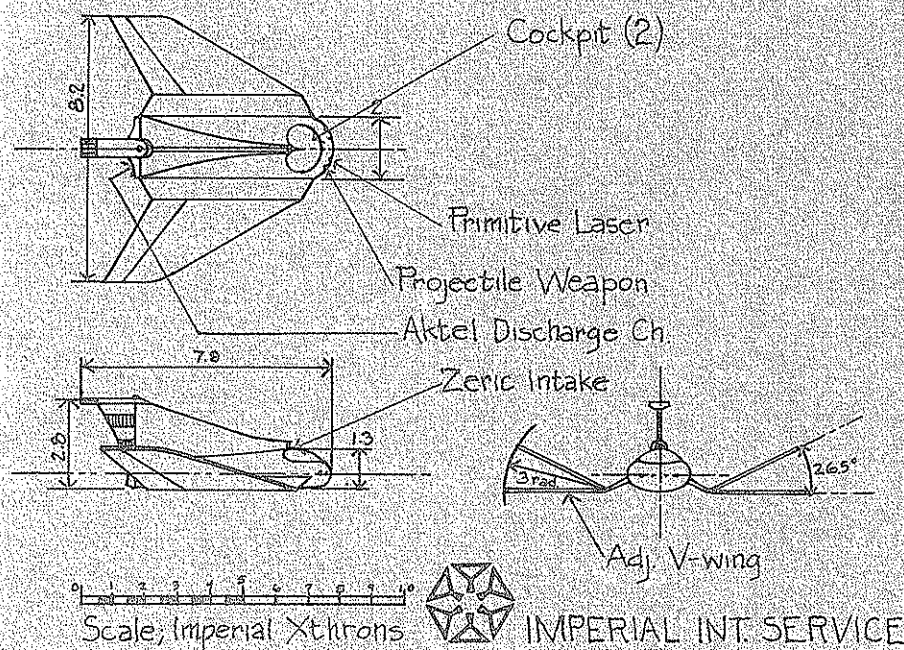


SWARMER



FATE OF EMPIRE

A Solitaire Variant for STELLAR CONQUEST

By James P. Werbaneth

The Empire had long ago reached a lethargic stasis. Expansion was nonexistent. In fact, expansionist sentiments were almost universally seen as profoundly reactionary and those who embraced them as untrustworthy beings insisting upon living in the past.

Imperial priorities had changed drastically since the halcyon days of nearly unrestrained growth. Energies once expended upon colonization of heretofore uninhabited worlds and the conquest of alien environments were now spent upon driving the Imperial standard of living in an upward spiral. The pursuit of luxury was an obsession from the Emperor down to the most lowly lithium processor. Not only was "luxury" the primary field of research and development, but most citizens were so addicted to the prevailing sybaritism that there was no chance of mustering the many millions of immigrants that had made expansion not only possible, but necessary.

This transformation of social and economic priorities had massive political and military consequences. The potent space fleets of the old Empire had been whittled away to a force barely able to counter the power of the Empire's chief rival, the Confederation of the Twelve Kingdoms. Offensive actions against the Twelve Kingdoms or any of the Empire's smaller neighbors was out of the question.

Similarly, the once-vaunted Imperial intelligence apparatus had atrophied. With no possibility of expansion and insufficient spaceships for aggression, the Empire disposed of most of its scout ships and covert intelligence assets, reducing the Imperial Intelligence Service to a smaller and ostensibly leaner bureau more consistent with "modern" Imperial strategy.

For some time the Empire was able to lead a largely uneventful existence. The Twelve Kingdoms were never able to fully escape their habitual bickering, as Kingdom confronted Kingdom over issues considered important only by the parties involved. Though war did not erupt within the Confederation, its perennial division allowed the Empire to pursue pleasure unmolested.

Two events dramatically ended the Empire's period of happy passivity and safety. The first was the draft and ratification of the *Twelve Kingdoms Compact*, a document that strengthened confederation unity at the expense of the individual Kingdoms' autonomy. Sovereignty was now invested in the confederation government, not in the royal courts. Perhaps even worse for the Empire, the Compact included a multitude of regulations concerning the resolution of almost every conceivable territorial or economic dispute between Kingdoms.

The second event was even more dramatic and of much greater immediate importance to the Empire. One day, the normally bright green sky of a planet in one of the inner Provinces turned to a shade of maroon. Red was the hue of the millions of tiny spaceships entering the planet's atmosphere. Seemingly oblivious to the pair of orbiting corvettes and the world's missile defenses that incinerated them by the tens of thousands, the intruders descended to the surface where they used primitive laser and projectile weapons to kill over five million inhabitants. This grim harvest ended only when roving ground troops had succeeded in killing the last of the creatures. So ended the first contact between the Empire and an alien race.

