

# EMPIRE

#120

24 May 1980

## THE CRUSADES

### HAIFA FALLS TO NORMANS

There were a couple of errors in the forces listing in the last issue. The Southern Syrian force of 19 SP under Toghethkin is in 2017, not 2015. For some reason, the German Leader Eustace, Count of Boulogne, has been listed since July with 6 SP rather than the correct 2; this was corrected in the last issue. And Baldwin of Boulogne had a FT of 20b with him when he was detached from the main German force in October, so he has 12b in Nablus now.

December 1098:

DIPLOMACY PHASE: None. One player tried to bribe 2 Armenian leaders at once, which is contrary to Rule 23.22.

SIEGE PHASE: Haifa 1620: Robert/F-45 Full Siege vs. 10 SP 4:1 (5), succeeds. Only 10 SP of the Northern Franks may enter Haifa; by die roll these are Hugh/S-6 and Ralph-4. All defending SP's are eliminated. There is no loot.

COMBAT PHASE: None.

MOVEMENT PHASE:

SICILIANS (Trtek): Richard-2 Tarsus 1506-NW1-1405; Roger-1 Partzepert 1705-SW2, NW1-1405; Geoffrey-4 1406-N1-1405 (these 3 forces with their Treasuries merge under Geoffrey to besiege Lampron); Bohemond-22 2305-N1-2304; Humphrey-1 Melitene 2301 & Gerard/A-1 Samosata 2503 hold.

GERMANS (Ashley): Godfrey-15 Tyre 1618, Baldwin/B-7 Nablus 1722, Conon-3 Tiberias 1819, Peter-3 Sidon 1717, Warner-4 Beirut 1716, Rainald-2 Tortosa 1813 & Baldwin/H-2 Iconium 0803 hold. F Tyre 1618 (5), still active.

SOUTHERN FRANKS (Wlencek): Raymond/T-36 1818-NE1-1918; Rambald-9 Tripoli 1814 hold. 2F Tripoli 1814 (5), (2); 1F is laid up for the winter.

NORTHERN FRANKS (De Meis): Caro-1 Acre 1619, Hugh/V-7 Antioch 1908 & Aubrey-3 Famagusta 1212 hold.

MOSUL TURKS (Drakert): Kerbogha-54 1821-A1, SE1, SW1-1823 besieging Jerusalem; Balduk-17 2107-NE1-2206 besieging Ravendan; Hasan-13 2204-S1, SE1, SW1-2206 besieging Ravendan under Balduk's command.

NORTHERN SYRIANS (Scher): Yaghi-Slyan-3 Aleppo 2407-N2-2405 (leave 3 SP in Birejik)-NE1-Samosata 2505; Ridwan 2208-NE2, SE1-Aleppo 2407; Thorus-5 2109-N1, NE1-2207; 25 SP Harenc 2108, 3 SP 2109, 22 SP Aleppo 2407, 11 SP 2407, 25 SP Edessa 2505 & 5 SP Ravendan 2206 hold; Jarah-ed-Daba-19 Hamah 2111 defend. (Note: Armenian Leaders lead only Armenians.)

SOUTHERN SYRIANS (Whitmore): Soqman-0 2121-SW3-1822; Ilghazi-24 1521-SE2, SE1-1722 besieging Nablus; Toghethkin-19 2017-SE1-2118; 25 SP Damascus 2178, 30 SP Jerusalem 1823, 5 SP Ramlah 1623 & 5 SP Ascalon 1524 hold. (See Rule 7.12)

FATIMIDS (Schwartz): Al-Afdal-5 0727-SW4-0329; Iftikhar-26 1622-NW1, N1 (leave off 7 SP, pick up 10b in Caesarea)-S2-Jaffa 1523; 3 SP Caesarea 1521, 5 SP Jaffa 1523, 10 SP Arsuf 1522, 1 SP Gaza 1425, 5 SP Pelusium 0826, 1 SP Tanis 0626, 5 SP Damietta 0625, 40 SP Cairo 0329, 6 SP 0329, 6 SP Alexandria 0125 & Oshin-3 Lampron 1405 hold.

ATTRITION:

SICILIANS: Richard-2, Roger-1 & Geoffrey-4 each -1 SP, redeemed with 15b; Bohemond-22 -1 SP, redeemed with 5b.

GERMANS: None.

SOUTHERN FRANKS: Raymond/T-36 -1 SP, redeemed with 5b.

NORTHERN FRANKS: None.



MOSUL TURKS: Kerbogha-54 7 AP, -1 SP; Balduk-17 -1 SP; Hasan-13, -1 SP.  
 NORTHERN SYRIANS: Yaghi-Siyan-3 -1 SP; 3 SP 2109 -1 SP; 11 SP 2407 -1 SP.  
 SOUTHERN SYRIANS: Ilghazi-24 -1 SP; Toghetkin-19 -1 SP.  
 FATIMIDS: Iftikhar-26 -1 SP.

