

EMPIRE

#213

15 June 1985

AMF-V

1533-4

DENMARK GETS INVADÉD AND REFORMED

There were a couple of minor misprints in the last issue. The Habsburg A 2317 was omitted, and the Habsburg Army listed in 1927 is in 1926.

1533:

DIPLOMACY PHASE: There are no Treaties or Declarations of War. The King of England has not yet asked the Pope to grant him a divorce, and must do so by the 1534 Diplomacy Phase. If he does, the Pope has until the Diplomacy Phase of 1536 to respond. The Pope enlists one unit of Swiss Mercenaries, and the Habsburgs enlist four.

EXPENDITURES PHASE:

OTTOMANS (Drakert): 16#17-17=16

PAPACY (Trtek): 8#6#3-2-5=10

HABSBURGS (Thornsen): 13#38-20=31

REINFORCEMENT/REPLACEMENT PHASE:

OTTOMANS: 2J 5323.

PAPACY: S 3226

FRANCE (Oliver): 30#20=50

ENGLAND (Provant): 9#20-3=26

LUTHERANS (Cameron): 13#16-16=13.

ENGLAND: 2S 1711.

LUTHERANS: Mea 3208, 2M 3008.

1534:

COMBAT PHASE: None.

MOVEMENT PHASE:

OTTOMANS: A 4115, A 3916, A 3917, A 3719, A 3622, A 3717, A 4017, A 4021, 2A 4720, 4N 4927, N 4832, 2A 4829 \$ 2J 5323 hold.

PAPACY: A 3120-SW2-2921; A 2413-NE1-2413 (see Rule 8.46); A, S 3226, A 3120 A 3222, A 2411 & A 2612 hold.

HABSBURGS: N 0919-SW5, S1-0422; 4N 0432-SE3, NE2, SE2, NE5-1631; 3N, A 1528-SE8, NE4-2730; N 3932-NE2, SE4-4533; N 3831-NE2, N4-4026; A 2619-N2-2617; 2A 0422, N 0229, 2A 0927, 2A 1424, A 1926, 3A 2211, A 2317, A 2418, 2A 3017, A 3331, 2A 3412, 2A 3427 & 4A 3614 hold.

FRANCE: 2A 1815, 2A 2117, 4A, 2N 2223, 2A, 2N 1714, 2A, 2N 1520 & 2A 1504 hold.

ENGLAND: N 1708-NE1, SE2, S2-3005; A 1107, N 1110, H, 4A 1912, N, 2A 1312, A, N 1708, N, 2S 1711.

LUTHERANS: Bre 2610-S1-2611; Bru 3209-S1, SW1-3111; Hes 2515-NE1, N1-2613; Mag 2714-N2, NW1-2611; Man 2915-NW3-2613; Mec 3208 holds; Sex 2711-N2, NW1-2611; T 1909-NE1, N2, NW2, SW1-2608; M 2501-SE5, S1-3004; M 3008-S3, SW3, S2-2715; M 3008-SW1, S1-2611; 2M 2316, M 2608, 3M 2617, M 2814, M 2909, M 3005, M 3111, 3M 3212, M 3401 Anh 2814, Hes 2316 & Sax 3212 hold.

War costs are assessed against England, and Movement costs against the Papacy, the Lutherans, and the Habsburgs. Extended Naval Movement costs are Habsburgs 7, England 3.

AREAS CONTROLLED:

OTTOMANS: Dalmatia, Ottoman Empire.

PAPACY: Florence, Genoa, Papal States, Tuscany, Venice.

HABSBURGS: Austria, Bohemia, Franche Comte, Hungary, Milan, Naples, Navarre, Netherlands, Portugal, Sardinia, Sicily, Spain, Switzerland, Tyrol.

FRANCE: France, Scotland.

ENGLAND: Calais, Denmark, England, Ireland, Cologne, Mainz, Trier.

LUTHERANS: All Germany except Ansbach, Cleve, Cologne, Mainz, Trier.

Nassau and

(continued on p. 5)

FIRE SALE: KINGDOM AVAILABLE AT HALF PRICE

Paul Rauterberg writes that a new job is cutting down on his time so that he has to resign from his two EMA games. And his situation as Russia (in exile in France) in this game is certainly not hopeful for the future. As it happens, it is about time for players in this game to pay the \$22 for the fourth and last real-time year of the game. Two have already done so; if your name is checked below it means that you have not yet paid the last year's game fee. With Paul's resignation, what's left of the Russian position is available, and in order to get someone to play it I am throwing it open to the first EMPIRE reader who sends in \$11, a half-price game fee. There are two ways by which the Russian player can recover a Court Area: If one of the other players acquires an Eastern Slavonic Area and then cedes it to him by Treaty, or if a Magnate appears in an East Slavonic Area.

As he feared in the last issue, Peter Ashley will be unable to get moves in owing to military activities. No stand-by will be called.

The press releases omitted for lack of space from the last issue appear on p. 10.

Occitania announces possession of Holding Card 52 (Demesne), and plays Holding Card 28 to get a Claim on Sardinia.

OCCITANIA (Osmanson) (9-3-2):

1-5. Defend. Cards 85, 68, 106, 103 & 86, no effect.

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

1-4. Defend (see Magnate Phase of this Round). Cards 91, 74, 66 & 79, no effect.

5. Conquer Adrianople from Greece, 7g (ER 9), Card 70, SL of Greece becomes 2. The Heresy extends overland to all Greek Areas except Constantinople, causing revolts which reduce Fortifications.