Other attacks by the *Swarms*, as they came to be known, followed the same pattern: suicidal descent, unrestrained massacre of every sentient being within view, and destruction by soldiers and militia. The only encouragement was that the aliens were physically frail, easily killed by even a juvenile, should it escape intruder's weapons. The *Swarms* appeared to originate beyond chartered space. For reasons known only to alien psychology, they attacked only Imperial worlds.

In another era, the Empire would have responded to the challenge of the Twelve Kingdoms by sending squadrons of deathstars on tours to the royal planets, teaching their kings that ambition directed towards each other was far safer than ambition in the direction of the Empire. In another era, scout vessels would have scoured space for the *Swarms'* home worlds, leading deathstars to them on a mis-

sion to liquidate the murderous race. In the process, bases and colonies would have been founded to support the warships, remaining after the attainment of the primary objective. But times change.

Eventually, the growing threats of the Twelve Kingdoms and the *Swarms* dictated a change in Imperial policy. To counter the *Swarms*, some of the energies expended on luxury goods were diverted to the augmentation of planetary defenses. To counter the growing power of the Twelve Kingdoms, the space fleets underwent a slow process of rejuvenation, the best to be expected from an Empire still largely devoted to pleasure.

It soon (well, relatively) became apparent that the fate of the Empire hung in the balance. The Twelve Kingdoms threatened to replace the Empire as the dominate state in the known volume of space, probably dividing the Provinces among its own members. Though a lesser long-term threat to the Empire, the *Swarms* spread terror in seemingly random manner, bringing red skies and destruction from the fringes to the center of the Empire. Despite the danger, the population could not quite get used to the idea that self-defense could be a worthier objective than hedonism.

Since the onset of Imperial lethargy, millions of malcontents had left the Empire for worlds beyond the fringes of the interstellar states. At first, the Empire had actually subsidized this movement in an attempt to rid itself of its "square pegs". This ended when the "independent" worlds founded by the emigrants became a thorn in the Imperial side.

In another era, many of these emigrants would have been the heroes rather than the outcasts and eventually enemies of the Empire. But times change. Swift and far-ranging ships similar to Imperial scout ships carried on a thriving illicit trade with planets on the Empire's edges, circumventing tariffs and import duties. More powerful ships engaged in piracy against Imperial shipping, often with the implicit support of independent planets.

To make matters worse, the Imperial Intelligence Service collected evidence that one, and maybe two, of the independent worlds were rising above the

status of minor pirate states. Dubbed *Prime* planets, they enjoyed large populations, large and technologically advanced industrial complexes, and potent fleets and missile defenses. In time, a Prime world could well prove to be one more challenge to an already embattled Empire.

In former times, Imperial scout ships would have found the Prime planets and led warships to them, which would have effected their entrance into the Empire. The Imperial government did elect to mount an expedition against the independent planets. However, the operation would not resemble the massive Captaincies-General of the past. Based from a poor and technologically backward Province, this Captaincy-General would involve only a handful of scouts and corvettes.

The objectives of the expedition did not end with the placement of a few planets under Imperial rule and the suppression of piracy. The industries of the new Imperial colonies and dominions were to be harnessed to build the ships needed to counter the Twelve Kingdoms and fight the Swarms. Furthermore, success would increase Imperial prestige and indicate to the Twelve Kingdoms that the Empire was not the moribund entity of its current reputation. Should the Prime worlds be found and subjugated, a potential challenge would be pre-empted.

His expedition a shadow of those of the past, the Captain-General led his ships into the unknown. Perhaps the fate of his Empire was to be decided in these uncharted reaches of space.

DESCRIPTION OF PLAY

In "The Fate of Empire", all rules of *STELLAR CONQUEST* apply unless otherwise indicated. The length of the game is 44 turns.

The single player, representing the *Imperial Captain-General*, must gain control of as many planets as possible over the greatest possible volume of space. He must also destroy pirate ships while losing a minimum of his own spaceships.

As the player gains colonies and dominions and increases the volume under his control, the industrial power at his disposal increases, allowing him to raise the technological level of his domain, augment his forces, and extend Imperial rule to still more planets. But as he acquires planets, the probability increases that the player will attract the destructive attentions of the dreaded alien Swarms. Therefore he must not neglect the defense of his planets.

