucracy, but his own vacillation has also been a factor.

The rise of Boris Yeltsin, and his changing attributes (simply replace the first of his cards with the second, transferring all Influence, age, illness and any other counters from one to the other) after the coup - if there is one - may seem odd. However, there is some justification for this most interesting twist in the game. Prior to the actual August coup, Yeltsin's popularity had been based on his criticism of Gorbachev's slow economic reform. This appealed to many among the lower levels of the Party (and non-Party), so his strength is "Economy". He was, in fact, a lousy Communist, who quit (or was kicked out of, depending on who you believe) the Party about a year before he was elected as President of the Russian Republic. Thus, one of his pre-coup weaknesses must be "Ideology". Further, until his role in challenging the coup hit the front pages, foreign leaders weren't sure of his stance or abilities - seeing only his criticism of Gorbachev. Hence, his other weakness would have made him a poor choice for Foreign Minister.

But after the coup, his stature has risen dramatically. He moved quickly to put his own supporters into the KGB, and disband all its activities within the Russian Republic - gaining him no friends among the surviving Party functionaries. Too, he has shown recently that his primary concern is for the individual republics, making his stance on joint defense open to debate among the entrenched military hierarchy of the Soviet Union. Thus, both of these are now listed as weaknesses. On the other hand, he came to the eye of world leaders, even being acknowledged by the US President; as a result, one of his strengths must now be "Foreign".

At first glance, it may seem odd to keep "Economy" as a strength. With his increased role in governing, he now faces the task of actually reforming the staggering Russian economy - rather than spouting theoretical criticism. He will surely find himself facing many of the same problems as Gorbachev did, although the obstructionist hardliners are now gone or silent. The Russian economy is still a shambles, which won't be reversed in three days. Things may go either way once Yeltsin implements his reform package. For the time being, let's be optimistic and give him the benefit of doubt. Thus, he may still be viewed as a strong candidate for Economy Minister.

In all ways, Gorbachev and Yeltsin are treated just like regular politicians in the game (except that the characteristics of Yeltsin change as a result of the play of Card 68 - if he survives the coup, that is). Should Card 68 be played and either (or both) are in the Politburo, they are caught up in the coup and may go to Siberia or the Wall just like anyone else. Thus, even though there is now a Gorbachev card and Yeltsin card in the game, their historical role may be assumed by other characters in the game, depending upon who is in which office when the coup comes.

The age assigned to each (51) represents the date these two men began to emerge as Communist Party leaders. Gorbachev was elected President of the USSR at age 55; and Yeltsin, President of Russia at 60. Because the career of Gorbachev progressed at a quicker pace, and in a more traditional manner through the ranks of the Party, consider his printed age to be "older" than Yeltsin's when determining a "Progress by Age" tie between these two (see 6.5).

Conclusion:

Ironically, one result of the August coup may be that the political structure so well recreated in *KREMLIN* has collapsed and that the USSR's method of determining its leaders will be more democratic in the future. The coming months and years may see yet more sweeping changes in the Party. However, if you don't have a copy of this great game, please don't pass over it now because it is "no longer appropriate". *KREMLIN* is still an accurate simulation of the way things have been done by the Communist Party in Soviet Russia for nearly three-quarters of a century.

And did I happen to mention that it is just a barrel of fun?

SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: 105

Total Responses: 368

Rank:	Title	Pub Time	Rank	Times	
			Last	On List	Freq.
1.	Advanced SL	AH	1	30	5.5
2.	Diplomacy	AH	4	31	2.6
3.	Russian Campaign	AH	2	4	2.0
4.	Republic of Rome	AH	18	4	1.9
5.	Third Reich	AH	5	10	1.8
6.	Attack Sub	AH	7	2	1.7
7.	Gettysburg '88	AH	8	4	1.7
8.	Up Front	AH	3	17	1.7
9.	Bulge '91	AH	--	1	1.6
10.	Civilization	AH	12	3	1.5
11.	Blackbeard	AH	11	2	1.4
12.	WS&IM	AH	--	1	1.4
13.	B-17	AH	14	4	1.3
14.	FlatTop	AH	6	2	1.3
15.	1830	AH	--	1	1.2
16.	Patton's Best	AH	--	1	1.2
17.	Russian Front	AH	--	1	1.1
18.	Afrika Korps	AH	--	1	1.0
19.	Air Force	AH	--	1	1.0
20.	PG Guderian	AH	--	1	1.0

Heralding - at long last - the changing of the guard, the original *SQUAD LEADER* does not make the cut this time, leaving *DIP* and *ASL* with the longest consecutive string of appearances on our listing of most-played games. Multi-player games, led by the venerable *DIPLOMACY*, seem to be much in vogue. Of special note is the steady popularity of *REPUBLIC OF ROME*, this issue's featured game. Perhaps the approach of another long winter has caused our readers to get in that last gathering of buddies for a final round of social gaming. Indeed, in some parts of the country winter has already made itself felt, no doubt accounting for the appearance of *B-17* and *PATTON'S BEST*.

Campaigning . . . Cont'd from Page 46

CONCLUSION

As can be surmised, each of the seven nations has a fair chance to claim the victory. With judicious application of sound guidelines for tactics, logistics, strategy and grand strategy, even the "sick man of Europe" is a force in this kaleidoscope of shifting fortunes. While the French and British players may seem to dictate much of the action, they rarely manage to "win" the game. This race goes, not to the swift or the strong, but to the smart and the patient.

There is a terrible tendency in *EMPIRES IN ARMS* to regard what has happened most recently as determining the outcome of the balance of the game. Nothing could be further from the truth. One hundred and thirty-two turns is a long, long time. What seemed an insurmountable lead late in 1805 can turn into disaster by 1807, to say nothing of 1815. And the events of 1815 never determine the winner, except by destroying player morale. Most players crumble faster than Turkish feuds. It is the resolute and steadfast player who will emerge victorious, rather like the British did historically. Patience and sound, thoughtful play are rewarded in this game as in few others on the market. Perhaps the above has helped you take heart. Good luck!

NOTICE TO SUBSCRIBERS

We have been recently advised by C&P Telephone that, as of November 1991, the Baltimore region will have a new Area Code - 410. Until November 1992, long-distance calls placed to the offices of Avalon Hill may make use of either the 301 or the 410 prefix; but as of the first of that month, only the 410 Area Code will be valid. However, we would ask that readers please take note of this change now, and so avoid misplaced calls.



Dear Avalon Hill:

Wow! I've been buying your games for 20+ years, but I've never attended *any* gaming convention before. So I did not know what to expect. Overall, it was great; I have some comments:

1) The Penn Harris was sub-par, but not so bad that it would keep me away. It's nice there's a McDonalds across the street.

2) I liked being able to see and listen to the game designers and article writers.

3) I particularly liked being able to see games I don't have being played. I now have a few more games I want to get.

4) The competition and comradery were great. I may take up PBM as a result if this is the norm.

5) I'd like to see some multi-player games run (e.g., *SIEGE OF JERUSALEM*, *EMPIRES IN ARMS*, *DIPLOMACY*, etc.) where a player could sit in while he was waiting for his tournament to start. There was some of this going on, I think, but I'd like to see it formalized and advertised.

6) Some players signed up for more than one tournament, and then forfeited in one to play in the other. I don't think Avalon Hill can regulate that, but gamers don't come hundreds of miles just to win games by forfeit. Real gamers should have the courtesy to stick to one tournament, and participate in the open gaming (with the understanding that the open game may be cut short by the demands of their tournament play) to fill waiting time.

7) I really like being able to see and buy AH products while there.

Overall Grade: A+. Thanks.

Mike White
Lancaster, Ohio



Dear Mr. Martin,

I just wanted to drop you a note on what I think about AH and the game scene in general (no pun intended). I consider myself to be one of the few *normal* people in the wargaming hobby. I hope this doesn't offend you, but the gaming community seems to be almost entirely comprised of nerds: immature, irresponsible people whose whole life (i.e., "Get a life!") is wargaming. To seek out an opponent for a FTF match through an ad is a very risky proposition. You don't know who will show up at your door. Occasionally, I meet nice, semi-normal people; but this is the exception rather than the rule. I feel like this gives "outsiders" a very bad impression of our hobby. I have never seen so many strange people as I have at a gaming convention! No wonder our hobby has trouble growing.

I have been a subscriber to *The GENERAL* for two years and my subscription just lapsed (mostly for financial reasons), but I really think the format is very good. I really like the "Coming Soon" section, "What Have You Been Playing" column, and the articles and commentary on my favorite AH games. I will probably re-subscribe soon.

I think the best move that Avalon Hill has made recently was to design and publish *quality*, low-complexity, entry-level games (*PLATOON*, *GETTYSBURG '88*, *BULGE '91* and hopefully soon *D-DAY*). I simply don't have the time I used to, and these games are just what I like. I think more and more people are coming to appreciate the lower-complexity designs. Please produce more! I would love to see an entry-level game on Kursk, Kharkov or even the battle for Moscow. I do own *ASL* and several modules, and I think it is great and will never be topped by anyone. But I play *GETTYSBURG '88* a lot more because of time (and I don't have to look up rules all the time).

Well, this is the first time I have written, so now you know I'm out here. My main

Letters to the Editor . . .

purpose in writing was to give you an idea of who buys your games (I own approximately 25 AH games), and I know I am *not* the average wargamer! Anyway, continued success in the hobby.

Chris Manning
Fort Worth, Texas



Dear Rex,

Into the breach again! Maybe you're getting tired of reading these letters - I'm certainly growing weary of writing them - but I figure I have to make the effort. You see, I don't want to give up wargaming, and I don't want to give up buying the new games, but I don't want to buy the games currently being produced by Avalon Hill. For your part, I think the policies now being pursued will be ultimately ruinous to your profitability.

Can't you at least produce *some* games where the dice aren't so important? For years, AH has been hiding behind the flimsy premise that increasing the number of die rolls decreases the luck factor; actually, if you would bother to consult someone knowledgeable in statistics, you'll find that increasing the number of rolls *increases* the probability of a net bias. More importantly, the vagaries of the die, even if they "even out" in the long run, will affect (and in the games you are now producing, even dominate) the game *flow*. To someone looking for a game of skill, this is simply intolerable.

Uncertainty as to the outcomes of a player's moves does two things, both of them very negative to game play: One, it de-emphasizes planning; there really is no reason to develop detailed plans for Turn #2 when you have no idea what the situation will be at the end of Turn #1. Two, it makes rules knowledge less of an advantage. Pulling out an obscure rule that allows you to do something really neat is great; pulling out an obscure rule that gives you a 30% chance of doing something really neat, but then failing to make the die roll is frustrating - better to have been ignorant of the rule. A net effect is a loss of replayability. If your planning is only vague and general, it is hard to alter it; and if you don't really know the rules, you don't come up with new tactical nuances. This makes a scenario play much the same, time after time, except for the dice - and this gets boring. Therefore, you need to produce more and more scenarios, as no one scenario can hold the gamers' interest very long.

AH has been producing "introductory" games to entice newcomers. Apparently, the thinking in these games is to provide a large "exciting" luck element and straight-forward systems with no nuances. These qualities have the advantage of "leveling the field" between new and experienced players, whereas the "classics" tended to allow the experienced rules lawyer to devour the fledgling, often with very little use of the die. Have you thought of what you might now be teaching these new players? They might get the idea that good die rolling is more important than good play. They might get the idea that there is little reason to try maneuvering as you really end up fighting the same forces anyway, and you still have to win the die rolls, so it is just as well to go straight at them. Is this the impression you want them to have of wargaming? Might they not prefer Nintendo?

But high uncertainty is like "real" war, it's so *simulative!* OK, so it detracts from

good play but this is the way it was and players should learn to put up with it. Remember when AH put out games that were fun to play and SPI put out games that were *simulation*? Remember what happened to SPI? No game is much of a simulation - you've said so yourself. You can't recreate the fog of war; you certainly can't recreate the gut feeling (if you do, I don't want to play). All you can hope for is that when individual units clash, the actions and outcomes are historically reasonable. You *could* work on that. Certainly, most gamers don't know that much about history, but you may end up catering only to those you can fool all of the time. Instead of thinking of the effect of the game on those you do fool, maybe you should think of the effect it has on those of us that you don't fool.

I'll offer some suggestions of the kind of thing that might be employed to reduce the effect of the dice. Many games have commanders (or units) with "initiative ratings"; generally, this means that if the player gets a good idea for something that commander could do, he has to roll a die less than the initiative rating in order to do it. Instead, he could just have a certain number of times he can show initiative. For instance, in a game with hourly turns, a commander with an initiative rating of "3" might be allowed to show his initiative three times a day; the player could have three chits with the commander's name on them, each time he wants the commander to do something "on his own initiative", he moves one of these chits from the "available" box to the "used" box. At night, all chits are moved to "available".

A second suggestion: in a game, such as in large scenarios of *FIREPOWER*, where a player has more than one group of units and he draws chits to see which moves next, he could instead order his chits (stacking them face-down) in the sequence he wishes to use them in the turn. Which player has the next segment could be determined by a set sequence based on the number of chits each player has, and which side has "initiative".

Third suggestion: instead of using two dice, use chits - but don't put them in a cup. Allow the player to choose his chit. In a competitive die-rolling system, both players could pick a chit secretly and then reveal them simultaneously. Note that these ideas can't really be grafted onto already existing systems. As an example, in *ASL* you would launch 2FP attacks with +3 modifiers just to use the "11" and "12" chits.

In Vol 27, No. 1, your editorial says you wish someone like Mr. Crawford had spoken out in the early seventies. We did - you didn't listen. There were more than a few of us who thought that a proliferation of titles would lead to decreased game quality and lack of support. Both have come true, even beyond our expectations. At one time, not so long ago, I would buy an Avalon Hill game if the situation sounded interesting; I trusted you to put out a game I would like. Now, I assume the game will be a turkey until I've seen enough of it to know otherwise. As for game support, the proliferation of titles has led directly to the proliferation of cancelled titles - games that will henceforth get zero support. The failure of non-mainstream WWII games becomes a self-fulfilling prophecy: we know you won't go the extra mile to support them, and we know they won't have that big a following, so we don't buy them because we know they won't be supported. Oh yes, you have to consider the bottom line, think of what's profitable, support games in proportion to their sales potential, right? Wrong! More than one company has gone bankrupt following that policy. Most of your business is repeat sales,

or at least it had better be. Your proper line of thinking then is in customer support, not product support. Maybe a game didn't sell all that many copies, but who bought them? One-time buyers that you can throw away, or old established clients that you can't afford to lose? The *game* may be a tiny percentage of your business, but if the *buyers* represent a significant portion of your total business, then they deserve support on *every* game they buy. Ultimately, your bottom line will best be served by what appears to be unprofitable support of the hobby.

In the final analysis, it comes down to how important you think my opinion (and my business) are. Once my subscription to *The GENERAL* lapses and my Elite Club membership stops, I'll be gone forever because I won't even know about the new games you put out. I'm not alone - I've seen the letters of one veteran gamer after another signing off. How many there are of us, I can't say. We are trying, like Mr. Crawford, to say something to you. Are you listening? Probably not - we don't really think you are. Avalon Hill is an impenetrable monolith, and it's so much easier to listen to those telling you how wonderfully exciting your games are - so this time we are saying, "goodbye".

Frank Weir, Jr.
Austin, Texas

*Mr. Weir raises some interesting points. Unfortunately, I disagree with many of his assumptions, and therefore with many of his statements. While I've neither the space nor inclination to here debate each point of the diatribe, I would like to state that, far from diminishing the importance of rules knowledge, I believe that the roll of the dice or turn of the card emphasizes that importance. The gamer who has a sound knowledge of the rules will be far better able to take advantage of or recover from the unexpected. However, for those who, like Mr. Weir, prefer games where luck plays only a small role, Avalon Hill has produced many challenging designs over the years. Might I suggest that the likes of *DIPLOMACY* and *1830* would appeal to gamers seeking "pure" strategy.*



Dear Editor:

After reading the "Philosophy" section of *The GENERAL*, Volume 27, #1, I, one of the silent majority, have decided to write. Mr. Crawford is certainly correct in his statements about the hobby - board and computer wargaming. I have played wargames for over 15 years, and own over 30 Avalon Hill/Victory Games boardgames, as well as many others from other companies. I enjoy complex games, as well as simpler types. I enjoy articles in *The GENERAL* on WWII games, as well as on other eras (and fantasy/space games as well).

I believe Mr. Crawford is correct that better labeling of games is necessary, and that more games for beginners is a must. I have a few friends that bought wargames because they pricked an interest; but when the game was found to be too complex to be easily played, a potential board wargamer was lost.

Also, I hope that the editors of *The GENERAL* will continue to put in a variety of articles on a variety of wargames. Even though I don't have the games of some articles and therefore might not read them, I realize that you must cater to a wide audience to support the wide variety of gamers. Incidentally, I greatly enjoyed your articles on *TRC*; it is a game I have had many hours of fun with. Keep up the good work.

Mark Figge
Baden, Germany

CAMPAIGNING IN ARMS

More Guidelines for Emperors

By Phillip Hanson

In Vol. 27, No. 2 of The GENERAL, Mr. Hanson defined and established sound general principles for Tactics, Logistics, Strategy and Grand Strategy. In the following conclusion to his piece, he applies these to each of the seven major powers in EMPIRES IN ARMS.

FRANCE

On you lies the burden of the game system. By that, I mean that an uninteresting French player makes for an uninteresting game. You should cultivate an "attitude problem". Remember that each of these lesser countries, and arguably any two of them together, is inferior to your glorious might. At the same time, remember that you are not as powerful as all of them put together. Keep a moderate rein (but only a moderate one) on your ambitions and France will go far.

How each game will unfold will largely depend on your decisions. Yours is the power to make or break empires (including your own, let's not forget), raise new nations, humble the divine-right monarchs, and forever reshape the map of Europe. Your options are basically three: you can make war "Early and Often"; or you can "Build Up" your army to more effectively crush these upstarts later; or you can build a "Navy" to allow a final solution to the problem of Perfidious Albion.

Under the "Early and Often" strategy, you should begin the game at war with Austria, Prussia or Spain. You can reach any of these three easily and have immediate superiority over them. Starting at war saves you the loss of three Political Points and will precede the formation of alliances, so there is no call to allies. There is indeed a psychologically curious but still potent reluctance among players to become involved in existing wars. You, as France, will certainly want to present the conflict to others as "just between me and Prussia" (or Spain or Austria). Perhaps they will even believe this. And if others do become involved in this contest, so what? Let them. Better they should lose the Political Points than you.

It can also be effective as well to declare on either Austria or Prussia on the first turn instead. The reasoning here is that they will not know of your intentions during set-up, and will almost certainly have declared against some minor countries - who will quite possibly seek your benevolent protection against the aggressor, inasmuch as your war gives you +2 on the roll to obtain these minors. Then as the, say, Prussian army finds it has its hands full defending against your French forces, their lapse of war will put these plums and their troops in your hands at no cost. However, minors are more useful as conquered states than as free states, so as France I prefer to get my territory honestly - by war.

In either case, your goal is to prevent the formation of effective conditions against you by crushing one of the potential partners early, before they have time to raise forces, establish diplomatic ties, coordinate deployments, and so on.

By following sound logistical and strategic principles, your enemy will soon lie prostrate at your feet. It is tough to pass up the sweetness of total victory, but often a Conditional Surrender is enough for France. Judge this ruthlessly according to your own need for Political Points. Bear in mind, however, that a crippled enemy will be easy pickings for the likes of the Russian bear. Who needs to give the Tsar free political status? Let him earn it the way you did, on the battlefield.

Furthermore, France should always select an Extended Peace and a Marriage. The purpose of the latter is to gain even more political status (and thereby victory points). That was the purpose of your war in the first place, remember? Extended peace is also critical to discourage the formation of effective alliances against France. If you, say crush the Austro-Prussian combine into the dirt in 1805, getting conditional surrenders from both, then you can declare war against either in February 1807, while neither may declare war against France until August. Your goal is then to turn your attention to, perhaps, Spain, having until February 1807 to crush her. Then you may again declare war against either Austria or Prussia, and the other may not become involved for six months. And the Spanish war will have secured that flank for a year or so. Let the others know that it is nothing personal; you're just on a circuit and have a schedule to keep. (Doubtless, they will understand and sympathize.)

The question of just which target to start the cycle is important. Spain, of course, is tempting by virtue of its weakness. However, tying down a large contingent there will provide lots of French targets in your exposed rear. Unless the Prussian and Austrian players are foolish, they will realize that you are giving them their best chance ever.

No, either Austria or Prussia is the best choice for France in the beginning. Their armies are very similar in initial composition, so treat this as a toss-up. I lean towards bashing the Prussians before Blucher shows up, so as to have the +1/-1 die modifiers in any significant battle. Too, once their large initial force (particularly the cavalry) is destroyed, they will take forever to rebuild it, so you needn't worry about them as a threat for a long, long time.

The "Build" strategy differs in several critical aspects. First, France should not declare any pre-existing wars. Your goal is to grab the lion's share of the minors, construct an awesome fighting machine, then begin establishing your circuit in early 1806. Under this strategy, you should be quite assertive with respect to the

division of the minor powers. In the first turn, when the "Italian Question" comes up, make it known at the outset that Tuscany is yours. Negotiate about the others from there, picking up any other minor Italian states offered or uncontested.

When you have them, declare no free states. You want those men in your army, training to be stalwart Frenchmen, not in some simpering minor allied corps with no morale to speak of. Those corps are all tiny, too, polluting your excellent leadership pointlessly.

Avoid getting involved in North Africa or on any of the islands. The British navy will always be waiting to pounce, cutting off vital corps from reinforcements and recall. Do not put your own head in the guillotine in the first place and you need not worry about it being cut off.

Appearance and attitude are everything here. Present yourself and your case strongly and confidently, and your legitimacy as arbiter of the fate of Europe will be firmly established. Act the wimp, and the dogs will scent blood. You can easily handle four, or even five, wars against minor countries at once. Pick the ones you want and discuss these with the other players. They may be as eager to avoid an early war as you.

Finally, your mind, while set to seek peace, should not run from war if it is thrust upon you. Remember, any war declared by another doesn't cost you any political status, and even offers the opportunity to feed further victories to French public opinion. The purpose of all this distasteful avoidance of war is to construct a juggernaut with which to roll over them all later. In particular, you will require the full Guard and artillery complements the army can contain. After that, train three to five cavalry factors per peaceful interphase. Build no ships. Increase your war chest by about ten over what you had after the last interphase. *Voila!* You have Le Grande Armee for smiting your neighbors, consisting of the Guard, I-IV corps, and either the V Corps or the artillery corps. This awesome force will total 143 factors (144 with the artillery instead) of a morale of 4.2.

Furthermore, this mass will not dilute Napoleon's leadership, and will contain enough cavalry to avoid inferiority to any (and gain superiority over many). With this instrument shall ye conquer. Just make sure to leave someone at home to keep an eye on Britain. Davout and two corps is usually sufficient for this task.

Build one militia factor per large corps that will not be travelling with the Guard. The roundoff leaves your morale for such corps at 4.0 still, and you need to save that cash for replacement Guard and artillery factors. The artillery is of singular importance. You get two factors for two manpower (not one as with other troop types); this is big help in gaining mass. And these factors get to shoot twice (once by bombardment, and once in each regular round)! The chart for bombardment tends to be twice as

good as the battle chart. So, artillery is eight times as good as regulars (well, OK; I realize that during regular rounds they fire on whatever chart everyone else is using, making the calculation $2 \times 2 \times 1.5 = 6$). Don't let this slip by. Any Napoleon who fails to build the corps to its maximum is an idiot.

Your goal is to declare your first major war in the first quarter of 1806. A January declaration is often effective. Enemy forces will customarily be spread out in high-forage areas waiting for spring. To move first is to catch them by surprise, and probably with too little money to fight a winter war. Your rich warchest will serve you in good stead.

Offensive as it may be, snuggle up to the British. Point to your lack of a naval building program as evidence of your goodwill. Seek trade; it benefits you much more than him. If the British player is so foolish as to trade with you, use that money to build cavalry for the more efficient destruction of his continental allies. (This is the only form of vengeance against the English open to you under this strategy.) Resign yourself to never seeing Dover.