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

1. Rule Silesia (ER 4), Card 106, U removed.

2. Rule Friesland (ER 3), Card 58, U removed, SL becomes 2.

3. Rule Denmark (ER 3), Card 96, U removed. Leader Check: Combat (5), 5; Administration (6), 3; Diplomacy (9), 2. New Leader: 5-3-2.

4. Pillage Wessex from Denmark (ER 8), Card 93, SL of Denmark becomes 0.

5. Pillage Wessex from Denmark, 1g (ER 8), Card 99, (5), 2g. SL of Wessex becomes -2.

RUSSIA (no player) (5-3-2): Cards 82, 90, 72, 95, 112. Leader Check: Combat (6), 3; Administration (7), 3; Diplomacy (9), 3. New Leader: 3-3-3.

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

1. Rule Tuscany (ER 4), Card 107, SL becomes 0.

2. Rule Tuscany (ER 5), Card 78, SL becomes 1.

3. Rule Tuscany (ER 4), Card 92, SL becomes 2.

4. Rule Tuscany (ER 3), Card 63, SL becomes 3.

5. Rule Rome (ER 4), Card 65, no effect.

FRANCE (Ashley) (3-3-1): No moves received. Cards 75, 83, 76, 84 & 60, no effect.

TAXATION AND TREASURY ACCOUNTS:

OCCITANIA: Demesne 1g, Burgundy 2g, Aragon 2g (7), Castille 1g (8), Provence 2g (7), Sardinia 1g (7), Toulouse 2g (7), Valencia 2g (8); total 13g. 95#13=108g.

BYZANTINE EMPIRE: Constantinople 4g; total 4g. 138-7#4=135g.

GERMANY: Bavaria 2g, Austria 1g (5), Brandenburg 1g (5), Denmark 1g (8), Friesland 2g (8), Silesia 1g (6), Sweden 2g (9), Switzerland 2g (5); total 12g. 75-1#2#12=88.

RUSSIA: Og.

ITALY: Demesne 1g, Venice 4g, Apulia 1g (6), Corsica 1g (8), Lombardy 3g (6), Tuscany 3g (10), Verona 3g (9); total 16g. 43#16=59g.

FRANCE: Ile de France 2g; total 2g. 14#2=16g.

COLONIZATION:

GERMANY: Colonize Pomerania from Brandenburg, 4 CP.

1286-1290:

MAGNATE PHASE: (4), no effect.

MONGOL MAGNATE (9):

1. Conquer Bulgaria from Wallachia (ER 6), Card 82, Conquered, SL of Bulgaria becomes 0
2. Conquer Adrianople from Bulgaria (ER 6), Card 90, SL of Bulgaria becomes -1. Mag-nate dies.

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

OCCITANIA (9-3-2):

- 1-5. Defend. Cards 72, 109, 91, 60, 97, no effect.

BYZANTINE EMPIRE (3-3-5):

1. Conquer Adrianople from Constantinople, 6g (ER 9), Card 95, Conquered, U, SL of Adrianople becomes 2.
2. Conquer Greece from Constantinople, 5g (ER 9), Card 61, Conquered, U, SL of Greece becomes 1.
3. Conquer Macedonia from Adrianople, 6g (ER 9), Card 104, Conquered, U, SL of Macedonia becomes 0.
4. Conquer Bulgaria from Constantinople, 3g (ER 9), Card 107, Conquered, U.
5. Conquer Asia from Constantinople, 6g (ER 9), Card 78, Conquered, U.

GERMANY (5-3-2):

1. Pillage Wessex from Denmark (ER 9), Card 92, SL of Wessex becomes -3.
2. Pillage Mercia from Denmark, 2g (ER 8), Card 111, SL of Denmark becomes 0, and of Mercia, -2.
3. Pillage Mercia from Denmark, 2g (ER 8), Card 88, SL of Mercia becomes -3.
4. Conquer Norway from Sweden, 3g (ER 6), Card 93, Conquered, U, SL of Norway becomes 0
5. Rule Denmark (ER 2), Card 63, SL becomes 1.

ITALY (2-5-2):

1. Rule Rome (ER 4), Card 65, no effect.
2. Rule Rome (ER 4), Card 85, no effect.
3. Rule Rome (ER 4), Card 99, SL becomes 0.
4. Rule Rome (ER 5), Card 68, no effect. Leader Check: Combat (11), 1; Administration (8), 2; Diplomacy (4), 5. New Leader: 1-2-5.
5. Diplomatic Tie with Sicily, 1g (ER 8), Card 108, no effect.

RUSSIA (3-3-3): Cards 103, 77, 98, 110 & 67, no effect.

FRANCE (3-3-1): No moves received. Cards 74, 66, 89, 75 & 79, no effect.

TAXATION AND TREASURY ACCOUNTS:

OCCITANIA: Demesne 1g, Burgundy 2g, Aragon 2g (7), Castille 1g (4,U), Provence 2g (7), Sardinia 1g (11,U), Toulouse 2g (2,U), Valencia 2g (3,U); total 13g. 108#13=121g.

BYZANTINE EMPIRE: Constantinople 4g, Adrianople 2g (8), Asia 3g (7), Greece 1g (8); total 10g. 135-26#10=119g.

GERMANY: Bavaria 2g, Austria 1g (11,U), Brandenburg 1g (5), Denmark 1g (6), Friesland 2g (7), Silesia 1g (4), Sweden 2g (7), Switzerland 2g (5); total 12g. 88-7#12=93g.

