

A U X A R M E S !

DIPLOMANIA Supplement ---- NFFF Games Bureau Diplomacy Division ---- Issue Number 1
Editor and Publisher: Don Miller - - - - - 5 November 1968
The Journal of HYPERECONOMIC DIPLOMACY (Postal Diplomacy Game DMK) - This is WAR!!

The Rules and Board -- The rules and board were published in DIPLOMANIA 19/20, and have been distributed to all DMK players either as a part of DIPLOMANIA 19/20, or as an extract from that issue. Several suggested changes to these rules are published in this issue of AUX ARMES! (They are on one side of the pages only, to facilitate cutting them out and pasting/taping them over the modified original rules.) Players are requested to read these revisions closely, and to send their comments and suggestions for additional modifications to the Gamesmaster not later than December 15. As soon as possible after December 15, the GM will publish a finalized version of the rules (or he will notify the players that the rules as modified by the revisions published in this issue stand, and are to be used for the game). The game will then begin, with WINTER, 1900 moves due on January 30, and the game then proceeding at 30-day intervals (such intervals to be shortened if the players find, after a few seasons, that 30 days is too long).

After publishing the revisions in this issue, we have come up with a couple of additional suggestions for changes which we would like to throw out to the players for their consideration.

1. Ref. rule #42, perhaps remaining manpower factors of an over-run country should be treated as "Prisoners" rather than automatically being eliminated from the game, thus requiring the conquerer to maintain a garrison somewhere to stand "Guard".

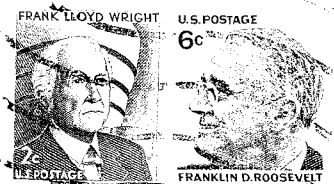
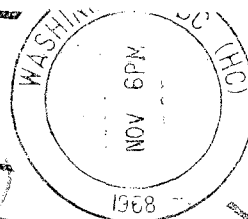
2. Perhaps a rule should be added concerning the formation of a world deliberative body such as a United Nations or League of Nations. All nations in the game would belong to such a body at the start of the game; in addition, non-players would be recruited by the GM (the GM would also participate), to serve as off-the-board members (this would insure that there would always be a number of non-belligerents serving in the world body). Such a body would be enabled to administer sanctions (e.g., they, and not the rules of the game, could administer sanctions for the "killing" of prisoners), serve as a "forum" for debate, and perhaps even determine exchange values of the various national currencies, rule on matters of international law, etc. A world body would increase the role of the small nations by giving them a vote equal to that of a larger nation; it would also enhance the role of the governments-in-exile, and bring more players into the game (as off-the-board non-belligerents). The gamesine, AUX ARMES!, could serve as "world press" -- or the body could put out its own propaganda organ. (The body could also vote sanctions against aggressors; could raise its own armed forces as a world police force, tax its member-nations, etc.) Membership for non-players would be \$1 (free to traders, no charge to subscribers who would, in effect, be gaining an indefinite sub for their \$1 instead of a 10-issue sub). Membership would remain "active" (conditions to be determined) and two votes in a row would be grounds for

sign a rule for such a world body, and

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DIPLOMANIA
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- *Bobker, Steven -- 1009 87th St., N. Bergen, N.J., 07047 (201-869-4146).
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Huddleston, Greg -- %Lt. Col. Thomas B. Huddleston, 7260th Support Bn. (HC), APO N.Y., N.Y., 09633. (All mail via air-mail -- 10¢/ounce.)
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*Johnson, Robert -- Apt. 20-U, Howard Drive, Bergenfield, N.J., 07621 (385-4629).
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*Cowan, Donald -- 1605 8th Ave., S.W., Decatur, Ala., 35601 (?).

NOTE -- Asterisk beside name means we have not yet received your choices of countries to be played; please send us such a list, including all seven or nine, as the case may be, countries in your power-class, listed in order of preference. We must receive your choices no later than Dec. 15, or you will have to trust to chance to give you one of the countries which are left after everyone else has had his choice. You would be well-advised to make a selection yourself! ##### Margaret Gemignani, please send us your second, third, fourth, etc. choices -- you only gave us your first choice at the BAYCON; if we don't receive additional choices by Dec.15, you are in danger of having to trust to chance, as at least one other player has listed your first choice as his. ##### Cowan (\$1) and Huff (\$2) have not yet paid their game-fees. Please do so by December 1, or you will be replaced. ##### Phone numbers needed for Cowan and Evans, NLT Dec. 15.

Replacement Players -- Replacement players are urgently needed to stand-by in case we have any drop-outs; replacements for players whose fees have already been paid get in the game for free. Non-belligerent members of the world body are eligible for a replacement position, if they so specify.

