

EMPIRE

#209

23 March 1985

AIEF-V

"HE NAILED WHAT TO THE CHURCH DOOR:"

At long last we have a full board for the fifth postal game of SPI's A Mighty Fortress. This game will be conducted under the postal rules that were published in EMPIRE #120; any player who does not yet have a copy should ask me at once to send one. The players are:

OTTOMAN EMPIRE: Bill Drakert, 159 Chelsea Rd., White Plains, N. Y. 10603; 914-592-5009

PAPACY: Dick Trtek, Apt. 1, 2728 S. E. Main, Portland, Ore. 97214; 503-233-0703

HABSBURG EMPIRE: Mike de Meis, 104 Barry Rd., North Wales, Penn. 19454; 215-699-3085

FRANCE: Roger Oliver, 61 Franklin Rd., Denville, N. J. 07834; 201-625-4052

ENGLAND: Mike Provant, 16124 S. Windy City Rd., Mulino, Ore. 97042; 503-632-4526

LUTHERANS: Scott Cameron, 4 Meadow Lane, Hicksville, N. Y. 11801; 516-938-7057

(One of these players is reminded that he has yet to send in his \$25 game fee.)

Under the postal rules, players have six weeks to negotiate among themselves, and to write orders for Phases A and B of the 1532 Game Turn. These moves are therefore due by noon, SATURDAY 4 MAY 1985. Since a State of War can be declared only during a Diplomacy Phase, no player can during the 1532 Campaign Phase enter territory controlled by another. (Rule 8.41) However, units can enter neutral territories (Rule 8.44).

If you have any questions, please consult your rulebook or EMPIRE #120, or write me. As this game produces some of the liveliest press releases in postal gaming, I am looking forward to

(continued on p. 6)

EMA-IV

"FROM THE FURY OF THE NORSE..."

"Geyr nu Garmr mjök fyrir Gniphelli
Festr mun slitna þenn Freki renna."

- Völupsa, Elder Edda

Seven people have signed up to play the fourth postal game of SPI's Empires of the Middle Ages. (Slightly revised postal rules for this game appear on p. 2.) The Millennium Scenario (Rule 28.0) seems to be preferred by the players, so we'll start with it. The players are:

HOLY ROMAN EMPIRE (Germany): Paul Rauterberg, 4922 N. Wisconsin Ave., Milwaukee, Wisc. 53208; 414-778-0750

FRANCE: Peter J. Ashley, 429 E. Bijou, Colorado Springs, Colo. 80903

BURGUNDY: Jim McCarthy, 44 Belmont Avenue, Ottawa, Ontario K1S 0V1; 613-236-5270 (home); 613-232-3541 (office; 8:30-4:30)

DENMARK: Mike Provant, 16124 S. Windy City Rd., Mulino, Ore. 97040; 503-632-4526

POLAND: Roger Oliver, 61 Franklin Rd., Denville, N. J.; 07834; 201-625-4052

BYZANTINE EMPIRE: Howard Dawson, 938 Hampton Rd., Grosse Pointe Woods, Mich. 48236; 313-885-4974

RUSSIA: Dick Trtek, Apt. 1, 2728 S. E. Main, Portland, Ore. 97214; 503-233-0703.

(Two of the above players still have to send in their \$25 game fees; a third has made other arrangements, as a result of which I will soon be surprising local Trivial Pursuit players with some questions they weren't expecting. In the event of a postal strike in Canada, all pending deadlines will be postponed until the fourth Saturday after the end of the strike.)

The initial phases of the first move (976-080) are as follows:

THEOLOGICAL POLITICS SEGMENT: (6), the Schism continues.

(continued on p. 11)

THE RULES OF POSTAL "EMPIRES OF THE MIDDLE AGES"

Empires of the Middle Ages was designed by Jim Dunnigan, and published by Simulations Publications Inc. (SPI). The postal rules which I had originally designed for this game were published by SPI in Moves #52, August-September 1980. Since then, and particularly in the Campaign Game now in progress (EMA-III), some of the rules have been called into question, cited as unclear, or seemed in need of revision. Future EMA games in EMPIRE, including the one announced on page 1 of this issue, will be conducted under these revised rules.

1. The rules of SPI's Empires of the Middle Ages will be used except when specifically modified for postal play.
2. The gamesmaster will undertake to publish, at regular intervals, the moves sent in by the players, and his adjudications of them. He will also set a deadline for the next postal moves.
3. At the beginning of the selected scenario, each player will be assigned one of the empires based on a preference list. The gamesmaster will try to give each player the empire closest to the top of his preference list. Empires which are not played by one of the players shall be considered as a collection of Independent Areas as described in Rule 4.0.
4. The first Round will begin as the gamesmaster executes Phases 1 through 5, and determines whether or not the Christian Churches are in Schism as described in the Sequence of Play. The gamesmaster deals out five Year Cards for each player, and makes a note of their numbers and order. He also carries out all activities of any Raiders or Magnates, and executes Defenses against them if players have provided for them conditionally under the postal rules.
5. Any player may call, conditionally, for a Diplomatic Parley should he feel that one of the conditions of Rule 20.4 or Rule 23.0 should arise. If such a conditional call is made, and the conditions are met, the gamesmaster shall suspend play at that point and call for a Parley on the topic(s), which shall be the sole topic of the next turn of the postal game.
6. Along with the information required by Postal Rule 4, the gamesmaster will deal an Event Card for each player. If the card is not a Holding Card, the gamesmaster will execute its instructions immediately and announce them to the players along with the results of Phases 1 through 5. If the card is a Holding Card, the gamesmaster will privately inform the player who draw it of its number. A player who draws a fourth Holding Card must discard one of his Holding Cards (which may be this fourth one) as soon as he learns of this draw. If he does not do this, the gamesmaster shall determine by a random process which of the player's four Holding Cards shall be discarded. Otherwise a Holding Card shall remain private unless and until the player chooses to announce, with his other move orders, that he is playing it.
7. Upon receipt of the gamesmaster's report of the events described in Postal Rules 4 and 6, each player shall send in five Endeavor orders for the Round, in any combination of Conquest, Pillage, Ruling, Fortification, Diplomacy, or Defense. A player may send in more than 5 Endeavor orders and indicate conditions under which some of them may be ignored. The gamesmaster will execute these orders until five have been finished.