ITALY: Demesne 1g, Venice 4g, Apulia 1g (10), Corsica 1g (5), Lombardy 3g (2,U), Tuscany 3g (6), Verona 3g (8); total 16g. 59-1#16=74g.

RUSSIA: 0g.

FRANCE: Ile de France 2g; total 2g. 16#2=18g.

COLONIZATION:

GERMANY: Colonize Pomerania from Brandenburg, 4 CP.

ITALY: Colonize Naples from Rome, 1 CP.

1291-1295:

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

1. Conquer Wallachia from the Steppes (ER 9), Card 91, Conquered, SL of Wallachia becomes -3.
 2. Conquer Bulgaria from Wallachia (ER 0), Card 74, no effect.
 3. Conquer Bulgaria from Wallachia (ER 6), Card 64, Conquered.
 4. Conquer Adrianople from Bulgaria (ER 1), Card 105, SL of Bulgaria becomes -1.
 5. Conquer Adrianople from Bulgaria (ER 6), Card 69, Conquered, SL of Adrianople becomes 1.
 6. Conquer Constantinople from Adrianople (ER -3), Card 78, no effect.
 7. Conquer Constantinople from Adrianople (ER -3), Card 84, SL of Adrianople becomes 0.
 8. Conquer Constantinople from Adrianople (ER -4), Card 60, SL of Adrianople becomes -1.
 9. Conquer Constantinople from Adrianople (ER 1), Card 97, PConq 1, SL of Constantinople becomes 3, and of Adrianople, -2.
 10. Conquer Constantinople from Adrianople (ER 1), Card 95, SL of Adrianople becomes -3.
- By conditional orders, the Byzantine Empire plays its five Endeavors of this Round as Defense on the 2nd, 4th, 6th, 7th and 8th Mongol attacks, and pays 5g.

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

EVENT CARDS:

OCCITANIA: Holding Card _____ & Card 13. The following SLs change: Flanders 2, Wessex -2, Mercia -3, Northumbria -2, Scotland 0, Brittany 1, Normandy 2.

BYZANTINE EMPIRE: Cards 8 & 20. The following SLs change: Constantinople 2, Asia 2, Armenia -3, Rome -1, Naples -2, Apulia 0, Sicily -1, Sardinia 0, Corsica 0, Cordova -1, Granada -2.

GERMANY: Holding Cards _____ & _____.

RUSSIA: Holding Card _____ & Card 17. The following SLs change: Franconia -2, Lorraine -2, Swabia -2, Champagne 3, Anjou 1, Ile de France 3.

ITALY: Holding Card _____ & Card 11. The following SLs change: Lombardy 4, Aquitaine -2, Aragon 3, Castille 2. Holding Card 43 is discarded.

FRANCE: Holding Card _____ & Card 1. The following SLs change: Novgorod 0, Muscovy -2, Livonia -2, Lithuania -2, Prussia -2, Smolensk -2, Kiev -2, Volhynia -2. By random process Holding Card 38 is discarded.

Conversion and Colonization Points were last listed in EMPIRE #211. All Area designations for language and religion are as listed on the map, with the exceptions that appear on the listing below. Your Holding Cards are: _____, The Russian Holding Cards will be identified to the new Russian player when he or she signs up. In the listings below, several Byzantine Areas went into Unrest under Rule 17.0 when the Heretical revolt cut the connections between them and Constantinople. The score is Germany 150, Byzantine Empire 141, Italy 94, France 87, Occitania 61, Russia 20. The deadline for 1291-1300 moves is NOON, SATURDAY 6 JULY 1985.

OCCITANIA (9-3-2), 121g, 3 Holding Cards including 52.

BURGUNDY: C, F2, 2.

ARAGON: C, 3.

CASTILLE: C, U, 2.

PROVENCE: C, F2, 2.

SARDINIA: C, U, 1.

SCOTLAND: C, T, U, 0.

TOULOUSE: C, F2, U, 2.

VALENCIA: C, F2, U, 2.

BYZANTINE EMPIRE (3-3-5), 114g, Holding Cards 55 & 56.

CONSTANTINOPLE: C, F3, 2, PConq 1 Mongol

ARMENIA: C, U, -3.

ASIA: U, 2, Heretical.

CROATIA: C, Ita T, U, -2.

GREECE: U, 1, Heretical.

HUNGARY: C, U, -2, Orthodox.

KHAZAR: C, -3, Orthodox.

MACEDONIA: 0, Greek, Heretical.

POLAND: C, U, -3, Orthodox.

SERBIA: C, T, U, -2.

GERMANY (5-3-2), 93g, 3 Holding Cards.

BAVARIA: C, F3, 2.

AUSTRIA: C, F2, U, 1.

BRANDENBURG: C, F2, 1, High German.

DENMARK: C, F2, 1.

FRANCONIA: C, F2, -2.

FRIESLAND: C, F2, 2.

LORRAINE: C, F3, -2.

NORWAY: U, 0.

POMERANIA: F3, -2, 83 High German CP.

SAXONY: C, F3, -2.

SILESIA: C, F2, 1, High German.

SWABIA: C, F3, -2.

SWEDEN: C, F3, 2.

SWITZERLAND: C, F3, 2.