The Gamesmaster -- Don Miller, 12315 Judson Road, Wheaton, Md., 20906 (ph. 301-933-5417; call only between 8 & 10 p.m. EST weekdays except Fri.).

Miscellaneous -- The "House-Rules" published in DIPLOMANIA #18 also apply to DMK. Read these carefully; they will be strictly enforced. See also voluntary "Golden Rules" in DPBA 28 or 29. ##### Non-players please sign up for world body (see page 1); \$1 fee unless you are a Trader or a Subscriber (see Address Code on page 1) by 15 Dec. ##### Address code: P, Player; S, Sample; T, Trade; W, Subscriber (number indicates last issue on sub); X, Last issue, unless....

-- DLM

HYPERECONOMIC DIPLOMACY: Rule Changes

All HYPEREC (DMK) players please make the following changes in the provisional rules which were published in DIPLOMANIA 19/20 and distributed to all players in the game. Players will have until December 15 to consider the amended rules and send their comments to the Gamesmaster. As soon as possible after December 15, the Gamesmaster will publish the finalized rules, and notify the players of their country assignments. WINTER, 1900 moves will be due approximately 30 days after publication of finalized rules (i.e., approx. Jan. 30). From this point on, the game will proceed at approx. 30-day intervals. (We are allowing such long intervals because of the complex nature of this game; if, after a few seasons, the players and the GM find 30 days to be too slow, the interval will be shortened.)

Rule 1 -- No change.

Rule 2 -- No change.

Rule 3 -- No change.

Rule 4 -- No change.

Rule 5 -- No change.

Rule 6 -- No change.

Rule 7 -- No change.

Rule 8 -- No change.

Rule 9 -- No change.

Rule 10 -- Substitute the following for lines 7 through 15:

Major Powers: $\frac{1}{2}$ factor each season.

FRANCE: Also has available at start of game 4 manpower factors in ALGERIA. Gains an additional $\frac{1}{2}$ factor each Summer and each Winter through 1903 (excepting Winter, 1900); these additional factors must enter the game in ALGERIA.

UNITED KINGDOM: Also has available at start of game 4 manpower factors in EGYPT. Gains an additional factor each Summer and each Winter through 1903 (excepting Winter, 1900); these additional factors must enter the game in EGYPT.

Rule 11 -- No change.

Rule 12 -- No change.

Rule 13 -- Substitute the following for the last five lines on page numbered 15:

Supporting, support not cut but not used	4	5
Supporting, support cut	5	6
Supporting, support not cut and is used	6	7

Rule 14 -- No change.

Rule 15 -- Delete last two paragraphs and substitute the following:

At the beginning of the season following the creation of a "State of War", all the Neutrals (both Major and Minor), except those which already have Regular military

units in existence, are automatically "armed" -- that is, a defensive unit or "Home Guard" (H) comes into existence in each province of a multi-province Neutral, and two such units come into existence in Neutrals which consist of only one province; these are created without charge to any of the nation's gold, agricultural, or industrial reserves, and without seasonal charge (i.e., it "lives off the land"); a charge of 1 manpower factor will, however, be made for each Home Guard unit created.

This Home Guard is a purely defensive force, equal to a Corps in strength. If an Alliance exists with a neighboring country, a Home Guard may "move" or support across the borders of that country (it may under no circumstances "attack"). If no Alliance exists, a Home Guard unit is restricted to movements and supports within its own borders (again, it may not "attack"). Home Guards may, of course, support each other within the limitations stated above -- and they may be supported in the same manner as any Regular unit. If attacked, they incur casualties at the same rate as if they were Regular units (see Rule #22). A "surrender" order may be written for a Home Guard unit in lieu of an "action" order.

If a Regular military unit should be created within the borders of a nation which also has a Home Guard unit within its borders, all such Home Guard units owned by that nation (and within its borders) are immediately disbanded (again, at no cost to the nation), with their manpower factor(s) returned to the pool. (Note that the manpower factors tied up in Home Guard units may be used in the creation of Regular units; the dissolution of a Home Guard unit takes place simultaneously with the creation of a Regular unit.)

All actions (i.e., "moves", "supports", etc.) ordered for a Home Guard unit cost the same as if the unit were a Regular unit. Also, even though there are no maintenance costs for a Home Guard unit while said unit is within its own borders, once such a unit leaves its own borders, its owner is assessed at the same rate as if the unit were a Regular unit. And while a Home Guard unit is outside its own borders, it is not automatically disbanded upon formation of a Regular unit within the borders of its owner; however, should it ever return to its country while its country has a Regular unit on the board, it is immediately disbanded upon crossing its own border, and its manpower factor returned to the pool.