Perhaps, once you hold every German and Italian minor state and have crushed all the major continental powers who have the temerity to ally with Britain, perhaps then you can think of invasion. But even then the British player will have laid many, many keels. Catching up will require quite a wait. And you must have a 3-2 superiority to even contemplate the matter (as discussed below). No, it is your army and not your navy that will win the game under this approach.

A French "Naval" strategy is very simple. You must build as many ships as you can (subject to building enough army factors to defend the empire), as well as acquiring the minor countries with naval forces. After some years of this, you will have a 3-2 superiority against the Royal Navy and can reasonably expect to get an invasion army ashore. This is the minimum required for any naval success. Anything less will mean the end of your fleet and your plans.

Now, there are other places in *EMPIRES IN ARMS* to find ships than at your shipyards, so this depressingly long timeline can be shortened. The Spanish have a nice fleet and are no match for you on land (see below). The most likely way to gain control of the Portuguese navy is by proxy through a cowed Spain. Taking Portugal ought not to be beyond their (admittedly) meager capacities. Sweden can only be had through some dereliction on the part of Russia. Perhaps you can arrange a distraction after the Russian declares war against it (if it falls to you to control). But don't put a lot of effort into this, however, because the prospects for payoff are slim.

Denmark, now, is another story. They harbor no good will towards the British as a result of Nelson's Copenhagen raid. The Danes will often be driven into your arms when the British player declares war on them. This is all the more likely if you are at war with Britain. Keeping Denmark though is a more difficult proposition. And one tied to your general anti-British strategy. You must keep one corps in port with each of your fleets, even if they con-

tain only a factor or two. Naturally, these should be placed so as to be within range of Britain. Now the British player is faced with a dilemma.

If the British do not blockade your ports, France can declare war against them in support of some minor power (if not already at war) and invade. If the British do blockade your ports, they must do so in some strength inasmuch as they cannot afford any chance of losing a naval battle that would leave their islands open to invasion by even a single French corps. This will leave them precious little to defeat the Danish navy (which would certainly sortie against any British invasion of the islands). Many times the result of all this maneuvering will be that France retains control of Denmark and its all-important fleet of 19 ships (representing six months worth of ship-building for Napoleon).

As a final aside, those same corps and fleets will also be available for a surprise invasion should Britain foolishly make a major commitment to the eastern Mediterranean. Keep a close eye on his naval deployments. If the British player ventures beyond two-turn range, declare war and invade with your coastal corps - no matter what strategy you may be following.

Irrespective of which strategy above you follow, a land war is virtually inevitable. France has the unique ability to do a double-move combination (last, then first). While this extends your range to eight areas, the more practical effect is to allow you to attack forces five areas away without outrunning your supplies. Keep Eugene and Jerome with Napoleon at all times. This way, they will do better service by catching a bullet meant for him than ever they could leading troops. Having looked at possible French grand strategy above, let us now consider her relations with the other empires in play.

Spain. Historically, the Spanish paid Napoleon a monthly indemnity to obtain his sufferance of the continued presence of a Bourbon on a European throne. Be sure to mention this fact to the Spanish player (whether or not you plan to insist on similar treatment). To avoid your justified wrath, he should also put his fleet at your disposal should you wish it. And naturally, he will allow the infamous British nowhere near Portugal, and will after taking it be glad to declare Portugal a free state to make another 12-factor fleet available to France. Spain has much to gain from such an arrangement as well, odd as this may seem. It stands to gain Portugal, and a secure flank. So the French should offer some support for their expansions in North Africa, as controlled minors in Spanish hands are not in British hands.

Nevertheless, the Spanish player will covet carrots that the English may dangle before them. Tie the apron strings tightly. Insist that the Spanish maintain troops in garrison in Lorraine or some such place. That will keep Spanish knives out of your back. If the Spanish agree to all these terms, reward them with an alliance. Even though the political status for stomping over them can look tempting when no other war is available, it is unwise to attack a Spain that sees things the French way.

Britain. The British are certain to be a constant source of irritation to you. Nonetheless, you gain more from trade than they, so offer it whenever possible under an "all-or-none" policy. Then spend the money on cavalry with which to better attack their continental allies, or on more ships with which to invade the British isles. Two-faced certainly, but that's life in the dominant zone.

Keeping the minor fleets away from British control is critical to any hope you have of ever invading. Do not allow them to sweet-talk the Russian out of his legitimate interest in Sweden. Denmark, of course, should be yours. And Portugal belongs to Spain. Keep these out of his hands, and the naval balance looks less bleak. Similarly, prey on the insecurity of any naval action by Spain, Russia or Turkey during diplomacy with them. "The British could always declare war on you, move first, and crush your navy," you will say - often.

When at war with Britain (a regular state of affairs), try to sucker him into landings you can crush. The British take forever to recover from any serious loss of troops. If he declines to be obligingly stupid, point out to their continental allies how little bleeding the British have done, despite the quality of their troops, while you rampage through the others' homelands. Make a habit of checking every turn for an opportunity to land troops in Britain. If they take the first naval move while a war is in progress (especially a war they may have forgotten about due to inactivity), demand a strength count on any fleets that can intercept your invasion. All you need is a 3-2 edge over the fleets between you and Dover, and only for a single naval phase. After that, the French navy is expendable to achieve a large-scale landing in England.

Prussia. It exists only to provide France with cheap political status advances. Do as Napoleon did and trounce them regularly. Much of his military reputation was built on piles of Prussian corpses. Get into the 18-month cycle against them as soon as you can. Whenever they surrender unconditionally, take minor states and/or provinces. Poland is a nice base from which to keep an eye on the Russian.

Austria. See the above paragraph. With less cavalry potential, the Austrian has a hard time turning his wealth into anything fearsome. But watch out for Charles; he knows his way around a battlefield almost as well as Napoleon. Always, always remember when settling on peace terms to separate your enemies whenever feasible. Why fight Austria and Prussia together, when fighting them individually is so much easier and more profitable?

Russia. Russian help can seal the doom of Prussia and Austria, but why cut Alexander in on the spoils? Do make sure he takes Sweden to keep it out of unfriendly hands. If you feel a need for Russian help or support, or even friendship, cut him in on some Italian minors.

Attacking Russia is folly. Count the areas from Poland to Moscow. And then consider who might vacation in Paris while you're in Russia. If this doesn't dissuade you, play out

the Russian scenario. Only if you can win that consistently should you even think about invading Russia in the campaign game. Now, if the Russian should somehow wind up with some Italian or German minors, that may be another matter. Just remember that forcing Russia to surrender is virtually impossible, so settle in for a long war.

Turkey. Your only natural ally. You want nothing they have or can ever give you. Furthermore, their enemies are also your enemies. This is always the basis for a beautiful friendship. The only potential for friction lies in North Africa, should the Spanish player prove intelligent enough to see the advantage in allying with France. In this case, try to broker a fair partition (i.e., any that excludes England and keeps your two friends from each others throats, and hence their navies intact.)

GREAT BRITAIN

Always remember that you are *Great Britain*. You, like the French player, are a dominant power and should act the part. Otherwise, the others will lose respect. Your demesne is the sea. It brings you wealth and keeps your enemies safely away from your vulnerable homeland. Rule the waves and win the game. Try anything else and lose. It's that simple . . . and that complex.

Your primary objective is obvious: keep your islands safe. Who threatens your islands? No matter how you consider it, the answer comes up "France". All your energies must therefore be centered on the destruction of the French capacity to invade. This may very well require the destruction of the French empire. Oh, darn.

Let's look briefly at the naval picture. His Majesty's Royal Navy is by far the most powerful, with some 100 vessels. But next are the perfidious French with 49 to their own account, and maybe 15 stolen from the legitimate government of Holland (so, 64 in all). Then Spain weighs in with 57 ships, and the Russian with another 49. The Turkish 22 are unlikely to be very significant in your calculations. Naturally, your nightmare is that they will all gang up on you. Equally natural, the evil Napoleon will be doing all he can to encourage such a conspiracy. This doomsday scenario, and your fear of it, should motivate all your diplomacy.

What you must do is dangle the substantial benefits of association with England before the greedy eyes of the Spanish and Russian players. Help them out with their goals so long as they are not building ships. The only purpose for them to be building ships is to do something you will not like. After all, if you do like the actions of others, you can protect them with your fleet. Do not swallow any nonsense on this score. A major shipbuilding program by any other power is detrimental to your interests, and very possibly to your territorial integrity. Wield your trade club to punish momentary offenders.

Of course, England must add more ships to her own account. Build a minimum of two each interphase, even if you see no current need. By the time the need is apparent, it will be too late to begin. Build more than these two if others do. Britain can easily sustain five per interphase, and can usually push the total to ten if it must.

Do not allow yourself to be outbuilt at the shipyards under any circumstances.

The other important source of ships is the navies of the minor countries. Seize as many as possible. If you cannot seize them for yourself, try to keep them independent. If you cannot do that, keep them out of French hands. And if you cannot even do that, look for every opportunity to destroy them utterly. Looking over the neutral minors, we find:

Sweden. The Russian will almost certainly declare war on Sweden. Your reaction should be dictated by British relations with the Russian, and by the roll of the die for control. If the Evil One gains control, urge the Russians to hunt down the Swedish fleet (for the political status gain it can give). It may even be best for Britain to avoid rolling for control of Sweden for this very reason. Ships on the bottom, be they Swedes or Russians, cannot carry enemy soldiers to your shores. In general, encourage naval battles among the others. Sometimes, though, it may be to your advantage to have the Swedish fleet in the hands of the Russians. They may cooperate with your continental schemes if you dangle this plum before them. This is one of those instances where gauging the character of your fellow player is very important.

Denmark. England can usually capture Denmark without too much trouble, providing you are not at war with France (or the French have not made the preparations for invasion outlined above). If your land forces will not be immediately available for the conquest of Denmark, little will be lost by delaying awhile. The Prussians cannot capture it so long as the Danes' fleet guards the crossing arrows. The Russians have many fish to fry, and should be informed in any event that Denmark is legitimately yours. They will probably not wish to tangle with your fleet - especially if you are reasonable concerning Sweden. If someone else does declare war against the Danes and you gain control, do all you can to bring about a lapse in that war and to keep their forces out of Copenhagen. The Danish capital is on an island, so the Danish fleet can always be sent out to do battle or to intercept the crossing arrows. Then, even should you lose the naval combat on their behalf, the prize goes to the bottom.

Portugal. Historically, the British and the Portuguese had been friends since the 1300s. Banter about that 500-year friendship freely in diplomacy with the Spanish. The Spaniard may be amenable to selling his admittedly legitimate interest in Portugal, particularly if his relations with Napoleon are poor.

Naples/Sicily. Forget grabbing this fleet unless you are playing with the Kingdom of the Two Sicilies option. If so, insist on Sicily as your part of Italy during its carve-up. Probably no one will object. If they do, inventory your ships in their presence and review all those naval rules that so outrageously favor Britain.

As for the rest of Italy, try to broker a peaceful solution between Austria, Russia, Turkey and yourself. Inciting a war with France is OK, but discourage the others from petty bickering amongst the anti-French forces. Remember that those who are not anti-French today may come to their senses in the near future. Internecine

conflict will not do. Threaten trade sanctions if any misbehave. For your part, restrict your demands to Sicily and Sardinia. These are islands and can thus be protected by your navy. Graciously consent to yield those rich mainland minors (which are, after all, within the reach of the vile Bonaparte) to the others. Make sure they are aware of your generosity in this matter.

Hanover/Hesse. Forget it. Yes, these are the king's ancestral lands, and he doubtless pines over their loss. But Britain does not have a realistic chance to take them; and if taken, they could not be held. Pursuing them will only put your tiny army out where Bonaparte can get it. And we don't want that do we?

In general, stay off the mainland. Do not be tempted to send your army where malefic Frenchmen can abuse it. Wait until your army is very strong (over 50 factors), then commit it all at once in concert with your allies. Restrict your attentions to the Mediterranean islands and North Africa. All the other maritime powers have Mediterranean islands you can scoop up should they be so foolish as to irritate you. Use these as bargaining chips. Do not allow any of them to simply assume that you will automatically suffer their presence on these, which are by nature British.

By the same token, do not needlessly antagonize people. Quietly point out how forbearant you are to allow them to maintain their ownership over these same islands. Make a big point out of grabbing these and you will have made needless enemies.

Never forget that Britain itself is an island. There must be strong British forces within one turn's sail of the English Channel. Pencil into your copy of the Sequence of Play the "Checking for Channel Security Phase". Check it every turn. If you should forget - even once - you'll be amazed at how quickly the declarations of war can come. If your group is playing with the Lille-Dover crossing arrow, pencil it directly onto the map (if the game's owner will permit). Park a British fleet there. Leave it even during the interphase. It is well worth it to be sure you don't forget about some trivial war against, say Austria, which has been dormant for months. It would not do to wake up to the sight of fire raging in your shipyards as Austrian light infantry run over the waters of the Channel. You have been warned.

Do not trade with France. Ever. What is the French player going to do with that money anyway? Build ships with which to invade Britain, that's what. For the other empires, the trade gives you some leverage. Trade with the 0/1 ports only in exchange for some kind of favor. There is absolutely no reason to line the pockets of the others needlessly. You want the others to have to come to you hat-in-hand for their surplus cash. Giving it away like this reduces their need for you. You may want to institute a policy of only trading with the 1/1 and 2/2 ports, except for your allies. This is a hard-nosed approach, and will reduce your discretionary income as well, but it can encourage alliances against France. Or it can blow up in your face as they turn to Napoleon for income. Tact is not dispensable in this, or anything else.

So, how does the above relate to English relations with the other six players. Let's see.

France. Napoleon is rich enough to build his fleet up to its full capacity (120 ships). He is also rich enough to give the Dutch funds to raise their own fleet to 30 ships. This is a formidable armada, and must not be permitted to develop. You have two strong allies in this regard: Admiral "Impatience" and Admiral "Inattention".

The historical Napoleon tried to invade England before he was ready to tackle the Royal Navy. Your Napoleon may do the same. It will be a long time before France can have a navy that can match yours. If France attacks too soon, Trafalgarize them. Once down to 10 or 15 ships, the French will think the better of bothering you again.

If, even once, they leave a strong fleet in a port without a garrison, declare war (if not already at odds), move first, and kill it off. Even if but ten or so ships are present, their loss is a heavy blow to invasion plans, and a giant step towards British security. If only a weak garrison is on hand, a swift landing might take the port. If a blockaded port falls, ships in the port must either sally into the teeth of your wind gauge or be scuttled. This may not profit you much in victory points after accounting for the cost of declaration, but it will profit you immensely in terms of sound sleep. But beware of French factors showing up during the Reinforcement Phase. Still, the worst thing that can happen is that you will still be at war with France.

Other than this, you must keep France embroiled in continental wars to drain the money that would otherwise surely go into his naval program. Subsidize the enemies of France in proportion to their success in killing Frenchmen. A bounty on French factors might not even be a bad idea.

Another potentially profitable tack is to sucker some French corps into North Africa. North Africa is your playground. Any French army must sail there, and that means they cannot return without your permission. If the corps are substantial in size, strand them there and encourage your continental allies to declare war on the rump of the French army.

A particularly wicked ploy is the "Tripolitanian Shuffle". If Britain declares war against Tripolitania and the French gain control, they must take the corps into the field (as Tripoli cannot hold all its own army factors). Now this minor country consists of four territories which are all coastal. If you take a six-factor British corps you can pretty much count on your 4.5 morale to beat down their pitiful 1.5 morale without causing them any casualties. That means you can suck a political status point off the French each month until they remember they can voluntarily dissolve this corps. This might even be quite awhile.

Spain. England and Spain can help each other. As the wicked Bonaparte gazes over the Pyrenees, what does he see? Easy Political Points, that's what! What the Spanish need to deter French aggression is cavalry, higher morale and a competent leader. You can supply

all of these. British money and Spanish manpower (they have goodly amounts of it) can make fine cavalry. The higher morale and fine leadership will come from your expeditionary force under Wellington. What you need from Spain is a second front to worry the French, cannon-fodder to screen your valuable and hard-to-replace troops, and assurances that the Spanish navy will not fall into French hands. Spain can provide all of these.

Of course, Spain does not need any more ships. They are already superior, naval-wise, to all the powers except England. Pointedly ask the purpose of each ship Spain builds. They can easily defeat Turkey's navy, the most likely opponent. France's navy you will handle yourself. Russia is not a threat to Spain surely. There is, therefore, only one naval power left as a target. If the Spanish have the money to waste on unneeded shipbuilding, obviously there is no need for British subsidy. Cavalry is what Spanish surplus gold should go for - not ships. Naturally, they would not think of allying with France.

Prussia. Bear in mind that the Prussians can call up a huge army from their reserves (consisting of one-quarter cavalry) if supported 3:1 with money. If timed properly, this can be devastating to the French. This ratio makes for a high morale force (3.3 if even a single previously-built cavalry or guard factor is included), and lots of these forces, if two conditions come about.

The first is for the Prussians to have a large pool of saved manpower. This will depend on his losses, which depend on how the first continental war and division of minors plays out, which is all largely beyond British control. Urge the Prussian player to save men, especially when at compulsory peace with France. The other necessary condition for the rebuilt Prussian army to reappear is that the British (you) save \$3 per manpower point the Prussian has in reserve. Let's look at an example in which the Prussians have saved 40 manpower points:

This 40 points will support creation of 20 factors. Dividing them 3:1 yields 15 infantry and five cavalry factors. Fifteen infantry cost \$45, and the five cavalry cost \$75 - a total of \$120, or exactly \$3 per manpower point. Just remember to sock away \$3 per Prussian manpower if you expect the Prussians to take the field at a crucial moment. It will seem a great burden to have to save that money when there are so many other things it could be spent on. Certainly other players will beg and plead for the cash. You must remain firm; stiff upper lip and all that.

It will seem an even greater burden when the malevolent Corsican cuts these troops to ribbons. Ah well, these are the dollars that must be spent to bleed the French. Try using British rather than Prussian troops and see how that feels to you.

Russia. Denmark is yours. Surely the Russians will realize this. If it seems possible, strike a deal for Sweden. Perhaps the Russian visualizes his destiny in the south. Offer to split off Finland if you think that will make the deal

seem sweeter. But in no case press so hard as to offend the Russian player. His fleet joined with the French would be very dangerous. There is no reason for England to come into conflict with the Russian, unless he fears greatly for his fleets or he plans to team up with the Dark Lord. This last would be, as noted below, highly risky for the Tsar.

Austria. Try to weld together an Austro-Prusso-Russian alliance with you using subsidies as the carrot and fear of the French as the stick. "Napoleon will get you if you don't watch out," and that sort of rot. These three powers have little to fear from you in terms of direct aggression, and much to fear from France. The Austrians are a critical part of such an alliance, giving it more resources and enhanced strategic options arising from the increased room for maneuver. Austria, like you, can never be secure so long as France hangs over them. Play on this, and his lust for French minors, and the Austrian emperor should come around.

Turkey. North Africa is the critical issue here. Cyrenaica and Tripolitania can be valuable sources of manpower for the British army. And the Turks would not lose much revenue in allowing you to take them. Also, they can more than make up their loss by trading with Britain. You wouldn't want to trade with someone who denied such a reasonable request, would you? All the years of goodwill between these nations notwithstanding. So you can likely strike an acceptable deal with any Turkish player in his right mind. Your support in Italy would be most helpful to them, for instance. So would one-time or continuing payments. There is much room for negotiation leading to mutual profit here. And this should be the watchword for all Great Britain does, as you will be called upon to make heavy financial contributions to others to achieve the victory rightfully yours.

SPAIN

As Spain, you are caught between a rock (Gibraltar) and a hard (-nosed) place. Britain and France are each quite capable of destroying you. Yet you have something that each wants. Skillful diplomacy can allow you to play one against the other, but it must be done very carefully.

Spain has a pretty good navy which must be protected from the Royal Navy, which sadly can probably smite it. Once your navy is gone so, in effect, is Spain's major power status (as you cannot realistically hope to ever build back over \$500 worth of ships). And Spain has a modest army, totally inadequate to the task of defending the land from Le Grande Armee, which sadly can always smite it. Taken together, this all might seem to the pessimist as a prescription which adds up to the inevitable loss.

It ain't necessarily so. Protection can be couched in diplomatic as well as military terms. This is good, since military protection is infeasible for Spain. The French should be keenly interested in maintaining your fleet, and can often be persuaded to help keep hostile British troops away from your ports. Few British play-

ers will then wish to enter a gunnery duel against the port of Cadiz in order to destroy your fleet. On the other hand, the British are looking for a safe staging area for their troops to marshal for the march on Paris, or to open a second front against the French, or for cannon fodder to throw against the French, or to lure the foraging French into poor areas. Spain can provide any of these to the English, thereby gaining access to high-morale troops to stiffen its defenses.

An alliance with both dominant powers is very much in Spanish interests, especially if they are already at war with each other. It will raise the political cost of declaring war on you, which is a far better deterrent than the prospect of tangling with your fearsome armed might. (If Spain considers declaring war on either of these, you are a fool and deserve to lose, which will surely be your fate.) It is improbable that they will call you into their own wars. What, after all, are you going to do against Prussia? Russia? Austria? And war with the Turks in alliance with either can be very much to your advantage.

If logic goes against you and one does call for your support, declare war with them (as a loyal ally should), then note your inability to help. It is vital to preserve the five-point cost to them in declaring war on you. If they should go to war with each other (as is likely), it is usually best to side with France if forced to choose. Hide your fleet in a fully-garrisoned port and cry loudly for help, pointing out the juiciness of any British troops that do land in Iberia. The French can preserve you from the British, at the cost of your losing your initiative. The reverse is generally not true unless the French are very busy elsewhere.

Even given all this, what will Napoleon do after the war in Germany is over? Even should France lose and surrender there, will Spain be included on the victors' side. Probably not, as Napoleon will then be hungrier than ever for the Political Points he can get for beating up weaker countries. Will the victors in this case insist on French army reductions on your behalf? Possibly, but can you be sure? Can Spain hold off even the rump of Napoleon's army? Weigh all this very carefully when choosing sides.

Spain has two basic places to look for expansion - North Africa and Southern Europe. The former is your best bet. Going after North African colonies will surely bring conflict with the Turks. This is fine, as you can likely beat the Turks. Under this strategy, Spanish interest in Italy is restricted to minor Minor Powers or traded off entirely for support in your war against the Heathen Horde of Turks. Your goal should be firm and sustainable control of Algeria and Tunisia; these valuable states will make up for your weaknesses as they both have good manpower values and offer some respectable income as well. You can always walk across and take Morocco. A first turn declaration of war against all three is feasible. Check British and French intentions though, as they may have something to say about the matter. To go further east along the north coast will mean conflict with either Turkey or Britain, or both, on unfavorable terms.

Italian holdings are a temptation that can lead to ruin for the Spanish. You are not strong enough to hold Naples (should you be so fortunate as to even obtain it) against the Austrians or the Russians, much less the French. Angle for a smaller piece of the boot: the Papacy, Sicily, or Sardinia perhaps. Whatever you come away from the Italian Question with, be content and milk it for income as long as it lasts - because it may not last long, depending on the sufferance of Britain (in the case of Sardinia/Sicily) and France, Austria or Russia (in the case of all others).

Of course, Portugal and Morocco are in your legitimate sphere of influence, and you should never let anyone sweet-talk or browbeat you out of them without gaining a hefty favor of some kind in return. Looking at who might try to do so, we find:

France: Napoleon needs the Spanish navy if he is ever to have a serious chance of invading Britain. Use this as best you can in your diplomacy to avoid a war with France. When the war does come, seek a conditional surrender. Perhaps France merely wants some political status and will settle for a marriage and other undamaging conditions. Very seldom will it be in France's best interest to totally destroy you.

If the Frenchman seems implacably hostile, hide your army in North Africa to keep from losing battles and Political Points, and then swallow the eight for an unconditional surrender. "Tis worse to have fought and lost than never to have fought at all." You won't beat Napoleon unless he has sent a puny force; and you'll have to give up sooner or later anyway. It is better done sooner than later. Of course, if you don't care about political status (i.e., winning) go ahead and fight. You can make life in Spain hell on French troops. For a taste of what it's like, run through the Peninsular War scenario. Keep track of the Political Points though, and you'll find it is Spain who loses - big.

