Comrades In Arms

10

ROMAN EMPIRE
ca. A.D. 395
and Major Barbarian Migration Routes
A.D. 2d to 6th centuries

Legend:
- Goths and Visigoths
- Ostrogoths
- Vandals
- Anglo-Saxons
- Lombards
- Franks
- Burgundians

Scale: 0 — 200 — 400 Miles
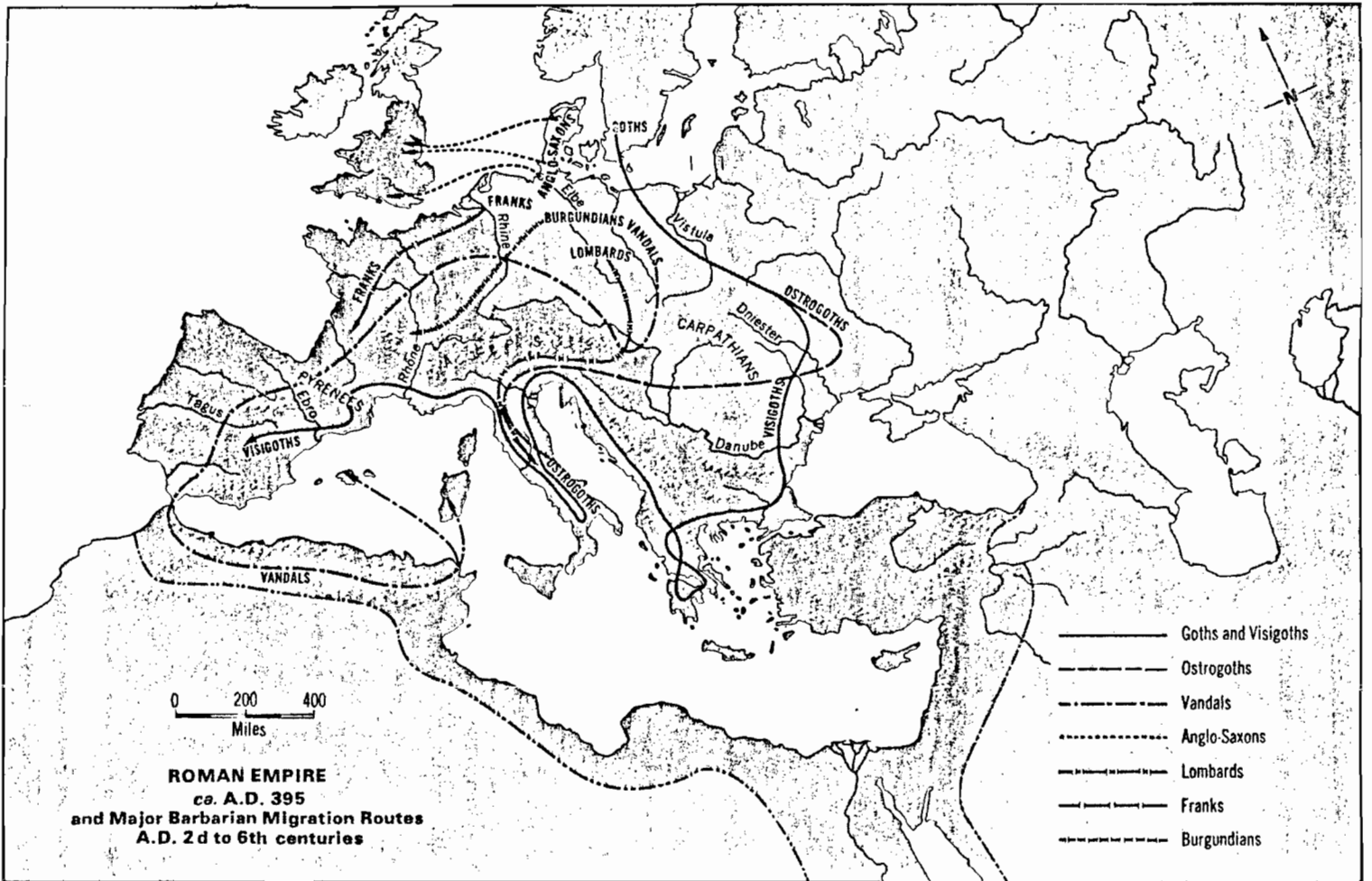
This is Comrades In Arms, the best amateur game xyn that comes three-hole punched. To ring in the new year, Comrades In Arms sports a new look, thanks to the Sears Electronic Graduate which now acts as a printer to my Atari 130XE. Pretty spiffy, eh? I am Tom Swider, and we play any game here except Diplomacy; there are many other fine xyns that do that. This xyn goes out free to all players and contributers.

Game Openings

Dune: This game has filled and will start next issue.

Vacation Diplomacy: Guest GM Paul Kenny. Tired of the hobby? Take a vacation! $3 gamefee. Rules from Paul for $1 and a SASE. Wilson, Richter, Cheek, Laboon, Cox and Hess signed up. Need 1 player.

Railway Rivals: The Game of Steam Power by Games Workshop. We will use the London to Liverpool map used in the boxed edition. A copy of the rules and map are available for a SASE. Up to six players; will start with four. Holley signed up.

VANDALS!: Playtest of my new Dip variant, included in this issue. Need five volunteers.

Northern Ireland: Paul's first variant design; included in this issue. Need seven volunteers for the first playtest.

Treachery: Dropped due to lack of interest.

Standby Players

I will need to develop a list of players who are willing to replace players who drop their positions. Being a standby assures your subscription to the xyn. Let me know whether or not you wish to standby and for which games.

STANDBY PLAYERS: Jack McHugh (anything).