Rule 16 -- Delete paragraph beginning "Note:" on page numbered 17, and substitute:

Note: To expedite the writing of orders, and to help the GM keep the battle situation sorted out, units must be given a numerical designation at the time they are created. Corps and Task Forces should be assigned Roman numerals, starting with Roman Numeral "I" with the first unit built by each country, and proceeding from there in numerical order as new units come into existence (e.g., IC, IIT, IIIT, IVC, etc.). Armies and Fleets, when formed, should be assigned the ordinals of Arabic numerals, also beginning with "1st" and proceeding in order (e.g., "1st A", "2nd A", "3rd F", etc.). Territorial Armies use the same numbering system as do Corps and Task Forces. Composite units formed by "board" and "load" orders under the "Convoy" rule (see rule #32) use the same numbering system as do Armies and Fleets.

Rule 16 -- On page numbered 16, change line 7 as follows:
a sea-coast, in which there is a shipyard (see rules 17 and 19). An Army or Fleet can be separated into its components (C's or T's, respectively) at any time.

Rule 17 -- No change.

Rule 18 -- No change.

Rule 19 -- Change lines 3 and 4 on page numbered 18 to:

d. The build was ordered in a province which was not owned by the person writing the order at the start of the season.

Rule 20 -- No change.

Rule 21 -- No change.

Rule 22 -- Delete entire rule and substitute the following:

22. Except in cases where a "surrender" order is written (see rule #31), casualties are assessed (in manpower factors) to the manpower "pool" of a nation, rather than to individual units, as it is assumed that reinforcements are always available. Casualties are assessed as follows:

<u>Orders Given</u>		<u>Manpower Factors Assessed</u>	
<u>Player A</u>	<u>Player B</u>	<u>Player A</u>	<u>Player B</u>
"attack"	"attack"	2	2
"attack"	"move"	-	1
"attack"	"hold"	4	2
"attack"	"stand"	2	2
"move"	"move"	-	-
"move"	"hold"	1	-
"move"	"stand"	-	-

Note: If a supporting unit is attacked and the support it is giving is cut, it is treated as a "holding" unit in the above table. If the support it is giving is not cut by the attack on it, it is treated, in the above table, as a "standing" unit. Units ordered unsuccessfully to "move" or "attack" are also treated as "standing" units.

A "surrender" order written in lieu of a "retreat" order incurs no additional casualties beyond those lost in the battle which precipitated the surrender. A "surrender" order in lieu of an "action" order incurs casualties of one factor if opposed by a successful "attack" order, and no casualties if opposed by any other kind of order. Any casualties incurred when either kind of order is written are assessed to the surrendering unit, rather than to the manpower "pool".

Casualties are computed per season, per player, for each province or borderline area in which units are clashing, regardless of how many units or countries are taking part in the battle. In a "complex" battle (i.e., a battle other than a "simple", or one-to-one battle), casualties will be assessed on the basis of the maximum possible rate assigned to any combination of orders given in the battle.

A few examples of complex battle results are as follows:

- a. ENG: C Portugal at C Castile; C Castile ho; C Castile re Portugal.
FRA: CC Gascony at Castile; CC Aragon sp CC Gascony at Castile.
 Casualties: ENG, 2 factors; FRA, 4 factors ("attack" vs "hold" is higher than "attack" vs "attack").
- b. ENG: C Portugal mo Castile; C Castile ho; C Castile re Portugal.
FRA: CC Gascony at Castile.
ITA: CC Aragon at Castile.
 Casualties: ENG, 2 factors ("hold" vs "attack" is higher than "move" vs "attack"); FRA, 4 factors ("attack" vs "hold" is higher than "attack" vs "attack"); ITA, 4 factors (same reason as for FRA).
- c. ENG: CC Portugal at Castile.
FRA: CC Gascony at Castile.
ITA: CC Aragon at Castile.
 Casualties: ENG, 2 factors; FRA, 2 factors; ITA, 2 factors.
- d. ENG: CC Portugal at Castile.
FRA: CC Gascony at Castile; CC Avignon at Aragon.
ITA: CC Aragon at Castile.
 Casualties: ENG, 2 factors; FRA, 4 factors (fought battles in both Castile and Aragon); ITA, 4 factors (same reason as FRA).