All units can presently trace Lines of Communication.

**INCOME:**

FATIMIDS: Alexandria 3, Cairo 4, Damietta 2, Pelusium 2.

**RANDOM EVENTS:**

SICILIANS (4,4),8. No effect.

GERMANS(2,3),9. Eustace of Boulogne wants to go home. (See Rule 20.2.9.)

SOUTHERN FRANKS (3,2),14. No effect.

NORTHERN FRANKS (5,2),10. Hugh of Vermandois is out of the game for (3) months. He will return in March; the player must say where with the February 1099 moves.

MOSUL TURKS (2,3),9. Mosul Turks receive the advantages of a Jihad in January.

NORTHERN SYRIANS (4,1),4. No effect.

SOUTHERN SYRIANS (2,5),5. On the next turn 1 Treachery Point will go to a Southern Syrian Leader of the player's choice.

FATIMIDS (2,4),14. No effect. 15 SP Reinforcements outside Cairo.

The forces and treasuries are:

SICILIANS: Force I (22 SP): Bohemond-3, Tancred-3, Rainulf-3, Robert/S-3, Boel-2, Herman-2, Thatoul-2, Kogh-Vasil-2, Gabriel-2, FT 32b 2304. Force II (7 SP): Geoffrey-4, Richard-2, Roger-1, 1 SP 1405 besieging Lampron. Force III (1 SP): Humphrey-1, CT 6b Melitene 2301. Force IV (1 SP): Gerard/A-1 Samosata 2503. F laid up for winter.

GERMANS: Force I (15 SP): Godfrey-6, Henry-6, Baldwin/L-2, Otto-1, FT 35b Tyre 1618. Force II (7 SP): Baldwin/B-5, Eustace-2, CT 12b Nablus 1722. Force III (3 SP): Conon-3, CT 10b Tiberias 1819. Force IV (3 SP): Peter-3, CT 6b Sidon 1717. Force V (4 SP): Warner-4, CY 6b Beirut 1716. Force VII (2 SP): Baldwin/H-2, CT 10b Iconium 0803. F Tyre 1618.

SOUTHERN FRANKS: Force I (36 SP): Raymond/T-11, Adhemar-1, Gaston-5, Gerard/R-6, Isoard-5, Raymond/L-3, Wm-Hugh-2, William/O-3, FT 74b 1918. Force II (9 SP): Rambald-5, Francis-4, CT 110b Tripoli 1814. F Tripoli 1814, F laid up for winter.

NORTHERN FRANKS: Force I (35 SP): Robert/F-11, Robert/N-6, Guirard-6, Walter-5, Arnulf/H-3, Everard-4, FT 99b 1620. Force II (10 SP): Hugh/S-6, Ralph-4 Haifa 1620. Force III (1 SP): Caro-1 Acre 1619. Force IV (5 SP): Guerin-3, Stephen-2, CT 20b Antioch 1908. Force V (3 SP): Aubrey-3, CT 60b Famagusta 1212. Hugh/V-2 111, will return in March.

MOSUL TURKS: Force I (53 SP): Kerbogha-53, Wassab, FT 80b 1823. Force II (28 SP): Balduk-16, Emir of Tarsus, Hasan-12, FT 64b 2206. CT 12b Samosata 2503. CT 9b Tyre 1618.

NORTHERN SYRIANS: Force I (22 SP): Ridwan-22, CT 167b Aleppo 2407. Force II: 10 SP 2407. Force III (25 SP): Yaghi-Siyan-25, CT 61b Edessa 2505. Force IV (19 SP): Jarah-ed-Daba-19, CT 61b Hamah 2111. Force V: 2 SP Birejlk 2405. Force VI: 5 SP Ravendan 2206. Force VII: 2 SP 2109. Force VIII: 25 SP, CT 19b Harenc 2108. Force IX (5 SP): Thorus-5 2207.

SOUTHERN SYRIANS: Force I: 25 SP, CT 112b Damascus 2118. Force II: Toghetkin-18, FT 40b 2118. Force III: Soqman-0 1822. Force IV (23 SP): Ilghazi-23, FT 7b 1722. Force V: 30 SP, True Cross, CT 73b Jerusalem 1823. Force VI: 5 SP, CT 42b Ramlah 1623. Force VII: 5 SP, CT 40b Ascalon 1524.

FATIMIDS: Force I (26 SP): Al-Afdal-26, FT 20b 0329. Force II: 40 SP, CT 32b Cairo 0329. Force III (22 SP): Iftikhar-22, CT 67b Jaffa 1523. Force IV: 10 SP Caesarea 1521. Force V: 10 SP, CT 5b Arsuf. Force VI: 1 SP Gaza 1425. Force VII: 5 SP, CT 32b Pelusium 0826. Force VIII: 1 SP Tanis 0626. Force IX: 5 SP, CT 20b Damietta 0625. Force X: 6 SP, CT 51b Alexandria 0125. Force XI: Oshin-3, CT 14b Lampron 1405.