Near the end of 1987, I quit my job at Bradlees due to several factors; job stress and unrealistic managerial demands amongst them. Some pondering about my own goals led me back to the fact that I wish to work as a Training Specialist, and the retail job markets don't appear to be a route towards my goal. It will be a difficult few months while I am job searching, but with enough determination, I will find work which will compliment the BS degree which I worked so hard to earn. The holiday season isn't the greatest time to make a career switch, but it has given me some time to rewind from the Christmas rush, set new goals and to organize my job search. Here's to a GREAT 1988!

It looks as if this may wind up being a variant issue. First, I have my own variant titled VANDALS!, which is my first attempt at doing something along historical lines. I have done some reading up on the topic and have corresponded with Thomas Franke and Fred Davis about this variant. Thomas publishes Genesis, a subxyn of Sauri All-stars Unlimited, a West German xyn, and happens to be an in ancients buff. He suggested some map changes which makes VANDALS! more believable. Fred made some general suggestions, many of which I've implemented. Perhaps in the future I will add some rules to the game so that it is more like a wargame, and abandon the more abstract Diplomacy rules? And by all means, do read about the Fall of Rome; you might find out that the "Barbarian" Germans weren't so barbaric. All they really wanted were some of the fruits for which they borne for Rome.

Standard Deviation #3

Hi! This is Paul Kenny again, and Tom has his 130XE back again. Gosh, with the set-up he's got with this, I regret ever having bought my Commodore. Actually, it isn't too bad; I just got a Turbo RAM cartridge which speeds things up a lot. My vacation has also been sped up. By the time I finally get around to doing some things, it's back to school. Hope this semester is better.

Here's my new dip variant. Anybody wishing to play in the first game plays for free.

NORTHERN IRELAND
By Paul Kenny (1988)

1) The rules for Avalon Hill's Diplomacy will apply unless otherwise ruled below.

2) There are seven powers; The British, OIRA, PIRA, UDA, UVF, INLA and Eire.

3) The following names are to be considered equivalent: English, British, or Brit; PIRA and Provo (IRA); OIRA and Official (IRA); Republic of Ireland and Eire.

4) The starting positions:

UVF	: A Londonderry; A Coleraine; A Anttrim
UDA	: A Shankill; A Hollywood; A Downpatrick
Provo	: A Falls; A Armagh; A Andersontown
Official	: A Derry; A Bogside; A Strabane
INLA	: A Enniskillen; A Omagh
Republic	: F Dublin; A Drogheda; F Donegal
Britain	: F London; F Liverpool; A Belfast; A Larne

5) There is a spring season, a fall season and a build season. New units may be built in any center under that player's control, except for America. No power can build in America. Any player can build fleets in his controlled coastal supply centers.

6) This was meant to be a Black Press game.

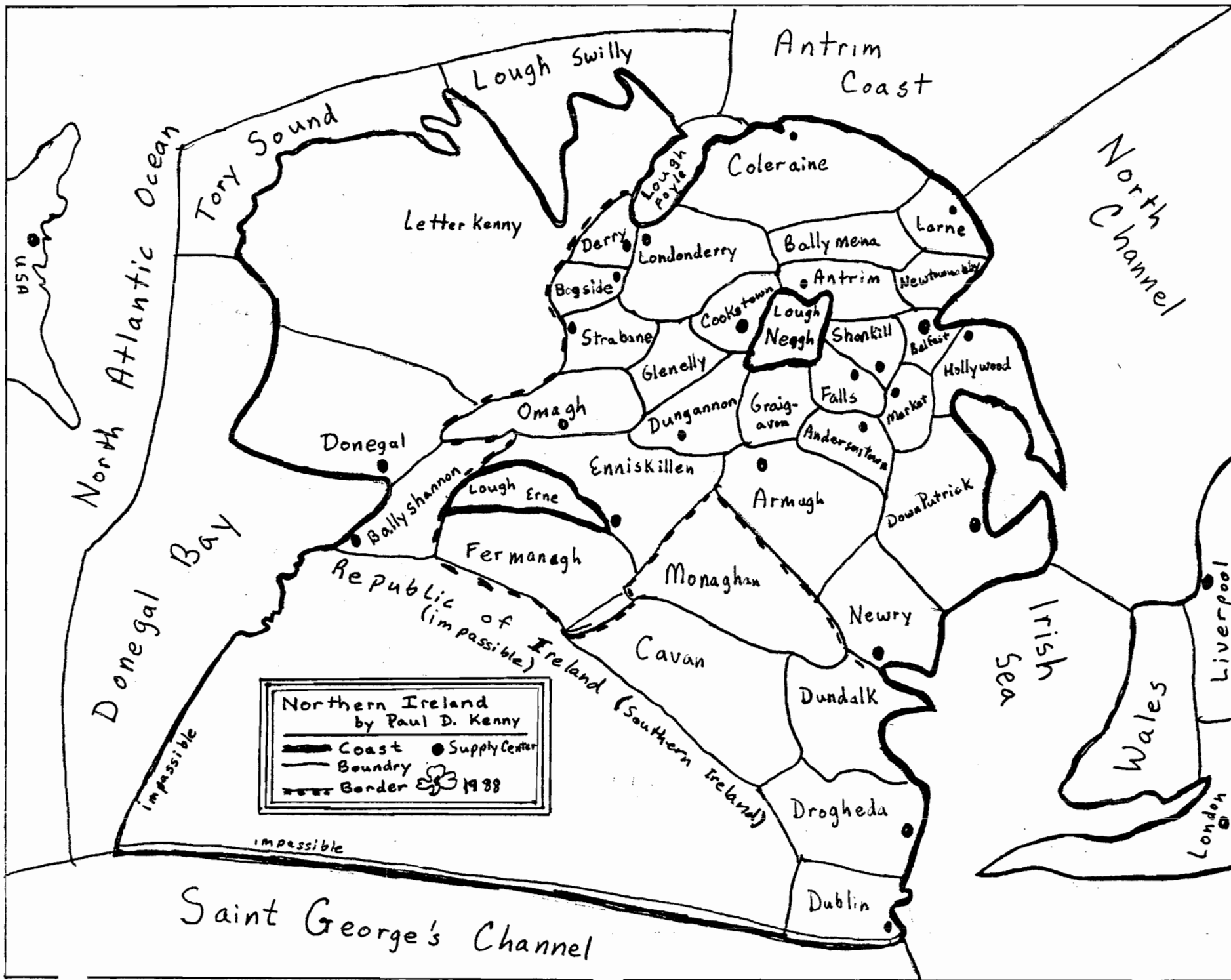7) To win, a single power must have 13 supply centers.