SAMPLE ORDERS:

1. Rule Aragon, with additional 2g expenditure.
2. Rule Aragon, unless Unrest has been put down in Endeavor 1.
3. Defend at least three times against Raiders or Magnates, but no more than once against France. Add 5g to any Defense Endeavor against France, but not on any others.
4. Use Aragon as a base to Conquer Castille unless there is Unrest in it.
5. Establish Diplomatic Tie with Sicily.
6. Establish Diplomatic Tie with Sicily. (This will be ignored by the gamesmaster if a Tie already exists, unless the player specifies otherwise in hopes of a Diplomatic Conquest.)

7. Use Aragon as a base to Conquer Castille, with additional 5g expenditure.
(This means "additional beyond the required 2g.")
8. Rule Castille with additional 2g expenditure.
9. If Unrest persists there, rule Castille with additional expenditure of 6g. Only Endeavors that can be attempted will be reported. An Endeavor for which there is not enough money will be skipped. Five Year Cards will be turned up for each Round of each player.
8. Unless a player specifically orders to the contrary, Defense Endeavors will take priority over all his others, and will be applied should an opponent attack during that Round, or a Magnate or Raider at the beginning of the next Round. (In this latter event, the Defense Endeavors will be charged against that player's next Round.)
9. Players should send in Colonization orders with their Endeavor orders. No Area which has a negative Colonization value will be made a base for Colonization for that Round.
10. Endeavor orders will be executed simultaneously, e. g., all players' Endeavor #1 first, then all their Endeavor #2, etc. However, a Defense Endeavor ordered anywhere in the Round will be applied to any attack ordered in that Round, and additional Defense Endeavors to additional Attacks, as the players shall order.
11. Colonizing units must come from Areas of the same Language and Religion, and Colonists do not change either.
12. If a Magnate or Raider is unable to play either a Conquest or a Pillage Endeavor against the target of first priority, the target of next priority will be tried, and so on until a target exists. Defense Endeavors shall not be counted in determining this order of priority.
13. Treaties must be submitted to the gamesmaster in identical signed texts by all participants in order to be valid. The penalty for breaking a Treaty shall be Excommunication only of the Treaty so specifies and the aggrieved party calls for it. Other agreements among players, including loans, shall also be phrased as Treaties.
13. If the conditions for a Crusade should exist, the gamesmaster will suspend play for a parley as provided in Postal Rule 5. If the Crusade is called, players shall send in only Crusade orders (Phase 5) for the next deadline, and normal play will be resumed thereafter.
14. A Diplomatic Conquest includes a Diplomatic Tie a fortiori. A player who owns an Area and also has a Diplomatic Tie with it has a Claim to it automatically.
15. All taxes will be collected after the Endeavors have been adjudicated. Tax collection orders should be sent in with the Endeavor orders, indicating which Areas are to be taxed and by how much. In the absence of such orders, only the Court Area and Royal Demesne will be taxed.
- SAMPLE ORDER: Tax Bavaria 1g only if the Unrest there has been put down.
- SAMPLE ORDER: Tax only Greek-speaking Areas to whatever amount will not put the Rebellion Value at more than 2.
- SAMPLE ORDER: If Mercia is not in Unrest tax it 2g. If it is in Unrest, Plunder it.
16. After publishing adjudications of Endeavor orders, and the Colonization and Taxation record for each Round, the gamesmaster shall carry out and report Phases 1 through 5 for the next Round. These items will be published by the gamesmaster, and a deadline will be set for the next Round's Endeavor orders. This sequence will continue until the end of the Scenario, at which point the gamesmaster will determine the winner under Rule 26.0.
17. These Rules will be modified for the Grand Scenario (771-1470). Players will send in orders for two rather than for one Round at a time, and the gamesmaster will draw 2 Event Cards for each player every 2 Rounds, rather than one every Round. See EMPIRE #152, p. 7, for further details.

This should patch matters up somewhat. Players with questions about these postal rules should send them in as quickly as possible, and they will be discussed in the next issue. These do not alter the rules for EMA-III, now in progress, but will apply in EMA-IV.

LOST WORLDS BEGINS NEW SERIES

"Atrocissimum est Monoceros, monstrum mugitu horrendo, equino corpore, elephanti pedibus, cauda suilla, capite cervino, cornu e media fronte protenditur splendore mirifico ad longitudinem pedum quator, ita tamen, ut quidquid impetat, facile ictu ejus perforetur. Vivus non venit in hominum potestatem, et incrimari quidem potest, capi non potest." - Julius Solinus,

Polyhistoria

Nova Game Designs is branching out with its two-book series of combats among armored warriors, trolls, orcs, dwarfs, and so forth. Twelve books have already appeared in this series, and a thirteenth, Man in Plate with Sword and Shield, has been imminently promised for over six months. But the first book in a second series, "Heroes and Monsters of Medieval Mythology", has just come out, in a compatible combat system but with a different artist. C. B. Adford Gorby has drawn 32 poses of a Unicorn for the first item in this series, and believe it or not, he has gone back to the mediaeval artwork to show us not a horned horse, but a cloven-hoofed beast of considerable ferocity and 25 Body Points. (In this system, a man has 12.)