TREACHERY POINTS:

SICILIANS: Bohemond (3).  
SOUTHERN FRANKS: Raymond/T (2).  
NORTHERN FRANKS: Robert/F (1),  
Robert/N (1).  
MOSUL TURKS: Balduk (1).

NORTHERN SYRIANS: Ridwan (1), Yaghi-  
Sliyan (1), Jarah-ed-Daba (1),  
Thorus (1).  
SOUTHERN SYRIANS: Soqman (1), one to  
be assigned.  
FATIMIDS: Al-Afdal (2).

CHANGES IN GUILLE RATING:

SICILIANS: Bohemond 5.  
SOUTHERN FRANKS: Raymond/T 5.  
NORTHERN FRANKS: Robert/F 6, Robert/N 4.

MOSUL TURKS: Kerbogha 3, Balduk 3.  
NORTHERN SYRIANS: Ridwan 1.

CITIES CONTROLLED:

SICILIANS: Gaban, Maresh, Melitene, Partzepert, Raban, Tarsus.  
GERMANS: Beirut, Iconium, Nablus, Seleucia, Sidon, Tiberias, Tortosa.  
SOUTHERN FRANKS: Tripoli.  
NORTHERN FRANKS: Antioch, Famagusta, Haifa, Latakia.  
MOSUL TURKS: Acre, St. Symeon, Samosata, Tyre.  
NORTHERN SYRIANS: Aleppo, Birejik, Edessa, Hamah, Harenc, Hosn al-Akrd, Ravendan.  
SOUTHERN SYRIANS: Ascalon, Baalbek, Damascus, Homs, Jerusalem, Ramlah.  
FATIMIDS: Alexandria, Arsuf, Causarea, Cairo, Damietta, Gaza, Hebron, Jaffa, Lam-  
pron, Pelusium, Tanis.

The deadline for "January 1099" moves 1s NOON, SATURDAY 14 JUNE 1980.

HALLS OF TRIPOLI PRESS: Our correspondent with Raymond has informed us that this force is not wandering aimlessly in the wilderness but rather is looking for some fellow Christians with whom he will attempt the long awaited final assault upon the infidels (excepting friendly infidels, non belligerents and fellow travelers). "Where was I supposed to go?" he was heard to remark while dodging camels and looking for a McDonald's.

HAIFA (United Rabble Rousing Press): Ace historian Anna Komnena, daughter of the Roman Emperor Alexios I, today arrived in the Christian camp with her entourage to interview a typical Crusader. The Crusader chosen was a large Welsh object named Edward Seagoon, a man-at-arms in the service of the nobly born Norman knight Sir Denis de Bloodnoque. Princess Anna was accompanied by her maid of honour Minerva Bannistos, the eunuch Krunnos, and a bodyguard from the Varangian Guard, Ekkelisen.

"How did you happen to join the Crusade?" she asked him.

"Well, ma'am, I was digging for pears in me orchard when along came two wandering monks preaching the Crusade. They were Brother Hercules Grytpype the Thymne, and Brother James of Moriarty - why, there they are now!"

Two monks joined the conversation. "Ah there, Neddee," said the taller, who was later identified with 84% accuracy as Grytpype by a wandering paternity order, "and how are you enjoying your lovelee vacation in the Holy Land? Aren't you glad you listened to us?"

"That boat ticket you sold me was no good!" the stout Briton complained.

"The captain told me that he was bound for Greenland, and that anyway the common carrier wouldn't be invented for another seven hundred years!"

"Er - Grytpype," Moriarty whispered, "has Greenland been invented yet?"

"Yes - just barely."

Moriarty heaved a sigh of relief. "Oh, then, we're safe."

"But, Neddee - think of the wonderful time you're having. You get to visit sunny Palestine, rescue the Holy Land from the naughty Heathen, and pick up lots of lovelee mun-neeel!"

"Yes, old haricot," Moriarty said, "haven't you just sacked Haifa?"

"But there wasn't any loot," Seagoon complained. "And Sir Denis sent me out looking for harem girls."

"Did you find any?" Moriarty asked.

"I brought back six from the harem of Hassan Haddah Ba'ath, but -" Seagoon broke down in tears.



"Oh, dear," Grytpype sighed. "Moriarty, I fear we did not tell little Ned-dee about a certain naughty Arab custom."

"They were all boys!"

"What did Sir Denis say?" the Princess asked.

"He told me to crate them up and ship them to the Turks."

PRESTAGS

BATTLE LINES CLASH!