RUSSIA (3-3-3), 0g, 2 Holding Cards, in exile in Ile de France.
 ITALY (1-2-5), 74g, 3 Holding Cards including 50.
 VENICE: C, F3, 4. NAPLES: C, F2, -2, 1 N. Italian CP.
 APULIA: C, F2, 0. ROME: C, F2, -1.
 CORDOVA: C, -1. SICILY: C, -1.
 CORSICA: C, 0. TUSCANY: C, F3, 3.
 LOMBARDY: C, F3, U, 4. VERONA: C, F3, 3.
 FRANCE (3-3-1), 18g, 3 Holding Cards.
 ILE DE FRANCE: C, F3, 3. GRAIADA: C, F2, U, -2.
 ANJOU: C, F2, 1. LEON: C, F2, 0.
 AQUITAINE: C, -2, French. NORMANDY: C, F2, 2.
 BRITTANY: C, F2, 1, French. PORTUGAL: C, F2, -3.
 CHAMPAGNE: C, F3, 3.
 MONGOL MAGNATE (9):
 STEPPE: -2. BULGARIA: -2, Greek, Heretical.
 ADRIANOPOLE: -3, Heretical. WALLACHIA: -3, Non-I.E.
 INDEPENDENT:
 ANATOLIA: -2, Greek, Heretical. MUSCOVY: -2.
 BOHEMIA: -2, Orthodox. NONNUMBRIA: -2, Heretical.
 CILICIA: -2, Heretical. NOVGOROD: 0.
 FLANDERS: F2, 2, French, Heretical. PRUSSIA: -2, Orthodox.
 GEORGIA: -2. RYAZAN: -3.
 IRELAND: Occ T, -2. SMOLENSK: -2, Orthodox.
 JERUSALEM: -2, Orthodox. SYRIA: -2, Orthodox.
 KIEV: Byz T, -2. TREBIZOND: 1, Heretical.
 LITHUANIA: -2, Orthodox. VOLHYNIA: -2, Heretical.
 LIVONIA: -2, Orthodox. WALES: Occ T, -3.
 MERCIA: -2, Heretical. WESSEX: -2, Heretical.

: AMF-V (continued from p. 1)

PLACES CONVERTED:

LUTHERANS: All Germany except Cologne, Mainz & Trier; Copenhagen, England, Norway, Zürich.

CITIES CONTROLLED:

OTTOMANS: Athens 3, Belgrade 2, Bucharest 3, Buda 3, Constantinople 6; total 17

PAPACY: Bologna 1, Ravenna 1, Rome 4, Venice 2; total 6

HABSBURGS: Antwerp 6, Barcelona 4, Cagliari 1, Corunna 5, Geneva 1, Lisbon 1, Madrid 3, Naples 4, Palermo 2, Prague 4, Vienna 7; total 38

FRANCE: Bordeaux 4, Brest 4, Dijon 2, Edinburgh 1, Marseilles 4, Paris 2, Rouen 3; total 20

ENGLAND: Calais 3, Cologne 1, Copenhagen 1, Dublin 1, Florence 1, Genoa 1, London 6, Mainz 1, Plymouth 1, Siena 1, Trier 1, Tork 3; total 21

LUTHERANS: Augsburg 4, Bremen 3, Magdeburg 3, Metz 2, Nuremberg 1, Wittenberg 3; total 16

The score is Lutherans 28, Papacy 12. Your score is _____. Forthcoming Reinforcements are listed below:

1534: PAPACY 5; HABSBURGS 4S; LUTHERANS 2Wur, 4M Württemberg.

1537: LUTHERANS Aug, 2M Augsburg.

1539: LUTHERANS: 3Bre, 4M Brandenburg.

The deadline for 1534-5 moves is NOON, SATURDAY 6 JULY 1985. Tom Thorsen is now playing the Habsburg Empire.

EAST ANGLIA (Via Metz): Despite the official repression of Protestantism by the English authorities, the peasants of this area have enthusiastically welcomed Calvinist missionaries & have lit a flame of religious liberty which will soon sweep across the rest of the British Isles & eventually all of Europe.

"We welcome the English into the Protestant fold," said Martin Luther, commenting

(continued on p. 11)

BURGUINDIANS INVADE SPAIN

Peter Ashley was unable to get moves in for this turn owing to some military business. Jim McCarthy missed his second consecutive set of orders for Burgundy, and that position is taken over by the stand-by player, Scott Cameron, whose address was printed in the last issue. No stand-by will be called on for Ashley; see p. 4 of EMPIRE #212 for further information. Paul Rauterberg writes that he has a new job, and will therefore be unable to continue after this move. Beginning with the next turn, the Holy Roman Empire will be played by Tom Thorsen, 113 Glensummer, Holbrook, N. Y. 11741. An order by France to Colonize Brittany from Normandy and Anjou has been in effect since the beginning of the game but was omitted from the last two issues. France has 9 Colonization Points in Brittany now. The last Grnadan card was 100.

BURGUNDY (Cameron) (5-3-5):

1. Rule Switzerland (ER 1), Card 84, U removed, SL becomes 1.
2. Conquer Valencia from Provence, 2g (ER -1), Card 72, SL of Provence becomes -1.
3. Conquer Valencia from Provence, 2g (ER 3), Card 103, Conquered, U, Valencia becomes Catholic and its SL becomes -2.
4. Diplomatic Tie with Valencia, 1g (ER 10), Card 87, no effect.
5. Diplomatic Tie with Valencia, 1g (ER 10), Card 111, Tie plus possession equals Claim.