The Unicorn is a formidable opponent, since he has 3 points of Magic Resistance, thus increasing by this amount the cost to any magic-user who tries to cast a spell on him. He can also Charm an opponent into not only ceasing resistance, but changing sides and helping to defend the Unicorn against his former allies. The Unicorn, like the Troll, can heal, but unlike the Troll can also confer this benefit on its allies in mid-combat. There are several misprints in the Unicorn book and Character Sheet, but these are corrected with an Errata list, and anyone who defeats the Unicorn can make from its mane an Amulet which adds to Magic Resistance. No rule makes the Unicorn particularly vulnerable to the Woman in Scale with Sword and Shield, the only female Lost Worlds character so far, but I shouldn't imagine that many female warriors are virgins. If they lose to an unchivalrous male opponent they are likely to get raped for their presumption, while a loss to a chivalrous male could lead to the sort of love affair that often develops among people with common interests in life even when they find themselves opposed to each other.

Another flier in the Unicorn book announces two other new categories besides Mediaeval: "Japanese Historical" (Samurai with Katana and Ninja with Ninjato) and "Greek Mythological" (Manticore). These should do quite well, since there seems to be a terrific vogue for the samurai these days. I am of the wrong generation to be impressed by samurai, and last weekend I drew unto myself many dark looks at a convention of fantasy fans by saying, "Now that samurai are making a comeback, can the SS be far behind?" At best, the samurai were like European knights, and we all know what European knights were like. (Read Sir Thomas Malory's account of the dealings between King Pellinore and the dairymaid.)

I ran a trial solitaire run of the Unicorn against the Mage, with the following results:

1. Mage 52 (Dodge); Unicorn 50 (Charge). The Mage found himself behind the Unicorn, with the two fighters on pp. 23 and 21 respectively.
2. Mage 24 (Downswing Smash); Unicorn 34 (kick). The Unicorn took 6 points of damage and appears on p. 53; the Mage is on p. 15.
3. Mage 26 (Dazzle); Unicorn 18 (Rear). The Unicorn was subjected to a Dazzle spell at a cost of 5 Magic Points to the Mage, and may do only Green or Yellow maneuvers for the next two moves. The Unicorn is on p. 59.
4. Mage 28 (Strong Sideswing); Unicorn 40 (Buck). The Unicorn takes 3 more points of damage, reducing him to 16, and is on p. 41, knocked down. The Mage is on p. 3.
5. Mage 2 (Low Sideswing); Unicorn 8 (Sidestep). The Unicorn loses another Body Point and is on p. 19; the Mage is on p. 5.
6. Mage 28 (Strong Sideswing); Unicorn 16 (Away). This time the Unicorn is behind the Mage; they're on pages 23 and 21 respectively.
7. Mage 40 (Wild Swing with a sword that is plus-5 for this maneuver); Unicorn 32 (High Horn Thrust). This time the Unicorn (p. 9) hits the Mage (p. 31) hard, and does 7 points of damage to him. Body Points are now Unicorn 15, Mage 5.

8. Mage 10 (High Sideswing); Unicorn 18 (Rear). The Unicorn seems particularly susceptible to Sideswings, and takes another point of damage. The Unicorn is on p. 19, and the Mage on p. 3.
9. Mage 26 (Dazzle); Unicorn 40 (Buck). The spell doesn't take effect, or to be precise the Mage is prevented from casting it, since it costs him no Magic Points. The Mage is on p. 19 taking three more points of damage, and the Unicorn is on p. 51.
10. Mage 40 (Wild Swing); Unicorn 14 (Low Horn Thrust). The two of them are parrying low, and the Unicorn takes 2 more points of damage; both are on p. 49. Body Points are Unicorn 12, Mage 2.
11. Mage 26 (Dazzle); Unicorn 30 (Charm). The Charm works and the Mage surrenders.

There were a few bad calls in my report of the combat between my civilized warrior and Scott Cameron's Barbarian in the last issue. The last few rounds should be:

17. Barbarian 58 (Swing Low); Man 56 (Block & Close). The Man is on p. 47, taking 5 points of damage. The Barbarian is on p. 51, gloating "My sword is longer than your sword!" Body Points are Man 8, Barbarian 1.
18. Barbarian 52 (Dodge); Man 52 (Dodge). Both are dodging on p. 61 at extended range.
19. Barbarian 50 (Charge); Man 56 (Block & Close). The Barbarian is on p. 39, inflicting 2 more points of damage on his foe.
20. Barbarian 36 (Downswing Bash); Man 42 (High Fake). The Barbarian is on p. 13, getting wounded in the leg for 5 Body Points by the representative of civilization, who is on p. 5. The Barbarian is therefore defeated.

Two more rounds have been fought between Lee Enderlin's Lizardman and my Man:

3. Lizardman 50 (Charge); Man 58 (Swing Low). The Man has been knocked down (p. 41), taking 5 points of damage. The Lizardman is on p. 30, Body Points are Lizardman 16, Man 7.
4. Lizardman 24 (Downswing Smash); Man 8 (Dodge). The Man is on p. 33, with a chance at extra damage on the next turn; the Lizardman is on p. 15.