XII. Cannae

Move 4:

CARTHAGINIANS (Drakert): Offensive Fire: SK6 1613 vs. BI7,8,9 1713SW 2:1 (4),D; SK4 1515SE vs. LC1,2,3 1614NW 2:1 (2)-; OC1 1808SE & OC3 1709SE vs. SD13,14,15 1809N 1:1 (6),D; OC2 1609SE & OC4 1709SE vs. SD4,5,6 1709N 1:1 (2)-.

Melee: OC1, MC1,2 1808SE vs. SD7,8,9 1909SE 4:1 (2)D; SK6, MS11,12 1613NE vs. MS4,5,6 1612SW (odds 1:3, impossible); SK4, MS7,8 1515SE vs. LC3 1614NW 6:1 (4),E.

Movement: MC3,4 1607SE-retreat before combat-1509SE; LT1,2,3 1310NE-NE1,SE1,SE3-1510SE; 1L1, BI4,5,6 1410SE-SE1,SE4-1511SE; LT4,5,6 1411SE-SE1,SE4-1512SE; BI1,2,3 1312SE-SE2-1513SE; SK5, MS9,10 1514N-TSE-1514SE; SK3, MS1,2 1415SE hold; MS3,4 1315N-TSE-1315SE; SK1 1214NE-SE1-1315SE; 2L2 1414N-SE1-1515SE; SK2, MS5,6 1414N-TNE-1414NE.

ROMANS (De Meis): Melee: LC3 1614NW, BI4,5,6 1714SW, BI7,8,9 1713SW & MS4,5,6 1612SW vs. SK6, MS11,12 1613NE 4:1 (5),E, MS11,12 eliminated, BI7,8,9 advance to 1613SW; SD16,17,18 1610NW & SD4,5,6 1710N vs. OC2, MC3,4 1609SE 12:1,E, SD4,5,6 advance to 1609NW; SD13,14,15 1809N vs. OC3,4 1709SE.

Movement: LC1,2 1614NW-retreat before combat-1715NW; SD7,8,9 1909NE-TNW,NW1-1909NE; LC4 2009NW-N1,NW2,TSW-1807SW; SD19,20 1910NE-NW1-1809NW; SD1,2,3 1813-TNW,NW1,N2-1813NW; MS1,2,3 1812S-S1,SE1,S1-1812S; MS7,8 1712S-NE2-1911NE; SK3,4 1816NW-SW1,NW1-1816NW; BI1,2,3 1916S-SW2,NW1-1717SW; 2L1 1712SE-S1,TSW,SW1-1713SW; 3L2 1812NW-S1,SW1-1714SW; SD10,11,12 1611SW-TNW-1611NW.

Beyond Leader's Movement Control Radius: ROMAN: BI1,2,3; SK3,4; SD4,5,6,7,8,9,13,14,15,16,17,18,19,20; MS7,8; LC4.

Contacts: None.

Disrupted: CARTHAGINIAN SK6; ROMAN BI7,8,9; SD 7,8,9,13,14,15.

Eliminated: CARTHAGINIANS: OC2, LC1,2, MS11,12; ROMANS: SK1, LC3.

Score: ROMANS 8, CARTHAGINIANS 4.

The Roman SK2 1716NW was ordered to give Defensive Fire, but this was not necessary. Underlined moves were not possible for several reasons. The Carthaginian OC2,3,4, MC3,4 were ordered to retreat before combat, but the OC units had already fought, and a unit cannot do two tasks in the same Game-Turn. For this reason, the Carthaginian melee orders for SK4,6 were invalid since these units had already been ordered to give offensive fire. The Roman BI1,2,3 were held up under Rule 10.23. The defense strength of the Roman SD7,8,9 was halved three times- once under Rule 16.21, once under Rule 23.11, and once under Spartan Rule 3.4, so that their total defense strength was  $1\frac{1}{2}$ .

The deadline for Move 5 is NOON, SATURDAY 14 JUNE 1980.

THE MINISTRY OF MISCELLANY

Rumors are flitting around that the United States Postal "Service" will soon end Saturday mail delivery. EMPIRE and GRAUSTARK will not make any changes in their schedule because of this. As before, deadlines will be on Saturdays at noon. This will give players a chance to phone in moves, and it will give me a chance to canvass the players for missing moves. However, I am no longer going to hold stencils till 2 or 3 in the afternoon, so you may actually be getting my publications a little earlier owing to this change.

And in the event of a postal strike, all deadlines will be rescheduled to noon of the fourth Saturday after the end of the strike.



## POSTAL RULES FOR SPI'S A MIGHTY FORTRESS

1. Except as modified below, the rules of A Mighty Fortress in the original rules booklet and the Errata will be used.

2. All Optional Rules in the Advanced Game (15.0 through 18.0) will be used. The game may be played under Historical Victory Conditions (Rule 19.0), or it may be played with each player selecting his own set of Victory Conditions out of the four sets available. In the latter case, the player will inform the Gamesmaster at the beginning of the game which set he has selected. The Gamesmaster will keep this choice secret until the end of the game.