DESIGNERS NOTES:

The rules are meant to keep this game simple. Situations are still represented in abstraction.

Although America is a free center, when taken, it is not conquered by a power. The American center is there to provide more strength to the power that invests the effort to gain American support. In other words, if the British take America, they have succeeded in convincing the Yanks into not only cutting support for the Irish, but also in helping the Empire. If an Irish player has control of the American center, then American opinion is in that player's favor.

The British player can be eliminated. This doesn't mean that the UK has been conquered, but that British public opinion is so fed up with the war that the British pull out of Northern Ireland. Continued support by the English supply centers represent support by those parties who reside there.

Likewise, if any Irish power finds itself eliminated, it will probably mean they have been neutralized....at least for awhile.

That's it.
Fort Pitt.

Antrim Coast

Lough Swilly

Tory Sound

North Atlantic Ocean

North Channel

Coleraine

Lough Foyle

Letter kenny

Derry

Londonderry

Ballymena

Larne

Bogside

Antrim

Newtownabbey

Cookstown

Lough Neagh

Shankill

Belfast

Strabane

Glenelly

Falls

Hollywood

Omagh

Dungannon

Graig-aven

Market

Donegal

Enniskillen

Andersonstown

DownPatrick

Ballyshannon

Lough Erne

Armagh

Donegal Bay

Fermanagh

Monaghan

Newry

Irish Sea

Republic of Ireland (impassible) (Southern Ireland)

Cavan

Dundalk

Liverpool

Wales

London

impassible

Northern Ireland
by Paul D. Kenny

━━━ Coast   ● Supply Center
──── Boundry
╍╍╍ Border   🍀 1988

impassible

Drogheda

Saint George's Channel

Dublin

usa

VANDALS!
c. By Tom Swider (1988)

1) Starting Positions:

Roman Empire: Begins with one army in each city on the board. Also starts with the Roman Navy
        (F Tys) and K Rome. Initially owns all 33 cities.   Treasury is 10 Denarius (D).
Huns: 1 A, 2 C's and 1 K in Tribal Area Sarmatia, OD.
Goths: 3 A's, 1 C, and 1 K in Tribal Area Burgundiones, 3D.
Vandals: A Hermunduri, A Marcomanni, K Agri Decumates, A Germania Superior, A Germania Inferior, OD.
Franks: 3 A's , 1 F , and 1 K in Tribal Area Vetera, 2D.

        Use the following colored blocks for face to face games: Romans (Red); Huns (Yellow); Franks
(Blue); Vandals (Black); Goths (White)

        The game begins in Spring 441 a.d. Each turn is one year of time. The last three players are
collectively refered to as the "German Kingdoms".

2) Tribal Areas
        (a) All non-Roman units start the game in their Tribal Area, with the exception of the Vandals.
        (b) Units may stack indefinitely in a Tribal Area. They may also support out of their homeland
into any adjacent space.
        (c) Only friendly units may enter a Tribal Area. For example, a Hun unit may not enter the
space labled "Goths".

3) Mountains and Rivers
        (a) The Alpes Montes and Carnicae Alpes are dense mountain spaces, and are marked with contour
lines along their borders.
        (b) Anytime an Army and/or Cavalry unit occupies a mountain space, they each defend with one
additional strength point each. This additional point of defense is still given if the unit moves
that turn.
        (c) An army defending its space from an attack made entirely across a river boundary adds one to
its defense (including barbarian armies which moved but were opposed). The bonus is negated if any
of the attackers' supports come across a non-river boundary. Example: FRANKS: A Aquitania-Lugdunum(s
a Narbo). An army in Lugdunum would not be dislodged. A Calvalry unit (normally with no defensive
strength) would be dislodged by this attack. If the attack was single strength, a Calvalry unit
would not be dislodged if attacked across a river. If the supporting or attacking unit was in
Litetia, units in Lugdunum would receive no river benefits.

4) Land Bridges
        (a) Certain spaces on the map are connected with the symbol ">---<". Spaces connected as such
are treated as if they normally boardered one another by land.
        (b) A listing of spaces connected by land bridges is as follows: Hibernia/Caledonia;
Hibernia/Isca; Londinium/Belgica; Malaca/Tingis; Syracusae/Rhegium.

5) Baeleres Islands:
        (a) These islands are treated as if they were a coastal province. Therefore, the Roman Navy may
not move there.

6) Sequence of Play: (a) Negotiate
                            (b) Write military/gift orders
                            (c) Execute naval orders, including embarking and disembarking.
                            (d) Execute army orders and first cavalry/king orders
                            (e) Execute second move of eligible cavalry/king units.
                            (f) Retreats
                            (g) Plunder cities
                            (h) Receive income
                            (i) Builds and CD bids

7) Stacking

(a) Land Space stacking limit: 1 Army (A), 1 Cavalry (C) or a King (K) and any number of Fleets (F) [on coastal spaces] may all occupy a space. It is possible to have (for example), A Lug, C Lug, F Lug, F Lug and F/K Lug. The King would cause overstacking, but as it is only cargo onboard a ship, it doesn't count towards stacking. Only one faction may occupy a land space.

(b) Sea Space stacking limit: Any number of fleets may occupy a sea space. Two or more factions may jointly occupy a sea space.

8) Fleets

(a) All fleet orders are resolved before army orders are resolved. This includes any embarkations and/or disembarkations.