Scott Cameron and Mike Provant are experimenting with a few other possibilities. In the two following battles now underway between them, Scott's combatant is first listed:

10. Halfling 14 (Low Thrust); Woman 28 (Strong Sideswing). The Woman is on p. 13, losing 4 points, while the Halfling is on p. 11. Body Points are now Halfling 11, Woman 2.
11. Halfling 6 (Protected Thrust); Woman 16 (Jump Away). The Halfling is on p. 9, and the Woman on p. 19.
1. Troll 64 (High Swing); Dwarf 60 (Thrust Low), Halfling 52 (Dodge). The Troll goes to p. 41 and loses one point, but clobbers the Halfling, who goes to p. 35 and loses 7 Body Points. The Dwarf is on p. 55.
2. Troll 16 (Jump Away); Dwarf 8 (Dodge), Halfling 62 (Jump Away). After everybody eludes everybody else, the Troll and the Halfling are on p. 57, and the Dwarf is on p. 61. The Troll regenerates his first-round wound.
3. Troll 64 (Swing High); Dwarf 64 (Swing High), Halfling 54 (Draw & Throw). The Halfling is on p. 53 losing 7 Body Points and so is knocked out. The Dwarf, now fighting on alone, is on p. 3.
4. Troll 36 (Downswing Bash); Dwarf 16 (Jump Away). The Dwarf's axe is broken, and he is on p. 63; the Troll is on p. 41. "Now the question is: Can a Dwarf beat a Troll senseless with a piece of wood?"

I have started a new battle between a Goblin (mine), and a Dwarf (Scott's). The first two rounds have gone:

1. Dwarf 58 (Low Swing); Goblin 52 (Dodge). The Dwarf is now on p. 5, and the Goblin on p. 33, with a two-point advantage if he connects with a downswing or sideswing.
2. Dwarf 28 (Strong Sideswing); Goblin 44 (Protected Downswing). The Dwarf is wounded in the arm with a total of 7 points: 2 for the basic score, 2 for the Goblin's modifier, 1 for the Goblin's height advantage, and 2 for the special bonus given on Move 1. Body Points are now Goblin 13, Dwarf 7.

Finally, there is the long battle between Mike Provant's Troll and my Colddrake. After 21 rounds, Body Points are Troll 23, Colddrake 19.

22. Troll 16 (Jump Away); Colddrake 10 (Right Claw High). The Troll is now on p. 57, regenerating 2 more Body Points, while the Colddrake is on p. 55.
23. Troll 60 (Rage Throw); Colddrake 56 (Block & Close). The Troll's big shot fails; he is on p. 61, and the Colddrake on p. 57.
24. Troll 52 (Dodge); Colddrake 54 (Bite & Claw). The Troll is dodging on p. 33, while the Colddrake is clawing on p. 9. At this point the Colddrake is -2 on Tail Whips, and -1 on Right Claw attacks.

AMF-V (continued from p. 1)

some interesting compositions. Whether it will be significant I do not know but for the first time in postal AMF, the Papacy and the Lutherans are played by players whom I should guess from their names to be at least born into the religions whose interests they will be guiding on the board.

GIVING UP ON THE TWO-PLAYER GAMES

For several months, no one has expressed an interest in playing postally any of the two-player tactical land or sea scenarios contained in the SPI games Chariot, Spartan, Legion, Viking, Yeoman, Frigate, or Dreadnought. These games are therefore being withdrawn from play in EMPIRE. This also involves declaring an end to the surviving postal PRESTAGS game between Mike De Meis and Al Pearson, the "Roll-Your-Own" scenario that matched Pearson's Macedonian phalanx against De Meis's Byzantine kataphraktoi. After 5 moves, the score was Byzantines 37, Macedonians 3, and since the Macedonian Panic Level is 42 there can be little doubt as to how this scenario will end. Pearson has not been heard from since September, and so I am declaring the game a victory by De Meis.

WHEN DO YOU EXPIRE?

The following listing applies only to people not engaged in the new postal games of Empires of the Middle Ages (EMA-IV) and A Mighty Fortress (AMF-V). Your subscription ends with the issue whose number is given below, unless you are enrolled in one of these new games. Names in capital letters are those of players in EMA-III, who pay their game fees by the year.

208 - Roy Henricks	211 - WILLIAM OSMANSON	215 - DICK TRTEK
Lawrence Reagan	Gerry Thompson	217 - PAUL RAUTERBERG
Tom Thornsén	213 - Jim Goode	218 - PETER J. ASHLEY
Art Ticossi	DAVID E. SCHWARTZ	225 - Ralph L. Morton
209 - Al Pearson	214 - DANIEL S. PALTER	

The subscription rate to EMPIRE is 9 issues for \$6. The game fee for the next and last year of EMA-III will be \$22. Back issues of EMPIRE, as available, are 10 for \$2.

Dave Schwartz's new address is c/o Stephen H. Rosen, Suite 304, 460 Bloomfield Ave., Montclair, N. J. 07042.

BYZANTINE EMPIRE EXPANDS AGAIN

Russia plays Holding Card 27, obtaining a Claim to Novgorod, and moves the Court there. Occitania plays Holding Card 30 to obtain a Claim to Aragon. France announces possession of Holding Card 51 (Demesne).

OCCITANIA (Osmanson) (2-2-9):

1. Diplomatic Tie with Ireland, 3g (ER 10), Card 99, Tie.
2. Diplomatic Tie with Wales, 3g (ER 11), Card 92, Tie.
3. Diplomatic Tie with Scotland, 3g (ER 8), Card 60, Tie.
- 4 -5. Defend, Cards 107 & 84.