3. Each entrant will send in a country preference list, which the Gamesmaster will attempt to follow as much as possible. Then players will have a 6-week deadline within which to write orders for Phases A and B of the 1532 Game Turn, and to negotiate among themselves. (Phase C.)

4. After each Diplomacy Phase (Phase C) each player shall send in on a 3-week deadline the following information:

A. Movement of units (see Rules 4.21A, 5.0, and 16.33). All these movements shall be executed simultaneously, and costs under Rule 16.33 will be assessed at once. In a given Game Turn, any one unit may be ordered to engage in combat, theological debate, or movement, but never more than one of these. Rule 8.11 applies only to combat units which begin Phase A in one another's Zones of Control.

B. Treaties which to be valid must be received in identical terms by the Gamesmaster from all parties. All loans, peace treaties, truces, transfers of territory, or alliances must be received in identical terms by the Gamesmaster to be valid.

C. Orders for future Replacements under Rules 16.31 and 16.32.

5. Upon receipt of players' orders the Gamesmaster will adjudicate them in the following order:

A. Expenditures (Rules 4.1D and 16.3, and Postal Rule 4A.)

B. Placement of any Replacements and Reinforcements (Rules 4.1E, 11.0, 16.31, and 16.32.)

C. Beginning of the next Game-Turn (Rule 4.1F).

D. Player Movement (Rules 4.21A, 5.0, and 16.33, and Postal Rule 4A.)

Combat will be adjudicated first, then Theological Debate, and then Movement. Units placed on the board during the immediately preceding Replacement and Reinforcement Phase may be moved like any others. A unit ordered to move will have its plot executed in full without any pauses before or during movement.

The Gamesmaster will then assess taxation income for each player under Rule 4.1C, and report to the players the outcomes of these Phases. He will list the present Treasury balances of each player, the forthcoming Reinforcements and Replacements to which they are entitled, and the areas controlled by each political grouping, and converted by each religious faction.

6. If a unit is subject to two different combat or debate results, one as a defender and one as an attacker, only the more severe penalty shall be effective. For Theological Debate, imprisonment is considered more severe than exile. A result of stalemate on a Debate means that the affected Missionary may either leave the hex or continue debate on the next turn, at the player's option. In submitting orders, players should give conditional orders for situations that might arise under Rule 8.12. If combatants do not assign combat with all adjacent units under Rules 8.11 and 8.14, the Gamesmaster will try to assign it as closely as possible to the orders of the players.

7. Players are encouraged to submit conditional orders for retreat, advance, and exile. In the absence of such orders, the Gamesmaster will execute retreats as nearly as possible opposite the direction from which the victorious force advanced. Doubtful cases will be decided by die roll. Honors of War must be granted by the victor if called for in the Siege Combat Results.



8. If only one side makes a formal declaration of war, war costs will not be assessed against the other side as long as it remains strictly on the defensive. If attacks are mandated under Rule 8.11, war costs are thereby incurred. A player may not order attacks, or have them take place automatically under Rule 8.11, if he cannot pay for them.

9. Moves may be made conditional on battle results in the same Phase. A player may order to honor or repudiate a Treaty depending upon battle results. However, the Lutheran player may not under Rule 8.45 send troops into a German area until a year after it has been converted by Lutheran Missionaries.

10. It is automatically assumed that Lutheran and Papal Armies will eliminate each other's Missionaries unless otherwise stated. Allies of the Lutherans or the Pope will not eliminate their allies' Missionaries unless orders to the contrary are specifically received. Under any other circumstances the Missionaries will not be eliminated without specific orders from the players. For example, the French orders may specify "eliminate all Lutheran Missionaries encountered".

EXAMPLE: Suppose that a Papal army is ordered A 3021-NW6-2418 and a Lutheran Missionary is ordered M 2514-S8-2522. Both units enter 2519 after the expenditure of 5 Movement Points. Under Rule 10.14.1 the Papal Army automatically eliminates the Lutheran Missionary.

11. Movement orders should be submitted in the fashion usual in EMPIRE games, e. g.: ENGLAND: 2A 1711-NW2,N4-1506." An impossible movement order will carry the unit as far as it can legally go, and it will then halt.

12. The Errata may be found in Moves #38, and are available for a self-addressed stamped envelope from SPI, 3rd floor, 257 Park Avenue South, New York, N. Y. 10010. The loan of an Army under Errata Rule 16.47 must be made by a Treaty (see Postal Rule 4.B.) Optional Rule 21.0 in the Errata will not be used.