(b) Convoys are not used. Rather, units board fleets to be transported. Units may embark and disembark in the same turn. Units may dis/embark only with friendly fleets.

(c) Boarding: To board, the fleet must be in the same space or an adjacent space to that which the army or cavalry occupies. Boarding always succeeds.

(d) Disembarking: Disembarking is successful only if the unit is deposited in a province which is free of non-friendly units at the start of the turn. Cavalry may move two when disembarking. Sample order: "C Carthago-b [boards] -F MTy". "F MTy-MIo-d [disembark]-C Pyd/Ser" This order allows a cavalry to board F MTy which moves to Mare Ionian to deposit the cavalry unit onboard F MTy in Pydnia, whereupon it moves to Serdica, taking advantage of its quicker speed. Note that if a unit disembarks or embarks, it may not be ordered to move or support during the normal movement phase.

(e) Each fleet may carry one Army, Cavalry or King. When a fleet is carrying a unit at the start of its turn, the combined unit should be ordered by listing all units which accompany the fleet. Ex: "F/K Oceanus Atlanticus-Mare Ibericum-d-K Hippo Regius".

(f) Only the Roman Empire player can use his fleet to support the actions of an army. It may support actions in provinces touching the sea zone the Roman Navy occupies. This is an exception to the Dip rules as the Roman Navy is not allowed to move to a coastal province.

9) Cavalry

(a) Since Cavalry can stack with friendly armies, they do not stand off friendly armies moving to the same area. Likewise, friendly armies do not stand off cavalry moves. Only units of matching type (A or C/K) can create self-standoffs.

(b) Cavalry may be ordered to a second space if its first move or support order suceeded (ie. it movedinto its destination province or its support was uncut). Put a slash "/" to separate the first and second impulse orders.

(c) It may be supported only in its move to the first space in its move. Lines of communication in this era wouldn't allow a unit to support a cavalry's extended march. Ex: Franks order "C Aremorica-Aquitania-Caesarea Augusta". A Narbo could support "C Lug-Aqt" but could not support "C Lug-CAu".

(d) Only if the cavalry's first move succeeds is it eligible to move to the second space. A cavalry's second order occurs after all other orders have been resolved. The second move cannot cut supports or be supported. The presence of a dislodged unit in a space does not hinder cavalry from moving in or out of its space. (N.B.: If a unit is dislodged by a Cavalry/King unit which continues its move out of the province, the dislodged unit is still required to retreat!).

(e) A dislodged cavalry unit may only retreat a distance of one space.

10) Kings

(a) A King is treated like a Cavalry unit, except it has the strength of two units for attack purposes only.

(b) If a King is annihilated, the player losing his King is out of the game. All his units go into Civil Disorder, and are disbanded if dislodged.

11) Roman Empire

(a) Roman Empire maintains his armies as per Diplomacy rules. That is, he may have one army on the board for each (unpillaged) city he still owns. The Roman Emperor may build as many as two armies when entitled to build (one in Rome, one in a friendly city occupied by his King). Likewise, he must remove armies whenever total armies is less than cities controlled. Cities with double and

triple value only supply one Roman army.

(b) Because the Roman Empire did have an excellent line of military communications, Roman armies may defend with a strength of one should their move fail. See section 12 for the disadvantage at which the German Kingdoms and Huns fight.

(c) The Roman Navy still exists as a single fleet unit. It never needs to be supplied by a city [supply center]. It may only move to sea zones (not coastal provinces). If a German Kingdom fleet ends its turn with the Roman Navy (after any disembarkations), the Barbarian fleet and any passengers are destroyed.

(d) Roman Empire starts the game with 10 Denarius. Although he can't use money to build, he can use it to bribe other factions.

(e) If the Roman Empire player ever loses control of Roma, he is eliminated from play and enters Civil Disorder. See rule 15.

12) Combat

(a) Poor communications and leadership led to serious command control problems for the Barbarian upstarts. Therefore, a Non-Roman unit which moves cannot defend its space of origin, and is dislodged by a single strength attack unless the attack is otherwise blocked. Example:

> Goth: *a noricum-aquincum
> Hun : a QUAdi-aquincum
>   a rhaetia-NORicum

(b) Units may not disband unless there is no legal retreat. In case of NMR, it retreats to the first province alphabetically.

(c) Redefinition of the term "Support": Rather than supporting a unit's move, players instead order a unit to support a province. A successful support given to a province will aid all units moving into the area. Example:

> Roman Empire: a Nea-Rom   Vandals: A Cis-Etr
>   k Nea-Rom   C Cis-s-Etr/Etr
>   *a Etr-Rom(ann)   A Gen-s-Etr
>   f Tys-s-Rom   C Gen-Etr/Sam
>   A Rav-s-Etr

No longer does an order specify the identification of a unit type when giving support, as support applies to all units of one nationality moving into the province. K Nea-Rom succeeds, though A's Nea and Etr stand one another off. Only friendly units of the same type create self-standoffs. The Vandals attack Etr successfully and annihilate A Etr. Note that the Vandal's C Gen was used to cut off the only legal retreat left for A Etr. If the Vandals were to have attacked Etr with a Cav which did not end the turn in Etr, the Roman A Etr would still be required to retreat as it was dislodged during the first movement phase.

(d) Any number of fleets can exist in a sea space. German fleets have no combat strength and cannot attack or support. With the exception of the Roman Navy (see rule 11.d), no naval conflicts occur. A fleet's movement order always succeeds unless it is ordered to a province occupied by an inland enemy army or if ambiguous.

13) Economics and Building

(a) Barbarian units once purchased do not have to be maintained.

(b) Builds may be performed at the end of each turn. Units may be built in the player's home tribal area (Rome in the case of the Roman player), in a friendly city adjacent to the player's King, or in the land space occupied by the King (even if the space isn't a city) Units may never be raised in enemy home tribal areas or in enemy cities. Units may be built as long as stacking limits are not violated.