Nor is it in your interest to see France destroyed. Even a rump of France can overwhelm your army after Europe has been made safe for the German speakers. If France is going under to a grand coalition, you have a difficult choice; what to do depends upon your assessment of the French player's character. Perhaps France is without a moral compass and will declare war on you after it recovers from its surrender, even if you were loyal. If you suspect this, declare war against him in order to get in on the surrender terms. Try to get the extended peace as your condition. But if the French player is the type to remember favors, then you should stay out and hope neither side will take out their frustrations on poor Spain.

Britain. The British need Spain friendly for reasons previously outlined. Use this as your lever to obtain freedom of the seas. If the British sink your ships, jump into bed with the French - immediately. Your hopes for effectiveness as a world power go down with your navy. Remind the British player that nothing - not even losing chunks of Spain - will anger you as much as losing the fleet. Do whatever it takes to spite him if he kills your navy. Point out to the British the benefits of Britain owning

Cyrenaica and Tripolitania (in terms of their manpower problem). Those two in British hands make a nice buffer twixt you and the Turks in North Africa.

Turkey. At last, someone weaker than yourself on the battlefield. You can beat the Turks; what's more, you are near them, which makes it possible to do. Spain has unquestioned naval superiority in the Mediterranean over the pitiful so-called navy of the Heathen Horde. That means you can reach all of North Africa and any of the islands in the Mediterranean with a naval invasion. If the British player has been bright enough to grab Cyrenaica and Tripolitania, then the Turks cannot even get at you overland. And even if the access is legally possible, long distances and your naval supremacy make it impractical to bring the battle to you. You can choose the time and place to most benefit the Spanish army. This means that the Turk has to watch for your landing everywhere, and you can concentrate your strength on fights you can win. Your army has a 50% higher morale than their basic trooper. And you can always evacuate smoothly if things start to look dicey.

The bottom line is you can win wars with Turkey, beginning at war with them is a good idea, and a very muscular foreign policy is clearly justified by the facts of relative strength - so long as the English don't sink your navy. Use the Turks as a punching bag. Bat their minuscule navy about for Political Points. Drop on small groups of Turkish corps at various places for yet more status. Toy with them as a cat toys with a mouse and watch your political stock rise.

Two cautions here. Do not attempt to remove them from the war by taking their capital. Such a move could easily drown your army in an ocean of feudal troops. Avoid any large concentration of Turks in favor of small, killable ones. Secondly, do not capture territory you cannot hold. You are not seriously trying to take Palestine, or Syria, or Egypt. You want to pounce on the corps there for political gain. But lands lost by the Turks to you will later be lands lost by you to another, with accompanying loss of Political Points.

Austria. There is no need for anything but amity between the Austrians and the Spanish. Make a deal over your respective and legitimate Italian claims. Attacking Austria without substantial support from France is very risky, even if it is weak. Who is going to guard Madrid while you play in Italy or march on Vienna? How are you going to withdraw your forces when things go badly elsewhere? No, stick to Turkey-bashing. Be friendly and peaceful in all dealings with Austria.

Prussia. You have virtually no reason to even talk to the Prussians. You and they will be playing a different game in different parts of the world. The Prussian player may wish to sucker you into some grand alliance against France. But you should only be seduced by British money and troops. Let other blandishments pass over you without a trace, like waves beneath the keels of your ships (which you stand to lose by being stupid).

Russia. Cut the Russian player in on the division of Italy. Find out what his position is on the central British-French conflict. Remember that he too has a substantial navy and may decide that he has interests in North Africa as well. Together with the French and the Russians, you can indeed humble the British, should that be your collective desire.

AUSTRIA

No doubt about it; Austria is in a tough position in *EMPIRES IN ARMS*. Everybody nearby wants a piece of your territory . . . and everybody is nearby. You are not in any shape to oppose them all; you must have some friends to help you. If you cannot forge a lasting alliance with at least one of your neighbors, you are doomed to a long and depressing game.

You do have certain advantages, however. Austria is a very rich state, which can help provide a rapid recovery from the numerous hammer blows. Charles is a splendid leader, one who can even bleed Napoleon. A pesky problem is that everything you want to buy requires two manpower factors, but Austria gets 25; it is galling to throw away that extra factor. You cannot even manipulate with it; your manipulation loses six or eight.

You must, consequently, either buy ships (which you should do once simply to make sea supply and transport possible) or conquer the Papacy. No other accessible minor country will do. Look around. Romagna offers two manpower; Bavaria, four; Wurtemburg, two. Naples has five only if the Two Sicilies rule is not in play. But if you conquer the Papacy, what does that leave for France? Are the French likely to agree to settle for Tuscany? Those French, they vex you at every turn.

A modest and unassuming posture may bear the greatest fruits diplomatically. What Austria most desperately needs - more cavalry capacity in your army - you can never get. You might as well, therefore, adopt a low profile if you believe this will mollify, rather than encourage, French adventurism. It is France that causes you the greatest headaches. La Grande Armee hangs over you like the sword of Damocles whenever Austria attempts anything. How to deal with France is the central question in Austrian grand strategy.

You might decide to take the war to them early in the game, while you and your allies have superiority in Guard and cavalry, and have not yet been split apart by staggered compulsory peaces. The idea is to deny France the additional men and monies from minors while gaining some for yourself. Realize that sooner or later, you must fight France. In many ways, sooner is better.

The alternative is to assert yourself in Italy and Germany, gaining important minors to aid your build-up in preparation for the ultimate showdown. The problem here is to keep the alliance intact in the face of diligent French attempts to split you up. Russia, particularly, is likely to desert the coalition. Still, every minor in your hands is one less in Napoleon's (at the risk of you having more dirt than your army can defend). Just bear in mind that these minors, which gain you no Political Points to acquire, lose you one when lost.

For Austria, everything in the game devolves to adept diplomacy. Taking each of the others in turn, here are my suggestions:

France. Sooner or later you will be at war with France. Plan on giving Napoleon a stomping in conjunction with Prussia, Russia, Britain and Spain. Strive always for this end. When the war with France does come, conduct it very carefully. You will need to have allies to have any chance of winning. If there is no prospect for allies, surrender immediately.

Mack and Charles are equally good at resisting Napoleon with up to four corps. Examine the tactical rating modifiers on the charts. They each give to France a +1. If Napoleon himself is leading the enemy against you, it might be wise to detail Charles to oppose some other French force under a less imposing French commander. Salzburg is an excellent place to park Mack and four corps. It will cost a mere \$2 a turn to supply up to 64 factors from a single depot. The French can ill-afford to ignore such a large force poised to strike at their important minor states, supply lines, or even into France itself. The mountainous terrain will be in your favor, aiding in the goal of bleeding the French while awaiting the arrival of your allies.

Britain. The British player will be your friend if he has any sense at all. He needs some large land armies on his side to distract Napoleon and keep the Corsican from building up a navy. Therefore, he must give you some money. Remind him of this, as he has a tendency to be tight-fisted with your legitimate subsidies. And while it is quite true that Austria is a rich country (as he will no doubt point out), wait until you try to bring back 15 cavalry factors. You begin with that many, and Napoleon can make them evaporate just as fast. Austria can come up with the 30 manpower with little trouble, but where else will \$225 come from if not from Britain?

There is a chance that you may even have something to say to one another about the division of Italy, should the British be so foolish as to yearn for a continental empire that France can snatch away at will. Point out this folly to them should they lay claim to minors on the boot. If the British persist, acquiesce - but insist that they then commit troops to defend these territories, for you certainly won't be able to do so.

Prussia. Prussia is, as should be, your bosom buddy. The Germanies hang together or separately. Support the Prussian with money if need be. It is critical for you to be able to enter any round of diplomacy saying, "Prussia and I think . . ." Do not allow foolish pride to jeopardize this strength. And support Prussia in the equitable division of the German minor states. Strive at every turn to assure that as many such as possible fall into Prussia's hands or your own, simply to keep them away from France. Ignore any opportunity to make off with Silesia. Dominant status is a snare and a delusion, getting you to attack your only friends and thereby destroy yourself. Do not be led astray.

If, despite everything, the Prussian will not be your true friend, Austria is most likely

doomed. Smile, put up a good front, and make every effort to make him see the light.

Russia. Any stomping of France will be much easier with the Russians helping. Russia, Prussia and Austria can dance on Napoleon's grave. So find out what the Russians want as their price. Almost anything will be worth it because you cannot really commit to an all-out effort against the French with the Russians hovering just behind you, waiting to scoop up the Galicias. And you need the Russian more than he needs you. A certain flexibility in what you have come to regard as *your* lands may be necessary to gain his cooperation and support. Giving up pieces of Italy is less painful than giving up pieces of Austria.

Spain. Spanish cooperation in the coalition would be helpful. Find out what he wants as his price. Odds are you won't be able to give it to him directly, but you might convince the British (who are probably in the position to grant Spanish desires). The more who come to Napoleon's wake, the merrier the party will be.

Your only possible bone of contention with Spain is Italy - specifically Naples. The Spanish may want it; so do you - and so does France of course. It will not do to see France have it. It is much better that it wind up in Spanish hands if it cannot be yours. And it makes an excellent bargaining chip for cementing your friendship with Spain.

Turkey. Austria is in a delicate situation vis-a-vis the infidel Turks. You can crush their army easily enough, and in so doing reap much political status. However, you dare not do so with France hovering at your back door. Initially, the best approach to take with the Turks is to tell them in no uncertain terms who will be the primary target for your army if they are unwise enough to interfere in Austro-French relations with a vulturish declaration of war. You need to keep them out of the fight until matters with France are settled. Then, if you wish, Charles may turn and crush them during the mandatory peace when Le Grande Armee cannot rescue them. Naturally, you should not attempt this if your own army has been too mauled to field an expeditionary force of at least 50 infantry and ten cavalry factors. (That is, above and beyond what is necessary to defend Austria from such other threats as exist, or seem to exist.)

Important logistical considerations come into play in any war between Austria and Turkey. Careful attention to supply and reinforcements should guide your conduct of the war. If Turkey invades, let the first two corps move freely into your territory. If they both finished in the same area, let the third through unmolested as well. If not, then stop the third with the Insurrection Corps. Stop the fourth one in any case. Your objective in this war is to gain Political Points. Therefore, you wish to engage stacks of one, two, three or five enemy corps. To engage any stack of two, four or more is to allow the enemy extra strength with no more Political Points risked.

It is tempting to form a large force around Charles and go crushing all Turkish concentra-

tions, but do not be shy about engaging isolated corps of his with a single full corps of yours as well. Your troops are better - substantially better - than his, and you should win most encounters. If the enemy has an infantry symbol, you can be highly confident of cavalry superiority (with even one cavalry factor intrinsic to your corps); only the Nizami-Cedid has any cavalry capacity among his infantry corps.

Keep careful track of the strengths of Turkish feudal corps. Move into the home provinces of those that are weak (or dead) during your December turn. Because your turn comes after Turkey's, there will then be unbesieged enemy corps in those home provinces and that feudal corps will be ineligible for muster. This can be a rude shock to the Turkish player who takes a "so-what" attitude toward his feudal casualties. The same ploy will also prevent previously stood-down corps from standing back up.

Locate the Janissary and Nizami-Cedid corps. Attack them with a large group of yours and a good leader. Even if you don't win against these superior (for Turks) troops, you want to bleed their quality formations so that they present less of a threat.

While Austria need not accept a conditional surrender from the Turks, it may be wisest to do so. You don't really want to weaken them just so the Russian can profit with no effort, do you? Beat them up until you have gained a goodly dose of political status, then make peace. Do not overlook the advantage of an informal peace (no compulsory period). You can then crush them again later for a quick boost to your political position (the only valid reason for starting any war with Turkey in the first place).

PRUSSIA

Poor Prussia - so near to enemies and so far from meaningful help. Prussia is caught between the expansionist French and the expansionist Russians. It is frequently very convenient for the two to decide to partition Prussia the way Prussia earlier engineered the partition of Poland.

So, what to do? First, count yourself lucky if the French are not already at war with you as the game opens. This means they will have to spend Political Points to declare on you. Next, seek an alliance with Austria. It should be very happy to enter into a mutual-aid pact with Prussia. Seek also the help of the Russians. Grit your teeth and agree to their demands, which are sure to be extravagant. Try to grab as many minor states as possible to build up your strength. Buy as much cavalry as you can afford, subject to maintaining a war chest of at least \$30 and using all your manpower on regular SP. Do not save manpower at the start of the game.

The time to save manpower is after the first war against France. By then your proud cavalry arm will undoubtedly be savaged. Compress the remainder into as few corps as possible, and bank your men during the interim to save money. Bring them on just as peace is expiring, financed by British coin.

An alternative strategy worth considering is to buy absolutely nothing in the early game. Save everything. You need not announce your lack of reinforcements, and it can be an effec-

tive deception to simply bud a corps off another from time to time to provide the illusion of growth. The objective of such a course is to minimize your forces subject to loss in that first war with France, and to maximize your recovery rate. Seek British subsidies when you are about to pop your army up - even if you have the cash to do it unaided. You don't want the British to feel unneeded, do you?

France. Napoleon can kick your butt. Up one side and down the other, in fact. The Prussian army has inferior morale, inferior leadership, inferior movement, inferior mass, and inferior resources. Without allies you are, therefore, doomed. Do not allow Prussia to be separated from her natural allies through your own stubborn pride. If France can set up the rotation, your plans are vain and hopeless and your victory in the game impossible. You must bring France down before you can pursue other plans. Commit yourself to the downfall of France. Only if you seize the bulk of the German minors will you be able to approach France with anything near equality.

At the same time you are fomenting an anti-French alliance, you should take pains to encourage the French naval program. Nothing is sweeter for the Prussian than to see all that French money cast upon the waters.

Of the above-mentioned weaknesses, the leadership problem you face will be eased when Blucher comes on the board. Before then, seek to stack your corps with Charles of Austria in the joint fight against France. The Austrians will agree if they know what's good for them, because of the large and compact cavalry contingent you can bring. Between the two of you, you might be able to achieve cavalry superiority against Le Grande Armee. It is the only superiority either can ever get, so work for it.

With intelligence and effort, you can ameliorate the severity of the leadership and resource problems Prussia faces. The other problems are going to persist until and unless France is stripped of dominant power status. Only a "grand" coalition can hope to accomplish that feat, and this should be your goal in diplomacy, hard as it is to bring about.

Britain. Treat Britain as the banker for your saved manpower. Let the British player know how much you have saved, and that he should maintain a strategic reserve of cash equal to three times that. Then use it, at a strategic moment, to finance a cavalry point per three infantry. If the British will not play ball, wax apoplectic about providing all the blood while they are merely asked to foot the bill. If they remain unmoved, the British player is very stupid and you should approach France about becoming a vassal state. Let the British player try to find another land power to distract Napoleon from his naval campaign.

Let the British know, too, that coin is not enough. The primary beneficiary of a land war against Napoleon is Britain. Insist that, since the war is being fought on your soil, the British army be committed to raise coalition morale. Also insist that they reduce France's Victory Points. The British player will squawk at doing so, but if he does not and will not commit his

army, how serious is his commitment to the coalition? Press this point hard. Britain can recover from the failure of a coalition effort much more easily than you can.

Prussia will be bearing the brunt of the French attack, and the brunt of Political Point losses as well. The British had damned well better be prepared for some sacrifices of their own. Use these as a litmus test of British sincerity and commitment. If he will not do either, then he is obviously just looking for cannon fodder to wear the French down and distract them. Never tolerate any British slacking in this regard. "Put up or shut up", is a marvelous saying to throw in their faces from across the water.

Austria. Austria is, or should be, your boon friend and companion. Read the advice given to the Austrian player. Most of it applies to you as well.

Russia. You must bend every effort to find out what the Russians want and get it for them. The worst thing that can happen to you is to team up with, say, Austria and Britain, get your army into France (and perhaps even drub the upstart a time or two), and then suddenly find an infestation of Romanovs in your own yard. Encourage Russian garrisons (hostages) in your country; then he cannot declare war without telegraphing his intent at least. On no account declare war on France without such tangible assurances from the Russian player. We're not talking one or two factors either, but enough to make him think twice about a backstab. Let's say 10-20.

If you can find the inducement to bring the Russians actively into the grand alliance, its success is virtually assured. Few prices are too high for this, but never let on to him how desperate you really are.

Spain and Turkey. You will seldom have any cause to even talk to them, except to mount moral pressure against them vulching your allies while the war with France is still inconclusive. [*"Vulching" is what vultures do, I guess.*]

RUSSIA

You have a wide range of options. Therefore, listen carefully to all offers before committing Russia to any one course of action. Frequently, the other powers will fall all over themselves with enticements. Select those which attract you the most in setting overall strategy. It is Russian strategic decisions which, more than any other, will determine the course of the game.

Your position on the edge of the board is a source of both strength and weakness. It is a strength because you need not fear a stab in the back (as there is no one there). The weakness stems from the same source, however. You cannot ever expect help from that direction either. Still, the Austro-Prussian coalition in front of you will usually be too preoccupied with France to mount much of an effort against Russian actions.

Should either try an invasion, you can back up slowly for a long time, entering battle only

when conditions favor you. Most nations are forced to defend threatened capitals practically on their borders when invaded. The vastness of Russian distances can provide an effective deterrent (as can a tactfully worded reminder of 1812). Because of this, and Turkish weakness, you have the luxury to choose your actions relatively free of worry over immediate threats to your home base. Russia is the only power with a range of very different options *and* the freedom to actively pursue them.

You have the option to concentrate on the minor states. To do this, deploy a corps in Corfu with a fleet to transport it, and several corps facing Sweden. These are the only bases near any significant number of minor countries. This deployment will not seriously drain the home defense, and you should do so whether or not you intend to be active in those areas in any case.

After this, simply sit in on the Italian Question negotiations. make it known that you have an interest, and will not lightly relinquish your claims. The other players will not know if your Corfu corps is hollow or full. Besides this, most will realize that they will want your help later. This can make them most reasonable when it comes to dividing up the Italian states. If you do not wish to become an Italian or North African landlord, then angle for cash, or an understanding with everyone over Sweden, Poland, Denmark or whatever else will advance your game plan. The critical point is to *have* a game plan.

Another alternative is to aid the French with their anti-British naval war. France, Spain, Russia, Portugal and Sweden can easily take on Britain, and win. But what will you gain from this? Know before you commit yourself to such an irrevocable course what you can get for it. Once the Royal Navy is smashed, it cannot be easily refloated in case of later need. Bear that in mind.

Still another possibility is to lean on Prussia to create Poland. Then have him cede it to Austria, who will add the Galicias to it. And cede it to you! In exchange for this powerful minor, you will commit the Russian army (in substantial numbers) for the defeat of France. Be sure to follow through on this promise if you make it. A hostile coalition is a dangerous thing, and who knows who else they may be able to persuade to join if you show so little faith?

Yet another option is to vulch off Prussia and Austria after France has finished with them. They do have certain territories which they have unjustly been withholding from your grasp. You may wish to communicate to them the error of their ungenerous ways.

So many choices. Most of them also permit you the luxury to sit back and allow events to develop if you wish. Keep these choices all in mind and check which way the prevailing winds of opinion are blowing before jumping. The other powers, by and large, need you more than you need them. What a splendid position to be in. All this makes Russia the easiest country in the game to play. Bid high for it if this is your first game.

"Mother Russia" is very fruitful, with an innate ability to belch forth a full corps each interphase, even if you hold no minors. Do not

take this lightly. You can easily outbuild everyone but France. Your manpower is only barely inferior to the Austro-Prussian combination. With time and careful diplomacy, you can possess an army superior to theirs put together. Concentrate on filling out the special troops early. Buy the artillery and Guard as soon as possible, then start on your cavalry.

You will find that soon, very soon, all of those have been bought and that you still have immense amounts of money left after buying 17-20 infantry points each turn. It is fortunate that Russia has many cities to contain this bounty of troops as garrisons. Then is the time to fill out your fleet. yes, it will certainly make the British nervous. Let no one - *no one* - take you for granted. How do you use this to treat with each? Well:

France. Russia need not fear France as much as Austria, Prussia, Spain or even Britain do. Your capitals are far away by land, and the British will probably block any French naval action, even if ostensibly launched against St. Petersburg. If not, you can assemble sufficient force to recapture it should the French succeed in taking it. Of course, your large concentrations left over from the conquest of Sweden could be used if such an attack comes early. Finally, the French navy is not that much larger than the Russian, so you even have a decent chance of opposing them on your own account - especially with the Swedish squadron to aid you. No, you need not fear the French too much.

Now, this doesn't mean that you will necessarily be friends with Napoleon either. It is still conceivable for the French to mount an invasion (it just isn't easy). If an invasion of Russia by anyone does develop when you are unready, try to draw the enemy into Russia slowly. Moscow is a long way from Poland, and your cossacks can make any quartermaster's job a hellish one. The number of troops available to actually fight you will diminish as they approach the capital, due to the necessity of garrisoning depots and guarding against end-runs, while yours will increase with reinforcements and the absorption of outlying garrisons. Remember, each quarter means another corps of Russians, while the enemy will typically be unable to receive their forward reinforcements.

Britain. Without a doubt, a conspiracy against Britain will be discussed. Such a project holds great benefits for the French and some for the Spanish, but what gain is there for you? Ponder this question closely and insist on a timely and specific answer before joining any such plan.

Now the British player may be difficult on the topic of your Swedish aspirations, or your schemes in Italy. If he is too much the obstructionist, participating in his downfall may be the only way to show you cannot be forever pushed around. You can usually get away with a lot against the British, simply because they will not want to antagonize you into joining this anti-British invasion force. State plainly and calmly what you want from the British, and you have a decent chance to get it without spilling any Russian blood.

Austria/Prussia. Your construction capacity is almost equal to theirs. If they get into any war, their losses will close the gap between their initial forces and yours quickly. Russia can, therefore, be quite assertive towards them if need be. With Napoleon in their rear, they are not going to make problems for you.

In fact, your best bet in many cases is simply to ignore their existence. While they may beg and scream for troops to help against the French, France is pretty much their problem alone. Be sure that you get something valuable for your aid, should you choose to render it. If they object, calmly compare the present situation to one in which all your spare corps were camped on their borders. If not, an entente with France has its advantages. Just be sure that you, not France, wind up with Poland. Possessing Poland will do nothing but put unwise and dangerous thoughts in Napoleon's head.

Generally speaking, Austria and Prussia are valuable buffer states between you and the French, and are better left in that capacity than destroyed.

Turkey. Read the comments about Turkey given to Austria. Most of them apply to Russia as well. Turkey can be a fine place to pick up a few victory points if needed. Just remember to define your objectives beforehand and quit when you have attained them. It can be hard to resist the temptation to squash them. But it won't do to crush them so completely that you can crush them again later because the others have vulched them to death.

Spain. Russia just might come into conflict with Spain over Italy, should your expansion be into their area. Oddly, Spain is the only player who needn't fear you. Spain has bigger fleets and is closer to sources of reinforcements. It is a bitter pill to swallow, but the Spanish just might beat you in an Italian war. Of course, they have the fear of France to keep them in line. Be sensitive to the diplomatic nuances in gauging whether Spain and France lie in bed together.

If they are, then your Italian plans are complicated immensely. Do you really want to commit many troops where both Spain and France can get at them? It may be far better to bide your time. Eleven years is a long while, and circumstances rarely develop to the detriment of the Czar.

TURKEY

The "sick man of Europe" indeed! I'm afraid there's bad news for the Turkish player. Feudalism is the way of the past, not the future. Every single one of the other major states can beat you in a fair fight - even Spain. How you cope with this humiliation is hard to say. The only saving grace you have is that everyone else has to be concerned with France. If they are concerned enough, you can sometimes get away with a few things. Your only real recourse as a bargaining chip is to threaten the rear of the major countries at war with France. Granted, this can make you appear a bratty and petulant child, but you do what you must to survive.

North Africa is, of course, your natural route of expansion. It is the only place on the map

inhabited by troops worse than your own. Egypt can practically be guaranteed. The others are dicey. The British with their unholy morale and the Spanish with their larger fleet make Islamic unity a distant dream. Perhaps if you offend no one, they will not come to Istanbul to snuff out your life.