PREPARE FOR PLAY

1. The player sets up the mapboard and Star Cards as he would for a standard game of *STELLAR CONQUEST*. He will also need two Record Sheets, one for his colonies and dominions and another for discovered independent planets, and a sheet of scrap paper. "The Fate of Empire" requires two dice, one red and one white.

2. The player chooses one or two colors of counters to represent his forces. The remaining colors are available to represent smuggler and pirate vessels, generically called "Pirate" ships.

3. From his supply of counters, the player draws thirty colony transports and 15 points (see *Ship Point Table*) worth of spaceships, which must be corvettes or scouts. He receives no industrial points to start, but may select any two of the following Level 1 items from the Research Charts: 3-Hex Speed, Missile Base, Controlled Environment Technology, and Industrial Technology. The player benefits from his chosen research items from the start of the game.

SEQUENCE OF PLAY

1. Consult *Random Events Table* (Except on Turn 1).
2. Resolve any Swarm attacks.

3. Move any or all spaceships in your force.
4. Explore new stars.
 - a. Resolve any Exploration risk.
 - b. Discover planets, independent worlds, pirate ships in the solar systems of successfully explored stars.
5. Resolve combat with all pirate ships co-existing in the same star hexes as your spaceships.
6. Resolve any attacks that you wish to make against independent worlds.
7. Debark any colonists or garrisons you wish onto friendly planets or conquered former independent planets.
8. Record the passage of one turn on your colony-dominion Record sheet.
9. At the end of every fourth turn, execute Production turn.

RANDOM EVENTS

1. At the beginning of every turn *except Turn 1*, the player rolls both dice, then matches the results on the Random Events Table. Each random event is explained on the Random Events Key at the bottom of that table.

2. Several of the random events deal with the Empire's relations with its chief rival, the Confederation of the Twelve Kingdoms.

- a. Tensions on the Twelve Kingdoms' frontier and limited war last one game turn and end automatically (without Random Event H).
- b. Full-scale war between the Empire and the Twelve Kingdoms continues until a treaty of peace through Random Event H. For the duration of the war, the player cannot receive reinforcements from off-map.
- c. There is no limit to the number of times that tensions, limited war, and full-scale war can occur between the Empire and the Twelve Kingdoms. Nor is there any limit to the duration of a full-scale war.

3. Swarm attacks may take place against only one planet per turn.

- a. If the Random Events Table calls for a Swarm attack, roll both dice and consult the system column of the *Swarm Target Table*. If the player has a colony or dominion in that system, roll one die. If the player has a colony or dominion in the indicated orbit (a die roll of "1" means orbit 1, "2" means orbit 2, etc.) of that star, a Swarm attack occurs.
- b. To determine the strength of the Swarm attack, roll one die and consult the *Swarm Factors Table*. Each friendly spaceship in the system eliminates Swarm factors as per the *Anti-Swarm Table*, as does every missile base on the target planet. If the player has Improved Ship Weaponry, each ship eliminates double the Swarm factors indicated on the table. A planet shield on the target planet eliminates all Swarm factors.
- c. Each surviving Swarm factor eliminates one million population. If the player lacks Improved Industrial Technology or Robotic Industry and the attack reduces the population to a point at which there are more factories than millions of population, the surplus factories are immediately destroyed to eliminate the discrepancy. If a Swarm totally depopulates a planet, all factories and all missile bases are eliminated.
- d. If a dominion is attacked by Swarms, the entire subject population must be eliminated before the garrison can be affected.
- e. No planet can be rendered uninhabitable by Swarm attack.

FIRST TURN ENTRY

1. Before commencing play, the player must randomly select his original entry hex. He rolls one die. The number indicates the number of the entry hex; re-roll the die if a "5" or "6" is rolled until a result is obtained for entry.
2. All ships enter the map on Turn 1 at a speed of two hexes per turn, unless the player has selected 3-Hex Speed as one of his initial technologies.
3. All future reinforcements must pass through the original entry hex (at the current speed of the player's ships). Mark the hex for future reference throughout play.

EXPLORATION

1. After drawing a Star Card for each newly discovered star system, the player rolls both dice and consults the *Planet Table*, matching the dice roll with the planet type. If the table indicates that the planet is inhabited, it is an independent world. If the table indicates the presence of ships, then pirate scouts or corvettes are in the star system.

- a. If the population indicated on the Planet Table exceeds the maximum population listed on the Star Card, the lower figure prevails. (The combined subject and garrison populations of the dominion may exceed the listed maximum population.)
- b. If more than one planet in the star system is indicated by the Planet Table to be occupied by pirate ships, all ships are in a single force.
- c. Unless the pirate ships are forced to withdraw from the star system by combat, their counters are left on the mapboard.