Rule 23 -- Delete entire rule and substitute the following:

23. "Move" Orders -- A "move" order (mo) is given when a player merely wants to move a unit from one province to another (avoiding combat if possible). A unit which is ordered to "move" may not be supported in place in the province from which it is moving, nor may it be supported into the province to which it is ordered to move. Only one Corps or Task Force at a time may be ordered to "move" from any one province into a particular adjoining province during the same season. (Note that a composite convoy unit (CT) is treated as a single T, and so may still move.) A "move" order is stood off from, and has no effect on, a province in which a unit is ordered to "stand", "hold", or "support", or into which a unit is ordered to "attack" -- but it does stand off (and is itself stood off by) another unit which is ordered to "move" into the same province. If the province from which a unit ordered unsuccessfully to move is itself attacked in the same season, the unit which tried unsuccessfully to move is treated defensively as a "standing" unit. A "move" order may be written during any season.

Seasonal assessments (per Corps or Task Force ordered to "move") are as follows:

	<u>Manpower*</u>	<u>Gold</u>	<u>Agricultural</u>	<u>Industrial</u> [ⓐ]
If unopposed	-	1	5	3 or 4
If opposed	0 or 1	1	5	4 or 5

*See rule #22. Note that these are per province or borderline area.

[ⓐ]See rule #13.

Rule 24 -- Delete entire rule and substitute the following:

24. "Attack" Orders -- "An "attack" order (at) means just what its name implies -- i.e., that the player writing the order wishes to attack an adjoining province, overcoming any enemy opposition and occupying the province, if possible. A unit which is ordered to "attack" may not be supported in place in the province from which it is attacking, but it may be supported into the province to which it is ordered. Attack orders may not be given to units other than Armies (2 Corps) or Fleets (2 Task Forces), and only one Army or Fleet may attack a given province at the same time from the same province. If the province from which a unit ordered unsuccessfully to attack is itself attacked in the same season, the unit which tried unsuccessfully to attack is treated defensively as a "standing" unit. An attack order may be written during any season.

An attack is successful, and any units in the province under attack are dislodged, if the combined number of attacking and supporting (i.e., with support uncut) Corps and Task Forces is equal to two times or more the combined number of defending and supporting (with support uncut) Corps and Task Forces. (Note that two or more attacks of "equal" force upon the same province at the same time stand each other off, without dislodging the defending unit(s).

Seasonal assessments (per Army or Fleet ordered to "attack" are as follows:

	<u>Manpower*</u>	<u>Gold</u>	<u>Agricultural</u>	<u>Industrial</u> [ⓐ]
If unopposed	-	2	10	10 or 12
If opposed	2 or 4	2	10	14 or 16

*See rule #22. Note that these are per province or borderline area.

[ⓐ]See rule #13.

Rule 25 -- Delete line 8 and remainder of rule on page numbered 20, and substitute:

rather than "attack". For purposes of computing casualties in an attack upon a supporting unit, the supporting unit is treated as a "holding" unit.

Seasonal assessments (per Corps or Task Force ordered to "support") are as follows:

	<u>Manpower*</u>	<u>Gold</u>	<u>Agricultural</u>	<u>Industrial</u> [ⓐ]
If support is not cut and is used	-	1	5	6 or 7
If support is cut	2	1	5	5 or 6
If support is not cut but is not used	-	1	5	4 or 5

*See rule #22. Note that these are per province or borderline area.

ⓐSee rule #13.

Rule 26 -- Delete entire last paragraph beginning with "Seasonal" and substitute:

Seasonal assessments (per Corps or Task Force ordered to "stand") are as follows:

	<u>Manpower*</u>	<u>Gold</u>	<u>Agricultural</u>	<u>Industrial</u> [ⓐ]
If attacked	2	1	5	3 or 4
If not attacked	-	1	5	2 or 3

*See rule #22. Note that these are per province or borderline area.

ⓐSee rule #13.

Rule 27 -- Delete entire last paragraph beginning with "Seasonal" and substitute:

Seasonal assessments (per Corps or Task Force ordered to "hold") are as follows:

	<u>Manpower*</u>	<u>Gold</u>	<u>Agricultural</u>	<u>Industrial</u> [ⓐ]
If attacked	2	1	5	5 or 6
If not attacked	-	1	5	4 or 5

*See rule #22. Note that these are per province or borderline area.

ⓐSee rule #13.

Rule 28 -- No change.

Rule 29 -- Change very first line appearing on page numbered 21 to read:

29. "Retreat" Orders -- If a "retreat" order (re) is written for a dislodged unit,

Rule 30 -- No change.

Rule 31 -- Delete entire rule and substitute the following:

31. "Surrender" Orders -- A "surrender" order (su) may be written in lieu of an "action" order, as well as in lieu of a "retreat" or "no retreat" order. If written in lieu of an "action" order, it takes effect if any enemy unit successfully enters the province in which the "surrendering" unit is located, regardless of whether or not the enemy unit was supported. (Note that a unit for which a "surrender" order is written in lieu of an "action" order has no effect whatsoever on any enemy unit trying to enter the province in which the surrendering unit is situated -- i.e., the surrendering unit does not stand off, or inflict any casualties upon, any enemy unit which is ordered to either "move" or "attack" into the province in which the surrendering unit is situated.) If written in lieu of a "retreat" or "no retreat" order, it takes effect only if the unit for which the "surrender" order was written is dislodged.