This may be a bit overstated, but it serves to point up Turkey's inferiority. The dominant line of the political track is not for you. If you are a patient player, just staying out of other people's disasters can be a winning strategy. Plodding along at eight victory points an interphase *can* win the race. Eight times 44 equals 352, and your minimum need is only 315. Perhaps not glamorous, but an enviable position to be in for any gamer.

War with other powers is unwise unless they have first been seriously weakened by someone else. Even then, what do you hope to gain? Political status? Even the shell of their army has better morale than yours. Land? They'd have to be very desperate to surrender to the likes of you. Of course, sometimes the bordering countries can be very desperate - a point not to be overlooked. Your best bet is a low profile, sticking to the neutral zone on the chart, and gathering the eight points per interphase. Anything more assertive will attract unwelcome attention.

A ploy you can use to good effect is to make alliances with likely aggressors early, when they are still pre-occupied with the division of minors and so seeking some easy political status gains. These alliances can later dissuade people from declaring war against you, as five points is a lot to give up at once. This can blow up in your face, however, if they begin declaring war against each other. But then, if they are fighting one another, what's to worry about?

If none of this convinces you to turn away from an adventurous policy, an early declaration of war does have its advantages. You begin the game with virtually the maximum military strength you can ever achieve. The others will grow stronger in the absence of war; you will not. To strike while the iron is hot does have its appeal. The main danger is that France will use the respite to build for its own purposes while you whittle down potential foes for them. Don't expect Napoleon to remember your sacrifice with gratitude either.

France. Your natural allies are those far from Turkey, who want nothing you have, and who can engage your enemies. France is the only country that fits this description. Spain and Britain want North African and Italian possessions. Austria and Russia lust for your adjacent provinces. Prussia is more likely allied with, than opposed to, these countries.

Be friendly with the French player, but weigh carefully the advantages of declaring war against Austria when France does. Remember that the Austrian need not surrender to you just because Napoleon has pounded him into the dirt and you are France's ally. Sad, but true. Also, the French might accept a conditional surrender and so leave you high and dry facing an enraged and point-hungry Austria. Even if Napoleon does hold out for unconditional surrender in deference to your survival and value

as a continued ally, he may be "forced" to choose conditions that do not savage the Austrian army enough.

Still, if you must fight Austria, a cooperative war with France is by far the best way to go. You can do far more than your normal irritation if the Austrian is looking at a simultaneous French invasion. But this is the time to watch over your shoulder for the Bear. Alternatively, this might be a good time to attack Russia. After all, are the Austrians likely to intervene while absorbed in a war with France? I think not!

Britain. The British, as noted above, lust after manpower. This will frequently drive them to try for Cyrenaica and Tripolitania, or even for Egypt. A peaceful arrangement can be very much in your best interest. It can provide a constant source of income to fund your operations (the Turkish treasury is embarrassingly empty much of the time). Compare this with the cost of making an enemy of Britain. No trade, which costs you money you can ill-afford to lose. In battle on land you will face an army with twice your morale. At sea, they get +1 for the wind gauge and +1 in combat, on top of outnumbering your fleet. So, far better to let England pay you and, at the same time, form a buffer to keep those crusading Spanish at bay.

If Britain is determined to clash, your only option is to overwhelm its small army with mass and kill them all. You must keep a large force near Istanbul to protect it from occupation. Naval superiority will allow them to shift forces quickly, so never leave your capital guarded by less than 50 factors, including at least 16 of cavalry so you can be assured of the superiority bonus.

With the remainder of your army, mount a campaign against their minor holdings. It is too hard to assemble the force needed to crush a British army before the Royal Navy can pick them up. Therefore, your targets must be territorial. Leave garrisons in the capitals of your own minors so that they will have to besiege them, and possibly be delayed by poor luck. Pounce on any small forces whenever you can gain a 2:1 superiority in strength. The main way to win is to expend your replaceable feudals burying the enemy in casualties. Certainly, you can't count on breaking a 4.5 morale.

Spain. The Spanish are your natural enemies. They want North Africa, or maybe Italy; Turkey wants North Africa, or maybe Italy. The Spanish have better troops and a better navy. Read the notes on war with England above, since most of that also applies to a war with Spain. Tactics against the Spanish are more involved though. You can hope to win some battles by means other than simply killing them all. While your army is inferior, it is no walkover, and you needn't take any guff from the Spanish.

Of singular importance is the cavalry pursuit you can put together should you be fortunate enough to win a battle. You have 31 cavalry factors to your account, plus another six if the Syrian corps is present. With Ali to lead them, annihilating the entire enemy army is a real possibility. That might bring a peace offer real fast.

Austria. The real question in Austrian strategy for the Turks is whether to jump in against them once they have been weakened by France, or whether to seek peaceful co-existence. This will be determined by your personality. Do you want to be patient and quiet, or assertive and bold?

Also take into account the attitude of the Russian. If he seems to have a "Let you and him fight" stance, he could be just waiting for you to weaken yourself. A surprise visit across the Black Sea by the Tsar while you besiege Vienna would be unpleasant. Investigate closely the reason for any naval deployment in your sea.

If an aggressive war against Austria is in the cards, move carefully to minimize the threat of Insurrection corps to your supply lines. The first time you enter one of these provinces, pile all your invading corps into the first area you enter. This way, the insurrection corps would have to fight your whole army. If they do, crush them completely. If they do not, then they have just lost the opportunity to use them in that province. Just bear in mind that Hungary is also such a province, so you might have to repeat this procedure two or more times.

Besides, the Austrians have both urbanized and fortified their border with Turkey. Until these fortresses have been reduced, supplying an invasion force will not be possible. Of course, he might have neglected to garrison these critical posts. If so, that's like an engraved invitation. Invitations can conceal traps, however. He might just stand up some troops during the reinforcement phase.

Because of all this, any invasion of Austria has to be done slowly, which gives him time to mobilize. Now, perhaps, you understand why your ancestors were never able to take Vienna. And a lot can happen while you are approaching the city.

Prussia. Ignore him. Unless he seems foolish enough to antagonize either Austrians or the Russians. Give subtle encouragement to such folly. Better they should die fighting each other.

Russia. The great bear is a menace to all you do. They can replace army factors almost as easily as you, except theirs will be regulars with regular morale. There are few threats you can make to keep the Russian player from using you as a punching bag for a little extra political status.

If you do attack them, how are you going to get to Moscow? If you don't head for Moscow, how are you going to compel them to end the war? If you cannot compel them to end the war, how will you get what you want? Closing the Dardanelles to them is but an irritant. It is inconvenient for them to support their Italian operations from the Baltic, but it is not impossible. It is also very important to you whether you are locking them into - or out of - the Black Sea. You may wish to consult with your allies concerning this matter.

Still, the Russians may have diplomatic problems on other fronts to distract them. To keep these simmering is in your interest.

LEVIATHAN

A GM's View of Game 1988HW

By Gary Behnen, with Rex A. Martin

In late 1988, I was invited by Gary Behnen to play in a postal game of DIPLOMACY he was organizing. I've gotten a number of such invitations since coming to Avalon Hill, mostly by amateur pubbers looking for a little free publicity for their effort. But Gary was an old foe, one I'd crossed pens with more than once (always to my defeat), and had no such axe to grind. Indeed, reports of the game would be carried in "Fiat Bellum", a rather well-respected amateur publication produced by Don Williams. So this looked to be just a "fun" game, and Gary needed a seventh to round out the field. Little did I know that the field was a collection of some of the most vicious sharks in the hobby.

In my first article on my adventures with PBM DIP (Vol. 24, No. 3), the sad tale was told through the private correspondence I had with the other players. This time I will let the GM, Gary Behnen, and the players themselves - through their "Press" - recount the story. For the uninitiated, "Press" is simply the public pronouncements of the players and interested onlookers, sent to the GM for inclusion with his report of results each turn. One of the most impressive aspects of 1988HW (the Boardman Number assigned to our game) was the volume, variety and good humor of the Press. I quite enjoyed the banter as much as the game itself, and often turned to it first when the 'zine arrived in my mailbox. Every month before firing off my moves to Gary, I usually sat myself down at the typewriter to respond.

Since 1963, when John Boardman pioneered what would become the postal DIP hobby, Press has become an integral part of the game. Because of its public nature, it differs substantially from the private negotiative correspondence of the players. Originally meant to be entertaining for the non-playing readership of the 'zines, it therefore is not confined to the actions of the game itself but can touch upon literally any topic the writer/player may wish. As with most any aspect of The GAME, clever players soon saw its value as a tool of mis-information and irritation. Lies, innuendo and insults came to be part of the fun. Too, as can be seen here, Press allows the players to give free rein to their own creative talents if of a literary bent.

Press comes in a wide variety of flavors - white, black, gray and various other "shades". "White Press" is noted by the fact that the GM insures that the author's name appears with the entry, and is most often limited to the players themselves. In "Black Press", the writer is free to conceal his identity. And, of course, this allows the non-players to have a great deal of fun, as one is never sure whose hand set down the words that cut. The flavor of the Press is inevitably the GM's decision, for he is the one on whom the work of transcription will fall. In 1988HW, Gary opted to allow Black Press to open up the fun to all. Thus, the words you read may not actually be from the pen of the person indicated. On the other hand, it might. Such anonymity allows all to exercise their wit and vocabulary to the full; to engage in a "Black Press" game demands a thick skin and a strong sense of humor, with the all-important ability to laugh at yourself. Without such a personality, any reader thinking of engaging in a postal game of DIP might want to find another pursuit.

Most of the Press deals (as does the game itself) with that inexhaustible topic, human folly. Outrageous as it sometimes can be, it is all in fun (well, mostly). In our game it certainly was. I have edited the Press that follows somewhat, exorcising many of the messages entirely. Quite a bit of the Press in this game dealt with various sports teams (notably, the NY Mets in baseball and Seattle Seahawks in football, and the GM's KC teams in both, as well as pro hockey predictions), for we found that all of us were sports fans and merrily proceeded to heap abuse upon each other's beloved. I also have removed some of the more offensive (at least to certain elements of the reading public); for any that may have missed my red pen you take umbrage with, my apologies. What remains is only a quarter of the sum wordage, but enough to give the flavor of this game.

It would help, I think, to explain some of the references in the following. Bill Quinn really is a dentist, and a fine one. Mark Fassio is - or was then - a captain in the U.S. Army, and was transferred to a European posting in the latter stages of this game. "Bo(t)" refers to Larry Botimer, a long-time player who served as "standby" (to take over should one of

us be unable to continue the game). And Gary Behnen, who has crossed swords with all of these folk, is fondly known as "Greedy" in the postal hobby (and Ginger is his lovely wife). Indeed, I should note that, with the exception of my presence, all of these folk had met each other across the map of Europe in postal and tournament games several times before; hence, some of the humor is of the "in-joke" sort. As I was forced to, you'll have to sort these out yourself.

The game reports themselves follow the format Gary used, with date and some GM insights (often humorous), a listing of the players, and their orders for the turn. In the latter, "A" stands for Army and "F" for Fleet, with current position shown; those in italics failed (blocked, cut, illegal, etc.). Each unit's order is listed separately, and most are self-evident ("c" stands for Convoy; "s" for Support). Maps showing the territory controlled by each player are provided at two-year intervals; with the exception of Russia (shown as tan), the player colors correspond to the pieces. Spring and Fall seasons were always separated by one-month deadlines; however, the build phase (in our parlance, "Winter") was separated from the following Spring turn only at the behest of two or more players. Any proposed draw or concession victory was subject to secret vote by the remaining active players, which had to be unanimous to be enforced by the GM.

So, if you've never played DIPLOMACY by mail (or E-mail), but have been considering the plunge, perhaps this account will push you over the edge. I certainly hope so, for I think DIPLOMACY the apex of postal play. If you do jump in, maybe we'll even meet in a game someday. I'll be looking forward to it.

Fasten Your Seatbelts!

Winter 1900

Austria - Michael Mazzer (Los Angeles, CA 90025)

England - Melinda Holley (Huntington, WV 25727)

France - Mark Frueh (Naperville, IL 60540)

Germany - Mark Fassio (Woodbridge, VA 22192)

Italy - Kathy Caruso (Flushing, NY 11358)

Russia - Rex Martin (Glen Arm, MD 21057)

Turkey - Bill Quinn (Conroe, TX 77301)

GameMaster - Gary Behnen (Olathe, KS 66062)

Game Notes:

- 1) We will operate under the Fiat Bellum 10/88 houserules, a copy of which is enclosed.
- 2) Deadlines will run, generally, two days prior to the regular Fiat Bellum deadline, which means your moves will be due the first Wednesday following the first Monday of each month. Phone deadlines will be 7:00 PM the day of the deadline. As a rule, please do not call past 10:00 PM Central if you'd like me to be civil.
- 3) So you are all forewarned, Larry Botimer will be the first standby to be called for this game, so discuss it with him at your own peril. I don't plan to need any standbys however, as NMRing is anathema, and I will be crucified by the six other players (since I've guaranteed everyone's reliability).
- 4) Game fees are due now at a bargain price. Please send those to me (Gary Behnen). If you do not already subscribe or have another arrangement to receive *Fiat Bellum*, please arrange a subscription with Don.
- 5) Country assignments were made by random draw alphabetically by last name by my daughter Jacqueline. She enjoyed it tremendously, and now likes to "play" DIPLOMACY whenever she scurries upstairs while I'm not looking. (On those days we let her out of the basement.)
- 6) The game name seems singularly appropriate to me. Webster describes "Leviathan" as something large and formidable. In 1651, Thomas Hobbes wrote a political treatise entitled *Leviathan*, in which he summed life up as "... nasty, short and brutish." For some in this game, I believe these will be words to die by.

7) Finally, I encourage Press if you are so inclined - and for those not in the game, you too are welcome to contribute to your heart's content. I do reserve the right to edit and/or delete that which I find unsuitable (but I doubt that will be a problem here). So there is no confusion, this is a Black Press game.

8) Following is an introduction to the cast of "Leviathan". I do not claim that it will tell you all you need to know. It's just that I felt compelled to give each of you something to live up (or down) to. Good luck, and have a great game!

AUSTRIA is Michael "Mazzerman" Mazzer. Although his reputation is huge (purported by Bob Olsen as standing 8'6" - that's huge), Michael is a multiple *DIP* winner. He is one of only a handful of players I know at which the mere mention of his name in a game sends shivers down the spine of even the most fearless. Rising like a phoenix from his slumber, does the Dark Lord of *DIPLOMACY* live again?

ENGLAND is Melinda "Hobby" Holley. Melinda is truly one of the cornerstones (cut from Stone Mountain, GA) of this hobby - being easily in the top five in gamestarts in the last two years, and publishing *Everything*, the BNC's 'zine, and of course *REBEL*. The latter undoubtedly leads all the hobby press with most game openings, and her very punctual and professional style has probably led much "new blood" to find a warm home in the *DIP* hobby. If you should hear the Rebel yell, hope that it isn't Melinda charging you.

FRANCE is Mark "Puppy" Frueh. Another multiple postal winner, coming from Mad Lads' origins, Puppy's free-wheeling play lives up to that reputation. His voracious hunger for centers is well served by his rabid diplomatic and tactical style. "Puppy" is something of a misnomer; he's better described as a cross between a pit bull and a dingo. Well, Mark, have you sized anyone up as dog-meat in this one yet?

GERMANY is played by Mark "Flash" Fassio. Although I've played with many who correspond well, none match up to the Flash when he is in a groove. Mark limits his game starts, so he can put his "all" into each one - and it shows. No doubt, as the Kaiser, *Fazspeak* will be in high gear throughout this game.

Russia is taken by "Tyrannosaurus" Rex Martin. Rex's nickname is due to his carnivorous habits when dealing with his victims - rather than having small forelimbs and a large head (although I've never met Rex personally . . .). Rex is most widely known as the Managing Editor of *The GENERAL*, Avalon Hill's gaming publication. As a diplomat and tactician, Ty-Rex is exacting and ruthless in pursuit of his goals. Hope you don't end up the apple of his eye.

TURKEY is Bill "Quill" Quinn. Bill is also a multiple postal champion, and an excellent tactician. A past Boardman Number Custodian, Quill had been phasing himself out of the hobby, but was willing to join us here for a last joust. Woe to those who throw down the gauntlet, only to look up and see that the Quill has picked it up!

Your GM is truly a sheep amongst these wolves - Gary "Giving" Behnen.

On With the Show! Spring 1901

Curtain rises with clashes in the Channel, Galicia and Rumania . . .
Iron Maiden yodeling in the Alps . . .
Lowlands hold their breath; a "Flash" freeze predicted . . .
Mazzerman checked at the border as the Quill goes over the top . . .
Russia girds for war as the *Leviathan* awakens from their slumber . . .

The Players:

Austria - Michael Mazzer (Los Angeles, CA 90025)
England - Melinda Holley (Huntington, WV 25727)
France - Mark Frueh (Naperville, IL 60540)
Germany - Mark Fassio (Woodbridge, VA 22192)
Italy - Kathy Caruso (Lansdale, PA 19446)
Russia - Rex Martin (Glen Arm, MD 21057)
Turkey - Bill Quinn (Conroe, TX 77301)
GameMaster - Gary Behnen (Olathe, KS 66062)

The Orders:

Austria: A Vienna to Galicia; A Budapest to Rumania; F Trieste to Albania

England: A Liverpool to York; F London to English Channel; F Edinburgh to North Sea

France: A Paris to Picardy; A Marseilles to Spain; F Brest to English Channel

Germany: F Kiel to Denmark; A Munich to Ruhr; A Berlin to Kiel

Italy: F Naples to Ionian Sea; A Rome to Apulia; A Venice to Tyrolia

Russia: F St. Petersburg (sc) to Gulf of Bothnia; A Warsaw to Galicia; A Moscow to Ukraine; F Sevastopol to Rumania

Turkey: A Constantinople to Bulgaria; F Ankara to Black Sea; A Smyrna to Armenia

The Press:

GM to Leviathan: Great start, and thanks for the summaries of your insights and strategy you are sending. It really does help me enjoy the action.

KK to Doc: I'd tell you to get your pliers ready, but Greedy the Ripper doesn't need a tooth pulled; he needs an entire brain transplant for taking this on.

Italy to Russia: You ain't so bad! You remind me of a goldfish caught in a shark tank. Guess what? The goldfish died!

Italy to Mad-Dog Frueh: So you're bad too? I ain't worried, as we have laws against pit bulls in Italy.

Russia to Europe: I must be crazy. My Spanish get the snot stomped out of them when I played miniatures Thursday night. The Germans run amok through my lines in *ASL* on Friday's playtest. My ships all burn to the waterline for want of a "Bucket Brigade" card on Saturday. I waste most of Sunday monkeying around with a computer version of *THIRD REICH*. Now I'm sitting up late on Monday night contemplating this disaster. What a way to make a living!

Flash to "Merciless" Martin: That Greenwood; what a card! Just because you waxed him in a game of *KREMLIN*, you're branded with a moniker of mercilessness. Well, we'll see if you can earn that title in a game of *DIP*, although I'm hoping you'll lose your mercy in another corner of the board and not near me. Here's to a "black-and-white" reality: a G/R is good for the board and sought after by rational men in both Berlin and St. Petersburg.

Austria to World: I propose a six-way alliance against Italy. With Kathy gone, we will surely have a "kinder, gentler Europe".

KK to Mazzerman: Get off your knees. I hate to see a grown man cry. For a big guy, you really are a wimp; I mean, you make "Honey" Olsen look like Mike Tyson!

KK to GM: Why should I tell you my strategy? Why don't you tell me yours?

Austria to Gameboard: The evil hand of Iron-Fist Olsen is at work again. Here I am as Austria, next to Kathy as Italy. Kathy always wins as Italy. To save time and effort, I believe I will just douse myself in gasoline and light a match.

KK to Mazzerman: If you fell for it, you are a jackass!

Austria to Italy: All I need in this game to make my misery complete is Woody!

Yankee to Rebel: Is the torture chamber open for business? With this group, we should have plenty of business. We may even have to ask Ginger to help us tighten the straps.

GM to London: Girls, girls! I know Ginger would never . . .

KK to Mad Dog: Where are your crayons? Why won't you write? Let me guess - Rex scared you away with words bigger than four letters.

KK to Doc: Hey, I threw the dog a bone, but he just growled. He wants your whole skeleton!

Austria to Russia: No, no, Rex. That's "lamb among wolves". Lamb, not "sheep". If you are going to edit *The GENERAL*, you must learn to get your cliches right.

Russia to Europe: I just want to be friends with everybody. The Czar, progressive fellow that he is, has taken on the policy of "live and let live" - except, of course, for appending those bits of territory that are rightly Slavic (such as Austria).

Bloodsucker to Behnen: Don't you agree that poor Melinda, myself and Rex are the weakest players here? The rest of them go for the throat - we just suck.

London to GM: Well, at least this is one game where I don't have to be constantly watching you watching my back.

Faz to KK: Italian war woman (Iron Maiden), here's to you! I hope you got where you wanted to go (not Tyrolia, let's hope). I still think your

proposals are good, so don't leave me out of your plans (let me rephrase that . . .)

Russia to GM: What's this drivel? Who are the "Mets"? And I thought the Cardinals moved to Phoenix (I recall seeing them give the Cowboys a comeuppance a couple of months ago). Seriously, I haven't the slightest knowledge or interest in baseball, so you'll have to count me out of any "Met-bashing".

Bloodsucker to Rex, the Wonder Dog: So you don't know who the Mets are? Either you were raised in a closet, or you spend too much time trying to read comic books.

Italy to Russia: Don't open any 6x6x6 packages from Faz - the old captain is into military explosives.

GM to Leviathan: Without further ado, we're underway . . .

Spread Some Sunshine

Fall 1901

Doc, Ty-Rex and Iron Maiden do the Mazzer Mash . . .

Convoys are the "rage" . . .

Serbs, Portuguese and Norwegians ponder neutrality . . .

Kaiser "bravely" ignores Italy in favor of the lowlands . . .

Puppy reaches the end of his leash as the British are coming . . .

The Players:

Austria - Michael Mazzer (Los Angeles, CA 90025)

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Italy - Kathy Caruso (Norristown, PA 19401)

Russia - Rex Martin (Glen Arm, MD 21057)

Turkey - Bill Quinn (Conroe, TX 77301)

GameMaster - Gary Behnen (Olathe, KS 66062)

The Orders:

Austria: *A Vienna to Galicia; A Budapest to Rumania; F Albania to Greece*

England: *A York to Belgium; F London to English Channel; F North Sea c A York-Belgium*

France: *A Picardy to Belgium; A Spain hold; F Brest to Mid-Atlantic*

Germany: *F Denmark hold; A Ruhr s Eng A York-Belgium; A Kiel to Holland*

Italy: *F Ionian c A Apulia-Tunis; A Apulia to Tunis; A Tyrolia to Trieste*

Russia: *F Bothnia to Sweden; A Warsaw to Galicia; A Ukraine s F Sevastopol hold; F Sevastopol hold*

Turkey: *A Bulgaria s A Armenia-Rumania; F Black Sea c A Armenia-Rumania; A Armenia to Rumania*

The Press:

Russia to Italy: Did the goldfish die of natural causes while the sharks tore bloody chunks out of each other? Or maybe from laughter? Do you really know how hard it is to catch a goldfish?

Kathy to Doc: Figures you'd attack the goldfish; after all, aren't you the one who attacks helpless children with needles and drills?

Bo(t) to Mincemeat Mazzer: Like they say about voodoo economics, it's "voodoo doodoo". Under Bush, we'll get a "kinder, gentler" doodoo.

If you think getting rid of Kathy reduces the level of desperation in this game, then let me assure you it's still doodoo.

KK to Mazzerman: So you want a kinder, gentler Europe? Well, the Italians want a new playground, one with a giant "clown" to entertain us!

Russia to Austria: Sheep. Lamb. What's the difference? We four-footed, fleecy, frolicsome few should watch our backs amongst the wolves.

With KK trying to make a sheepcoat of Trieste and the mighty Quinn looking to plant Sevastopol over with sheep sorrel, it's time for us to stand up on our sheepshanks and be counted - and show them both up as sheepheads. By the way, how does sheep-dip and gasoline mix?