GERMANY (Trtek) (3-5-5):

1. Fortify Pomerania, 8g (ER 6), Card 77, F2 built.
2. Fortify Pomerania, 8g (ER 6), Card 106, F3 built.
3. Fortify Austria, 6g (ER 6), Card 91, F2 built.
4. Fortify Franconia, 6g (ER 6), Card 105, F2 built.
5. Rule Lorraine, 2g (ER 4), Card 73, no effect.

FRANCE (Ashley) (3-3-5):

1. Defend, Card 103.
2. Rule Normandy (ER 3), Card 93, no effect.
3. Rule Normandy (ER 3), Card 103, SL becomes -1.
4. Rule Normandy (ER 2), Card 61, no effect.
5. Rule Normandy (ER 2), Card 62, SL becomes 0. Leader Check: Combat (10), 2; Administration (11), 2; Diplomacy (9), 2. New Leader: 2-2-2.

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RUSSIA (Rauterberg) (3-5-3):

1. Rule Smolensk (ER 4), Card 66, SL becomes 0. Rebellion Check: (RV 6) (8), no effect.
2. Rule Smolensk (ER 5), Card 80, SL becomes -1. Rebellion Check: (RV 6) (6), no effect.
3. Rule Smolensk (ER 4), Card 111, U removed.
4. Rule Smolensk (ER 4), Card 89, no effect.
5. Rule Smolensk (ER 4), Card 58, SL becomes 0.

BYZANTINE EMPIRE (Schwartz) (5-3-1):

1. Conquer Hungary from Wallachia, 3g (ER 9), Card 68, Conquered, U. Leader Check: Combat (11), 1; Administration (8), 3; Diplomacy (9), 5. New Leader: 1-3-5.
2. Diplomatic Tie with Khazar, 1g (ER 7), Card 75, Diplomatic Conquest with Tie equals Claim.
3. Diplomatic Tie with Steppes, 1g (ER 5), Card 69, Tie.
4. Diplomatic Tie with Georgia, 1g (ER 7), Card 64, Tie.
5. Diplomatic Tie with Armenia, 1g (ER 10), Card 110, Tie plus Possession equals Claim.

ITALY (Palter) (5-2-2):

No moves received. Cards 81, 82, 94, 109 & 85. no effect.

TAXATION AND TREASURY ACCOUNTS:

OCCITANIA: Burgundy 2g, Aragon 3g (5), Castille 2g (10,U), Provence 2g (7), Toulouse 2g (10), Valencia 2g (4); total 13g. 89-9/13=93g.

GERMANY: Demesne 2g, Bavaria 2g, Brandenburg 1g (6), Denmark 2g (6), Friesland 1g (8), Sweden 2g (6), Switzerland 1g (7); total 11g. 37-30/11=18g.

FRANCE: Demesne 1g, Ile de France 1g, Brittany 1g (9), Champagne 1g(8); total 4g. 26/4=30g.

RUSSIA: Novgorod 2g; total 2g. Pays 2g to Byzantine Empire. 1/2-2=1g.

BYZANTINE EMPIRE: Constantinople 4g, Adrianople 3g (6), Asia 1g (7), Greece 2g (6); total 10g. 117-7/10/2=122g. Plunder Wallachia (4), 2g; 122/2=124g

ITALY: Venice 4g; total 4g. 24/4=28g.

COLONIZATION:

GERMANY: Colonize Pomerania from Brandenburg, 4 CP.

FRANCE: Colonize Aquitaine from Brittany, 3 CP. Aquitaine is now French.

1246-1250

MAGNATE PHASE: (6), no effect.

INITIATIVE DETERMINATION PHASE: Occitania, Germany, Russia, Byzantine Empire, Italy, France.

OCCITANIA (2-2-9):

1. Rule Castille, 8g (ER 7), Card 105, U removed.

2-5. Defend, Cards 100, 96, 112, 81. Leader Check: Combat (3), 9; Administration (7), 3; Diplomacy (8), 2. New Leader: 9-3-2. At this point the Occitanian player ordered play of Holding Card 35 but did not specify to which one of the eligible Areas it should apply.

GERMANY (3-5-5):

1. Rule Lorraine, 2g (ER 4), Card 73, no effect.

2. Rule Lorraine, 2g (ER 4), Card 103, SL becomes -2.

3. Rule Lorraine, 1g (ER 4), Card 93, no effect.

4. Rule Lorraine, 1g (ER 4), Card 108, SL becomes -3.

5. Rule Lorraine, 2g (ER 4), Card 61, no effect.

RUSSIA (3-5-3):

1. Rule Smolensk (ER 5), Card 83, no effect.

2. Diplomatic Tie with Poland, 1g (ER 2), Card 95, Tie. (Under Rule 22.24 the Conversion Differential is reduced to 5, the number of Patrial Conversions that the Orthodox Church now has in Poland. However, Rule 22.2 states that a player must possess an Area in order to Convert it.)

3-5. There is not enough money in the Treasury for the ordered Endeavors. Cards 88, 70, and 104; no effect.

BYZANTINE EMPIRE (1-3-5):

1. Rule Adrianople, 5g (ER 5), Card 101, SL becomes 2. Rebellion Check: (RV 3) (7), no effect.

2. Rule Bulgaria, 2g (ER 5), Card 72, U removed.

3. Rule Wallachia, 6g (ER 5), Card 59, SL becomes -3. Rebellion Check: (RV 7) (2), revolts.

4. Rule Adrianople, 4g (ER 5), Card 71, U removed, SL becomes 3.

5. Diplomatic Tie with Hungary, 1g (ER 10), Card 79, Tie plus Possession equals Claim.

ITALY (5-2-2):

No moves received. Cards 78, 82, 67, 94 & 62. Leader Check: Combat (7), 3; Administration (4), 5; Diplomacy (9), 3. New Leader: 3-5-3.