2. When noting the data for newly discovered planets, the player must specify the orbits that they occupy for the purpose of determining later Swarm attacks.

3. On each turn that any of the player's ships move into a star system containing at least one previously discovered planet currently with independent status, the player rolls one die. Upon a die roll of "1" or "2", add one pirate corvette to any existing pirate ships in the system; add nothing if 3-6 is rolled.

4. The player can discover a Prime planet on any Terran or Subterranean planet. Prime planets can be discovered only once per eligible type of planet, for a maximum of two Prime worlds. If the Planet Table indicates discovery of a Prime planet on a type of world on which a Prime planet has already been discovered, treat the result as uninhabited.

COMBAT WITH PIRATE SHIPS

1. Anytime that the player's ships end their movement in the star system in which there are pirate ships, combat occurs.

2. The disposition of pirate ships in combat must adhere to the following rules.

- a. Whenever possible, each pirate corvette attacks alone an armed vessel. They may "double up" on Imperial ships only if they outnumber the player's corvettes, fighters and scouts in a hex.
- b. Pirate ships attack Imperial vessels in the following order of preference: fighters, then corvettes, then scouts. Pirate ships may never attack colony transports unless and until that is the only type of player ship in the hex. Pirate ships will never attack missile bases.
- c. There is a minimum of one round of combat in each star hex in which the player's ships end their movement. After each round in which the player does not elect to withdraw his ships, he rolls the die and consults the *Pirate Disengagement Table*. If the die roll is equal to or less than

Red Die	White Die					
	1	2	3	4	5	6
1	D	—	I	—	C	H
2	I	H	—	B	C	A
3	E	—	I	H	F	—
4	B	I	—	I	H	I
5	A	—	I	H	C	I
6	F	H	I	D	I	G

Random Events Key:

—No random event occurs.

A Empire sends technical cadres to Captaincy-General. Five colony transports enter at original entry hex. On next production turn, the player receives ten bonus industrial points that must be expended on research. If these i.p.'s are not expended, they are lost.

B Empire sends military reinforcements to Captaincy-General. Roll one die. A number of corvettes equal to the die roll enter at the original entry hex.

C Empire sends scout ships to Captaincy-General. Roll one die. A number of scouts equal to the die roll enter at the original entry hex.

D Captaincy-General elevated to Sub-Province. Five corvettes, four scouts, and five colony transports enter at original entry hex. On every following even numbered turn, one corvette enters at original entry hex. If the Captaincy-General has already reached Sub-Provincial status, no event occurs.



Random Events Table

E Tension on Twelve Kingdoms frontier. Roll one die. A number of ship points equal to the die roll must be immediately removed from one or more star hexes. If there are insufficient ships in star systems to satisfy, additional ships must be removed as soon as they reach their destinations, following all exploration and combat. If the player has Unlimited Ship Communication, ships may be withdrawn directly from task forces in interstellar space.

F Limited War with the Twelve Kingdoms. Roll two dice. A number of ship points equal to the sum of the dice roll must be withdrawn according to the guidelines of Random Event E.

G Full-scale war with Twelve Kingdoms. Same as Random Event F, with the following exceptions. On each following random events procedure until the conclusion of peace, ignore Random Events A-F (no event). If Sub-Provincial status has been reached prior to full-scale war, reinforcements to Sub-Province cease until the conclusion of peace between the Empire and the Twelve Kingdoms. Upon the conclusion of peace, Random Events A-F once again become operative and reinforcements resume. Should full-scale war already be underway, again roll dice and remove required ships as the war is progressing badly for the Empire.

H Peace concluded between Empire and Twelve Kingdoms. Full-scale war immediately ends. If no state of full-scale war currently exists, treat as Random Events I and check for Swarm attacks.

I Swarms attack Captaincy-General (or Sub-Province).

Format for planet listings conforms to that on Page 8 of the *STELLAR CONQUEST* Rulebook. For pirate ships, "C" represents corvettes and "S" represent scouts. If the result is —, the planet is uninhabited and no pirate ships are present.