#### NEWS FROM THE EMPIRE

DICK TRTEK, Apt. 1, 2728 S. E. Main, Portland, Ore. 97214 (1 February): My plan as the Habsburgs ((in Postal Game II of A Mighty Fortress)) was aid the Pope in early containment of Lutheranism, neutralize England by alliance and also thus guard against French attack, then use bases in Germany or Italy to eliminate or cripple the Ottomans. Once that was established, I hoped to attack France in concert with England, make the Mediterranean a Habsburg lake, and then possibly do in England, who by that time I hoped to have helped overextend himself. The Pope and Lutherans, I figured, could be taken care of suitably by supporting Catholicism, but then sacking Rome and the rest of Italy in order to prevent the pontiff from winning.

Well, it almost worked. I got the alliance with England by giving Henry the Netherlands. He could then gain points only by attacking France. Meanwhile, however, Schwartz had already begun the erratic play this is his hallmark. My attempts to forge an anti-Protestant containment alliance fell through because he wanted to wait. So, for the moment, I wrote off the religious side of the game and concentrated on the Ottomans. And, rather quickly, I had them all but annihilated, the principal reason being the comatose play of the original Turkish player. Had my siege of Constantinople succeeded, the Ottomans would have been eliminated, and I think I would have won. There were also the adjudication errors on incomes you made which had negative effects on my campaign in the East, but no matter. I had been stopped at the walls of old Byzantium, and that was the turning point.

As I had neutralized England, I thought, I proceeded to neutralize France (or thought I had) by giving him Navarre. I still had hopes of forcing an Anglo-French war that would ruin the latter and overextend the former, allowing me to step in and pick up the pieces. England refused to come out of his shell, however, and when he gave financial aid to the Ottomans, that was it; I wrote him off. But then France attacked, and I was taking a bruising. The Ottomans could not be ignored, France and the Protestants seemed intent on marching through Germany, and the Pope in his mixed-up state was excommunicating me. Deciding I could



no longer win, I decided to throw the game to the Ottomans - De Meis was the only player I didn't have a "grudge" against in the game! - and hope for second place. (I might add that my grudge against Ashley was due to the P. O. and his moving around; later, he proved a very good player to work with.)

With a couple of breaks, I think I would have taken second. First, your adjudication to not allow me honors of war after the battle of Turin cost me Lyons. ((This has since been changed. See Postal AMF Rule 7 in this issue.)) That in turn was caused by your failure to replace the French player. Having an empty seat really caused a drastic change in the nature of the game the last two turns. I was also mixed up in thinking there'd be one last combat phase. Thus my rushes on Ireland and England and Antwerp which were, with one exception, one turn late.

Once communication was regular, Ashley was a reliable person to deal with, as I said. Osmanson was responsive as France, but I think he picked a completely wrong time to attack me, and the manner of his attack was ill-advised; it left him completely open to the inevitable English attack. Malay wisely did not allow himself to be overextended; England, when played with intelligence, could be the most boring position in this game. De Meis is, of course, an excellent player, and didn't have the time or total freedom to exhibit his skills. I have to admit disappointment, however, that he finally chose in turn to throw the game to England after I had dumped it in his lap. With all immodesty, I think my capitulation to the East had as much to do with his eventual win as England's loan of money. And finally there is Dave Schwartz, who should always play the Pope in this game. His combination of arrogance, misguided sense of power and ultimate lack of sense, provided true realism. He acted just like several Popes of the time!

Should another AMF game be organized in Empire, I definitely want in. It is in my opinion the best multi-player game SPI has produced. ((SPI apparently doesn't agree with you; they've allowed it to go out of print.)) The potential and objectives of each player are well-defined and clear, unlike the muddle in other games such as Crusades. I am fairly reliable. So are De Meis, Malay, and Thornsens. And there's Ashley. That makes five plus a standby. (Schwartz, of course, must be Pope. It goes without saying.)

((Later this summer, a new postal game of AMF will be opened. Stay tuned for details.))

KENNETH SCHER, 1030-29 Franklin Ave., North Valley Stream, N. Y. 11580 (4 May 1980): I recently ran across a paragraph in a book called Fabulous Feasts, Medieval Cookery and Ceremony (New York-1976) that I think will amuse you as much as it did me:

"Virulent anti-papal attitudes were expressed in portraits of wine-making by pounding the juice in a vinting vat from a cardinal mash. A fifteenth century recipe for curing the digestive troubles of Saint Peter required clergyment marinated in Rhine water: take 24 cardinals, 100 archbishops and prelates, the same number from each nation, and as many curials as you can get. Immerse in Rhine water and keep submerged there for three days. It will be good for St. Peter's stomach and for the cure of all his diseases."

Sounds like a press release from A Mighty Fortress.

((In 1971, Dover Press brought out in their Historical Archives series a collection entitled Devils, Demons, Death and Damnation, and edited by Ernst and Johanna Lehner. One section covers demons as topics of religious and political caricature. Included are several savage anti-papal or anti-Lutheran caricatures from the period of the Reformation. One of these, from late 16th-century Germany, shows "the Papal hierarchy as mash in the Devil's vineyard". Some demons are shown mashing clerics in a vat, while others come flying in with still more specimens. In the foreground, two demons are trying to give artificial resuscitation to a fat, inert man who wears only a triple tiara.