Austria to Germany: You may be right; there may well be an English-Italian alliance in this game. But with Kathy, being her ally is almost as dangerous as being her enemy.

KC to Faz: Look at it this way, now you know where the fire is!

Austria to Italy: I fell for it. HeeHaw! HeeeHaaawww!

Army Spain to Italian Army last seen in Alps: Well, did you piss off Fasio? Mazzer? Martin? Or me? Damn, a combination of all four!

Italy to France: No wonder you didn't believe I was going to the Piedmont; I wouldn't believe a story like that either!

Faz to KC (She-Ra, Iron Maiden, Calamity Jane): One fib is "shame on you", and I can live with that. But two fibs means "shame on me" for listening to you. Now we are all in dire straits.

Fazdor to Tsar Rex: I would say you're playing to a hostile audience, friend Tsar. Well, I adhere to my pledges. Rest assured, you have a friend in court here at the Reichstag.

Italy to Russia: I'll be your friend. It's a dirty job, but somebody has to do it. Besides, I don't see any other volunteers.

Italy to Austria: The bigger they are, the dumber they are.

Merciless to Mazzerman: Would you like a match?

Merciless to Faz: No doubts about a G/R black/white world being good for all concerned. It makes things so much simpler, and the others won't have to blunt their new crayons.

Rex to Mark: You and me be pals? Cut up Hun? Jump on Brit? No word from you in long, long time. Set pen to dry wood pulp and let me know I am not lone sane one in game.

Rex to KK: You mean the Mad Dog doesn't understand anything other than monosyllabic missives? Perhaps you're right. I don't know if I can, but I'll try to put my missives to him in simpler verse.

London to Paris: This would be easier if you wrote.

London to Moscow: The north will be at peace. So don't fight me over Norway in '02, OK?

Bo(t) to Fazwhan: I knew, whining in harmony now, are you?

Bo(t) to Rex: Alas for our poor Seahawks - Al Davis has an ex-Raider running the football team. I think I'll lose interest in football now.

Germany to France: I'll be "Frank" with you, as "galling" as it is to me (hyork)! I was all set to raise Cain with you as an ally, but then I saw this dapper move involving England. With Italy off playing "Fourth Crusade" with her Knights Intemperate, perhaps now is the best time to get greedy. No offense, Mark, but I prefer a strong England to a strong France.

Kaiser to Queen Mama: OK gorgeous, don't make me eat those words. Here's to full-scale assaults and in-depth penetration of the defenses. (And after that, we'll attack France too!)

KK to Faz: You're going to make the Mad Dog mad if you persist.

Russia to Italy: No problem with packages from Faz; that's why we have secretaries. They're cheap and easy to replace. And in seven years of this, I've dodged worse than mere letter bombs.

Rex to Bloody Sucker: Why, I'm proud to read comic books - some of Western literature's finest works. If I'd been watching some pointless endeavor where overpaid grown men run around in circles all the time, I might never have learned how to ride so goodly.

Kathy to Ginger: You deserve more than a medal, and Sainthood is a sure thing. I still think that what you need is a man - a real man! Too bad there aren't any in this game, or I would introduce you.

Bo(t) to GM: If you lived in Baltimore, would you have any interest in baseball? Name me the only AL team worse than the Mariners?

Russia to GM: Wait a minute . . . I remember the Mets now. 'Course, the only time I thought they were worth a damn was when Beverly Sills sang with 'em.

GM to Russia: That a joke, son?

This Relativity is Misleading

Winter 1901

The Earth is Flat! Scientific conference releases amazing findings . . .

Impact immediate on Great Powers as fleets are shunned . . .

Mad Queen defies logic; "We won't sail over the edge" . . .

Is a new Dark Age coming? It doesn't take a rocket scientist to see this one will be fought in the trenches . . .

The Players:

Austria - Michael Mazzer (Los Angeles, CA 90025)

England - Melinda Holley (Huntington, WV 25727)

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Russia - Rex Martin (Glen Arm, MD 21057)

Turkey - Bill Quinn (Conroe, TX 77301)

GameMaster - Gary Behnen (Olathe, KS 66062)

The Orders:

Austria (even): no adjustments
 England (+1): build F Liverpool
 France (+1): build A Marseilles
 Germany (+2): build A Munich, A Berlin
 Italy (+2): build A Venice, A Rome
 Russia (+1): build A Moscow
 Turkey (+2): build A Constantinople, A Ankara

The Press:

Italy to Russia: Goldfish may be hard to catch, but I had no problem bagging the weasel in Austria!

Russia to Mazzer: I think I at last figured out who the goldfish is, but I certainly ain't no shark. So that means I must be a flounder. And Melinda's a moray eel, and Faz is a sting ray; I'm not quite sure yet what Frueh is - but it's probably nasty.

Italy to Bo(t): How could you lose interest in football? Anyone who roots for the Seahawks never had any interest in football.

KC to Faz: I ain't no Fibber McGee. I told you and Mazzer both to cover your centers; can I help it if no one listens to me?

Faz to KC: Hi ya, sweets! Hope my gushing paranoia wasn't too much to take. I kind of figured you would go east and not mess with Munich, and for that trust I thank you. I still haven't decided whether you're in cahoots with Quill or the Mad Russian, but that's moot for the moment. You have disrupted the East, and we salute your spunk.

KK to Mazzer: Faz is right - you are to be admired. It's not every player who would leave open his centers to me so that he could attack a goldfish.

Constantinople to Board: Somehow, I feel uninspired to write Press today.

KK to Doc: Thanks for the assist. Hey . . . wait a minute . . . you got two builds! Two builds as Turkey! Italy has a headache.

Italy to Mad Dog: You should have known better than to tangle with a woman. Especially our mountain woman!

Kathy to Puppy: You should have been a cat. Then you'd have eight lives to go!

Bloodsucker to Rex: I'm telling ya, baseball has improved my *DIP* game. If I didn't sit around and watch the Strawman and Hojo steal second, I probably would never have thought to steal Trieste.

KK to GM: Let me guess. Now he thinks I'm talking about a scarecrow robbing Howard Johnsons!

Kaiser to Tsar: Rex, it appears that you have friends everywhere - or almost everywhere. A friendly Kaiser, a neutral England, and an Italian who says she's batting 1000 for you against Austria and Turkey. Gosh, what else on earth could a man possibly want with great pals like us? Besides a Seahawks SuperBowl of course . . .

Bloodsucker to Rex: Comic books Are second-rate imitations. If you really want to larn to rite goodly, read the *DIP* 'zines; we can really butcher the English language.

Fighting the Good Fight**Spring 1902**

Archduke returns triumphantly to Trieste . . .

Charge of the Light Brigade thwarted as Czar Rex claims Rumania . . .

Kaiser's army marches on Verdun . . .

Italy takes Greece as the Witches position their forces . . .

It's Party Time!!!

The Players:

Austria - Michael Mazzer (Los Angeles, CA 90025)
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 Germany - Mark Fassio (Woodbridge, VA 22192)
 Italy - Kathy Caruso (Norristown, PA 19401)
 Russia - Rex Martin (Glen Arm, MD 21057)
 Turkey - Bill Quinn (Conroe, TX 77301)
 GameMaster - Gary Behnen (Olathe, KS 66062)

The Orders:

Austria: A Vienna s A Budapest-Trieste; A Budapest to Trieste; F Greece to Albania

England: A Belgium s Ger A Munich-Burgundy; F English Channel s F Liverpool-Irish Sea; F North Sea s F English Channel; F Liverpool to Irish Sea

France: A Picardy to Burgundy; A Spain to Gascony; F Mid-Atlantic to English Channel; A Marseilles s A Picardy-Burgundy

Germany: F Denmark hold; A Ruhr s A Munich-Burgundy; A Holland to Kiel; A Munich to Burgundy; A Berlin to Munich

Italy: F Ionian c A Tunis-Greece; A Tunis-Greece; A Trieste s A Venice-Tyrolia; A Venice to Tyrolia; A Rome to Apulia

Russia: F Sweden hold; A Warsaw to Galicia; A Ukraine to Rumania; F Sevastopol s A Ukraine-Rumania; A Moscow s F Sevastopol hold

Turkey: A Bulgaria s A Rumania-Serbia; F Black Sea c A Constantinople-Rumania; A Rumania to Serbia; A Constantinople to Rumania; A Ankara to Armenia

Units in Retreat: Italian A Trieste (either Venice or OTB)

The Press:

Czar to Fishbait: If your fleet in Greece and your army in Budapest did their part, at least you've the satisfaction of making him pay.

Merciless to Reckless: Careful now; I smell a rat in the Balkans.

Teuton to LA Archduke: Mazzerman, what gives? Are we singing from the same sheet of music, or are we off-key? Your fellow Germans are ready and willing to help, but we're waiting for a defined plan of action.

Russia to Europe: Hearing the cries of our brother Slavs, the White army has this day moved to bolster the defenses of besieged Austria. Even as much of the Balkans are plunged into a new Dark Age, the liberators seek to redress this wrong.

KK to Archdope: All you have to do is cry "Uncle" and we'll leave your false teeth intact.

Austria to World: The Hapsburg Press Service is temporarily closed until the Archduke emerges from his sulk.

Yankee to Rebel: I see the weenie roast is in France; figures I'd be tied up with the drag queen masquerading as the Archdope!

England to France: Are you a house-trained puppy?

Berlin to Board: Kaiser Fazdorff wishes to stress his urgent desire to avoid further bloodshed, and asks that peace reign again throughout the region. Specifically, he requests a "peace" of France and a "peace" of Austria.

KC to Faz: Don't do it. I'd hate to have to actually help the poor puppy!

Caruso to Martin: Hey Rex. I realize a mutt - oops, trueblood - like you has to be loyal and friendly, but six masters!?! You really should go bite someone. You could always practice on the GM's leg. Just be sure to use Listerine after biting.

Bloodsucker to Wonder Dog: If you're hungry, I hear Galicia is filled with bones!

Rex to Bloodsucker: I didn't know baseball had such virtues. Stealing, lying, cheating, gambling? Attacking fellow players? If it's this much fun, maybe I should try to watch an inning or two.

Martin to Melinda/Fassio: Will you guys get on with it! I've a slight problem building on my borders. And it doesn't look like Mazzer's going to slow them up much. I may be reduced to trying to prop him up until you laggards finish stomping the Frog flat.

Martin to Puppy: Sorry. The offer is tempting, but I have other things to do and, quite frankly, after such a long silence, I trust him more than I do you.

Czar to Kaiser/Sultan/Queen/Popess: Now that you all have the same number of pieces as I, what say we quit with a five-way tie?

Rome to Constantinople: So you're uninspired; is that the same thing as being expired?

KK to Mazzer: Hey, at least I'm honest. I don't pretend to be your friend like that pain-giver Doc Quill.

KK to Doc: I'll match you army for army; I love foxholes and machine-guns, almost as much as you love conditional orders!

Faz to Migrant Met-head: Kathy, how goes the offensive? Hope you're scoring against whoever you're moving on - but hey, let's talk neutrality when it comes to Tyrolia. I'd hate to have Munich slip south accidentally.

KK to GM: Are you sure I signed up for this game? As fast as Italy is going to die, Botimer should be playing it.

GM to KK: I think Larry figured it was better not to play, than to have played and lost . . .

The Eastern Strike

Fall 1902

Portuguese Freedom Fighters celebrate the new year . . .
 Hapsburgs hold onto Trieste . . .
 Caruso heard to mumble, "I se 'll return" . . .
 Czar Rex blunts the convoy . . .
 Is the sword mightier than the Quill . . .

The Players:

Austria - Michael Mazzer (Los Angeles, CA 90025)
 England - Melinda Holley (Huntington, WV 25727)
 France - Mark Frueh (Naperville, IL 60540)
 Germany - Mark Fassio (Woodbridge, VA 22192)
 Italy - Kathy Caruso (Norristown, PA 19401)
 Russia - Rex Martin (Glen Arm, MD 21057)
 Turkey - Bill Quinn (Conroe, TX 77301)
 GameMaster - Gary Behnen (Olathe, KS 66062)

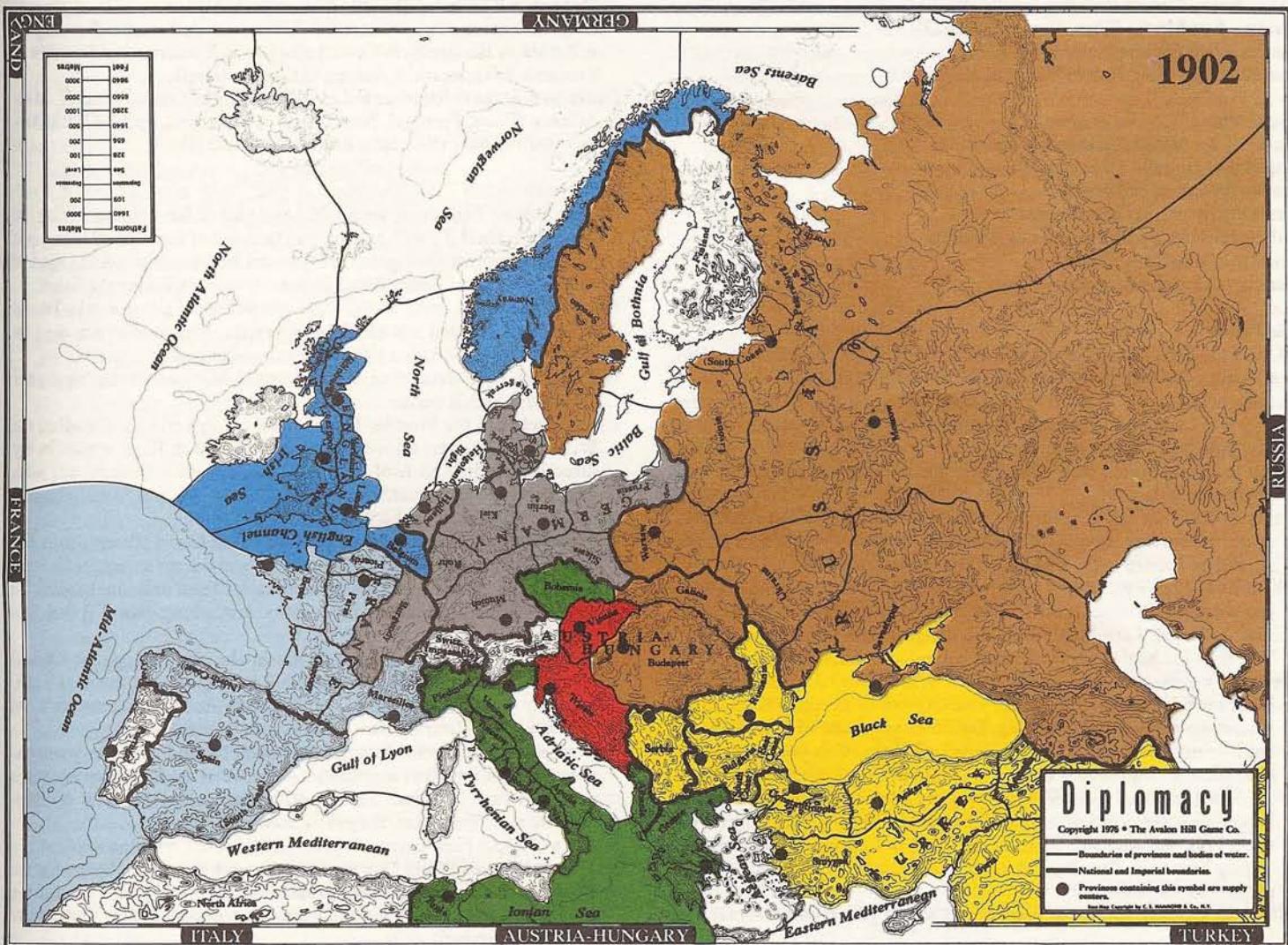
The Orders:

Austria: A Vienna s Ger A Munich-Tyrolia; A Trieste s Ger A Munich to Tyrolia; F Albania s A Trieste
 England: A Belgium to Picardy; F English Channel s A Belgium-Picardy; F North Sea to Norway; F Irish Sea to Mid-Atlantic
 France: A Picardy to Brest; A Gascony to Brest; F Mid-Atlantic to English Channel; A Marseilles to Burgundy
 Germany: F Denmark hold; A Ruhr s A Burgundy hold; A Kiel to Berlin; A Burgundy s Eng A Belgium-Picardy; A Munich to Tyrolia
 Italy: F Ionian c A Apulia-Albania; A Greece s A Apulia-Albania; A Tyrolia s A Venice-Trieste; A Venice to Trieste; A Apulia to Albania
 Russia: F Sweden hold; A Galicia s A Rumania-Budapest; A Rumania to Budapest; F Sevastopol hold; A Moscow s F Sevastopol hold

Turkey: A Bulgaria to Rumania; F Black Sea c A Constantinople-Sevastopol; A Serbia s A Bulgaria-Rumania; A Constantinople to Sevastopol; A Armenia s A Constantinople-Sevastopol
 Units in Retreat: Italian A Tyrolia (Piedmont, Bohemia or OTB); Austrian F Albania (Adriatic Sea or OTB)

The Press:

Italy to Archdope: If you keep sulking, your face will freeze that way - and then the only thing you'll be good for is playing Frankenstein.
 Russia to Austria: No wonder the Hapsburg Press Service is closed. You shot the only guy in Vienna who could write!
 RAM to Archdope: No we won't. Kathy, I want the false teeth.
 Germany to Italy: This isn't even a love-tap, Kathy. I just wanted to see what the chances were of keeping Mazzerman around a while longer. You don't mind, do you?
 Rex to Kathy: Galicia may be full of bones, but Budapest is meatier.
 Wonder Dog to Caruso: Six masters are no problem. Besides, I figure you six will rip each other up enough so that the number drops dramatically. I'll be glad to bite someone, though - but I haven't had my shots yet, so Behnen is out as a snack. How about Mazzer; he doesn't look like he has anything catching.
 Cap't to Pretty Kitty: Hey Melinda, what's all this talk about whipped cream and chains and handcuffs and stuff? You never write to me like that, for Pete's sake.
 Russia to England: Why would you want a puppy? They shed a lot, eat too much, are mean-tempered, and mess up the house. Even French puppies do this, I'm told. I stick with my ferrets and cats. I suggest that you give the puppy to the pound and adopt a better pet - maybe the Wonder Dog. He's loyal, trusting, and hardly ever bites.
 Bloody sucker to Rex the Wonder Hound: Can't you stop him? Once Doc gets his drill out of that corner, you'll find out what pain really is!



KK to Puppy: Don't give up the ship; maybe the rats will drown.

Italy to Turk: In the words of the immortal Faz, "ESAD!"

Flash to Quill: Yes, Islam-a-bad-dude, the same applies to you. Don't choke on the bones of a loyal neighbor.

Rex to Kathy: Comic books - second-rate imitations? Of what? The only uniquely American literary form (kind of like jazz and C&W in music). I enjoy the DIP 'zines too, but the plot lines are hard to follow - and they're not near as fab as Batman or even the original Swamp Thing.

GM to Melinda: Watch out, le Pup hates being backed into a corner!

Martin to Melinda and Gary: Congratulations on your nominations for the Koenig Award. Since I couldn't decide who to cast my vote for, I've voted for Fassio - cause he promised me I could have Vienna. Seriously, it's been an honor to have been in games with both of you - too bad the DipCon can't give a double award, for you both deserve the recognition.

Ending the Poison Winter 1902

Austrian Monarch in hiding; will there be a new Hapsburg . . .

Armies added to the Eastern Front . . .

Britain launches the new dreadnought *Liverwurst* . . .

French prepare the Margarine Line; is the Kaiser's knife hot . . .

The *Leviathan* take a breather as the seasons are separated . . .

The Players:

Austria - Michael Mazzer (Los Angeles, CA 90025)

England - Melinda Holley (Huntington, WV 25727)

France - Mark Frueh (Naperville, IL 60540)

Germany - Mark Fassio (Woodbridge, VA 22192)

Italy - Kathy Caruso (Norristown, PA 19401)

Russia - Rex Martin (Glen Arm, MD 21057)

Turkey - Bill Quinn (Conroe, TX 77301)

GameMaster - Gary Behnen (Olathe, KS 66062)

The Orders:

Austria (-1): NMR! F Albania retreated OTB

England (+1): build F Liverpool

France (even): no adjustments

Germany (even): no adjustments

Italy (even): A Tyrolia retreats to Bohemia

Russia (+1): build A Warsaw

Turkey (+1): build A Ankara

The Press:

KC to Faz: That help is going to cost you big time! You shouldn't go sticking your nose in my hedges, as I just might cut it off.

Bloodysucker to the Wonder Dog: Does your good buddy in Germany help you by supporting the Archdope! No, I thought not. Remember who your true friends are!

Kathy to Puppy Frueh: Don't thank me, thank Faz. He asked me to send an army to help you!

Kathy to Rex: KK has a great plot line. It's called good old American abuse! As for our superhero, we have a guy who once got four builds in 1901 as Russia - yes, we feature Greedy Behnen!

KK to Doc: Aren't we cute? I love your rantings. But please explain how you are going to support me into Munich!

Yankee to Rebel: I see little Faz is still hanging onto your apron strings. You fight his battles while he hides behind you. Such a deal!

From our summer palace, Czar to Kaiser: What's this? A skiing vacation in summer in the Austrian Alps? The chances of keeping Mazzerman around are not worth mentioning. Dance all you want with the Italians, but I've my heart set on a new home in Vienna. Can your army take time off from sightseeing to help me build it?

Woof-Woof to Bloodysucker: I'm trying my damndest to keep that drill-happy monster (kind of a mix of Jason and Freddy - he plays with sharp toys and we can't seem to kill him) in his corner, but we keep trading Rumania. I'm afraid that it's going to take a concerted effort to put him in his place.

Martin to Melinda: OK, now you got it. Can we get on with the real war now?

Spoiled Sport

Spring 1903

Archduke Assassinated!!!

Lion roars . . .

Crimea falls . . .

Germany tries "the Flail" as Iron Maiden plays follow the leader . . .

France and Russia say "Hey, can we do that again" . . .

The Players:

Austria - Civil Disorder

England - Melinda Holley (Huntington, WV 25727)

France - Mark Frueh (Naperville, IL 60540)

Germany - Mark Fassio (Woodbridge, VA 22192)

Italy - Kathy Caruso (Norristown, PA 19401)

Russia - Rex Martin (Glen Arm, MD 21057)

Turkey - Bill Quinn (Conroe, TX 77301)

GameMaster - Gary Behnen (Olathe, KS 66062)

The Orders:

Austria: A Vienna hold; A Trieste hold

England: A Belgium to Picardy; F English Channel s F Irish Sea-Mid-Atlantic; F Norway hold; F Irish Sea to Mid-Atlantic; F Liverpool to North Atlantic

France: A Picardy to Paris; A Gascony s A Marseilles-Burgundy; F Mid-Atlantic to North Atlantic; A Marseilles to Burgundy

Germany: F Denmark to Sweden; A Ruhr to Kiel; A Berlin to Prussia; A Burgandy s Eng A Belgium-Picardy; A Tyrolia to Piedmont

Italy: F Ionian to Tyrrhenian Sea; A Greece to Serbia; A Bohemia to Tyrolia; A Venice to Trieste; A Albania s A Greece-Serbia

Russia: F Sweden to Gulf of Bothnia; A Galicia s A Budapest-Rumania; A Budapest to Rumania; F Sevastopol s A Budapest-Rumania; A Moscow s F Sevastopol hold; A Warsaw to Ukraine

Turkey: A Rumania to Sevastopol; F Black Sea s A Rumania-Sevastopol; A Serbia to Budapest; A Constantinople to Bulgaria; A Armenia s A Rumania-Sevastopol; A Ankara to Constantinople

Units in Retreat: Russian F Sevastopol annihilated; French F Mid-Atlantic (Brest, Portugal, North Africa, West Med, Spain, OTB); German A Burgandy (Belgium, Ruhr, Munich, OTB)

The Press:

Czar to Sultan: You know, we could have a lot of fun together saving the West from itself if you'd just get that fleet out of the Black Sea and quit trying to land your refugees on my resort beaches. I'm getting tired of cleaning up the oil from their hairdos . . . and it's killing the fishes.