HOLY ROMAN EMPIRE (Rauterberg) (3-3-3):

1. Rule Rome (ER -1), Card 60, no effect.
2. Rule Verona (ER 1), Card 58, U removed, SL becomes 1.
3. Rule Tuscany (ER 0), Card 107, U removed.
4. Defend, Card 97, no effect.
5. No order. Card 82, no effect.

RUSSIA (Trtek) (2-5-2):

1. Rule Ryazan (ER 4), Card 90, U removed, Leader Check: Combat (8), 5; Administration (7), 3; Diplomacy (6), 3. New Leader: 5-3-3.
2. Rule Muscovy (ER 1), Card 110, U removed.
3. Rule Novgorod (ER 2), Card 76, no effect.
4. Rule Novgorod (ER 2), Card 85, no effect.
5. Rule Novgorod (ER 2), Card 61, no effect.

POLAND (Oliver) (2-5-2):

1. Rule Silesia (ER 4), Card 91, no effect. (See Rule 7.12)
2. Rule Brandenburg (ER 5), Card 104, no effect.
3. Conquer Bohemia from Silesia, 3g (ER 4), Card 77, SL of Silesia becomes 0.
4. Conquer Bohemia from Silesia, 3g (ER 3), Card 98, SL of Silesia becomes -1.
5. Rule Poland (ER 2), Card 57, U removed.

BYZANTINE EMPIRE (Dawson) (3-2-3):

1. Rule Constantinople, 2g (ER 1), Card 68, no effect. Leader Check: Combat (5), 5; Administration (9), 3; Diplomacy (4), 5. New Leader: 5-3-5.
2. Diplomatic Tie with Bulgaria, 2g (ER 8), Card 66, no effect.
3. Diplomatic Tie with Georgia, 2g (ER 9), Card 64, Tie. Tie plus possession equals Claim.
4. Diplomatic Tie with Serbia, 2g (ER 8), Card 73, no effect.
5. Rule Constantinople (ER 0), Card 105, SL becomes 4.

DENMARK (Provant) (5-5-5):

1. Conquer Northumbria from Denmark, not possible (Rule 10.1), Card 106, no effect.
2. Rule Denmark (ER 5), Card 95, SL becomes 1.
3. Rule Norway (ER 2), Card 79, SL becomes 0.
4. Rule Norway (ER 3), Card 81, no effect.
5. Rule Norway (ER 3), Card 85, SL becomes 1.

FRANCE (Ashley) (2-1-3): No moves received. One Endeavor goes for the Defense (see last issue). Cards 62, 63, 83, 93 & 80. Leader Check: Combat (9),3; Administration (5),5; Diplomacy (10),2. New Leader: 3-5-2.

TAXATION AND TREASURY ACCOUNTS:

BURGUNDY: Demesne 1g, Burgundy 3g, Plunder Provence (4),2g. $10-6\frac{2}{3}=10g$.

HOLY ROMAN EMPIRE: Demesne 1g, Bavaria 2g (9), Verona 1g (6); total 4g. $10\frac{1}{4}=14g$.

RUSSIA: Kiev 1g, Muscovy 1g (7), Novgorod 1g (6), Ryazan 1g (8); total 4g. $9\frac{1}{4}=13g$.

POLAND: Poland 3g; total 3g. $10-6\frac{2}{3}=7g$.

BYZANTINE EMPIRE: Constantinople 4g, Adrianople 3g (2,revolts); Cilicia 1g (7), Greece 1g (7); total 6g. $11-8\frac{2}{3}=9g$.

DELMARK: Denmark 1g; total 1g. $1\frac{1}{2}=2g$.

FRANCE: No orders; 6g.

COLONIZATION:

BURGUNDY: Colonize Switzerland from Burgundy, 7 CP.

BYZANTINE EMPIRE: Colonize Macedonia from Greece, 4 CP. Colonize Anatolia from Constantinople, Asia, Cilicia, and Trebizond, 14 CP.

FRANCE: Colonize Brittany from Normandy and Anjou, 3 CP.

991-995:

RAIDER PHASE:

MAGYARS:

1. Pillage Verona from Hungary (ER -2), Card 57, Holy Roman Empire plays a Defense Endeavor and pays 1g.
2. Pillage Verona from Hungary (ER 1), Card 68, no effect.
3. Pillage Verona from Hungary (ER 1), Card 66, SL of Verona becomes 0.
4. Pillage Bohemia from Hungary (ER 2), Card 92, SL of Bohemia becomes -1.
5. Pillage Verona from Hungary (ER 2), Card 64, SL becomes -1.

SARACENS (4):

1. Pillage Tuscany (ER 8), Card 112, SL becomes -2.
2. Pillage Sicily (ER 8), Card 73, SL becomes -2.
3. Pillage Naples (ER 8), Card 100, SL becomes -2.
4. Pillage Granada (ER 6), Card 84, SL becomes -2.
5. Pillage Lombardy (ER 9), Card 72, SL becomes -3.

MAGNATE PHASE: (1), (5,4), no effect.

GRANADAN MAGNATE (5):

1. Conquer Aquitaine from Aragon (ER 0), Card 108, Conquered, SL of Aquitaine becomes 0.
2. Conquer Anjou from Aquitaine (ER 1), Card 88, Conquered, SL of Anjou becomes 0.
3. Pillage Burgundy from Anjou (ER -2), Card 59, no effect.
4. Pillage Burgundy from Anjou (ER -2), Card 95, SL of Anjou becomes -1. Burgundy pays 2g for two Defense Endeavors.

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

EVENT CARDS:

DELMARK: Card 13. The following SLs change: Friesland 1, Flanders 3, Wessex 0, Mercia 2, Scotland 0, Brittany 0, Normandy 2, Northumbria 1.