If a "surrender" order is successful, the captor must immediately move the captured unit from the province in which the capture took place to any other "occupied" province on the board in which the captor has at least one Corps which may serve as "Guard" (G) for the captured unit (PPP -- one "P" for each manpower factor in the captured unit; see below). (Only a Corps may serve as "Guard", and a single Corps may guard any number of captured units of any size.) (The initial move of a captured unit to a "prison camp" is made at the beginning of the season following the season in which the capture took place, and in addition to any other action which may be taken during that season.) Thereafter, the captor may move the captured unit only

to an adjacent province, and only to one in which he has a unit which can serve as "Guard" (or he may move his "Guard" unit along with the captured unit).

A "Guard" unit may not "attack" or "support" -- it may only "hold", "move", or "stand" (but it may be supported). A "Guard" unit which is dislodged may not take its prisoners along with it.

Note that a captured unit may, if the unit sustained casualties in the battle which resulted in its capture, be at less than full manpower strength. These units will be treated, as far as the captor is concerned, as if they were full units, except that agricultural costs will be computed per captured manpower factor rather than per unit, as described below. Notation for these units will be one "P" for each manpower factor present (e.g., a 2-manpower factor captured unit would be designated by "PP").

A captured unit is "liberated" if the original owner of the captured unit succeeds in getting a unit of any kind into the same province as the captured unit. The manpower factors of a "liberated" unit are returned to the manpower "pool" of the original owner, at the cost of one industrial factor per manpower factor returned. "Liberated" manpower factors may not be utilized in the raising of new units until one full season has passed since their "liberation".

A captor may, if he so desires, release captured manpower factors (P) by writing a "free" (fr) order. Freed factors are returned to their original owner's manpower "pool" in the same manner as are "liberated" factors, at a charge of one industrial factor per "freed" manpower factor to both the captor and the original owner. This gives a basis for "prisoner exchanges". Prisoners may be released only to original owner. If original owner is out of game, or is in exile, prisoners may still be released, but they are removed from the board (to overseas exile) until such time, if ever, that original owner is again in control of a government; to get these factors back, the restored owner would then have to pay $\frac{1}{2}$ gold factor and 2 industrial factors per manpower factor.

Also, a captor may, if he so desires, "kill" (ki) some or all of the manpower factors (P) in a "prison camp" at a rate not to exceed one factor per prison camp per season. A "kill" order may be cut by an attack, in the same manner as a "support" order is cut (see rule #25). There is no charge for a "kill" order -- but, because of the alienation of world opinion produced by such an order, a player who writes a "kill" order may not participate in "world trade" (as defined by rules #36 and 37) for five game-years, beginning the season following the one in which the "kill" order was written.

The owner of a unit which surrenders permanently loses the total value of the unit in agricultural and industrial factors, as well as one-half a gold factor. He loses the total manpower factors of the captured unit until such time as the may be "liberated" (or "killed").

The captor of a unit which surrenders is assessed one (1) agricultural factor per season per manpower factor guarded, and one (1) industrial factor for each "Guard" unit (in addition to normal maintenance costs of "Guard" unit), as the cost of maintaining the captured men.

Rule 32 -- Delete last sentence of second paragraph and substitute the following: Once loaded, convoy may move either to sea or along coastal provinces -- but when in coastal province convoy rules which follow apply -- i.e., when in coastal province, composite CT or AF convoy unit is treated as if it were at sea, and as if it were a single T or F, respectively, for purposes of combat. "Load" and "board" orders may be written during any season.

Rule 32 -- Delete last sentence of third paragraph and substitute the following: It is not necessary to designate the individual units by their Roman numerals or Arabic ordinals while they are in a convoy. However, the composite CT or AF should be designated as stated in rule #16.)

Rule 32 -- Delete last sentence on page numbered 23 and substitute the following: (Note that units in a convoy may surrender in the manner prescribed in rule #31. Note also that an AF may be separated into its constituents (CT's) at any time.)

Rule 33 -- Delete entire rule and substitute the following:

33. During any season, any two players may send in a written statement (signed by both players on the same sheet) to the GM for publication, proclaiming the establishment of a "Joint Command", and specifying the individual military units to be placed in said command. Creation of such a command takes place at the beginning of the season which follows publication of the proclamation. Thereafter, the units in that command may co-exist in the same province (with the owner of each unit in the command paying the full "maintenance" and battle costs for his units), and orders for all the units in the command must be sent to the GM on a single sheet of paper, signed by both players. (If only one player sends in an order, or signs the order, all units in the command stand "unordered".) No more than two nations may participate in a single Joint Command.