((Another caricature in the same collection comes from the Germany of 1580.

This is  
O At  
P Great  
E Intervals  
R This  
A Appears  
T To  
I Inflamm  
O Optic  
N Nerves

# 1005



It shows a number of devils, dressed as cooks and scullions, larding, stuffing, and roasting Jesuits in "The Devil's Rotisserie".)

JOHN MALAY, Chatham Arts, 12 Commerce St., Chatham, N. J. 07928: While cleaning out a tangle in the back of the shop I came upon my bound up copies of Empire #1-70. Recent subscribers might be interested in what was going on back then - especially since PRESTAGS are once again being played in Empire.

PRESTAGS have been an Empire feature from the very beginning. Issue #1 (30 November 1974) contained an article on SPI's plans to market the five then-new games after revising them from the old set of pre-gunpowder games (the now-defunct Armageddon, Phalanx, Centurion, Dark Ages, and Renaissance of Infantry). Empire #2 had the first Sam Rhine Rating System - later applied to PRESTAGS in #26. Issues #4, 5, 6, 11 reported on various aspects of the new games and #9, 11 and 23 had the postal rules. In #14 the first game began. The game now under weigh is the twelfth game played in Empire.

Early Empire issues read like ancient history. Pages were filled with the rather cryptic play of Fall of Rome - the original 'up to your ass in alligators' game, now discontinued - and political comment was aimed at inter-racial busing, which was causing riots in Boston at the time. SPI's World War II prompted several articles and the Ignobel Awards were going to Greek colonels and Halle Selassie. Games for the 'future' included The Lord of the Rings, various quad games, and Dixie.

Other games that were popular in early Empires were Frigate (an excellent game now mysteriously out-of-fashion), Dreadnaught, World War II, and Sorcerer. Russian Civil War, the last game of which just 'petered' out, began postal play in Empire #46, thus qualifying (maybe) as the game with the longest run in the 'zine - unless of course PRESTAGS makes a big come-back.

It is interesting that although SPI's modern games are their most popular items and sell better than their Medieval or Classical games, the latter have always been well-received in Empire (e.g., PRESTAGS, Frigate, Conquistador, Mighty Fortress, and now possibly Empires of the Middle Ages.)

((That's not so remarkable - I prefer the games from those periods.

((All the back issues of Empire are still available, except for #1 and #81. Until 31 May they will be 5¢ each, but the Five Cent Sale ends then. Thereafter, they will be 10 issues for \$1.50. Games from SPI's PRESTAGS series are available under the postal rules published in #23. Write for rates and details.))

DAVID SCHWARTZ, 569 S. Springfield Ave., Springfield, N. J. 07081 (12 May 1980): I just got Empires of the Middle Ages last week. Put me down for EMA... My scenario preferences, in order: 1. Millenium, 2. Defeat in the East, 3. Twilight, 4. Crusades.

This weekend I and some friends played about 30 rounds of the Campaign scenario at my house. I started out as the Basileus; and 2 others managed the Franks (the other 3 showed up later). I was spectacularly successful at first: I reconquered Syria and Jerusalem, colonized and converted Anatolia (and eventually, colonized and converted Syria - much later), grabbed Rome (and built a Fortification there). I also threw an expedition into Granada; we decided that the 2 sea area rule allowed one to use an intervening land area - like Sicily - as a base, even though Sicily is itself 2 sea areas away from Constantinople. Meanwhile, Constantine V had died - on the same turn I got the tactical systems holding card! - and was succeeded by a 3-5-5. At the same time, the Franks were no laggards; they had chopped down the Irminsul and begun the Reconquista early. As a result, when Charlemagne kicked the bucket in 808, the Franks divided 3 ways: the Langue d'Oc, Lombardy, and Castile formed one kingdom; the Saxon/German areas and Denmark, another; and the Langue d'Oil, the Low Franks, and Wessex the third. At the same time the 5th and 6th players entered, as England (Northumbria and Mercia) and Poland (Poland and Silesia) respectively. They could have chosen Venice/Verona as well, but since it was caught right between the Languedos and Byzantium with no room for expansion, they both forwent it.

By sheer luck, I got Byzantium again - and things fell apart. I had no less



than seven Stature checks in two Rounds; the other players started making jokes about the Court eunuchs at Constantinople. Then, about 820, I got a 9-1-1 leader - and had my revenge, until he got wiped out by a status check while invading Lombardy.

Meanwhile, the English had finally driven the French out of Wessex, the Languedocs had spent about seven years futilely trying to conquer Portugal, and the Germans had conquered Scandinavia, only to be driven out again by a Swedish magnate who took fifteen years to die off. The poor Poles had their Leader die heirless on their second round in the game, but bounced back to grab Bohemia and a good chunk of the East Slavs.