Die Roll		Planet Type				
Red	White	Barren	Minimal	Terran	Subterranean	Terran
1	1	—	—	—	—	Pop: 10 Ind: 2/0 Def: 1/1
1	2	Pop: 5	Pop: 10 Ind: 2/0 Ships: 3S	—	—	—
1	3	—	—	—	—	—
1	4	—	—	Pop: 15 Ind: 3/0 Def: 3/1	—	—
1	5	—	—	—	—	—
1	6	Pop: 10 Ind: 5/0 Def: 2/2 Ships: 3C	—	—	—	—
2	1	—	Ships: 2S	—	—	—
2	2	—	—	—	—	—
2	3	—	—	Ships: 4C, 2S	Ships: 1C	—
2	4	—	Pop: 10 Ind: 2/0 Def: 1/2	—	—	—
2	5	Pop: 5 Def: 1/0	—	Pop: 15 Ind: 1/0 Def: 3/0	—	—
2	6	—	—	—	Pop: 30 Ind: 10/0 Def: 5/3 Ships: 2S	—
3	1	Ships: 1S	—	Ships: 2C	Ships: 2S	—
3	2	Ships: 2S	Ships: 1S	Ships: 3S	Ships: 2C	—
3	3	Pop: 2 Ships: 1C	—	—	—	—
3	4	—	Pop: 5 Def: 1/0	—	—	—
3	5	Pop: 10 Ind: 5/0 Def: 2/2 Ships: 3C, 2S	Pop: 10 Ind: 2/0 Def: 0/1	Pop: 15 Ind: 3/0 Def: 3/1	Pop: 10 Ind: 2/0 Def: 1/1	—

Die Roll		Planet Type			
Red	White	Barren	Minimal	Terran	Subterranean
3	6	—	—	—	—
4	1	—	—	—	—
4	2	—	—	Ships: 3C	Pop: 30 Ind: 10/0 Def: 5/3
4	3	Ships: 3C	—	—	—
4	4	—	—	Ships: 1S	Ships: 1S
4	5	—	Ships: 1S	—	Ships: 1C, 3S
4	6	—	Pop: 15 Ind: 5/0 Def: 4/2	—	—
5	1	—	—	Pop: 20 Ind: 5/0 Def: 5/0	Pop: 40 Ind: 2/0 Def: 6/3
5	2	—	—	—	—
5	3	Ships: 1C	Ships: 1S	Ships: 2S	Ships: 5C, 4S
5	4	—	—	Pop: 20 Ind: 5/0 Def: 5/0 Ships: 5C	—
5	5	Ships: 5C	Ships: 5C	Ships: 5C	Ships: 5C
5	6	—	Pop: 10 Def: 2/0	Pop: 20 Def: 2/0	—
6	1	Pop: 5 Def: 1/0	Ships: 5S	Pop: 20 Ind: 5/0 Def: 4/2	—
6	2	—	—	—	—
6	3	Pop: 10 Ships: 2C	—	—	—
6	4	—	Ships: 3S	Ships: 1C	Ships: 3C, 3S
6	5	—	Pop: 15 Ind: 5/0 Def: 3/0	Pop: 5 Ships: 2S	Pop: 5 Def: 1/0
6	6	Pop: 15 Ind: 15/0 Def: 10/5	Pop: 20 Ind: 10/0 Def: 2/5	*Pop: 40 Ind: 10/10 Def: 10/10 Ships: 5C, 3S	*Pop: 60 Ind: 10/20 Def: 10/15 Ships: 10C, 5S

*Prime Planet

Planet Table

Ship Point Table

Ship	Point Value
Colony Transport	0
*Scout	1/2
Corvette	1
Fighter	2
Death Star	5



*If one scout is alone in a hex its point value is 0, for combat purposes.



Pirate Disengagement Table

Subtract pirate ship points from Imperial ship points at the conclusion of each round of combat (ignoring fractions). Roll one die. If the die roll is equal to or less than the disengagement number for the ship point difference, all pirate spaceships are removed.

Ship Point Difference	Disengagement Number
10+	6
8-9	5
6-7	4
3-5	3
1-2	2
0 or less	1

the disengagement number, all pirate ships are removed.

d. The player must keep track of all ships destroyed for any reason for Victory Point purposes. He receives no Victory Points for pirate ships that withdraw from a hex due to disengagement.

INDEPENDENTS AND DOMINIONS

1. An *independent planet* is any planet given a population by the Planet Table. Its initial population may never exceed the maximum population level specified by its Star Card. Its population will never grow as long as it remains independent. An independent planet never engages in industrial production. An independent planet is always immune to Swarm attacks.

2. An independent planet is conquered when there are no pirate ships in its hex and all missile bases on the planet's surface have been destroyed. Combat between the player's ships and missile bases follows the same general rules as combat between Imperial vessels and pirate ships, except that missile bases and Advanced missile bases have different target priorities. The target priorities of standard missile bases are: fighters, followed by corvettes, then scouts. The target priorities of Advanced missile bases are: death stars, then fighters, then corvettes, then scouts. Missile bases on independent planets may never attack colony transports. Standard and advanced missile bases may "double up" on ships if their target priorities overlap.