(c) Building costs: Armies = 3 Denarius ; Fleets = 2 Denarius ; Cavalry = 5 Denarius .

14) City Capture, Ownership, Income and Plundering

(a) The last player to occupy a (unplundered) city owns it for economic and victory criterion purposes. The Hun player may not capture cities.

(b) German Kingdoms receive 2D at the end of each turn for each city controlled. Huns and Roman

Empire never receive city income.

    (c) Whenever a city is occupied by a <u>Non-Roman</u> unit (A, C or K), the city may be plundered. A <u>PLUNDERED</u> marker is placed to record the fact and the plundering player receives 5D. Huns automatically plunder all cities they occupy.

    (d) Cities are plundered <u>before</u> they generate their income.

    (e) When the Hun plunders a city, a <u>HUN</u> marker (treated as if it were also a <u>PLUNDERED</u> marker) is placed; if there is already a <u>PLUNDERED</u> marker, replace it with a <u>HUN</u> marker). The Huns may plunder a city with a <u>PLUNDERED</u> marker already on it for victory purposes, but receive no Denarius for their efforts.

    (f) A plundered city may no longer produce any Denarius for capture, income, Roman builds or plunder. They also no longer count as a city for building or victory purposes.

    (g) Cities with a "oo" double all money amounts. For Roma, triple all money amounts (ie. Provides barbarian income of 6D per year, and if <u>PLUNDERED</u>, generates 15D).

15) Civil Disorder (CD)

    (a) A player enters CD when his King is annihilated, or (in the Roman Empire's case) when Roma falls. Units in Civil Disorder may be purchased as Mercenaries.

    (b) During builds, players can attempt to bid for permanent control of any units in CD. Bids are made by writing the province containing the units and the money he wishes to spend for them. Players bid for control of <u>all</u> units in a space; there is no minimum bid.

    (c) All bids are expended regardless of outcome. The player submitting the highest bid for a province receives the unit(s) in question. If there is a tie, the greedy general keeps all money and remains in CD.   Whenever unit(s) are purchased, replace the CD pieces with pieces of the owner's color.

    (d) Until units are purchased, they hold in place until dislodged (whereupon they disband).

16) African Barbarian Allies

    (a) The first Barbarian to move a land unit into Africa gains an immediate reinforcement in the form of an army placed in any unoccupied province in Africa (even in a city). This unit is placed during builds.

    (b) If two barbarian factions land in Africa on the same turn, no reinforcement is given.

17) Gifts

    (a) A player may transfer instantaniously any and all funds to other players without restrictions for diplomatic considerations. Once a player is eliminated from the game, all his funds become null and void.

    (b) Gifts can't be made conditional upon a player's orders. Builds <u>may</u> be made conditional upon gifts.

18) Ending the Game

    (a) The game can end in one of two ways:

            1) Huns sack 14 cities.
            2) At the end of the Fall 452 a.d. turn (Attila the Hun dies during the winter).

    (b) If the game ends due to (1), the Huns win.

    (c) If the game ends due to (2), the Huns lose and the player with the most unpillaged cities wins.   Cities laying on the Mediterranean coast (any coastal province bordering the Mares Ibericum, Tyrrhenum, Ionium & Adriaticum) count as two cities for victory purposes. Rome counts as a total of five cities for the Roman Empire player (only).

    (d) If the Huns obtain their victory condition on the same turn as (2)   , the Huns win.

    (e) Ties are broken in favor of the player with the largest number of cities on the Mediterranean. If a tie still exists, it is broken in favor of the player with the largest treasury. If a tie still exists, the win is shared.

19) Four Player Option: Put the Roman Empire in Civil Disorder. No CD bids may be made on units occupying "oo" cities or Roma.
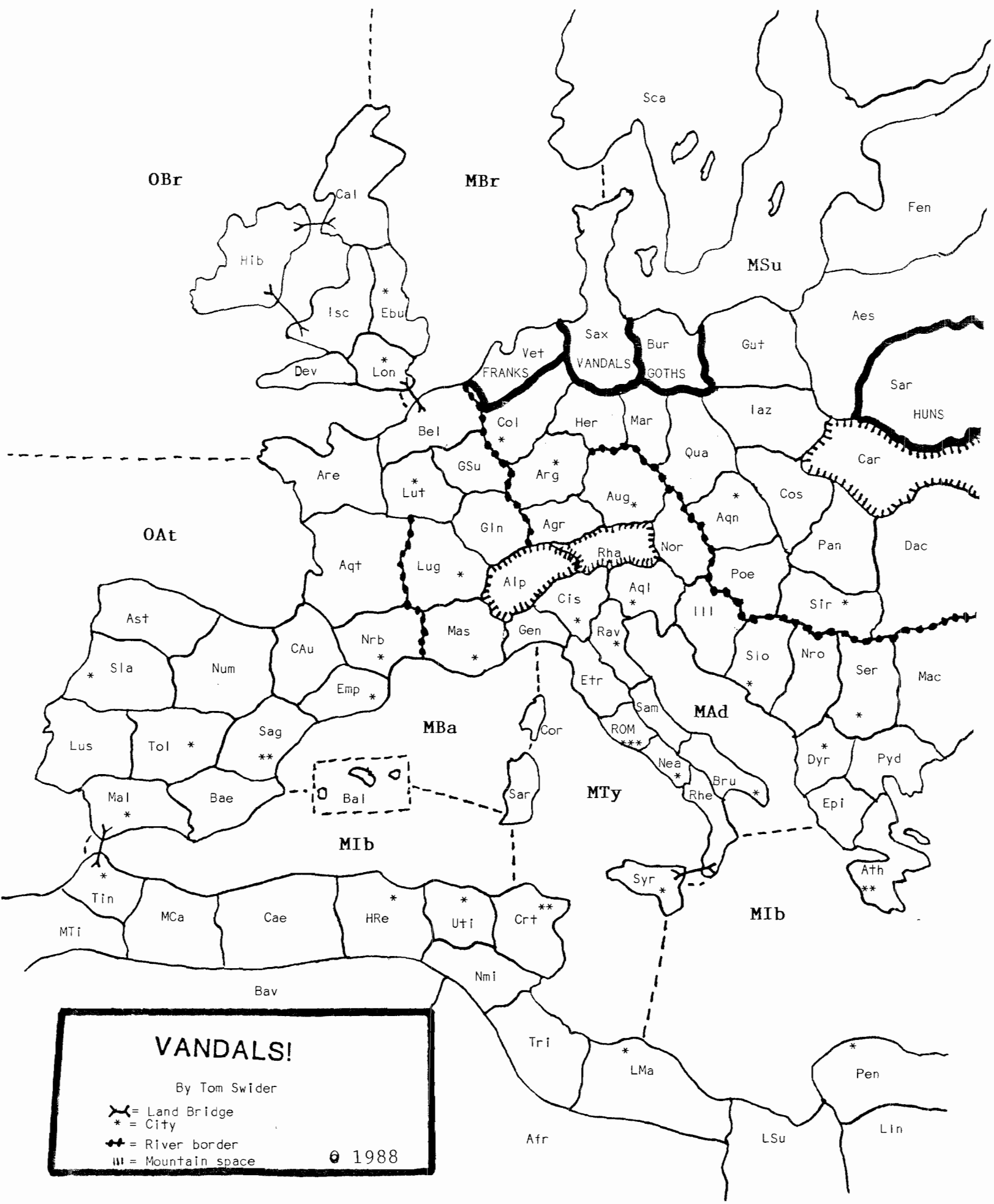
VANDALS!