During the establishment of or at any time during the existence of a Joint Command, the players in the command may designate one of themselves to write orders for one or more units in the command. Designation of this authority is made in the same manner as that described above for the establishment of a Joint Command. Once so authorized, only the designated player may send in orders for the units so specified until such time as the authority is withdrawn. Withdrawal of such authority is made in the same manner as that described below for the dissolution of a Joint Command. A time-limit may be set upon such authority in the orders establishing it, if the players so desire, in which event the authority may also be terminated simply by the elapse of the specified length of time.

To dissolve a Joint Command, both players in the command must send in written orders to this effect to the GM, in the same season, with the dissolution to take effect at the end of the season in which the orders are received. A Joint Command may not be dissolved while the two players in the command have any units co-existing in the same province.

Note that the only way that the units of two different nations may exist in the same province at the same time is under a Joint Command. Note also that, under a Joint Command, the naval units of one power could convoy the land units of another power, so that, under a Joint Command, the strengths of one power could complement the weaknesses of another quite nicely.

To protect both players in a Joint Command, the proclamation establishing the command should be made in duplicate, with each player sending to the GM a copy which has been signed by both players. This is the only way the GM can be sure that neither player has altered the agreement after it was signed by the other player.

When a Joint Command is formed, the orders should also specify which of the two players is to be responsible for assigning numerical designations to any composite units (A's, F's, CT's, AF's) formed during the existence of the command. Any casualties assessed to composite units formed by units of both players in a Joint Command are assessed equally to the two players in the command (casualties taken by single units or composite units belonging to a single player) in a Joint Command are assessed to the owner of the unit(s) involved.

Rule 34 -- No change.

Rule 35 -- Change line 6 to read as follows:
combination of same; manpower factors may not be traded.* In addition, a "trade

Rule 35 -- Delete entire portion of rule appearing on page numbered 25, and substitute:

For their own protection, to avoid either player altering the trade agreement after the other has signed it, the agreement should be made in duplicate, with each of the two players sending to the GM a copy which has been signed by both players.

*See rule #50.

Rule 36 -- No change.

Rule 37 -- Delete entire first paragraph and substitute the following:

37. At the beginning of each season there is available for purchase by each player a limited supply of agricultural factors, equal to 1/20th of the agricultural factors used by all the players combined during the preceding season (with payoff rounded upwards to the nearest whole factor). There is also available for purchase, each season by each player, a limited quantity of industrial factors, equal to 1/20th of the industrial factors used by all the players combined during the preceding season (with payoff rounded upwards to the nearest whole factor). These factors represent supplies available from non-belligerent nations in other parts of the world, and are available for purchase by any nations -- Major Powers and Neutrals -- who can afford to purchase them. These extra factors do not accumulate from turn to turn -- any factors which are not purchased during the season in which they become available are "cancelled" at the end of that season.

Rule 38 -- Delete entire rule and substitute the following:

38. During the Winter season of any game-year, players may send to the GM written orders "investing" any number of whole gold factors not to exceed five. (No more than 10 factors, total, may be tied up in "investments" by any one nation at any given time.) "Invested" gold factors may only be withdrawn by a written order to the GM during a Fall season; earnings may only be withdrawn during a Fall season. New "investments" begin gaining (gold investments never lose) at the end of the season in which they were "invested", and cease gaining at the end of the season in which they are withdrawn. Earnings are never computed for earnings; only the original "investment" may earn.

Gold factors earn at the rate of 0.1 factor per every five gold factors the GM collects during a given season from all of the players except the "investing" player. Only one-half factors and multiples thereof may be withdrawn; amounts of less than one-half factor remain the property of the "world bank" (GM).

Rule 39 -- No change.

Rule 40 -- Delete entire rule and substitute the following:

40. The player owning the province of Schleswig-Holstein will be assessed one (1) industrial factor per season. This represents the cost of operating the Kiel Canal. Likewise, the player owning EGYPT will be assessed one (1) industrial factor per season, as the cost for operating the Suez Canal.

Either canal may be shut down at any time by the player owning it. It may then be reopened by a player occupying it for two consecutive seasons, at a cost of 10 industrial and 2 agricultural factors to the player doing the reopening. One full season must elapse after the "open" order is given before a canal can be used. The additional "colonial" manpower factors available to the UNITED KINGDOM (see rule #10) may not be used unless the Suez Canal is open. The province of Schleswig-Holstein becomes a multi-coastal province (East Coast bordering on DENMARK, Pomerania, and Baltic Sea; West Coast bordering on Heligoland Bight, Hanover, and DENMARK) when the Kiel Canal is closed.