FRANCE (2-2-2):

1. Rule Portugal, 5g (ER 3), Card 97, U removed.

2. Rule Normandy (ER 2), Card 99, SL becomes 1.

3. Rule Normandy (ER 1), Card 66, SL becomes 0.

4. Rule Normandy (ER 2), Card 86, SL becomes 1.

5. Rule Normandy (ER 1), Card 74, no effect.

TAXATION AND TREASURY ACCOUNTS:

OCCITANIA: Burgundy 2g, Aragon 3g (U), Castille 2g (4, U), Provence 2g (6), Toulouse 2g (7), Valencia 2g (4); total 13g. $93-8/13=98g$.

GERMANY: Demesne 2g, Bavaria 2g; total 4g. $18-8/4=14g$.

RUSSIA: Novgorod 2g; total 2g. Pays 2g to Byzantine Empire, leaving 3g as the Russian debt to the Byzantines. $1-1/2-2=0g$.

BYZANTINE EMPIRE: Constantinople 4g, Adrianople 3g (8), Asia 1g (7), Greece 2g (6);
total 10g. $124-18/10/2=118g$.

ITALY: Venice 4g; total 4g. $28/4=32g$.

FRANCE: Demesne 1g, Ile de France 1g, Brittany 1g (10), Champagne 1g (5), Normandy 1g (4); total 5g. $30-5/5=30g$.

COLONIZATION:

GERMANY: Colonize Pomerania from Brandenburg, 4 CP.

BYZANTINE EMPIRE: 6 CP lost in Wallachia.

1251-1255:

THEOLOGICAL POLITICS SEGMENT: (7), the Schism continues.

MAGNATE PHASE: (4), Mongol Magnate (9) in Steppes.

MONGOL MAGNATE (9):

1. Conquer Kiev from Steppes (ER 4), Card 85, SL of Steppes becomes -3.
2. Conquer Kiev from Steppes (ER 3), Card 59, Conquered, SL of Kiev becomes -1.
3. Conquer Smolensk from Kiev (ER 8), Card 60, Conquered, SL of Smolensk becomes -1.
4. Conquer Novgorod from Smolensk (ER 6), Card 107, Conquered, SL of Smolensk becomes -1.
5. Conquer Muscovy from Novgorod (ER 11), Card 100, Conquered, SL of Muscovy becomes -1.
6. Conquer Volhynia from Kiev (ER 10), Card 91, Conquered, SL of Kiev becomes -2.
7. Conquer Livonia from Novgorod (ER 13), Card 96, Conquered, SL of Livonia becomes -3.

Magnate dies.

(Byzantine Empire pays 2g for the two conditionally ordered defenses. The Russian ruler goes into Exile; see Rules 7.52 and 21.0; the place of his Exile must be announced with the next orders.)

INITIATIVE DETERMINATION PHASE: Occitania, Germany, Italy, Russia, Byzantine Empire, France.

EVENT CARDS:

OCCITANIA: Holding Card _____ & Card 8. The following SLs change: Rome -3, Naples -2, Apulia 0, Sicily -2, Sardinia 0, Corsica 0, Cordova -3, Granada -2.

GERMANY: Holding Card _____ & Card 20, no effect. Holding Card 41 discarded.

ITALY: Holding Card _____ & Card 26, Leader Dies Heirless. Leader Check: Combat (10), 2; Administration (5), 5; Diplomacy (9), 2. New Leader: 2-5-2. Rebellion Checks: Venice (RV 2) (8), U removed; Apulia (RV 4) (8), U removed; Cordova (RV 6) (5), no effect; Corsica (RV 5) (4), no effect; Croatia (RV 8) (8), no effect; Lombardy (RV 2) (7), U removed; Naples (RV 4) (7), U removed; Rome (RV 3) (8), U removed; Sardinia (RV 6) (3), revolts; Sicily (RV 6) (7), U removed; Tuscany (RV 2) (8), U removed; Verona (RV 2) (7), U removed. By random process, Holding Card 48 discarded.

RUSSIA: Cards 9 & 18. The following SLs change: Poland -1, Silesia -1, Bohemia -1, Bavaria 3, Hungary -2, Burgundy 3, Austria -1, Switzerland 2, Champagne 0, Ile de France 0, Anjou -2.

BYZANTINE EMPIRE: Holding Card _____ & Card 24, Leader Dies Heirless. Leader Check: Combat (8), 3; Administration (7), 3; Diplomacy (3), 9. New Leader: 3-3-9. Rebellion Checks: Armenia (RV 7) (7), U removed; Hungary (RV 7) (8), no effect; Serbia (RV 7) (11), revolts; Khazar (RV 7) (7), U removed.

FRANCE: Holding Cards _____ & _____. Holding Cards 33 & 34 discarded.

The following Conversion and Colonization points have been scored:

CONVERSION:

GERMANY: Austria, Bavaria, Bohemia, Brandenburg, Denmark, Franconia, Poland, Pomerania, Saxony, Silesia, Volhynia. (55)

ITALY: Apulia, Naples, Sicily twice. (20)

RUSSIA: Lithuania, Livonia, Novgorod, Prussia. (20)

BYZANTINE EMPIRE: Armenia, Bohemia, Bulgaria, Croatia, Hungary, Jerusalem, Khazar, Kiev, Muscovy, Novgorod, Ryazan, Serbia, Sicily, Smolensk, Syria, Wallachia. (80)

FRANCE: Anjou, Norway, Sweden. (15)

COLONIZATION:

GERMANY: Austria, Brandenburg, Silesia. (15)

BYZANTINE EMPIRE: Anatolia, Bulgaria, Macedonia. (15)

FRANCE: Aquitaine, Brittany, Flanders. (15)

OCCITANIA (9-3-2), 98g, 3 Holding Cards

BURGUNDY: C, F2, 3.