BYZANTINE EMPIRE: Card 17. The following SLs change: Franconia 1, Lorraine 1, Swabia 0, Champagne 2, Anjou 0, Ile de France 2.

BURGUNDY: Card 19, outbreak of Heresy in Provence. Unless Burgundy conquers Provence by 995, this Heresy will spread to all Languedoc Areas except Burgundy.

RUSSIA: Card 6. The following SLs change: Greece 0, Macedonia -1, Wallachia -1, Serbia -2, Croatia -3, Bulgaria -2, Adrianople 2.

FRANCE: Holding Card _____.

This is

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

1315

DON'T FORGET TO WEAR YOUR ARMOR

"Sir Robin bravely ran away..." - Monty Python and the Holy Grail

The Man - that is to say, your basic mediaeval warrior in chain mail with sword and shield - doesn't shape up too well against the heavyweights in Nova's Lost Worlds combat system. Mine has been contesting a field against Lee Enderlin's Lizardman for some 13 rounds now, and is now down to 2 Body Points, while the Lizardman still has 14 of his original 16.

14. Lizardman 8 (Dodge); Man 24 (Downswing Smash). Both get to do their indicated maneuvers, putting the Man on p. 15 and his reptilian foe on p. 33, with neither taking further damage.
15. Lizardman 2 (Low Sideswing); Man 16 (Jump Away). Both are not on p. 57 at Extended Range.
16. Lizardman 50 (Charge); Man 62 (Jump Back). The man is on p. 19, getting knocked unconscious in his try to escape, while the Lizardman appears victorious on p. 39.

In a new combat, Lee is taking the Colddrake while I am a Knight who does double damage with his sword.

1. Colddrake 64 (Tail Whip); Knight 60 (Thrust Low). The combatants are still at Extended Range; the Knight is on p. 57, while the Colddrake is lashing his tail on p. 61.
2. Colddrake 64 (Tail Whip); Knight 60 (Thrust Low). The same orders, with the same result.

Scott Cameron's Unicorn and my Troll are still having at each other, though a revised count of the damage points, added to both fighters' ability to regenerate, leaves them at Unicorn 17, Troll 16 after 18 rounds.

19. Unicorn 16 (Jump Away); Troll 18 (Jump Up). For reasons which are not altogether clear to the players, the Troll is now on p. 61, enraged and without his club. The Unicorn is on p. 57, and regains 2 Body Points.
20. Unicorn 50 (Charge); Troll 52 (Dodge). The Troll is now on p. 23 behind the Unicorn, who is therefore on p. 21.
21. Unicorn 16 (Jump Away); Troll 34 (Kick). The Unicorn is on p. 1, with a shot at 2 extra damage points on the next round. The Troll is on p. 41, having fallen over with the vehemence of his kick. He suffers no damage.
22. Unicorn 12 (Horn Toss Low); Troll 16 (Jump Away). Both are again on p. 57, and have each gained 2 Body Points. It's now Unicorn 21, Troll 18.
23. Unicorn 64 (Rear); Troll 58 (Swing Low). On reflection, this seems to be an inappropriate move for the Troll, since for reasons not apparent to the players the Troll finished the 19th round without a club. But if this little matter can be overlooked the Troll is attacking at Extended Range on p. 55, while the Unicorn is regaining 2 more Body Points on p. 57.

Scott's Dwarf-Halfling team is carrying on the fight against Mike Provant's Troll:

11. Dwarf 16 (Jump Away), Halfling 42 (Fake High); Troll 16 (Jump Away). All the combatants are now on p. 57. The Troll regains 2 Body points, so the count is now Troll 16, Dwarf 14, Halfling 6.
12. Dwarf 60 (Low Thrust), Halfling 54 (Draw & Throw); Troll 50 (Charge). The Troll is on p. 41, taking 1 point of damage from the Dwarf's axe and 8 from the Halfling's dagger for a total of 9, bringing his Body Points down to 7. The Dwarf is on p. 11 and the Halfling on p. 59.

In another team battle, Mike's Barbarian and Lizardman are still fighting the Unicorn.

7. Unicorn 10 (Horn Swing High) vs. Lizardman; Barbarian 8 (Dodge), Lizardman 26 (Shield Block). The Unicorn is on p. 3, the Barbarian on p. 19, and the Lizardman is on p. 7 but no one takes damage.
8. Unicorn 12 (Horn Toss Loa) vs. Lizardman; Lizardman 44 (Protected Downswing), Barbarian 16 (Jump Away). The Unicorn is on p. 63, which is more restricted than p. 57 since no regeneration is possible there. The Barbarian is on p. 57 at Extended Range from the Unicorn, while the Lizardman is at close range on p. 44 and sees the Unicorn as he is on p. 63. Body Points are still Unicorn 18, Lizardman 14, Barbarian 3. The Unicorn is -1 on all rearing attacks.

Scott's Knight against Mike's Man in Chainmail continues:

3. Knight 2 (Low Sideswing); Man 16 (Jump Away). Both are now on p. 57.
4. Knight 58 (Low Swing); Man 50 (Charge). First blood to the man-at-arms; the Knight appears on p. 41 with 9 Body Points and may do only jumps for the next two rounds; armor also has its disadvantages. The Man is on p. 39.