3. As in the standard *STELLAR CONQUEST*, a conquered planet remains under the player's control if there is at least one death star, fighter or corvette in its star system (this restriction is lifted once a garrison and dominion is established). But in "The Fate of Empire", such planets are incapable of industrial production. Furthermore, they are subject to Swarm attack and if they end the game without garrisons, do not earn victory points.

4. Conquered former independent worlds become *dominions* when the player has placed garrisons on them. A garrison consists of a population drawn

either from colonies or off-map reinforcements. It must be at least one-fifth (round fractions up) of the subject population, but can never be more than five million for dominions with subject populations of twenty-five million or more. So long as the garrison is present, there is no need for Imperial warships to remain in the star system to exert control over the planet. The non-garrison subject population of a dominion may now engage in industrial production. It may build any type of ship except colony transports, contribute toward any area of research, and build missile bases and planet shields. Garrisons may never engage in any kind of industrial activity (except in the case of evacuation, see 7.b below).

5. Neither the subject population nor the garrison of a dominion may ever grow in size.

6. Command posts may be placed on garrisoned dominions. They may not be placed on conquered planets without garrisons.

7. Dominions may change in status to either colonies or independent planets.

a. If Swarms destroy the entire subject population of a dominion, the world becomes a colony. Any remaining millions of the garrison population automatically become colonists.

b. The player may voluntarily abandon a dominion by embarking the entire garrison on colony transports built by the garrison. This is the only instance in which a garrison may engage in production of any kind. The entire garrison must be evacuated in one turn (there is no possibility of staged or partial evacuation). Evacuated garrisons are never eligible for any population bonus.

c. Evacuated dominions become independent planets. Any factories, missile bases or planet shields built by the player remain. The player receives no Victory Points for evacuated planets.

TECHNOLOGY

1. The player is allowed to conduct research for any item available in the standard game. Industrial plants

Swarm Target Table

White Die		1	2	3	4	5	6
Red Die	1	Lalande	Ceti	Mira	Luyten	Rastaban	Alcor
2	Eridani	Diphda	Kapetyn	Canis	Cephei	Schedar	
3	Mizar	Tauri	Antares	Boots	Polaris	Dubhe	
4	Hamal	Procyon	Aurigae	Lyrae	Lacaille	Scheat	
5	Canopus	Draconis	Almach	Capella	Crucis	Spica	
6	Indi	Mirfak	Vega	Caph	Zosca	Mirach	

Swarm Factors Table

Die Roll	Factors
1	10
2	15
3	20
4	30
5	35
6	40

Anti-Swarm Table

Asset	Swarm Factors Elim
Scout/Transport	0
Corvette*/Missile Base	2
Fighter*/Adv. Missile Base	5
Death Star*	10
Planet Shield	All

*Double factors eliminated if player has Improved Ship Weaponry.

and subject populations on dominions, as well as factories and populations on colonies, may be used for research.

2. If the player has placed a garrison on a Prime planet, he immediately receives Improved Industrial Technology and Robotic Industry, if he does not yet have them.

VICTORY CONDITIONS

The player has been charged, in the name of his Emperor, with the subjugation of the independent worlds, the destruction of smuggler and pirate shipping, and the extension of Imperial rule to as large a volume of space as possible. Victory points are awarded for achieving these objectives, and are deducted for the loss of valuable Imperial spaceships.

1. The game map is divided into five sectors, Sectors 1-4 and Central Sector. (The systems in each are listed below; it is extremely helpful to mark each sector in some convenient manner.) The player receives Victory Points according to the VP Schedule for the establishment of Imperial authority in each sector.

Sector 1: comprising Scorpii, Barnhard, Hamal, Dubhe, Altair, Kruger, Procyon, Aurigae, Zosca

Sector 2: comprising Hydrae, Alcor, Sadir, Rastaban, Mira, Ceti, Lalande, Luyten, Pherda, Eridani, Sirius

Sector 3: comprising Diphda, Ross, Deneb, Kapetyn, Canis, Indi, Ophiuchi, Cephei, Schedar, Mizar

Sector 4: comprising Antares, tauri, Arcturus, Wolf, Bootis, Vega, Wezen, Polaris

Central Sector: Lyrae, Lacaille, Lupi, Cygni, Alaphard, Canopus, Draconis, Almach, Mirach, Capella, Crucis, Spica, Mirfak, Kocharb, Caph

a. For the player to gain Victory Points for extending Imperial rule to a sector, he must have at least one colony or dominion in the required minimum number of star systems therein. The minimum needed to gain VP for Sectors 1, 3 and 4 is three systems; colonies/dominions must

be established in four systems in Sector 2; and the minimum for the Central Sector is five.

b. Victory Points received for rule of sectors are in addition to those received for the colonies and dominions themselves.