Rule 41 -- Delete entire rule, and substitute the following:

41. Beginning in Fall, 1900, agricultural factors on hand at the end of each season for each nation are reduced by $\frac{1}{4}$, such reduction coming after costs are assessed, but before yields and other income are credited. This $\frac{1}{4}$ penalty represents the natural deterioration of agricultural products. Invested factors do not suffer the $\frac{1}{4}$ reduction. When $\frac{1}{4}$ of a nation's on-hand factors isn't a whole number, the fraction is rounded upwards to the next integer in all cases.

Rule 42 -- Delete first paragraph and substitute the following:

42. When a nation -- whether Major Power, Major Neutral, or Minor Neutral -- has no units left on the board and no territory in which to build new units, his remaining manpower factors are eliminated from the game. The player capturing the last province owned by the defeated player (whether home or foreign territory) gains one-half of the remaining gold factors of the defeated nation. The other half stay with the defeated player. Any fractional remainders of less than $\frac{1}{2}$ gold factor go to the "world bank" rather than to the players. Any gold tied up in investments at the time of a player's defeat remains the property of that player.

Rule 42 -- Delete entire first paragraph on page numbered 27 and substitute:

A defeated player has two seasons after his defeat to negotiate a deal with one of the other players in the game. If such negotiations are successful, the defeated player may then remain in the game as a "partner" to the player with whom the deal was made, under whatever arrangements are specified in the terms of the deal (said deal being sent to the GM with signatures of both players, on the same sheet of paper). The gold factors taken with the defeated player are added to the treasury of the country in which the defeated player finds exile, to be used in any manner desired by the player whose treasury it is, subject to any special arrangements made as part of the deal.

Rule 42 -- Delete the entire fourth paragraph on page numbered 27 (beginning "An exiled player may also . . .") and substitute the following:

An exiled player may also set up a "government-in-exile" in any vacant province on the board and apply for recognition by the other nations on the board. (By "vacant" is meant no Regular, Territorial, or Home Guard military units are present in that province.) If a majority of the nations on the board (or four Major Powers, whichever is less) notify the GM that they are "recognizing" the exiled player's government-in-exile, the exiled player is back in the game again, with a new manpower factor assigned to him equal to $\frac{1}{4}$ the factors he had at the time of his defeat, or 5 factors, whichever is smaller. He also has an agricultural and industrial "pool" equal to two times the seasonal yield of that province, and, of course, the gold factors he took with him when he was defeated. Finally, he automatically has a "Home Guard" in his new nation as soon as he is recognized. (He may, of course, call his new nation by any name he desires.)

Rule 43 -- Delete entire rule and substitute the following:

43. Switzerland has a special status in the game. It may not be entered by the military forces of any other nation, and it may not itself raise military forces. Its role in the game is a purely economic one -- i.e., it may only trade, invest, loan, borrow, etc.

Any defeated player may, if he wishes, exile himself to Switzerland, but while he is there, he may neither raise a military unit nor overthrow the Swiss or any other government by a coup. His role while he is in Switzerland may only be one of economics.

Any number of defeated players may find exile in Switzerland. The only factors they may take with them to Switzerland are the gold factors they are allowed (by the rules) to take out of their defeated country (i.e., one-half of the

remaining gold supply). Upon arrival in Switzerland, $\frac{1}{4}$ of the gold in their possession (rounded upwards to the nearest $\frac{1}{2}$ -factor) must be turned over to the Swiss treasury. The remaining gold they may invest, loan, etc., with a separate account of the gold balance of the exiled players in Switzerland being kept by the GM. At the end of each Fall season, the exiled players in Switzerland must pay a "tax" to the Swiss government of $\frac{1}{4}$ of their net earnings during the year (rounded downwards to the nearest $\frac{1}{2}$ factor).

Once exiled to Switzerland, a player may leave only if invited by another player to take up exile in a province owned by that nation -- in which event, the "exile" and "coup" rules (rule #42, page 27, paragraphs 1 and 3, respectively) take effect. A player leaving Switzerland by this method must leave behind $\frac{1}{4}$ of his total treasury (rounded downwards to the nearest $\frac{1}{4}$ factor). The method described in this paragraph is the only method whereby a player may leave Switzerland.

Rule 44 -- Delete entire rule and substitute the following:

44. If, at the beginning of any season, a nation has a negative balance in any one of the four factors (manpower, gold, agricultural, or industrial), only "stand", "demobilize", and "destroy" (and, if sufficient industrial factors remain, "free" and "kill") orders may be written for the units of that nation until such time (if ever) that the negative balance has been eliminated.