Rex to KK: Did we cross wires? I thought you were going to take Trieste from Tyrol and end this charade in Austria. Now we have to dig him out of his hole, with that yellow jackal snapping at our heels.

KK to Doc: Talk about digging in. The US Marines couldn't get your armies out of that corner.

Bloodysucker to the Wonder Dog: I have enough trouble (i.e., Faz, the Wonder Rat); even a love-tap could send 20 million armies in my direction. I ain't no fool, and sure don't want a stinkin' war with Turkey. Can't I just watch?

KC to Faz: Go ahead; make my day!

Germany to Italy: My advice to you: take two blood pressure pills and call me in the next century. Your ravings and threats to pay me back for a justified incursion have not gone unnoticed and units are heading for sensitive areas. Be warned: if you come around my door, I'll slam it in your face.

Germany to Turkey: Despite your pie-in-the-sky theory that R/I will leave you alone forever, I've decided to help you as much as I can, even if you won't reciprocate. Now, if only Austria joins the pack, we can revive the Central Powers and march to our destiny!

Faz to Land of the Frueh, Home of the Brave: Mark, I take it by your non-response that a state of war continues between us. If so, then my move to Piedmont is justified. There's still time for an 11th-hour compromise though. The times, they are a changin'.

Kathy to Puppy: Now everyone knows she doesn't run moonshine . . .

Russia to France: While I'm on the topic, did you hear about what the Frenchman's response when asked which painting he'd save if the Louvre was on fire - "The one nearest the door!" Is that what you're doing in Gascony?

Czar of all the Russias to Queen of the Seas: Can't you do something about Portugal? I'm getting real tired of hearing God refer to the gallant "freedom fighters" there.

The Wonder Dog (pant, slobber, drool) to Bloodsucker: Not to worry. I know who my friends are . . . and none of them are in this game.

Rex to KK: This Greedy character sounds like my kind of hero. How did he manage to get four builds in '01 with Russia? Let's start this game over so I can try.

Kaiser to Archduke: There's a roaring silence on the telegraph line to Vienna. Mike, are you still with us?

Doing Time for Duck's Death

Fall 1903

Portugal declares ports closed to refugees on anniversary of its hard-won freedom . . .

Le Pup stands tall in Paris as Portugal closes embassy . . .

Czar stems German tide, but Wicked Witches de-port him . . .

Popette tells Sultan, "Serbs are Catholic" . . .

The Players:

Austria - Civil Disorder

England - Melinda Holley (Huntington, WV 25727)

France - Mark Frueh (Naperville, IL 60540)

Germany - Mark Fassio (Woodbridge, VA 22192)

Italy - Kathy Caruso (Norristown, PA 19401)

Russia - Rex Martin (Glen Arm, MD 21057)

Turkey - Bill Quinn (Conroe, TX 77301)

GameMaster - Gary Behnen (Olathe, KS 66062)

The Orders:

Austria: A Vienna hold; *A Trieste hold*

England: A *Picardy to Paris*; F English Channel s F Mid-Atlantic to Brest; F Norway to St. Petersburg (nc); F Mid-Atlantic to Brest; F Liverpool to Irish Sea

France: A *Paris s A Gascony-Brest*; A *Gascony to Brest*; F Portugal to Mid-Atlantic; A Burgundy to Ruhr

Germany: F Sweden hold; A Kiel to Munich; A *Prussia to Warsaw*; A Belgium to Burgundy; A Piedmont to Marseilles

Italy: F Tyrrhenian to West Med; A Serbia s Turk A Bulgaria-Rumania; A Tyrolia s A Albania-Trieste; A Venice s A Albania-Trieste; A Albania to Trieste

Russia: F *Bothnia to Sweden*; A Galicia s A Rumania-Budapest; A Rumania to Budapest; A Moscow s A Ukraine-Warsaw; A Ukraine to Warsaw

Turkey: A Sevastopol s A Bulgaria-Rumania; F Black Sea s A Sevastopol hold; A *Budapest s A Bulgaria-Rumania*; A Bulgaria to Rumania; A Armenia s A Sevastopol hold; A Constantinople to Bulgaria

Units in Retreat: Austrian A Trieste annihilated; Turkish A Budapest annihilated

The Press:

Bloodsucker to the Wonder Dog: Didn't I have enough problems without you leaving the drill-happy one a walk into Budapest?

Rex to Kathy: No, you can't just watch. If you want to share in the feast, you've got to get your knife out and carve a bit yourself. Who ever heard of eating Turkey without getting your hands dirty?

Czar Rex to Queen Melinda: What's this? What's this! The war with France is over. Are you going to let this sole bastion of that republican virus remain around?

Czar to Infidel Turk: OK, so I'll let you borrow Sevastopol for awhile. But I draw the line at Moscow!

Constantinople to London: Sister Witch, looks like your boyfriend has hung you out to dry. Mayhaps you should re-think your direction?

Mad Monk to Melinda: Watch your back door (and Belgium, and Norway, and . . .). Now that the Kaiser has attacked everyone on the continent he can reach, can you be far behind? Not so, a little birdie informs me!

Russia to Germany: You unspeakable little fink. The North was peaceful; now there's black oozing all over it. Since you couldn't make any headway against a fighting foe, you decide to tackle a peaceful neighbor, huh? How appropriate that the news of this stab reached me on 1st

September - 50 years after another madman in Germany attacked his neutral eastern neighbor. The Infidel be damned; he can have the Balkans, for the Czar's forces march west!

Italian Psychic to Trusting Russian Wolfhound: Sorry, but I can't refrain from saying it - you should never have talked me into backing off Germany.

KC to Faz: See, I told you I'd have no time for a war with you. I'm a fickle woman of her word!

Faz to Rex: Can we still root for the same teams? OK, OK, so I'm an unspeakable little fink. But how can I be Mr. Nice Guy when you continue to ally with Italy and plan to grow fat with Austrian spoils, especially when the two of you are setting up to jump on Turkey?

Germany to Turkey: No news? I thought you'd be tickled that I decided to throw my forces in a unilateral show of goodwill while you continue to preach non-involvement in the West.

Germany to Italy: Baseball aside, oh female Mussolini, please honor our pact and stay out of Dodge (or Munich, even).

Italy to Germany: I'd make a pact with Behnen, or the devil (sorry, I always get those two confused) if it would get me what I want.

KK to Doc: If you did me dirty, I'll shove those armies down your throat!

Rex to Puppy: Seems we dogs are getting kicked around a lot here lately. If you'll join me, at least we can take a bite out of Fassio. That is, if you don't mind the risk of catching something from this rabid rat. He's been foaming at the mouth for a couple of years now.

Yankee to Rebel: So now the straying wolfhound finds a home in the hills of WV. What I want to know is, if you collect all these other mutts, why won't you take Flap Jack?

Rex to GM: Thank God that two West Coast teams won the right to play in the World Series. That means these idiotic games (notice how the Series always just happens to go to game seven) won't mess up my TV watching, since they'll hopefully only disrupt soap operas or be on here at 11PM. Even so, the Bal'mer paper is still giving more coverage to lost Oreo's hopes than to the hockey and football seasons combined. Well, it is their only pro sport, I guess.

Flash to GM: Gary, congrats on baby #2 in the making. Seems to be an arms race between the two of us lately. Let's call a truce; I've had it with baby food for awhile . . .

GM to Flash: I believe a treaty may not be tenable without full disclosure of your assets. Rumor has it that we will be adding two babies to the race, so start stockpiling those Gerber jars and diapers; you have to go back to the drawing board again to keep up with the Behnens.

Barriers that Delay

Winter 1903

French Monarch absent; has he lost his head too . . .

Portugal Update: it is still free! . . .

Armies carry the day as *Leviathan* enters its fourth year . . .

The Players:

Austria - Civil Disorder

England - Melinda Holley (Huntington, WV 25727)

France - Mark Frueh (Naperville, IL 60540)

Germany - Mark Fassio (Woodbridge, VA 22192)

Italy - Kathy Caruso (Norristown, PA 19401)

Russia - Rex Martin (Glen Arm, MD 21057)

Turkey - Bill Quinn (Conroe, TX 77301)

GameMaster - Gary Behnen (Olathe, KS 66062)

The Orders:

Austria (even): no adjustments

England (+2): build F Edinburgh, A London

France (-2): NMR! GM disbands A Ruhr, F Mid-Atlantic

Germany (+2): build A Kiel, A Berlin

Italy (+2): build F Rome, F Naples

Russia (-2): disband A Budapest, A Galicia

Turkey (+1): build A Constantinople

The Press:

GM to Board: As you can see, Mark didn't send in any orders. I'm very disappointed in the two Civil Disorders in this game . . . but I expect the rest of you to hold the course.

Italy to France: What a time to take a nap!

Russia to France: Care to wager as to who outlives the other?

Russia to Germany: You're right, "little fink" is much too high an honor.

Your perfidiousness doesn't hold a candle to that of the "ladies" in this game.

Berlin to Paris: You're coming in distorted and broken over the wireless . . . "hello, hello; are you still there?" Ground control to Major Tom, there's something wrong . . .

A Very Bad Year

Spring 1904

Another crowned bits the dust . . .

Portugal still the only land of the free . . .

Russian raider creating havoc in the Baltic . . .

Peace in the East? . . .

The Players:

Austria - Civil Disorder

England - Melinda Holley (Huntington, WV 25727)

France - Civil Disorder

Germany - Mark Fassio (Woodbridge, VA 22192)

Italy - Kathy Caruso (Norristown, PA 19401)

Russia - Rex Martin (Glen Arm, MD 21057)

Turkey - Bill Quinn (Conroe, TX 77301)

GameMaster - Gary Behnen (Olathe, KS 66062)

The Orders:

Austria: A Vienna hold

England: A Picardy s Ger A Burgandy-Paris; F English Channel c A London-Belgium; F St. Petersburg (nc) hold; F Brest s F Irish Sea-Mid-

Atlantic; F Irish Sea to Mid-Atlantic; F Edinburgh to North Sea; A London to Belgium

France: A Paris hold; A Gascony hold

Germany: F Sweden to Gulf of Bothnia; A Munich to Burgandy; A Prussia s A Berlin-Silesia; A Burgandy to Paris; A Marseilles to Gascony; A Kiel to Munich; A Berlin to Silesia

Italy: F West Med to Spain (sc); A Serbia to Trieste; A Tyrolia to Bohemia; A Venice to Piedmont; A Trieste to Tyrolia; F Rome to Tuscany; F Naples to Tyrrhenian Sea

Russia: F Bothnia to Baltic Sea; A Moscow to St. Petersburg; A Warsaw to Livonia

Turkey: A Sevastopol to Ukraine; F Black Sea to Constantinople; A Rumania to Galicia; A Armenia hold; A Bulgaria to Rumania; A Constantinople to Bulgaria

Units in Retreat: French A Paris annihilated

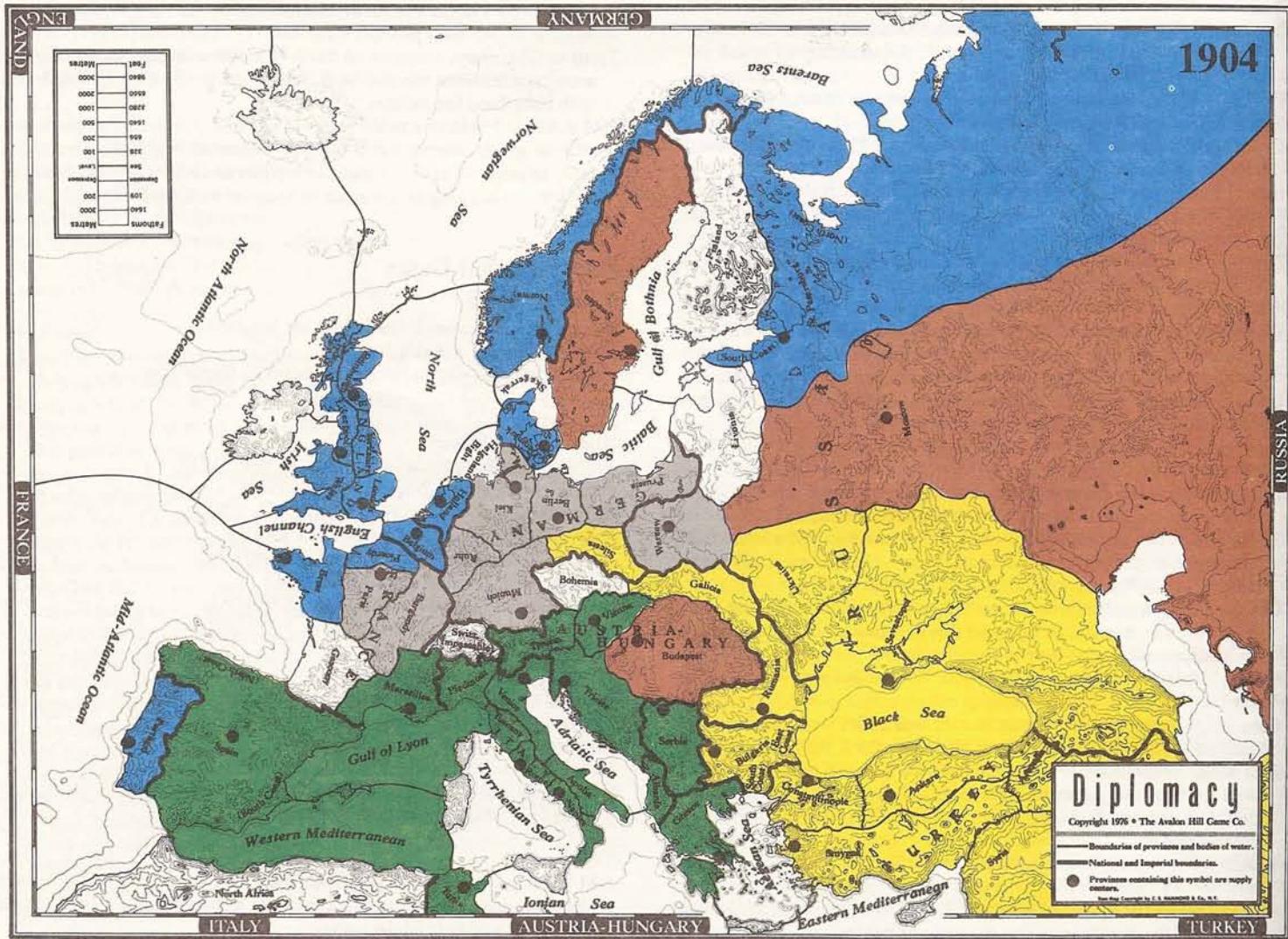
The Press:

Germany to Russia: Doubtless you spurned my sincere desire to reinstitute our peace (on German terms, of course). As such, I fully expect your forces to come thrashing through to . . . Silesia . . . uh, make that Ukraine . . . no, no, St. Petersburg. Geez, so many options you have. Now, I am worried!

Mad Monk to Melinda: I'd be damn careful if I was you. You seem to be burning an awful lot of bridges for little gain. Can it be that you are bored with this game?

Italy to England/Germany: Why do I get the impression that the Czar isn't too crazy about you two?

Faz to KC: Hey lady, many thanks for your letter. At least you (and Melinda) have decided to make this a game of communication. Why don't the three letter writers agree to end this farce and move on to bigger and better things?



Kaiser to English PM: I suppose "PM" could stand for Powerful Melinda, but in this case I say it's more like "Press on, M'dear!"

Germany to Turkey: In this case, no news is *bad* news. After all the effort you made to get someone else to help you hit Russia, there sure is a strange silence between us.

Italy to Faz: So you convinced the poor Russian to let you go forth and multiply; that doesn't mean you should get cute, though, 'cause I'm still watching you.

Bloodsucker to the Doormat: This group can't read, so the articles on how to play *DIP* are wasted here. We use the trial-and-error method: stab, stab and stab again.

Russia to World: Having lived in the far north for awhile (13 years in Montana), I once had occasion to watch a pack of coyotes pull down an elk in the Bob Marshall wilderness. It was a big buck, nine-pointer, which had injured its leg somehow. It was still dangerous, and the craven coyotes danced around making a horrendous din until one finally got up enough courage to latch on. I have to admire that one's tenacity, for he ended up quite battered. But, after a bit, as the elk began to tire and stagger from loss of blood, the rest of the pack ran in to claim the lion's share. The buck managed to brain one, but went down at last in a messy collapse. The whole thing spanned quite a bit of time, and served to reinforce my dislike of both dogs and the "pack" mentality. Any parallels drawn between the elk's demise and mine, I leave to insightful observers.

Russia to All: In case I forgot in the rush of winter days . . . a Happy Holidays to all of you. I bought a bundle of switches for your stockings to show my deep feelings for you. Just don't do anything kinky with 'em.

God Rest You Merry, Gentlemen

Fall 1904

Portugal invaded! Rebels vow to fight on in hills . . .

Disordered are de-centered . . .

Cobra Quill poised to strike . . .

Centers fly when Faz the "Steel Man" rusts as Hobby and Bloodsucker rain on his parade . . .

The Players:

Austria - Civil Disorder

England - Melinda Holley (Huntington, WV 25727)

France - Civil Disorder

Germany - Mark Fassio (Woodbridge, VA 22192)

Italy - Kathy Caruso (Norristown, PA 19401)

Russia - Rex Martin (Glen Arm, MD 21057)

Turkey - Bill Quinn (Conroe, TX 77301)

GameMaster - Gary Behnen (Olathe, KS 66062)

The Orders:

Austria: A Vienna hold

England: A Picardy to Paris; F English Channel to North Sea; F St. Petersburg (nc) hold; F Brest s Ger A Paris-Gascony; F Mid-Atlantic to Portugal; F North Sea to Denmark; A Belgium to Holland

France: A Gascony hold

Germany: F Bothnia s Eng F St. Petersburg hold; A Burgandy s A Silesia-Munich; A Prussia to Warsaw; A Paris s Eng F Brest-Gascony; A Marseilles s Eng F Mid-Atlantic-Spain (sc); A Munich to Kiel; A Silesia to Munich

Italy: F Spain (sc) s A Piedmont-Marseilles; A Trieste to Serbia; A Bohemia to Vienna; A Piedmont to Marseilles; A Tyrolia s A Bohemia-Vienna; F Tuscany to Gulf of Lyon; F Tyrrhenian to West Med

Russia: F Baltic to Sweden; A Moscow to St. Petersburg; A Livonia s A Moscow-St. Petersburg

Turkey: A Ukraine s Rus A Moscow-Warsaw; F Constantinople to Aegean Sea; A Galicia to Silesia; A Armenia to Sevastopol; A Rumania to Galicia; A Bulgaria to Rumania

Units in Retreat: Austrian A Vienna annihilated; German A Marseilles annihilated

The Press:

Italy to Russia: Nice story, but when you play with the big boys you have to expect to get a black eye, or busted kneecaps, or a bloody nose. Hey,

it happens to the best of 'em. We've all suffered the slings and arrows of outrageous fortune.

Russia to World: Then there's the story about the elk that, though down on its knees, drove the curs off . . .

Germany to England: Loyal Melinda, keep the faith. I'm sorry for any promises of glory that must now take a back seat to defending what we've got against the rapacious I/T and their loyal toady. Thanks for sticking close.

England to Germany: What do you mean "we", paleface?

Italy to England: Well, Lizzie, did you use that famous axe of yours?

England to Germany: So sorry, really; but it was getting boring.

Hun to Hon: Well, KC, I shoulda expected it. You have the drop on me, position-wise, and you'll get some (or all) of Iberia. But it's going to be a long, hard fight, so dig your trenches deep.

Faz to Board: What's the difference between a woman with PMS and a terrorist? Answer: You can reason with a terrorist.

Germany to Turkey: While I expected normal Turkish slothfulness in returning letters, I had sincerely hoped for an alliance and friendship in this game. Alas, you've gone for the rungs of power with that She-Devil in Italy.

Russia to World: News of the Czar's demise are much exaggerated. Now that we have a canal dug through to Berlin, we expect to bring the joy of enlightened despotism to all the oppressed masses of Germany.

Russia to Bloodsucker: "Stab, stab and stab again." Sounds like you folk have been giving lessons to the US Congress.

Italy to Turkey: Uh, it's not that I don't trust you; but you grab centers as often as my son spends money.

Russia to All: I knew it. You sharpened those switches and used them to stab me with. Fool that I am to trust you guys to have the holiday spirit.

With 1988HW in the midgame stage and two of the players eliminated, this seems like the perfect spot to divide this account. Next issue, we'll be back with the final trials, tribulations and triumphs of the Leviathan.



CONTEST #157

Team Tournament Blues:

Being a long-time wargamer, and a fan of Avalon Hill, Mr. Circus entered a tournament at the recent AvalonCon. He managed to convince three of his wargaming buddies from the club to make the journey to Harrisburg and also enter tournaments in their best wargame. Indeed, together they formed a team, labeled "Team 'CEPT". And each insisted on using his colorful club "nickname" rather than his given first name. The four games they chose to play in (one each of course, for that was the rule of the AvalonCon Team Tournament) were: *WAR AT SEA*, *Second Fleet*, *PANZERBLITZ* and *MBT*. Sad to say, each was eliminated from his respective tournament, although each made it one round further than the previous team member. So, by the end of the fourth round of play in these four tournaments, Team 'CEPT was out of the hunt for a trophy. But all four agreed that they'd never had such fun, and vowed to return next year. From the following, determine each player's nickname and last name, the tournament he competed in, and the round in which he was eliminated:

- 1) "Trireme" lost his last match before Mr. Midway did his, but after the team member who played *PANZERBLITZ*.
- 2) "Panzer" and Mr. Bismarck both played armor wargames.
- 3) Both "Erwin" and Mr. Arnhem played WW2 wargames, but neither "Caesar" nor the first to lose did.

The answer to Contest #157 must be entered on the official entry form (or a reasonable facsimile) found on the insert of this issue. Ten winning entries will receive a merchandise credit from The Avalon Hill Game Company. To be valid, an entry must include a numerical evaluation for this issue as a whole and a listing of the three best articles in the judgement of the contestant. The solution to Contest #157 will appear in the next issue and the list of winners in Vol. 27, No. 6 of The *GENERAL*.

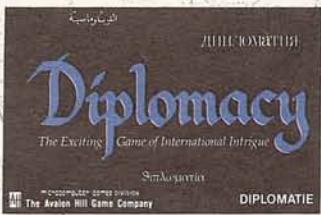
Diplomacy

Available now for Commodore 64/128K,
AMIGA, ATARI ST, and IBM PC.

In this modern world of super-powers, mutual assured destruction, third-world terrorists and other horrors of modern statecraft, it is pleasant to harken back to a simpler time. To a time when deceit, espionage and broken treaties meant something *special*. This is the time of COMPUTER DIPLOMACY.

COMPUTER DIPLOMACY is a game of strategy and skill for seven players (both human and computer controlled). Set in pre-WWI Europe, each player takes on the role of one of the Great Powers—England, France, Italy, Germany, Austria, Russia or Turkey—and through careful strategy, and even more careful negotiations with other players, seeks to control the continent. It is a game of power politics refined to their essence, of shifting alliances, compromise and cooperation, double-dealing and psychological maneuvering.

COMPUTER DIPLOMACY is available for the Commodore 64/128K, AMIGA, ATARI ST and the IBM PC. Look for it in leading computer games stores, or direct from **Avalon Hill** at \$34.95. Please add \$6.00 for postage and handling (Canada \$12.00; Foreign \$18.00). For credit card orders, call 1-800-999-3222 or (410) 254-9200, Fax (410) 254-0991.



microcomputer games DIVISION
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RUSSIA

Opponents wanted for ASL, SL and 3rd REICH. Wes Vaughn, 3509 East Huntsville Road, Fayetteville, AR 72701. 442-2141 (or 422-9567 days).

PBM needs for DD, FE, BB'81, TRC. Rated (1500 Prov) or unrated. Getting back into hobby after long absence. Bob Robles, 1155 Everett Court, Concord, CA 94518. (510) 827-9219.