Mike plays the Knight against the Woman, played by Scott:

3. Woman 54 (High Thrust); Knight 56 (Block & Close). The block is successful; the Knight is on p. 17 and the Woman on p. 9.
4. Woman 28 (Strong Sideswing); Man 4 (Low Shield Block). The Woman is on p. 3, and apparently gets in over the Knight's shield, because he is on p. 31 taking a 2-point arm wound. Body Points are now 10 each.

Someone finally takes the Lizardman. My Knight proved to be able to take the measure of Scott's Lizardman, with this conclusion:

4. Lizardman 64 (High Swing); Knight 50 (Charge). The Knight is a bit off balance on p. 19 but takes no damage. However, the Lizardman takes 5 points of damage on p. 63, making the Body Point count Knight 12, Lizardman 9.
5. Lizardman 26 (Shield Block); Knight 40 (Wild Swing). Without the assurance of the Knight's armor I wouldn't have tried this move, but it worked for five more points of damage. The Knight is on p. 5, and the Lizardman on p. 13.
6. Lizardman 16 (Jump Away); Knight 42 (Fake High). Both are now on p. 57.
7. Lizardman 57 (Charge); Knight 50 (Charge). This gives the Knight another point against his foe. Body Points are now Knight 12, Lizardman 3.
8. Lizardman 24 (Downswing Smash); Knight 2 (Low Sideswing). Each wounds the other with this one. The Knight takes 6 points of damage on p. 53, but the 4 points he gives to the Lizardman on p. 13 knock him out.

Scott and I have decided that the Knight is ready to move up into the real big leagues, and he will next take on the Troll. Meanwhile, the apparently difficult of the United States Postal "Service" to manage the mails between here and Oregon has added a few complications to the battle between his Troll and my Colddrake, but I think I've got it right now:

33. Troll 48 (Rage Grad); Colddrake 8 (Dodge). The Colddrake is knocked down on p. 41 and loses 3 more points. The Troll is on p. 63. Body Points are Troll 21, Colddrake 13.

In some of these games complications have taken place because the N-plus-first move arrives before the Nth move.

EMA-III - PRESS RELEASES

VENICE: I, Bruno the XIV, again adress to god a plee for a new interpretation of proper Christian conduct between monarchs in view of the remarkable situation in Sardinia. If moves are simultaneous why is ther initiative determination? What are the rules when two powers make an endeavor at the same province?

LATERAN PALACE (United Rabble Rousing Press); See Postal Rule 10. No - read Postal Rule 10.

VENICE. To my fellow Latin speaking ruler of Occitania: As you choose to negotiate openly, a strange concept for a western monarch, consider the following in the nature of a unilateral contract, presigned by me. I will trade Cordova for Sardinia including all claims and fortresses, if any. No cash. Can be exercised before the end of the thirteenth century unless expressly withdrawn by me. Only further stipulation is that I do not make Conquest Endeavors against Langdoc speaking areas and you do not do so against Italic speaking areas, regardless of ownership. The violator will be excommunicated.

OCCITANIA to FRANCE: I am interested in your offer, but think we should talk more on long term.

EMA-IV (continued from p. 7)

HOLY ROMAN EMPIRE: Holding Card _____.

POLAND: Holding Card _____.

Your Holding Cards are _____. The score is Byzantine Empire 65, Russia 60, Holy Roman Empire 59, France 55, Burgundy 50, Poland 47, Denmark 41. All Area language and religion designations are as on the map, except as stated below. The deadline for 991-996 orders is NOON, SATURDAY 6 JULY 1985. Players should note that Toulouse now has no connection with its Court, and the connections of Valencia, Norway, Apulia, Bulgaria, Serbia, Macedonia, and Greece with their Courts exist only through Sea Areas.

BURGUNDY: The new Burgundian administration announced today that an invasion of Granada was imminent. The invasion would be launched, said a spokesman, in order to rescue a group of Burgundian Flagellants who had become trapped in Iberia & were in peril.

CONSTANTINOPLE: Interviews for the position of Royal Incarcerator are now being conducted in Constantinople. The former incarcerator, Sage, has been sent to the new prison under construction in Serbia; - King Basil

DENMARK (5-5-5), 2g

DENMARK: C, F2, 1.

BYZANTINE EMPIRE (5-5-5), 9g, 1 Holding Card.

CONSTANTINOPLE: C, F3, 4.

ANATOLIA: C, -1, 39 Greek CP.

APULIA: C, -2.

ARMENIA: C, -1.

ASIA: C, 0.

BULGARIA: U, -2.

BURGUNDY (5-3-5), 8g, 2 Holding Cards including 52.

BURGUNDY: C, 3.

LOMBARDY: HRE C, U, -3.

RUSSIA (5-3-3), 13g, 2 Holding Cards.

KIEV: C, 1.

LIVONIA: U, -2.

MUSCOVY: C, 2.

NOVGOROD: C, 1.

FRANCE (3-5-2), 6g, 2 Holding Cards.

CHAMPAGNE: C, 2.

BRITTANY: C, 0, 12 French CP.

FLANDERS: C, F2, 3.

NORWAY: 1, Pagan.

CILICIA: C, 1.

GEORGIA: C, T, U, -2.

GREECE: C, 0.

MACEDONIA: C, -1, 17 Greek CP.

SERBIA: U, -2.

TREBITZOND: C, 0.

SWITZERLAND: C, 1, 7 Languedoc CP.

VALENCIA: C, T, U, -2.

RYAZAN: C, 1.

SMOLENSK: C, -1, Orthodox.

VOLINIYA: C, -1.