Rule 45 -- Delete entire rule and substitute the following:

53. If, at any time after a "State of War" has been created, only one nation has military forces on the board (other than Home Guards) for three consecutive seasons, the war will be declared ended by the GM, with that nation being declared the winner. A nation may also win by possessing $\frac{1}{2}$ or more of the total gold factors still in the game (including those invested) for two consecutive seasons.

Rule 46 -- Change the first line to read:

54. The Gamesmaster reserves the right to adjust the economic structure, after

Rule 47 -- Change the first line to read:

55. Abbreviations used in writing orders:

Rule 47 -- Under "Types of Orders:" add the following:

fr -- free
ki -- kill

Add the following new rules:

45. The Arctic Ocean freezes over every Winter season. Any T's, F's, CT's, or AF's in the Arctic Ocean at the beginning of a Winter season are destroyed. No motion into, through, or out of the Arctic Ocean is possible during the Winter.

46. Fishing rights to a sea province accrue automatically to all the countries which own provinces (either home or captured) which border on that province. Each such country gains one agricultural factor per season per sea province (coastal provinces do not count as sea provinces for the purpose of this rule) on which they border, providing said sea province is not occupied by a hostile naval unit at the end of the season. The Arctic Ocean produces no agricultural income during the Winter season.

47. Players may invest 1 gold factor per season in either agricultural or industrial "research" (or they may invest one gold factor in each). For each country so investing, the GM will throw a die. If a 1 or a 6 comes up for a player, said player gains, from the next season on, a permanent increase of one agricultural or industrial

factor per season, as appropriate. Such investments, whether successful or not, may be made during as many seasons as desired.

If defeated, a player takes with him his increased agricultural and/or industrial capacity, with the new owner of his country getting only the original yields from the conquered provinces (i.e., technological advances are a player-rather than a country-function). He may simply hold his technological capabilities in abeyance, or he may make whatever deals he sees fit in whatever country he finds exile. If exiled to Switzerland, his increased capacity is not automatically taxable.

He may also loan, sell, or rent his increased capacity out to other nations, whether defeated, exiled, or still in his original country. The increased yield would then go to the player who received the increased capacity from its original owner.

48. At the beginning of each season, the GM will throw a pair of dice to determine whether or not agricultural yields will be exceptional, normal, poor, or very poor (natural disaster). If an 11 or 12 is thrown, the yield will be 10% better than that shown in the table in rule #5. If a 3 is thrown, the yield will be 10% below that shown in the table in rule #5. If a 2 is thrown, the yield will be 30% below that shown in rule #5. If a 4 thru a 10 is thrown, the yield will be the same as that shown in the table in rule #5. Such variances apply only to yields to be gained at the end of that season, and they apply equally to every nation on the board (except that foreign trade is not affected). Any fractional results are rounded down to the nearest integer.

49. The highest bidder (in gold) may hire the services of 2 "mercenary" manpower factors which are available each season from off-the-board nations. Once hired, these mercenaries become the permanent property of the winning bidder. The winning bidder must also pay one industrial factor for each manpower factor gained. Bids may be made each season on either one or both of the available factors. In ~~matching~~ bids for single factors against bids for both factors, the latter bids will be halved and split into two equal bids for the single factors.

50. Players may make deals between themselves as they see fit to interchange manpower factors (except that they may not be part of a Trade agreement). Such interchanges are permanent, unless specified otherwise in the agreement. Such deals may be made unilaterally. Routes must be specified for such manpower transfers (as in rule #35 for Trades), with blockades, tolls, etc. being possible as with Trades.

51. During the game military technology will not be standing still. If the game lasts long enough, the players may see provisions for the use of limited air power, e.g., added to the rules. The exact details on how this would be accomplished will be spelled out in a later issue of AUX ARMES. Suffice it to say for now that it might go something like:

The GM would announce in, say, 1907, that the player who submits the best (in the GM's opinion) set of rules for the use of limited air warfare (may include designs, drawings, etc. of aircraft in addition to rules -- such designs, drawings, etc. to be in black ink on white paper, suitable for reproduction and publication) may begin in Spring, 1910, to build such aircraft, and may begin using them in the Summer of 1910. Other players may begin building them as soon as the first player begins using them. Submarines and other inventions might similarly come into being.

52. Anything which is not expressly or implicitly forbidden in the rules, and is (in the GM's opinion) within reason and within the spirit of the game, is allowed -- e.g., the formation of "puppet" states, the merging of two countries, etc. It is all up to the fertile imaginations and infinite resourcefulness of the players....

((See page one for a couple more suggestions for new rules. --GM))