Wargame Club newly formed in Moorpark, CA. Central location for Camarillo, Simi and Conejo Valley gamers. All games. Excellent facilities. For more info, contact: Jon Wagner, 4054 Bending Oak Court, Moorpark, CA 93021. (805) 529-1160

Win or lose, I Live to play! FTF/PBM TPS, MD, UF, TRC, ASL, WAS, PGG, many more. Jason L. Robert, 11318 Chimineas Avenue, Northridge, CA 91326. (818) 363-9127.

BM or FTF: ASL, FT, TLD, LW, MD, PB, PL, RF, TPS, VITP, any FLEET. Need PBM systems; I am new AREA player. Michael S. Fleming, 555 John Muir Drive #B621, San Francisco, CA 94132. (415) 333-0502.

AIR FORCE Campaign Game "Battle of Britain". Fly for the Luftwaffe or RAF. Only players interested in long-term play. C. Webb, c/o Hulett Associates, 701 Santa Monica Boulevard #200, Santa Monica, CA 90265.

Adult gamer seeks FTF opponents for ASL. San Fernando Valley area. SL Okay. Competitive but easy-going. Don Burton, 16601 Osborne Street, Sepulveda, CA 91343. (818) 893-3955.

Looking for players/clubs in southern CT. Want FTF for CM, 1830, KM, 3R, NW and almost any AH game. Gregory Kuntz, 1830 Park Avenue, Bridgeport, CT 06604. (203) 333-8180.

Veteran PBM AREA (1400KJR) seeks games of SL, COI, COD, GI, partial ASL using proven system. Will also try TRC and VITP. Bill Thomson, 7355 NW 52nd Court, Lauderhill, FL 33319. (305) 742-8617.

Rated or nonrated PBM opponent needed for BL, BB'81, TRC, TPS, 3R. Will PBM ASL but need system. Travis Neus, 7540 Juntree Circle, Apt. 261, Orlando, FL 32807. (407) 273-7871.

Adult gamer seeks PBM player for TRC, 3R, RF. Any FTF players in Palm Beach County? Pacific War anyone? Dave McFarland, 2247 Quail Ridge South, Palm Beach Gardens, FL 33418. (407) 586-7559.

"Pontevedria" is a monthly listing of North American amateur postal game offerings for DIP, its variants, and other games. Send a SASE to: Phil Reynolds, 2896 Oak Street, Sarasota, FL 34237.

MAGIC REALM PBM! Have 5 players - want more! Never too late to join. Beginners welcome also. C. Young, 13748 Hooli Circle, Pearl City, HI 96782.

Searching for FTF VITP, SL, BB, FT, AK, TRC and BRIT. Interested in enjoyment and learning. Bill J. Deneen, 12408 Maple Avenue, Blue Island, IL 60406. (708) 385-0203.

11-year-old gamer needs PBM opponents for WAT, WAS, GE and TACTICS II. Mike Ellsworth, 1117 Kiersted Street, Morris, IL 60450.

North, Northwest and West suburbs. FTF RF, NATO, PB, PL Fleet series, TAC AIR. Will learn others: WW2, Modern, Napoleonic. Richard Post, 159 Dean Drive, Palatine, IL 60067. (708) 358-7458.

Seeking TPS FTF opponents. Your place or mine. Also looking for more TT and 1830 players for our group. Tom Johnston, 7509 West 159th Street, Apt. 303-C, Tinley Park, IL 60477. (708) 614-0188.

OPPONENTS WANTED

Wanted from the Greater Kansas City Metropolitan area, players of the following: DIP, KR, KM and EIA. Brad Schuman, 3 Circle Drive, Paola, KS 66071. (816) 926-6571.

Wanted: opponents for FTF or PBM 3R, W&P, MD, AK, PK, MD. (Will travel to play a game in Louisiana.) Ricci Moran, P.O. Box 1065, Ruston, LA 71273. (318) 251-9038.

I want to play in a PBM 3R run by a GM. Ernest Bartis, 71 Longwood Drive, Portland, ME 04102. (207) 772-1462.

PBM BB'91. AREA-rated opponents preferred. Herb Boutilier, P.O. Box 10, Smyrna Mills, ME 04780.

TRC beginner looking for PBM opponent. Prefer Soviets, but flexible. Non-AREA. Paul Glenn, 100 West Cold Spring Lane, P.O. Box 53, Baltimore, MD 21210. (301) 323-4690.

AREA c.1300 seeking PBM/PBM (GENie) ANZIO (4th Ed), GE'88, BB'91. Andrew R. Maly, 212-G Foxhall Drive, Bel Air, MD 21015. (410) 569-4142.

PBM rated TRC, FE, 3R. Also looking for rated/non-rated participants for multi-player 3R. Got the courage? David A. Insley, 101 Rambler Road, Cambridge, MD 21613. (410) 228-9018.

Re-beginning adult gamer in Columbia area seeks FTF for BL, FRED, GOA, PB, PL. Am willing to learn others. Rick Parkhurst, 8238 Wellington Place, Jessup, MD 20794. (410) 604-9161.

SL (novice) and DIP players for Boston and Washington DC. FTF only. Leave message. Mike Nagle, 72 Montvale Street, Boston, MA 02131. (617) 327-4742.

Adult FTF or PBM, Worcester area. MBT, ASL, BL, SL, DEV, FL, GE'88, PB and others. Will learn new games. Dan Carroll, 34 Maple Street, Oakham, MA 01068. (508) 882-4309.

Opponents wanted for FTF ASL, SL, SST. Also want PBM SL and SST. Scott Romanowski, 5 Sherburn Place, Wilmington, MA 01887. (508) 658-2875.

Looking for FTF opponents for BRIT, 3R, TRC, STAL, KREM, DIP, HW, VITP, 1776 from eastern and central Massachusetts. David Gage, 8 Massachusetts Avenue, Worcester, MA 01609. (508) 752-2077.

Experienced adult player seeks PBM rated games of WAT, AK. Looking for timely responses. Patrick McNevin, 12985 Raven Street NW, Coon Rapids, MN 55448. (612) 574-3917.

Wanted: PBM players for Pax Britannica. Interested? Send name, address and country preference list. For more info, contact: Brandon Morrisey, 6515 Wydown Boulevard #4525, Saint Louis, MO 63105. (314) 935-1864.

Beginning adult gamer in south Jersey seeking opponents to help get started. Will learn/play most games. Charles Schwarz, 99 David Drive, Mullica Hill, NJ 08062. (609) 478-2169.

Average player (AREA 1500 prov) seeking ASL opponents for PBM games using chapter XL-PBM rules. All replies answered. Jeff Paull, 404 Trappers Run, Cary, NC 27513. (919) 469-5045.

Veteran ASL player seeks veteran opponent for FTF combat in ASL and RB. Alan Saltzman, 5804 McDougal Road, Fayetteville, NC 28304. (919) 424-8817.

Small group of adult gamers seek new FTF opponents for ASL. Contact Northern Tier ASL Club at: Dale Miles, 1217 7th Avenue NW, Minot, ND 58701. (701) 852-1910.

Beginning adult gamer in north central Ohio area willing to take his lumps seeks FTF opponents for BB, SOA, CASS, STAL. John Simatacolas, 25 Cedargate Court, Galion, OH 44833. (419) 462-5883.

Wanted: wargamers around Toledo for EIA, NB, 3R, SOJ, ASL, 1776. Will learn/play anything. FTF preferred but PBM OK. Jim Sexton, 1935 Country Trail 9-G, Toledo, OH 43615. (419) 866-5732.

10 ASLers in OKC/Tulsa metro! More players in our state? For fun and future OK State Championship. Novices welcome. Call or write: John H. Farris, P.O. Box 547, Norman, OK 73070. Office: (405) 364-3300; Home: (405) 799-8691.

Moving back to PA. Anyone in the area play ASL, DASL, PL, PB, STAL, DD or SL? Richard A. Youngdahl, 55B South Main Street, Brookville, PA 15825. (814) 849-2717.

AREA 1500 (Prov), 10+ years. Solitaire driving me nuts. Novice to PBM. Desire opponents for PB/PL, AIW, GE'88, many more. May need systems for some. E. Miller, P.O. Box 8154, Lancaster, PA 17604.

AREA 1300 PBM: LW, PB, BB'65, AK, WAT. Will FTF many others. Any clubs in the Greater Philadelphia area? Carlo Amato, 739 Noble Street, Norristown, PA 19401. (215) 272-0577.

Looking for adult FTF opponents in Charleston area. Will play PL, PB, SL, SOA, UF. Non-smokers only. Mark H. Walker, 105 Alwyn Blvd., Ladson, SC 29456. (803) 875-6114.

FTF opponents wanted in Knoxville and Morristown area. Rated and non-rated play for ASL system. Adults 19+ only. Tim Deane, 2110 Carolyn Drive, Jefferson City, TN 37760. 475-9286.

Games collecting dust. Would like to play FTF. Willing to learn new games. Have CM, KM, LW, PB, RW, SL, 3R. Daniel Hegarty, Circle Street, Williamstown, VT 05679.

AREA 1500 seeking rated PBM/FTF TRC, VITP, WS&IM. Also rated/non-rated FT, EIA, and many others. Open to suggestions. George Young, RR #1, Box 1372, Shelburne, VT 05482. (802) 482-2917.

The Washington Gamers meet twice monthly. Join and get our newsletter of article, notices and ads. Dennis Wang, 22022 Huntington Avenue, Alexandria, VA 22303. (703) 960-1259.

Seeking PBM opponents for TA, PB, PL, AIW, any Fleet series, Pacific War or FT. Will also gamemaster any of the above. Mike Osborne, 825 South Ivy Street, Arlington, VA 22204. (703) 920-8916.

New to AREA ASL beginner. Want to play in Virginia-DC area. Will travel. John J. Brennan, D-16 14222 Lee Highway, Gainesville, VA 22065. 754-1707.

Any serious wargamers in Bremerton area? I need an opponent. Leave your phone number and I will contact you. James D. Gray, 608 4th Street, Bremerton, WA 98310. (206) 377-4343.

Gamer, new to AREA, seeks FTF opponents. Any game clubs out there? David Newport, 7680 Vineyards Lane K-102, Bremerton, WA 98310. (206) 698-2173.

Dependable adult w/25 years gaming experience. Will travel to play any wargame FTF. Also interested in PBM systems. Mike Carter, 1 Red Mountain Drive, Ellensburg, WA 98926. (509) 925-1403.

Desperately looking for any level FTF ASL opponent. Am true ASL fanatic. Willing to travel. Love to play RB. Keith Siverson, 20403 63rd Place West, Lynnwood, WA 98036. 776-1618.

Just wanted to let all my friends know my new address: Michael Knautz, 21910 Oakmont Lane, Brookfield, WI 53045. (414) 821-5891.

Fox Valley Gamers meet on alternate Saturdays. Mature players welcome! CIV, PB, PAA. Also two-player with emphasis on historical games. William Jacobsen, 1309 Liberty Court, Neenah, WI 54956. (414) 722-6187.

New AREA player looking for PBM FP, PB, TA and 3R. Duncan Rice, 350 Marmont Street, Coquitlam, BC, V3K 4R7.

PBM dreamers wanted for ASL DYO scenarios, RED BARRICADES and TLD campaign. Honour system used for enjoyable, not dogmatic, play. J.D. Barlow, 108-20700 56th Avenue, Langley, BC, V3A 7R8.

Any wargamers in area? Play RF, W&P, PAA. Willing to learn new games and travel in immediate area. Desperate! Ron Alderdice, 1109 Water Street, Prince Rupert, BC, V8J 1C1. 627-7095.

Attention Winnipeg area ASL gamers. ASL club forming. We're looking for interested ASLers, any level of experience. Contact: Bill Bird, 839 Strathcona Street, Winnipeg, MB, R3G 3G3. (204) 783-2186.

GE, CW, BR, AK, SL, LW, FL, DD, NB, PL. David J. Holubec, 1865 Martingrove Road, #Ste 306, Rexdale, ONT, M9V 3S7. (416) 890-1439.

In order of preference: AF, DL, FT, 3R. Denis Rufiange, 92 Belanger, LaSalle, QUE, H8R 3K6. (514) 366-6672.

Any PN players still out there? AREA-rated 1500 player seeks PBM. All replies will be answered. Jeff Wolff, Box 343, Willow Bunch, SK, S0H 4K0. (306) 473-2222.

Hey Yankees! Experienced Brazilian player wants opponents to PBM. I bet you lose! Need system. All letters answered. EIA, FE, GOA, RF, W&P, WS&IM, 3R. Nedison Jorge, Sqn 307, "B", ap 301, Brasilia, DF, 70.746. BRASIL. Phone: (0055) (61) 347-2532.

Any wargamers in Northern Germany? 22-year old seeks opponents for ASL, SOJ, 3R, EIA, RF, TA, SON. Will travel. Claas Bentlage, Hesemannstrasse 16, Hannover 3000, GERMANY. Phone: 0511/5478948.

Board gamers and miniatures players in the central Germany area! The Frankfurt Kriegsspieler meet weekly. Contact: Tom Bierschenk, Buchenstrasse 16, Hattersheim 6234, GERMANY. Phone: 06190-1535.

Darmstadt Germany wargamers want players for all types of games. We play FTF FT, GOA, TA and PL. Patrick Fennessey, University of Maryland, CMR 401 Box 594, APO AE 09175. Phone: 06151-314125.

Any ASLers in northern Stockholm? Opponents wanted for FTF ASL. Olof Byberg, Norrbackav 45, 19543 Marsta, SWEDEN. Phone: 0760-23237.

30-year old seeks PBM opponents for ASL, TLD, 6th Fleet, 7th Fleet, 2nd Fleet. Has anyone devised a good PBM system for ASL? Pascal Stadler, Rue Jean Lecomte 3, 1422 Grandson, SWITZERLAND. Phone: (024) 242165.

THE QUESTION BOX

REPUBLIC OF ROME

3.III Is there only one round of bidding for each additional Initiative?

A. Yes.

4.7 & 5.2 If a statesman is made a Faction Leader at the start of play, does that mean he cannot die prior to the appearance of his Family card?

A. No. A statesman cannot be made Faction Leader until the first Forum Phase (4.5). Thereafter, if he were to die, that fact would be without a Faction Leader until the next Forum Phase Initiative provided an opportunity to name a new one.

5.1 Are Senators in the Forum (not the Curia) considered "active" and thus subject to Mortality Chit draws? Are Mortality Chits permanently removed when drawn or returned to the cup?

A. Yes; Mortality Chits are always returned to the cup at the end of the draw - except for the "Draw 2" chits which are returned immediately even before that draw is concluded.

5.3 & 9.84 Upon the execution of a Faction leader, can the player immediately appoint a new one, or does he have to wait until Step #4 of the next Forum Phase?

A. The latter.

5.1 Is a Mortality Chit drawn on the first turn?

A. Yes.

6.1 Does a captive Senator (10.82) receive personal and/or concession income?

A. No.

6.12 After the Calpurnian Law is passed, do the Talents collected from the corrupt Senator go into the state Treasury?

A. No. They are returned to the Bank.

6.22 & 9.64 Can the Senate disband Legions and fleets by refusing to pay maintenance?

A. No. The only way to disband forces is by passing such a proposal in the Senate Phase.

6.3 Is Faction income distributed sequentially or simultaneously? Can a Senator

absent from Rome take part in the redistribution? Are previously allocated funds eligible for reallocation?

A. Simultaneously. Yes. Yes.

7.31 Does a Statesman take over any Prior Consul marker on its Family card?

A. Yes.

7.312 Does a Statesman have a Personal Treasury even though the symbol is not shown on his card?

A. Yes.

7.37 Is an Intrigue card which is traded outside the Revolution Phase and placed beneath the board edge subject to selection due to the play of the Influence Peddling card?

A. Yes, but in this case, it must be returned to the hand prior to the random draw and then be returned again to beneath the board edge immediately afterwards regardless of who owns it.

7.4 May a Senator not in Rome sponsor Games?

A. Yes.

7.511 Do historically opposed Statesmen belonging to the same Faction still retain the "+" for alignment?

A. Yes.

7.511 Is the Flaminus that opposes Cato the Elder and triggers his loyalty drop to 0, Statesman 18a (T. Quintius Flaminus) or the Family card Flaminus (13)?

A. The former. The loyalty drop to 0 does not appear on the 18a card but it should.

9.11 & 9.34 Is the Censor considered the Presiding Magistrate during a Prosecution and thus subject to loss of an influence point if a proposed prosecution is voted down unanimously?

A. Yes, however, the prosecutor is not subject to any such influence loss.

9.22 Can a Senator play a Tribune to make a proposal to adjourn the Senate?

A. No. Only the Presiding Magistrate may adjourn the Senate.

5th FLEET

Modern Naval Combat in the Indian Ocean

\$36.00

Below are listed all the ratings for this game, based upon the limited reader response to the survey:

Overall Value: 3.69

Components: 2.18

Map: 2.68

Counters: 2.13

Rulebook: 3.87

Complexity: 6.62

Completeness of Rules: 4.25

Playability: 3.99

Excitement Level: 3.87

Play Balance: 4.12

Authenticity: 4.00

Game Length (average): 43.04

Shortest: 2 hrs., 46 mins.

Longest: 11 hrs., 41 mins.

Year: 1990

Type: 2P

Sample Base: 31

READERS BUYER'S GUIDE

The following games are ranked by their reader-generated Overall Value. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where each title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that ratings take the form of a numerical value ranging from 1 to 9 (with "1" equalling "excellent" and "9" equalling "terrible"). However, the Game Length category is measured in multiples of ten minutes (thus, a rating of "18" equates to three hours). A "+" following the Year of release indicates that the game is continued or complemented by additional modules in successive years (for instance, the ratings for SL reflect the entire system - original game plus add-on modules). Game Type is broken down into three broad categories: SO = Solitaire; MP = Multi-Player; 2P = Two Player. Finally, it should be noted that a minimum requirement of 50 responses (see the Sample Base) was judged necessary for a valid representation; additional titles that garner such will be added to the RBG in the future.

Title	Overall Value	Components	Complexity	Completeness	Playability	Authenticity	Game Length	Year	Type	Sample Base
ADVANCED SL	1.80	1.77	9.25	2.11	3.44	2.04	33.02	'85+	2P	172
1830	1.85	2.00	3.88	2.72	2.04	3.20	24.52	'86	MP	50
CIVILIZATION	1.97	2.60	3.20	2.03	1.72	4.09	32.08	'82	MP	152
FLATTOP	2.00	2.47	3.61	3.12	3.56	1.76	43.96	'81	2P	95
EIA	2.08	2.45	8.08	2.94	3.84	2.11	156.86	'86	MP	71
TP STALINGRAD	2.10	2.14	3.42	3.56	2.23	2.94	30.00	'89	2P	61
UP FRONT	2.11	2.24	4.36	2.83	2.38	3.56	10.16	'83+	2P	126
RUSSIAN FRONT	2.12	2.33	5.32	2.88	2.67	2.40	40.16	'85	2P	113
KREMLIN	2.28	2.51	3.64	3.33	1.81	5.24	11.94	'88	MP	63
BRITANNIA	2.31	3.08	2.93	2.89	2.07	3.52	23.72	'87	MP	77
TAC AIR	2.38	2.39	5.02	2.91	2.77	2.72	33.65	'88	2P	88
GETTYSBURG	2.42	2.61	1.79	3.32	1.64	4.43	9.11	'88	2P	66
MOV	2.50	2.42	3.38	2.46	2.24	3.53	15.42	'88	MP	79
VITP	2.55	3.12	2.56	3.32	1.91	5.56	21.09	'77	2P	183
TRC	2.60	3.35	3.85	3.10	2.28	4.22	35.44	'76	2P	220
ENEMY IN SIGHT	2.61	2.88	3.20	2.63	1.87	5.76	7.73	'88	MP	68
7th Fleet	2.62	2.77	6.47	2.96	3.04	3.16	38.01	'87	2P	50
CASSINO	2.68	2.71	4.43	2.75	2.32	2.63	23.67	'88	2P	52
DIPLOMACY	2.71	3.36	3.00	2.69	2.92	5.16	33.26	'73	MP	169
ST. NAZARE	2.72	2.56	4.01	3.12	2.80	2.52	18.92	'87	SO	98
FIREPOWER	2.76	3.03	6.42	3.63	3.76	2.88	15.48	'85	2P	94
FLIGHT LEADER	2.79	2.20	4.62	3.00	2.77	3.20	10.18	'86	2P	76
MBT	2.80	2.68	5.37	3.16	3.36	2.57	15.08	'89	2P	51
DEVIL'S DEN	2.81	2.85	5.04	2.99	3.52	2.61	24.58	'85	2P	60
B-17	2.83	2.87	2.93	2.83	2.00	3.33	8.82	'83	SO	192
SQUAD LEADER	2.84	2.11	8.05	3.68	4.27	3.00	21.37	'77+	2P	231
2nd Fleet	2.89	3.35	5.27	3.44	3.28	3.55	32.23	'86	2P	55
WS&IM	2.92	3.24	5.64	3.00	3.04	2.60	20.07	'75	2P	172
THIRD REICH	2.95	3.56	8.83	3.70	4.00	3.51	45.83	'81	MP	227
PANZER LEADER	3.12	2.79	5.63	3.72	3.32	3.82	19.47	'74	2P	210
WAR & PEACE	3.13	3.44	4.55	3.68	2.95	3.15	36.80	'80	2P	138
TITAN	3.16	2.68	3.48	2.66	2.47	4.48	29.08	'82	MP	65
Civil War	3.20	3.69	6.95	3.92	4.17	3.58	46.96	'83	2P	112
MAGIC REALM	3.29	2.44	8.41	4.08	4.20	3.79	20.76	'79	MP	75
NAVAL WAR	3.35	4.20	1.12	3.40	1.60	6.72	6.00	'83	MP	81
KINGMAKER	3.39	3.21	5.65	4.48	3.49	4.63	27.98	'76	MP	141
PG GUARDIAN	3.40	3.24	5.44	3.20	3.28	3.32	22.87	'84	2P	90
PATTON'S BEST	3.43	3.22	4.16	4.23	3.25	3.87	14.13	'87	SO	109
GLADIATOR	3.44	3.36	3.89	3.32	2.56	3.20	8.69	'81	2P	56
CM	3.47	3.60	3.28	3.39	2.64	3.36	11.70	'80	2P	91
6th Fleet	3.48	3.04	5.64	3.73	3.88	3.64	47.67	'85	2P	59
AIR FORCE	3.48	4.27	5.36	3.64	3.61	3.12	12.90	'80+	2P	76
PANZERBLITZ	3.56	3.55	4.92	4.16	3.26	4.50	18.25	'70	2P	215
Pacific War	3.64	3.57	7.98	4.32	5.28	3.19	120.63	'86	2P	66
Pax Britannica	3.64	3.60	4.85	3.91	4.25	4.61	52.14	'85	MP	50
MIDWAY	3.65	4.48	2.80	3.16	2.43	4.52	21.10	'64	2P	130
Ambush	3.68	4.08	4.94	4.40	3.91	4.61	19.69	'83+	SO	121
AFRIKA KORPS	3.77	4.43	2.20	2.84	1.88	5.40	21.44	'64	2P	167
HITLER'S WAR	3.80	3.89	4.20	4.25	3.44	4.68	34.79	'84	2P	78
WIZARD'S QUEST	3.82	3.07	2.11	2.94	2.15	4.92	24.92	'79	MP	85
WAR AT SEA	4.04	3.94	1.40	3.40	1.87	6.72	12.80	'76	2P	155
BLITZKRIEG	4.19	4.36	5.84	3.87	3.60	5.57	33.76	'65	2P	136
1776	4.25	3.64	5.28	3.88	3.24	4.40	26.30	'74	2P	154
D-DAY	4.32	4.73	3.56	3.45	2.95	5.08	27.16	'77	2P	125
RICHTHOFEN'S	4.33	3.78	3.99	3.60	3.24	4.87	8.23	'83	2P	53
WATERLOO	4.44	4.48	2.24	3.08	2.21	5.55	17.99	'62	2P	104
LUFTWAFFE	4.80	4.27	4.16	4.08	3.91	5.33	20.08	'71	2P	170
TACTICS II	5.88	6.22	1.52	3.89	2.96	6.80	14.87	'61	2P	108

Our return to salt water, and our first feature of a Victory Games design, drew quite a bit of comment; with an "Overall Rating" of 3.25, it also was a solid effort in the view of 200 of your peers. Articles on the likes of FLATTOP, VICTORY IN THE PACIFIC and WS&IM made a strong showing, and proved that these old "classics" are still quite popular. However, it was Jim Stahler's revamping of some elder SL scenarios that took top billing among the individual articles, which received the following ratings (based on a random sampling of 200):

PULLING OLD CHESTNUTS	185
FLIGHT JACKETS NOT INCLUDED	149
THE FLATTOPS	138
THE CHINA TRADE	128
CAMPAIGNING IN ARMS	117
CARRIER	90
THE PROBLEM OF SEQUENCE	85
SOME SUB SECOND-GUESSING	56
COMING ATTRACTIONS	54
FLEET ARCHITECTURE	51
OPERATION CRIMSON SKY	48
AH PHILOSOPHY	34
SPORTS SPECIAL	21
COMPUTER CORNER	19
WAR UNDER THE MIDNIGHT SUN	16
AREA NEWS	9

The Letter is an irregular, amateur publication about games, books, magazines and "whatever else grabs the fancy" of Ellis Simpson (4 Langtree Avenue, Whitecraigs, Glasgow G46 7LW, UK). The 'zine, in that blunt British manner, reviews the various offerings on military history and wargaming that have recently come to the attention of Mr. Simpson, who is solely responsible for its insanities. The recent issue of *The Letter* (dated 5 June 1991) offers a capsule opinion on a number of wargame magazine issues (including Vol. 26, No. 5 of *The GENERAL*), a couple of new games, the new book *Wargamer's Guide to WW2 Armies* (Agema Publications, Carlton)... and several comic book issues! At last report, Mr. Simpson was offering his 'zine free by mail to "interested parties". So, if you are interested, simply write Mr. Simpson.