By Tom Swider

ᗔᐊ = Land Bridge
* = City
ᗔᐊ = River border
ııı = Mountain space

@ 1988

VANDALS! Key Of Province Abbreviations

*=City   (T) = Tribal Area   (m) = Mountain Province

Land Provinces

Aesii = Aes
Africa Proconsularis = Afr
Agri Decumates = Agr
Alpes Montes (M) = Alp
Aquincum * = Aqn
Aquileia * = Aql
Aquitania = Aqt
Aremorica = Are
Argentorate * = Arg
Asturia = Ast
Athenae ** = Ath
Augusta Vindelicum * = Aug
Baetica = Bae
Balares = Bal
Bavares Transtagnenses = Bav
Belgica = Bel
Brundisium * = Bru
Burgundiones (T; Goths) = Bur
Caesarea = Cae
Caesares Augusta = CAu
Caledonia = Cal
Carthago ** = Crt
Carnicae Alpes (M) = Crn
Cisalpina Gaul * = Cis
Colonia Agrippinensium * = Col
Corsica = Cor
Costobaci = Cos
Dacia = Dac
Deva = Dev
Dyrrhachium * = Dyr
Eburacum * = Ebu
Emporiae * = Emp
Epirus = Epi
Etruria = Etr
Fenni = Fen
Genua = Gen
Germania Inferior = GIn
Germania Superior = GSu
Gutones = Gut
Hermunduri = Her
Hibernia = Hib
Hippo Regius * = HRe
Iazygia = Iaz
Illyricum = Ill
Isca = Isc
Leptis Magna * = LMa
Libya Inferior = LIn
Libya Superior = LSu
Londinium * = Lon
Lugdunum * = Lug
Lusitania = Lus