ARAGON: C, 3.

CASTILLE: C, U, 2.

GERMANY (3-5-5), 14g, 3 Holding Cards including 52 & 53.

BAVARIA: C, F3, 3.

AUSTRIA: F2, -1.

BRANDENBURG: C, F2, 1, High German.

DENMARK: C, F2, 2.

FRANCONIA: C, T, F2, -3.

FRIESLAND: C, F2, 1.

LORRAINE: C, F3, -3.

ITALY (2-5-2), 32g, 3 Holding Cards.

VENICE: C, F3, 4.

APULIA: C, F2, 0.

CORDOVA: C, U, -3.

CORSICA: C, U, 0.

CROATIA: C, U, -3, Orthodox, PConv
4 Catholic.

RUSSIA (3-5-3), 0g, 1 Holding Card.

In Exile.

BYZANTINE EMPIRE (3-3-9), 116g, 3 Holding Cards including 55 & 56.

CONSTANTINOPLE: C, F3, 4.

ADRIANOPLE: C, F2, 3.

ANATOLIA: C, F2, -3, Greek, Orthodox.

ARMENIA: C, -3.

ASIA: C, F2, 1.

BULGARIA: C, F2, 0, Greek.

FRANCE (2-2-2), 30g, 3 Holding Cards including 51.

ILE DE FRANCE: C, F3, 0.

ANJOU: C, F2, -2.

AQUITAINE: C, -3, French.

BRITTANY: C, F2, 1, French.

CHAMPAGNE: C, F3, 0.

INDEPENDENT:

BOHEMIA: -1, Orthodox.

FLANDERS: F2, 2, French, Heretical.

GEORGIA: -3.

IRELAND: Occ T, -2.

JERUSALEM: -2, Orthodox.

KIEV: -2.

LIVONIA: -3, Orthodox.

MERCIA: 0, Heretical.

MUSCOVY: -1.

NORTHUMBRIA: -2, Heretical.

NORWAY: 1

NOVGOROD: Rus C, 1.

POLAND: Rus T, -2, PConv Orthodox 5.

PROVENCE: C, F2, 2.

TOULOUSE: C, F2, 2.

VALENCIA: C, F2, 2.

POMERANIA: F3, -2, 53 High German CP.

SAXONY: C, F3, -3.

SILEZIA: C, F2, -1, High German.

SWABIA: C, F3, -3.

SWEDEN: C, F3, 2.

SWITZERLAND: C, F3, 2.

LOMBARDY: C, F3, 2.

NAPLES: C, F2, -2.

ROME: C, F2, -3.

SICILY: C, -2.

TUSCANY: C, F3, 0.

VERONA: C, F3, 3.

LITHUANIA: C, U, -2, Orthodox.

CILICIA: C, F2, -3.

GREECE: C, F2, 2.

HUNGARY: C, U, -2, Orthodox.

KHAZAR: C, -3, Orthodox.

MACEDONIA: C, F2, 0, Greek.

TREBIZOND: C, F2, -3.

GRAHADA: C, F2, U, -2.

LEON: C, F2, 0.

NORMANDY: C, F2, 1.

PORTUGAL: C, F2, -3.

PRUSSIA: -2, Orthodox.

RYAZAN: -2.

SARDINIA: 0, 21 N. Italian CP.

SCOTLAND: Occ T, 0.

SERBIA: -2.

SMOLENSK: Rus C, -2, Orthodox.

STEPPIES: -3.

SYRIA: -3, Orthodox.

VOLHYNIA: -2, Heretical.

WALES: Occ T, -3.

WALLACHIA: -3, 6 Greek CP.

WESSEX: 0, Heretical.

Your Holding Cards are _____. All Area designations for language and religion are as they are listed on the map, except for exceptions listed above. The score is Byzantine Empire 160, Germany 134, Italy 82, France 76, Occitania 50, Russia 24. The deadline for 1251-1260 moves is NOON, SATURDAY 13 APRIL 1985. Stand-by moves for Italy should be sent in by Scott Cameron, 4 Meadow Lane, Hicksville, N. Y. 11801; 516-938-7057.

EMA-IV (continued from p. 1)

MAGNATE PHASE: (2), (3,4): Magnate (5) appears in Granada. Since this is the first turn, and no player has had a chance to send in orders, it will be assumed that all players attacked will defend, at one Year Card per Defense Endeavor. (See Postal Rules, pp. 2-3.)

1. Conquer Cordova from Granada (ER 5), Card 35, SL of Granada becomes 0.
2. Conquer Cordova from Granada (ER 4), Card 59, PConq 1, SL of Cordova becomes 0.
3. Conquer Cordova from Granada (ER 5), Card 60, Conquered, SL of Cordova becomes -1.
4. Conquer Portugal from Cordova (ER 4), Card 107, SL of Cordova becomes -2.

RAIDER PHASE:

VIKINGS:

1. Pillage Wessex from Norway (ER 4), Card 91, SL of Wessex becomes 1.
2. Pillage Wessex from Norway (ER 5), Card 96, SL of Norway becomes -1.
3. Pillage Wessex from Norway (ER 4), Card 112, SL of Wessex becomes 0.
4. Pillage Saxony from Norway (ER 2), Card 71, SL of Saxony becomes -1, Holy Roman Empire plays Defense Endeavor.
5. Pillage Wessex from Norway (ER 5), Card 65, SL of Wessex becomes -1.