And so it went for about 150 years, at the end of which I had a 3-5-1 Basileus ruling the entire Balkans and everything east of and including Kiev; the English ruling Norway; the Poles ruling Russia; Italy, except Sicily, under Languedoc rule, together with most of Iberia (minus Castille and Leon, under a magnate); and the French largely conquered by the Germans. A lot of colonization had gone on in the game; Anatolia and Syria had become Greek-speaking, as well as Macedonia (Sicily was still only partially colonized); Austria had become Old High German-speaking. Conversions had taken place; the East Slavonics were Roman Catholics, the South Slavs Orthodox, and Anatolia, Syria and Jerusalem were Orthodox again. And a good time was had by all.

Some interesting conclusions came out of this game. If you were moderate in taxation, it was very difficult to lose an area except by Conquest. Very little pillage took place; it usually wasn't worth the trouble. Taxation was usually limited to areas of the same, or at least similar, language. Taxing an area belonging to an unrelated language was asking for trouble.

Fortifications were ubiquitous. But very few (3) forts were built; it was found early on that this would give a potential conqueror a (2) fort upon conquest.

Magnates tended to be either shleps who died fast or battered their heads against 1 or 2 provinces for years, or else Genghiz Khans who cut a swath across everything. Raiders were a nuisance, nothing more, and their main effect was to speed up the conversions of the Norse and Magyars.

Ruling was everyone's favorite occupation; it is the endeavor where one is least likely to get shafted by bad card picks, even if one is an Administrative "1".

There were a few problems with the rules; there is no way to get Wallachia to turn Vlach-speaking between 1075 and 1136 - or, indeed, at any time in the game; the Khazars cannot convert to Judaism; and Rule 9.53 does not indicate if using a Seafaring Peoples Area as a base constitutes tracing "through" a seafaring area - we held that it did, and should.

All in all, however, it was a fun game. With any luck, we should be able to play through the full Campaign Scenario in a few weeks (starting again from 771).

((Thanks for the report. I hadn't realized that Colonization would prove so practicable. I'll be looking forward to a report on the next Grand Scenario, as well as for any other over-the-board games that readers report.))

#### THE MINISTRY OF MISCELLANY

Empire is published every third Saturday by John Boardman, 234 East 19th Street, Brooklyn, New York 11226. It is a bulletin for the postal play of war games other than Avalon-Hill's Diplomacy. The only current game openings are in the games of SPI's PRESTAGS series (Charlot, Spartan, Legion, Viking, and Yeoman), at rates from \$7.50 to \$12.50 depending on complexity. (Write for details.) However, later this summer postal games will be opened in SPI's Conquistador, A Mighty Fortress, and Empires of the Middle Ages, the postal rules for which appear in Empires #118, 120, and 119 respectively. Please don't send in entry fees until the game openings are announced.

Subscriptions for non-players are 12 issues for \$5 by 1st-class, and 20 for \$5 by 3rd-class mail. For back issues see p. 8.



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The last issue of Empire contained a draft of postal rules for SPI's new game Empires of the Middle Ages. Sam Hutchens, who had helped play-test EMA, made a suggestion about the Defense rules. He said that if a player ordered one of his five cards for Defense in a Round, he would then be entitled to any number of Defense Endeavors against all attacks during that Round. Of course, there would be only one Status Check for that card no matter how many Defense Cards were drawn. This seems like a good idea to me, and I would like the opinions of prospective players of postal EMA on it. Also, send in any other suggestions you have about the postal rules for EMA which appeared in Empire #119.

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Meanwhile, out in the Pacific Northwest, someone has carefully made a list of all the Environmental Protection Agency regulations which Mt. St. Helen's is currently violating. While, at the opposite corner of the country, another erupting female, Anita Bryant, has suspended her campaign for the integrity of the American family long enough to divorce her husband.

\*

John Anderson may be the Rosie Ruiz of the political race, but he still has two people busily campaigning for him, seven days a week. They are Jimmy Carter and Ronald Reagan.

But, seriously, don't underestimate the Reagan campaign. I'll bet you didn't know that Ronald Reagan has two chances at the presidency. One of them, of course, is the election. However, Reagan's principle adviser on military affairs is Edward Luttwak, who in 1968 wrote Coup d'Etat: A Practical Handbook. This book tells how to plan, carry out, and get away with a military take-over of a nation.

And Luttwak isn't just interested in places like Syria or Haiti. In citing examples for hypothetical coups, he uses American and British models. For example, he advises anyone planning a coup in the United States to take into account the attitude of the National Rifle Association towards the coup. The book got enthusiastic reviews from political scientists and historians when it came out. The Guardian, for example, said: "If every private soldier carries a field marshal's baton in his knapsack, every dissident colonel will soon be toting a clandestine copy of Luttwak's practical handbook to the coup d'etat."

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