2. The player receives Victory Points for each Prime planet that ends the game as a dominion. This is instead of the VPs that would normally be received for possession of a planet of the Prime planet's type.

VICTORY POINT SCHEDULE

Destroy Pirate Ships

- 1 per scout
- 3 per corvette

Establish Colonies or Dominions

- 5 per Barren planet
- 7 per Minimum Terran planet
- 10 per Subterranean planet
- 15 per Terran planet

Establish Dominions on Prime Worlds

- 35 for Subterranean Prime
- 50 for Terran Prime

Establish Imperial Rule in Space Sectors

- 15 for Sector 1
- 20 for Sector 2
- 20 for Sector 3
- 15 for Sector 4
- 25 for Central Sector

Lost Imperial Spaceships*

- 2 per scout
- 5 per corvette
- 10 per fighter
- 20 per death star

*Victory points are not deducted for ships withdrawn due to random events.

VICTORY LEVELS

300+ Victory Points: Decisive Victory. The Empire increases in strength and is much better able to defend itself from the Twelve Kingdoms and the unpredictable onslaught of the Swarms. A grateful Empire elevates the newly acquired volume to the status of Province and awards a hereditary Governorship of it to the Player.

200-299: Substantial Victory. Imperial industrial and military power is greatly augmented, though the Twelve Kingdoms still need to be cowed and the Swarms remain a clear danger to the safety of the Empire. But the player has managed to buy some time before the end of Imperial predominance in the known volume of space.

100-199: Marginal Victory. The benefits of the Imperial expansion outweigh the costs, though just barely. The inevitable conflict between the Empire and the Twelve Kingdoms for interstellar predominance is delayed, but not prevented. Never again will the Empire pin its hopes on such a major expedition. The Emperor pins a medal on the player's thorax, then sends him to rule an isolated system of gas giants orbiting a black hole.

99 or less: Defeat. Imperial prestige suffers a stiff blow, with dangerous consequences for Imperial power. The Twelve Kingdoms become increasingly restive, arming for the final conflict with the Empire. All courtiers advocating expansion prior to the expedition are imprisoned. The player is summarily executed.

AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	53	2517XOW	1
2.	D. Burdick	52	2223GGGO	3
3.	J. Noel	6	2223DDJ	2
4.	J. Kreuz	47	2162HGO	8
5.	B. Singaglio	38	2152GHI	4
6.	E. Mineman	23	2119DFG	5
7.	P. Siragusa	47	2110FHK	7
8.	D. Garbutt	51	2089GIO	6
9.	J. Beard	42	2068HIQ	10
10.	F. Preissle	50	2057LNX	9
11.	P. Gartman	18	2020HGK	11
12.	B. Remsburg	36	2014HIP	13
13.	S. Sutton	20	2012FHM	14
14.	H. Newby	18	2090QIK	12
15.	P. Flory	29	1999BHK	15
16.	M. Sincavage	42	1988EFK	16
17.	R. Beyma	28	1979DDG	22
18.	F. Reese	33	1977IDJ	17
19.	C. Corn	2	1974CDD	18
20.	P. Landry	27	1967HIN	20
21.	F. Freeman	28	1964EPG	21
22.	G. Charbonneau	16	1937HGF	23
23.	W. Scott	50	1932MIV	19
24.	T. Oleson	62	1931XZZ	24
25.	R. Leach	54	1906ILS	26
26.	L. Kelly	46	1889WWZ	27
27.	M. Rogers	13	1880CEH	28
28.	K. McCarthy	7	1872CFI	37
29.	B. Schoose	18	1871GIM	30
30.	T. Deane	5	1856DDB	31
31.	R. Cox	4	1851LKG	25
32.	G. Smith	7	1846FGM	32
33.	E. O'Connor	11	1841FGM	33
34.	N. Cromartie	38	1838GHO	34
35.	R. Berger	2	1833CDE	35
36.	S. Johns	6	1831HFI	38
37.	P. Halfman	3	1830GGN	43
38.	P. DeVolve	19	1828DED	36
39.	F. Ornstein	36	1813GHM	39
40.	J. Anderson	10	1809DDF	40
41.	J. Martin	11	1807DFI	41
42.	M. Simonitch	23	1807DFH	29
43.	R. Phelps	34	1806HJQ	42
44.	D. Mattson	1	1804GIO	—
45.	D. Kopp	12	1799GIN	44
46.	M. Miller	39	1795GHO	45
47.	M. Frisk	7	1793CDH	46
48.	M. Mitchell	1	1790DGK	—
49.	B. Salvatore	20	1789HKO	47
50.	J. Eliason	1	1788DCJ	—

MEET THE FIFTY . . .