MAGYARS:

1. Pillage Bohemia from Hungary (ER 1), Card 33, SL of Hungary becomes -1.
2. Pillage Bohemia from Hungary (ER 0), Card 79, no effect.
3. Pillage Verona from Hungary (ER-2), Card 70, no effect.
4. Pillage Verona from Hungary (ER-2), Card 90, no effect.
5. Pillage Bavaria from Hungary (ER -4), Card 39, SL of Hungary becomes -2. The Holy Roman Empire has played 3 Defense Endeavors to meet these attacks.

SARACENS (3):

1. Pillage Lombardy (ER 1), Card 76, no-effect. Last Holy Roman Empire Defense Endeavor played.
2. Pillage Lombardy (ER 4), Card 58; SL of Lombardy becomes 2. Endeavor played.
3. Pillage Lombardy (ER 5), Card 82, SL becomes 1.
4. Pillage Tuscany (ER 5), Card 81, SL becomes 1.
5. Pillage Sicily (ER 6), Card 73, SL of Sicily becomes 0.

Note that all five of the upcoming 976-980 Endeavors for the Holy Roman Empire have already been played as Defenses against Raiders.

INITIATIVE DETERMINATION PHASE: Byzantine Empire, Denmark, Russia, Holy Roman Empire, Burgundy, Poland, France.

EVENT CARDS:

BYZANTINE EMPIRE: Card 8. The following SLs change: Rome -1, Naples -1, Apulia -2, Sicily 0, Sardinia -2, Corsica -2, Cordova -3, Granada -1.

DENMARK: Card 20 (Epidemic), no effect.

RUSSIA: Holding Card _____.

HOLY ROMAN EMPIRE: Holding Card _____.

BURGUNDY: Holding Card _____.

POLAND: Card 26, Leader Dies Heirless. Leader Check: Combat (10),2; Administration (5),5; Diplomacy (9),2. New Leader: 2-5-2. Rebellion Checks: Poland (RV 5) (11), no effect; Silesia (RV 5) (10), no effect.

FRANCE: Holding Card _____.

BYZANTINE EMPIRE (5-5-5), 12g.

CONSTANTINOPLE: C, F3, 3.

ADRIANOPOLE: C, 1.

ANATOLIA: C, -1.

APULIA: C, -2.

ARMENIA: C, -1.

DENMARK (5-5-5), 12g.

DENMARK: C, F2, 2.

RUSSIA (3-5-5), 12g, 1 Holding Card.

KIEV: C, 1.

ASIA: C, 1.

CILICIA: C, 0.

GREECE: C, 1.

MACEDONIA: C, -1.

TREBIZOND: C, 0.

NORTHUMBRIA: C, 1.

MUSGOVY: C, U, 1.

NOVGOROD: C, 1.	SMOLENSK: C, U, O, Orthodox.
RYAZAN: C, U, -1.	VOLHYNIA: C, -1.
HOLY ROMAN EMPIRE (3-3-3), 7g, 1 Holding Card.	ROME: C, U, -1.
LORRAINE: C, 1.	SAXONY: C, O.
AUSTRIA: C, -1.	SWABIA: C, O.
BAVARIA: C, 1.	TUSCANY: C, U, 1.
FRANCONIA: C, 1.	VERONA: C, U, 1.
FRIESLAND: C, O.	
LOMBARDY: C, U, 1.	
BURGUNDY (3-3-3), 12g, 1 Holding Card.	SWITZERLAND: C, O.
BURGUNDY: C, 3.	
PROVENCE: C, 1.	
POLAND (2-5-2), 12g	SILEZIA: C, U, -1.
POLAND: C, U, 2.	
FRANCE (2-2-2), 12g, 1 Holding Card.	CHAMPAGNE: C, 1.
ILE DE FRANCE: C, 2.	FLANDERS: C, 2.
ANJOU: C, O.	NORMANDY: C, O.
AQUITAINE: C, O.	TOULOUSE: C, O.
BRITAIN: C, -1.	
GRANADAN MAGNATE (5):	CORDOVA: -3, Moslem.
GRANADA: -1, Moslem.	

INDEPENDENT:

ARAGON: 1.	LEON: -1.	SERBIA: -1
BRANDENBURG: -1, West Slavonic.	LITHUANIA: -1.	SICILY: 1.
BULGARIA: -1, Non-I.E.	LIVONIA: -1.	STEPPIES: -2.
CASTILLE: O, Moslem.	MERCIA: 1.	SWEDEN: 1, Pagan.
CORSICA: -2.	NAPLES: -1.	SYRIA: 2.
CROATIA: -1.	NORWAY: -1, Pagan.	VALENCIA: O, Moslem.
GEORGIA: -1.	POMERANIA: -1.	VENICE: F3, 2.
HUNGARY: -2.	PORTUGAL: O, Moslem.	WALES: -1.
IRELAND: -1.	PRUSSIA: -1.	WALLACHIA: -1, Non-I.E.
JERUSALEM: O.	SARDINIA: -2.	WESSEX: -1.
KHAZAR: -1.	SCOTLAND: -1.	

The score is Holy Roman Empire 70, Byzantine Empire 66, France 62, Russia 57, Burgundy 52, Denmark 45, Poland 43. The deadline for 976-980 orders is NOON, SATURDAY 13 APRIL 1985.

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