Lutetia * = Lut
Macedonia = Mac
Malaca * = Mal
Marcomanni = Mar
Massilia * = Mas
Mauretania Caesariensis = MCa
Mauretania Tingitana = MTi
Narbo * = Nrb
Narona = Nro
Neapolis * = Nea
Noricum = Nor
Numania = Nmn
Numidia = Nmi
Pannonia = Pan
Pentapolis * = Pen
Poetovia = Poe
Pydna = Pyd
Quadi = Qua
Ravenna * = Rav
Rhaetia (M) = Rha
Rhegium = Rhe
Roma *** = Rom
Saguntum ** = Sag
Salamantica * = Sla
Salonae * = Slo
Samnium = Sam
Sardinia = Srd
Sarmatia (T; Huns) = Srm
Saxones (T; Vandals) = Sax
Scandia = Sca
Serdica * = Ser
Sirmium * = Sir
Syracusae * = Syr
Tingis * = Tin
Toletum * = Tol
Tripolitana = Tri
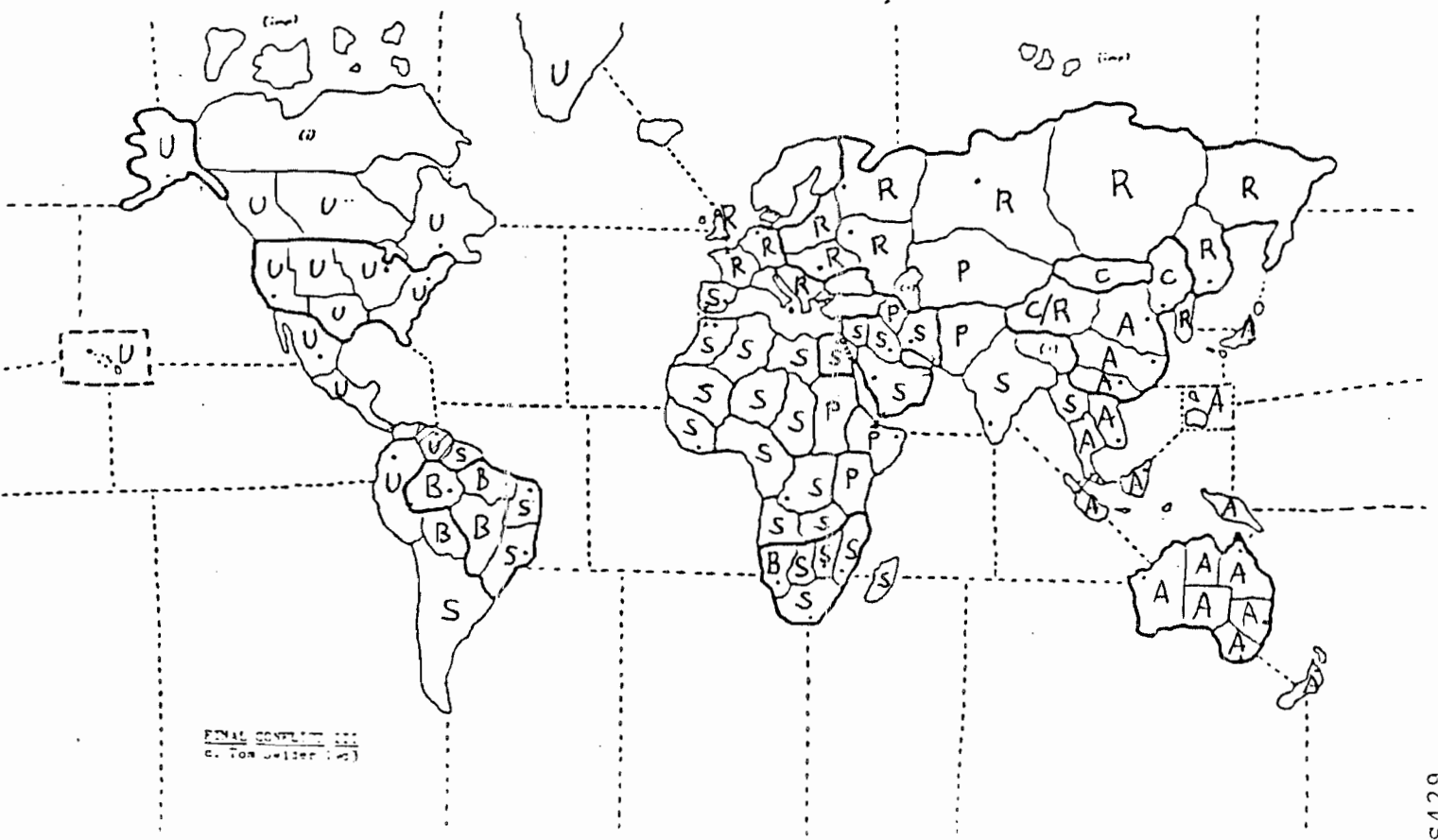Utica * = Uti
Vetra (T; Franks) = Vet

Sea Areas

Mare Adriaticum = MAd
Mare Balearicum = MBa
Mare Brittanicum = MBr
Mare Ibericum = MIb
Mare Ionium = MIo
Mare Tyrrhenum = MTy
Mare Suebicum = MSu
Oceanus Atlanticus = OAt
Oceanus Britannicus = OBr

Total Cities = 33
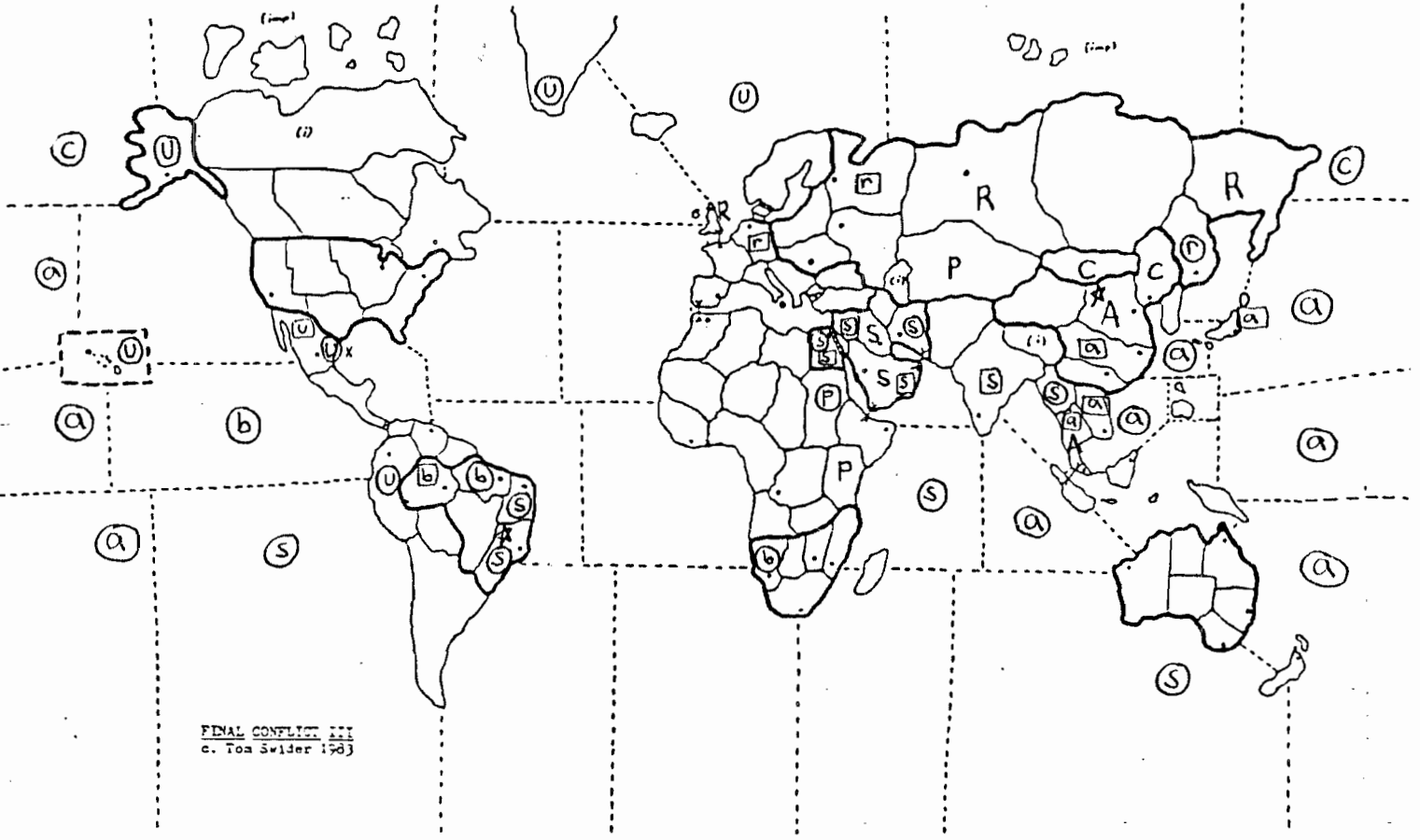
FINAL CONFLICT III
c. Tom Swider 1983