ILE DE FRANCE: C, U, 2.

NORMANDY: C, 2.

TOULOUSE: C, U, 0.

HOLY ROMAN EMPIRE (3-3-3), 13g, 3 Holding Cards including 5l.
LORRAINE: C, 1. ROME: C, U, -2.
AUSTRIA: C, 0. SAXONY: C, -1.
BAVARIA: C, 2. SWABIA: C, 0.
FRANCONIA: C, 1. TUSCANY: C, -2.
FRIESLAND: C, 1. VERONA: C, -1.
POLAND (2-5-2), 7g, 2 Holding Cards.
POLAND: C, 3. POMERANIA: U, -3.
BRANDENBURG: 0, West Slavonic. SILESIA: C, -1.
GRANADAN MAGNATE (5):
GRANADA: -2, Moslem. CASTILLE: -1, Moslem.
ANJOU: Fra C, 0. CORDOVA: -3, Moslem.
AQUITAINE: Fra C, 0. PORTUGAL: -2, Moslem.
ARAGON: -1.
INDEPENDENT:
ADRIANOPOLE: Byz C, 2. PROVENCE: -2, Heretical.
BOHEMIA: -1. PRUSSIA: -1.
CORSICA: -2. SARDINIA: -2.
CROATIA: -3. SCOTLAND: 0.
HUNGARY: -3, Pagan. SICILY: -2.
IRELAND: -1. STEPPES: -2.
JERUSALEM: 0. SWEDEN: 1, Pagan.
KHAZAR: -1. SYRIA: 2.
LEON: -1. VENICE: F3, 2.
LITHUANIA: -1. WALES: -1.
MERCIA: 2. WALLACHIA: -1, Non-I.E.
NAPLES: -2. WESSIEK: 0.
NORTHUMBRIA: 1.

AMF-V (continued from p. 5)

on the conversion of that country, "and hope the French & Habsburgs will soon follow suit. Our god is a just & loving god who, if you accept him, will forgive all your sins & bear you up to his kingdom in heaven.

"Of course, if you deny him," added the Reformer with a chuckle, "you'll burn in hell forever."

MARK-YORK: Your idea of trading Denmark & Antwerp for the archepiscopal cities is UNACCEPTABLE! But try again.

THE MINISTRY OF MISCELLANY

EMPIRE is a bulletin for the postal play of games other than Diplomacy. It is currently running two games of SPI's Empires of the Middle Ages, and one of SPI's A Mighty Fortress, as well as several postal games of Nova's Lost Worlds combat series. No new games are being organized in EMPIRE at present.

Subscriptions to EMPIRE are 9 issues for \$6. Back issues from the beginning of 1984, with a few earlier ones, are 10 for \$2 as available. EMPIRE is published every third weekend by John Boardman, 234 East 19th Street, Brooklyn, N. Y. 11226.

*

A couple of questions have arisen about the rules of A Mighty Fortress. Despite the conversion of England to Protestantism, the whole Divorce routine must still be followed. The rules make no provision for King Henry to get out of his entanglements by letting in the Lutherans. Presumably the situation in England in AMF-V is that of a court that is still more or less Catholic, ruling over a nation which has to a large extent accepted Protestantism - in short, the situation that actually came to pass in England by Bloody Mary's reign.

The English player asked what would have happened if both the English and the Lutherans had moved troops into Denmark in 1534. Neither would then control Denmark, but if one subsequently withdrew the other would have control. As long as England was the last country to have a unit in Copenhagen, England would get the income from that

city no matter who controlled Denmark. See Rules 12.12 and 12.14.

*

Subscriptions of EMPIRE readers expire with the following issues. If your name is in capital letters, you are a player in EMA-III whose game fee for the last year of playing time is due. (See p. 2.)

213 - Jim Goode, DAVID SCHWARTZ
215 - DICK TRTEK
218 - PETER J. ASHLEY

225 - Ralph L. Morton, Tom Thorsen
229 - Gerry Thompson

*

Gaming Universal has just announced that it has ceased publication. There seems to be a sizable shake-out in the field of computer and gaming magazines these days, as the weaker ones find it financially unable to continue.

*

I will probably be seeing some of you at Origins XI (also known as Origins 85), which will take place on 27-30 June at the campus of Towson State College, Towson, Maryland, a northern suburb of Baltimore. Robert Sacks and I will be refereeing the Diplomacy tournament and maybe some others. Admission is \$18. For information write to Origins 85, P. O. Box 139, Middletown, N. J. 07748.

*

Postal Diplomacy games are available in EMPIRE's sister publication GRAUSTARK. The game fee is \$20, which includes a subscription to GRAUSTARK as long as the game lasts. With your game fee, send in a list of the countries that you'd like to play, in your order of preference. The rules of postal Diplomacy were printed in GRAUSTARK #437; if you want to play postal Diplomacy and don't yet have a copy, ask for one when you send in your country preference list.

Non-players' subscriptions are 9 issues for \$6, and back issues are 10 for \$2. Deadlines for GRAUSTARK games are 4 weeks apart.

() - IF THIS SPACE IS CHECKED, YOU HAVE JUST TAKEN OVER THE PLAY OF _____
IN THE GAME OF _____ ON PAGE _____.

LATE-MINUTE NOTE TO PLAYERS IN EMA-III: There are some errors in the enclosed adjudication, but they only affect the Byzantine player. Revisions will appear in the next issue, prior to the report of the 1291-1300 moves.

EMPIRE #213

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F I R S T C L A S S M A I L