Infiltrator's Report

It took awhile before we received enough responses for this editor to feel comfortable awarding the "Editor's Choice Award" for Volume 26, but it is a great pleasure to at last announce that Steven Swann is the recipient of a \$100 bonus and a life-time subscription to *The GENERAL*. Congratulations are due. His article, "Red Devils" (Vol. 26, No. 5), continues the tradition of an ASL-based piece taking top honors, although it was only slightly ahead of James Werbaneth's excellent "A Flame in the Gulf" (nominee for a 1991 Charles Roberts award) on FIREPOWER. The complete list of candidates for the "Editor's Choice" and their percentage of the total votes cast by responding readers is as follows:

Red Devils (26-5)	24.8%
A Flame in the Gulf (26-3)	21.7%
Up the Slopes and at 'Em (26-6)	12.1%
The Forgotten Year (26-2)	9.7%
Beyond the Eleventh Card (26-1)	7.9%
Travelin' to the Turning Point (26-2)	7.3%
501 City-Fight-in-Four (26-5)	6.9%
Wings over Korea (26-3)	5.6%
A Bed of Steel (26-6)	4.0%

Contest #155, a numerical code, brought well over 200 entries. Of these, 48 gave the correct solution to our little puzzle. The most common mistake seems to have been translating 430920 as "French" (the correct answer was "Arnhem"). Although the numerical product of the letters of "French" is indeed 430920, after consultation with the contest designers, we ruled the word was not "wargame-specific" enough, and so disallowed the two dozen or so that responded thusly. The random drawing produced the following ten winners: Jonathan Barlow, Cave Junction, OR; David Chapel, Phoenix, AZ; Robert Lesco, Bramalea, Ontario; Mark Magnuson, Dravosburg, PA; Wesley McCoy, Georgetown, TX; Bruce Miller, Clinton, TN;

Richard Miller, Petersburg, VA; Jeff Paull, Cary, NC; Richard Self, Altoona, AL; and Jeff Souder, Pekin, IN.

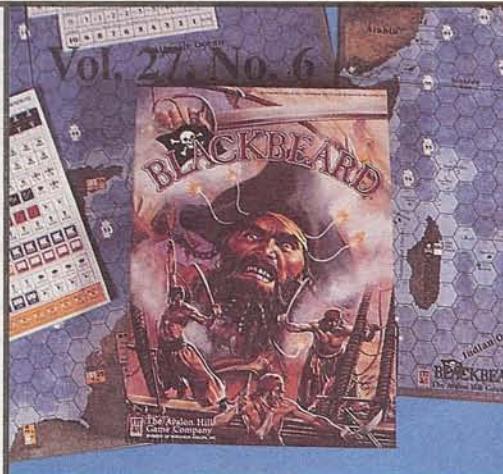
Unfortunately, space doesn't allow us to print the completed word search that served as Contest #156. (Or if we did, more than one old wargamer would go blind.) But, given that the challenge lay not in merely finding 76 entries, but in finding 76 *unknown* entries, perhaps a simple listing of those a completely correct grid would contain will suffice. In no particular order, these are:

ADVANCEDSQUADLEADER	NAPOLEON
NAPOLEONSBATTLES	AEGEANSTRIKE
AFRIKAKORPS	NATO
AIRFORCE	NEWWORLD
OMAHABEACHHEAD	AMBUSH
ANZIO	OPENFIRE
AVALONCON	PACIFICWAR
PANZERARMEEAFRICA	BALI
PANZERGRUPPEGUDERIAN	BATTLEHYMN
BLITZKRIEG	PANZERLEADER
BULLRUN	PATTONSBEST
CENTRALAMERICA	PLATOON
REPUBLICOFROME	CARRIER
CIRCUSMAXIMUS	RUNEQUEST
RUSSIANCAMPAIGN	CIVILIZATION
CIVILWAR	RUSSIANFRONT
COLDWAR	SECONDFLEET
DESERTWAR	SEVENTHFLEET
DEVILSDEN	SHELLSHOCK
DRAGONHUNT	SIXTHFLEET
EMPIRESINARMS	SPEEDCIRCUIT
STORMOVERARNHEM	ELRIC
ENEMYINSIGHT	TACAIR
FIFTHFLEET	TACTICSII
FLIGHTLEADER	THEGENERAL
GETTYSBURG	THIRDFLEET
GULFSTRIKE	THIRDREICH
HELLSHIGHWAY	TITAN
HITLERSWAR	TOBRUK
KNIGHTSOFTHEAIR	TOKYOEXPRESS
TURNINGPOINTSTALINGRAD	KOREANWAR
KREMLIN	UPFRONT
VICTORYINTHEPACIFIC	LEEVSGRANT
MAGICREALM	VIETNAM
MAINBATTLETANK	WARANDPEACE
MARCHMADNESS	WARATSEA
MOSBYSRAIDERS	MIDWAY
WOODENSHIPSANDIRONMEN	WATERLOO

As stated, the ten entries with the most correct will be judged the winners. The listing above should allow you to complete your grid; for those who wish to see all 76 in position, please send a SASE to our attention and we will gladly supply a copy of the completed word search puzzle.



Next



Vol. 28, No. 1

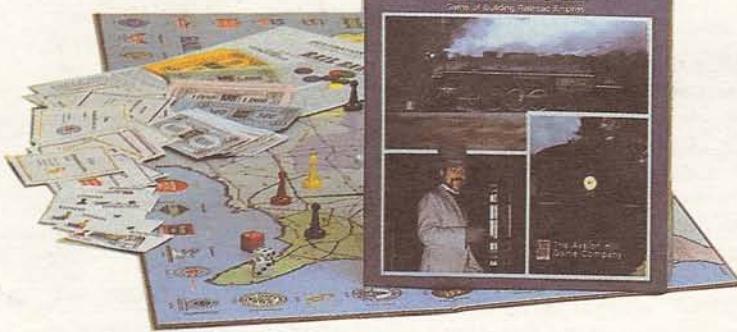
You have just added another line to your vast railroad empire.Flushed with success, you retire to the sartorial splendor of your very own Pullman Palace Car. The dream ends. You awaken to reality with the thought . . . "just another fantasy." Ahh, but for the grace of Avalon Hill, your dream continues with the playing of RAIL BARON, the game of building railroad empires.

RAIL BARON

The Game of Building Railroad Empires

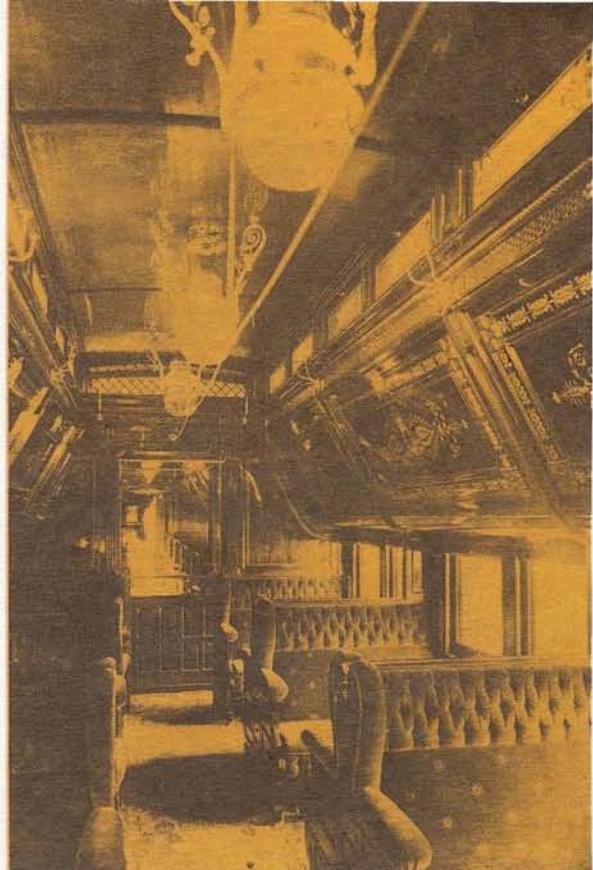
For 3 to 6 Players, Ages 10 & Up!

\$22
Suggested
Retail



RAIL BARON re-creates the heyday of the locomotive. In a quick-to-learn, multi-player board game, players can take the part of a Jay Gould, a Cornelius Vanderbilt, or any of the infamous moguls of yesteryear whose wizardry and acumen established the criteria for which railroading success was to be judged in decades to come.

RAIL BARON is played on a large full-color board of the United States railroad network, portraying the 28 major rail lines and major cities they connected during the halcyon days of American railroading.



For the True Rail Buff

Printed on the game board are the actual logos of those 28 rail lines, including such famous lines as Southern Pacific, New York Central, and the tiny Richmond, Fredericksburg and Potomac. Playing RAIL BARON can be a nostalgic trip for many.

Play of the game is simple and direct. Each player rolls the dice and moves his token along existing rail lines from city to city, collecting money and buying rail lines as he goes—and paying fines whenever he uses a rail line owned by an opponent. During play, one seeks to obtain as much money as possible to pay for upgrading existing locomotives. Doing so increases a player's ability to travel faster and expand his rail network more quickly.

With many nuances of strategy, RAIL BARON becomes a game where fortunes see-saw until the last rail baron is bankrupt—or one has accumulated the \$200,000 needed to win.

An excellent game for family play, parties, and any group of friends that enjoy good competition, RAIL BARON is a faithful re-creation of history for the true rail buff.

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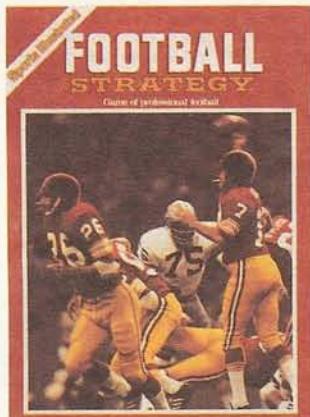


The Avalon Hill Game Company

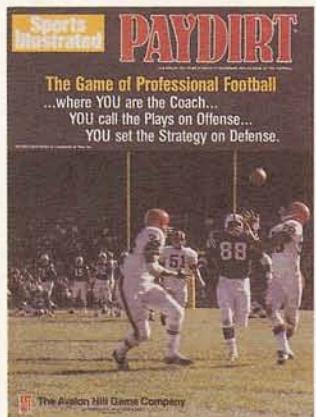
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4517 Harford Road ★ Baltimore, MD 21214 ★ 1-800-999-3222

WHY 4 FOOTBALL GAMES?

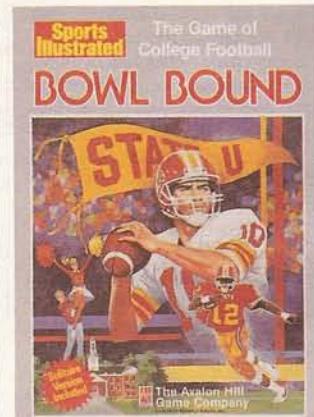
To give YOU a choice! Here are 4 great football board games that have stood the test of time!



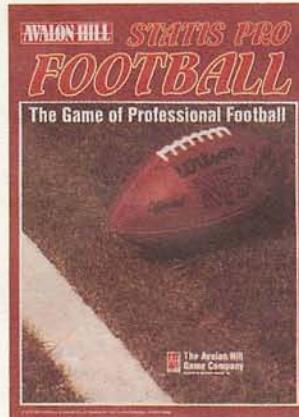
Would 30 years be a good test? That's how long **Football Strategy** has charmed table-top gamers. It's the first board game to emphasize defense as well as offense! Called by Sports Illustrated in 1961, "the best football game ever invented." The game of think and double-think! On defense you secretly select a defense you think will stop your opponent's next play. He, in turn, tries to outguess you by calling a play from among 20 on the matrix chart patterned after real pro plays. Each offense and defense selection is cross-indexed to obtain the gain or loss. An ad executive once said, "when you can get top-notch ad men to pass up expense account luncheons to play **Football Strategy**, you have a real attraction going for you." Another eulogized, "as ex-college players, we have been attracted by many good football games, but none have approached the realism and excitement of **Football Strategy**."



Paydirt—first published in 1976 and still going strong! **Paydirt** is FOOTBALL STRATEGY tailored to the 28 pro teams. Every pro team has been computer-analyzed—their strengths and weaknesses are coded onto special Play/Action Charts. These charts are your tickets to realistic action. With them you can call all the shots—on offense and defense—for every pro squad. You can replay the complete pro season, playoffs, Super Bowl...until your team wins it all. Maybe Hostetler and the Giants shouldn't have won the Super Bowl. **Paydirt** gives you the chance to find out who really belonged in the playoffs. Each team should produce as they did in real life. Except—you are the coach. And your decisions may be the difference between who makes it to the Super Bowl and which teams are the also-rans. If you already play **Paydirt**, simply order the 1990 Season Play/Action Charts only. Past seasons (listed below) also available.



Bowl Bound is PAYDIRT tailored to college football. Now in its 3rd edition, the game comes complete with Play/Action Team Charts of what the computer says were the best 20 college teams of the 80's. Here, you can match up these great teams to find out who really was the greatest of the era. Each team's real-life performances have been encoded on both the Offense and Defense color-coded Team Charts for each team. The depth of this analysis is so great that we are confident you will find this game unrivaled for excitement and true-to-life results. However, because all 20 are nearly even in over-all ability, it is YOU, as coach, whose play choices make the difference. A few of the 20 teams you get include '88 Notre Dame, '87 Miami, '84 Brigham Young, and '83 Nebraska. If you already have this 3rd edition **Bowl Bound**, extra sets of Team Charts with teams that go back as far as 1941 are available (see below).



Statis Pro Football is the be-all and end-all of statistical football board games. It comes with individual "stat" cards for **every** player of **every** pro team including linemen—that's well over 1,000 Player Cards. It differs from other football board games in that YOU, as coach, determine which players play on each separate play. You assign your best blockers and tacklers to key areas, your best pass defenders to guard the opponent's best receivers, and your most explosive offensive threats to places where they can do the most damage.

If you already own **Statis Pro Football**, order the 1990 Season Player Cards only. Past seasons also available below.

For information on our **computer games** for the Mac, IBM, Apple and C-64 computers. Send for our Sports Catalog.

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Int 47-48	4: SG/11
Short	5: SG/11
Conn-1-24	6: SG/11
Int 25-34	7: SG/11
Int 35-46	8: SG/11
Long	9: SG/11
Conn 1-13	10: SG/11
Inc 14-41	11: SG/10
Int 42-46	12: SG/10
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 57 81

The GENERAL

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are always in vogue—be the subject books, television, shows, movies or even games. The public seems never to tire of seeing how its favorite way of spending their leisure time stacks up against the competition. So, to cater further to your whims (and to satisfy our own curiosity), this is The *GENERAL*'s version of the gamer's top ten. From the responses to this form the editors produce the regular column "So That's What You've Been Playing" found elsewhere in this issue.

We aren't asking you to subjectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or fewer) games which you've spent the most time playing since you received your last issue of The *GENERAL*. With the collation of these responses, we can generate a consensus list of what's being played by our readership. This list can serve both as a guide for us (for coverage in these pages) and others (convention organizers spring instantly to mind). The degree of correlation between this listing, the Best Sellers Lists, and the RBG should prove extremely interesting.

Feel free to list any game of any sort regardless of manufacturer. There will be, of course, a built-in bias to the survey since the readers all play Avalon Hill games to some extent; but it should be no more prevalent than similar projects undertaken by other periodicals with special-interest based circulation. The amount to which this bias affects the final outcome will be left to the individual's own evaluation.

1. _____
2. _____
3. _____

REPUBLIC OF ROME \$35.00
A Game of Political Intrigue in the Ancient World, 264-43 BC

INSTRUCTIONS:

Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right ("1" equating to excellent; "5", average; "9", terrible). EXCEPTION: Rate items 7a and 7b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and a half hours to play the basic scenario of *HITLER'S WAR*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 24, No. 5. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for Complexity, Year of Publication and Type (2P=two player; MP=multi-player; SO=solitaire) have been provided for your information.

1. Overall Value	_____
2. Components	_____
2a. Mapboard	_____
2b. Counters	_____
2c. Rulebook	_____
3. Complexity	_____
3a. Avalon Hill Complexity	7
4. Completeness	_____
5. Playability	_____
5a. Excitement Level	_____
5b. Play Balance	_____
6. Authenticity	_____
7. Game Length	_____
7a. Shortest	_____
7b. Longest	_____
8. Year of Publication	1990
9. Type	MP

Good for Postage Charges Only on Complete Game Purchases

This coupon is valid only for mail order purchases of complete games direct from The Avalon Hill Game Company. Each postage coupon entitles the sender to deduct up to \$1.00 from the postage charges of any order for a complete game, provided the amount deducted does not exceed the total postage charge for that order. Coupons are not valid for parts, magazines, or PFM kit orders. Shipping charges are computed according to instructions found on the current Parts List and pre-paid order forms. Any past *GENERAL* postage coupons previously offering different values may be used as the equal of this coupon.

Example: Customer A lives in the USA and orders a \$15 game. His postage charge is \$4, which he may pay by sending in four postage coupons and \$15, or two postage coupons and \$17. Customer B lives in Canada and orders the same game. He must pay \$20 in US funds plus three postage coupons, or \$23 if no postage coupons are enclosed with his order.

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CONTEST #157

As explained on Page 55 of this issue, to enter the contest simply indicate in the space provided below: the nickname, last name and game played at AvalonCon by the four members of "Team 'CEPT". Please list them in order of tournament round eliminated (as shown):

Round: Nickname: Last Name: Game:

#1

#2

#3

#4

Issue as a whole _____ (Rate from 1 to 10, with "1" equating excellent and "10" terrible). To be valid for consideration, your contest entry must also include the three best articles, in your view:

1. _____
 2. _____
 3. _____
- NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____

Opponent Wanted

50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncancelled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will not be accepted. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.

Advanced Squad Leader—ASL, Afrika Korps—AK, Air Force—AF, Anzio—AZ, Blitzkrieg—BL, Britannia—BRIT, Battle Of The Bulge—BB, Bull Run—BR, Circus Maximus—CM, Civilization—CIV, D-Day—DD, Devil's Den—DEV, Diplomacy—DIP, Empires in Arms—EIA, Enemy in Sight—EIS, Firepower—FP, Flat Top—FT, Flight Leader—FL, Gettysburg—GE, Gladiator—GL, Hitler's War—HW, Kremlin—KR, Kingmaker—KM, Knights of the Air—KOTA, The Longest Day—TLD, Luftwaffe—LW, Magic Realm—MR, Merchant of Venus—MOV, Midway—MD, Napoleon's Battles—NB, Naval War—NAV, New World—NW, Panzer Armee Afrika—PAA, Panzerblitz—PB, PanzerGruppe Guderian—PGG, Panzerkrieg—PK, Panzer Leader—PL, Rail Baron—RB, Republic of Rome—ROR, Richthofen's War—RW, The Russian Campaign—TRC, Russian Front—RF, Siege of Jerusalem—SOJ, Stellar Conquest—SC, Squad Leader—SL, Storm Over Arnhem—SOA, Tac Air—TA, Third Reich—3R, Thunder at Cassino—CASS, Titan—TT, Turning Point: Stalingrad—TPS, Up Front—UF, Victory In The Pacific—VITP, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wooden Ships & Iron Men—WSIM.

NAME _____ PHONE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

FLASHPOINT: GOLAN

**A Game Simulating
What May Soon Occur
in this Military Tinderbox!**



The Middle East is home to some of the largest, most heavily-armed, and politically-influential military forces on the planet. It is also a seething mass of national, religious and ethnic animosities that have repeatedly set the nations that control those armed forces on collision courses. These factors make the region a likely flashpoint for military conflict in the near future. And, as the events of the 1990-1991 Gulf War demonstrated, the economic importance of the Middle East is such that any war in the region brings with it a very high probability of international and superpower involvement.

FLASHPOINT: GOLAN! allows players to simulate the course of the most likely of these hypothetical conflicts, a fifth Arab-Israeli war, in the area bounded by the strategic Golan Heights and Jordan River Valley on Israel's northern and eastern borders. The parameters of the conflict are determined by the Scenario Generation System in a random, yet logical fashion. Victory conditions, which side is the aggressor in the conflict, the support of allied nations, the actions of the UN, and the likelihood of superpower support and intervention are all variable. This system lends *FLASHPOINT: GOLAN!* great replay value, since a scenario will rarely start under the same conditions as one already played. Two conventional, set-piece Campaign Scenarios are also provided, laying out the parameters of major conflicts between Israel, Syria and Jordan, while five Battle Scenarios (playable in 1-3 hours) act as an introduction of the game system.

Available Late October...

No.	Title	Number of Players	Ages	Complexity	Suggested Retail
30032	<i>FLASHPOINT: GOLAN!</i>	2	12 & Up	High	\$40.00



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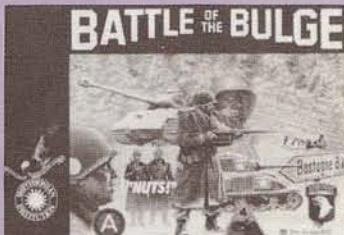
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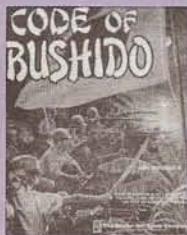
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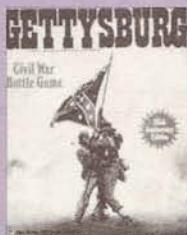
3. GULF STRIKE
#30040 \$40
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4. CODE OF BUSHIDO
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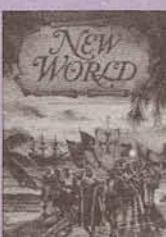
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Up to 7-player Hall of Fame game of international intrigue involving European powers circa 1901.



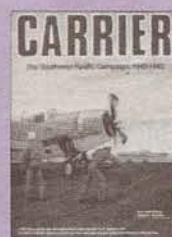
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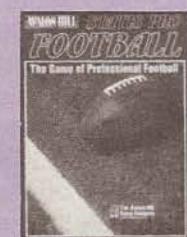
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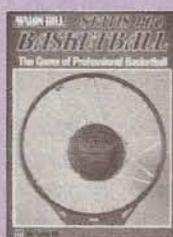
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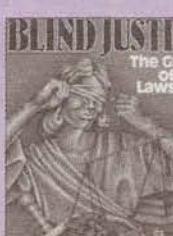
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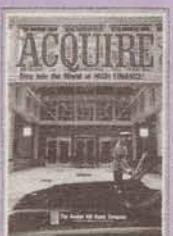
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