GEO-POLITICAL BOUNDARIES

FINAL CONFLICT III
c. Tom Swider 1983

ES429

Firepower Fall 2106

Final Conflict   1984 Ugf20

Spring 2106 retreats: SAF: p som-r-SAU; f fra-r-IBE.   USA: f mep-r-CEN.

AUS <Tom Mainardi>: f sei-SWP; f jav-NEI[s p MAL]; f nwp-MWP; a sha-PEK[s f YEL p SHA p JAP];
        f soj-NWP;f can-CHS; a via-MAL[s p VIE].
BRA <Brady Richter>: f mea-NAM; p AMA-sal; f BEL-h; f MEP-col; *p rio-h (r: Mat,Bol,BEL,otb).
CHI <Ernest Hakey?>: NMR! Has a's pek (r: Sin,otb), MAN, MON; f BER.
PAL <Brad Wilson>: a som-KEN; a KAZ-mos; f SUD-psg[s *f bag (ann)].
RUS <David Anderson>: f VLA-h[s a KAM]; a OMS-mos; a fra-ENG[s p ARK p GER].
SAF <John Crow>: a sau-BAG[s p SYR]; a egy-SAU[s p EGY]; f med-EGY; f psg-TEH[s p SAU]; f NWI-psg;
        f arg-RIO; f mwa-SAL; f SEP-s-(usa)-f cen-col; f BUR-mal; f swi-SEI; f IBE-h[s p SEN];
        p moz-IND.
USA <Mikel Petty>: f cen-COL[s p MEX (saf f sep)]; f car-MEX; f HAW-h; f nep-ALA; f eng-NWG;
        f lab-GRE.

Gross National Products for 2106

AUS (12 SCs): NEZ MEL SYD BRI dar ade PER neg phi JAP BOR sum MAL VIE SHA CAN PEK.
        Inc = $41 - $36 maint + $1 saved = $6 to spend.
BRA (3 SCs): AMA BEL mat bol NAM.
        Inc = $11 - $15 maint + $2 saved = $2 deficit.
CHI (1 SC): MAN mon sin?.
        Inc = $5 - $12 maint + $0 saved = $7 deficit.
PAL (1 SC): kur kaz pak sud SOM ken.
        Inc = $8 - $9 maint + $0 saved = $1 deficit.
RUS (7 SCs): kor kam sib VLA OMS sin? MOS ARK pol HUN bal GER fra ENG.
        Inc = $27 - $18 maint + $4 saved = $13 to spend.
SAF (14 SCs): bur IND mad CAP bot RHO MOZ ang zam ZAI cha ivo nig SEN mau MOR IBE alg lib EGY syr SAU
        TEH BAG gui arg RIO SAL.
        Inc = $56 - $48 maint + $0 saved = $8 to spend.
USA (7 SCs): haw ALA alb sas QUE gre NEW CHI neb dal LOS MEX cen **VEN** COL.
        Inc = $28 - $21 maint + $2 saved = $9 to spend.

        Still Unowned: ice sca ita tur.
        Nuclear News: VEN becomes passable in S'07 and will recover economically for W'09.

        Sin was counted as part of CHI income; RUS can write a conditional in case CHI doesn't retreat
to Sin. Will Jack McHugh please standby for CHI?

WINTER 2106 BUILDS ARE DUE: February 12, 1988.

Press:

USA TO ALL: The US government today announced the success of a joint USA/Brazil nuclear test in
        Venezuela.   "We were only too happy to cooperate by providing obsolete ships and aircraft for
        use as test targets, as the Brazilians had requested" said the Pentagon spokesman. "We can only
        hope they will be as cooperative about providing bases for US forces in South America."

RUSSIA TO GM: Say I am retread from VLA and retreat OTB. Can I build a new unit in Moscow?
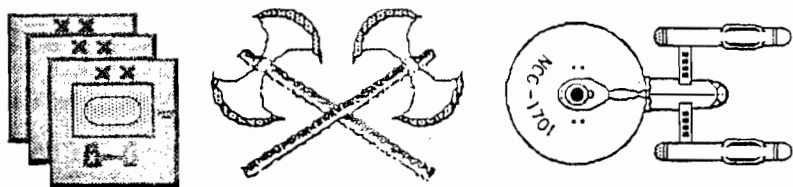
ARIES: Yes. See rule 10.B. The retreat occurs before Winter, so the retreat off the board doesn't
        disqualify a player from building that Winter.
RUSSIA TO USA: Expansionistic fool! And I told you so about Brazil. Good going Brady.
BABYLON: All hail Allah!   Anybody want to buy some used Hanging Gardens? We need some hard
        currency. All hail Allah!

PENN WARGAMERS

PENNCON '88

February 12th, 13th, and 14th
at the University of Pennsylvania's
Houston Hall – 34th and Spruce St.

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The University of Pennsylvania's Penn Wargamers Group presents Penncon 1988. A weekend of gaming and fun. There will be over 25 different tournaments, famous guest speakers from the gaming industry, an auction, a diverse dealers' room and much, much more.

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