Mr. John Michael Noel is 24, married and father of one, holds a degree in Telecommunications and is serving in the U.S. Air Force at Fort Huachuca, Arizona.

Favorite Game: THE RUSSIAN CAMPAIGN

AREA Rated Games: TRC, FE, PB, PL, LW, BB, 81

AREA W-L Record: 18-0 % Time PBM: 85%

Gaming Time/Week: 5 hrs. **Play Preference:** PBM

Hobbies: Snooker, Volleyball, Bowling

Peet Peeve: Careless mistakes by an opponent which results in a returned PBM move

Mr. Noel offers some tips on playing-by-mail:

Due to my restricted work schedule, most of my gaming must be limited to play-by-mail. But, for my serious gaming, I prefer pbm any way since it gives both sides ample time to check out the situation and consider every possible alternative. This makes for better and more enjoyable play all the way 'round. But there are two things to be remembered to have a productive and enjoyable game. First, keep all correspondence exchanged between yourself and your opponent. Second, check everything concerning a move several times before mailing it. There is nothing more frustrating than to wait for an opponent's move, only to have to return it due to a mistake on his part. This takes a great deal away from an otherwise enjoyable pastime.

AH Philosophy . . . Cont'd from Page 2

it." To win, you often have to be willing to take the gamble—at short odds or at long ones. But you must understand when to take that risk, understand what it entails if you fail, and be ready to cope when it does. Being skilled in a game enough to recognize the proper moment to gamble and to recover if things go awry is what sets good players above the average. To "win" in life, you must accept that risk of failure—when you go to school, when you choose a career, when you marry, when you become a parent, when you change jobs. No guarantees—life is a crapshoot. And at times beyond your control—luck—defeat your best laid plans. It is how you react to those instances that marks you in the eyes of those around.

He taught me to accept losing, and to learn from it. No one wins every game; all of us make a mistake here, a bad roll there. We try our best, but still at times we lose. And I was taught to learn something valuable when I lose. Oh, not just about the game at hand, the plays and ploys, the strategy and tactics. There is that of course. But I learned rather painlessly how to handle adversity. In losing a game, there comes that moment when the realization that you will lose dawns. Do you play differently after that moment than before? Do you rail at the rules and systems, curse your martyr's luck, denigrate your opponent? Do you quit? I need to be reminded, even after all these years, that this is not how to handle disappointment. My father learned five years ago that he would not live long; but he played the game out to his very best—and in the process saw three more grandchildren born, met and touched many new friends, and witnessed our world tumble along a bit farther. It was enough.

He taught me to accept winning, and to learn from it as well. The other side of the coin. As with winning, no one loses all the time. And the lessons that offers are just as valuable—perhaps more so. I, for one, make as many mistakes in winning as I do in losing. Rare are the things I finish that I look back on and cannot find fault with, that I do not feel I could have done better. When we, as game players or as human beings, are content to sit back on our laurels—or worse, can't even see that there are improvements to be made—we lose our competitive edge, our desire to do better. I've learned not to take victory for granted, to be thankful when it does come, and not to brag about it. As with the humiliation of losing, human beings all need a dose of celebration now and then. A good man uses that moment of victory to lighten his load but knows how fleeting it can be.

And, finally, he taught me that the greatest thing about playing games is the fellowship and friendship of your equals. A man is best judged, so it is said, by the quality of his friends and by the ability of his foes. Only in gaming can friend and foe be one and the same. You will learn more about a person in the artificial crisis of playing a competitive game than in any other social activity. How does he handle disappointment and success, good luck and bad; does he learn the rules to win; does he "play well". Our hobby has its share of poor sports, inept braggarts, and obnoxious boors; but the majority are intelligent, well-mannered, interesting and interested people. As allies or enemies in the many games I've played, I would not trade the time I've spent with them for any other. My earliest memories of my father all seem to center on the times we were playing cards or checkers. He was my best friend, and my best foe.

So this is what my father left to me. I play games with my two children, and meet a number of young gamers through my work. My happiest hours are spent then. I hope that I can pass on a shadow of what I have learned from that dear man to them. If so, I will count my hours spent in this hobby well repaid.

