

Politesse

Journal of the Washington Area Retinue of (Tacitly) Highly Organized Gamesters.
#50 June 1987

50th Issue: The Quality Continues...

Greetings

Hi there. This is becoming quite routine, churning out a *Politesse* a month. I may even get to the point where I enjoy it. Inside you'll find an Axis and Allies HadaGame and a standard test for entry into Shoatdom. All shoats are expected to score at least 70 points (note, each question is worth about 6.7238 points). Also inside is a column from our new columnist (communist?), Greg Porter. Remember, Greg is collecting questions from all, editing them together to send to various publishers for answers. Therefore, instead of needing five stamps to ask questions on five games, you need only to send them to Greg and he will ask (along with others' questions) for you. Send your questions to Greg at BTRC, 4415 Sprenkle Lane, Richmond, VA 23228. Welcome to the trough, Greg.

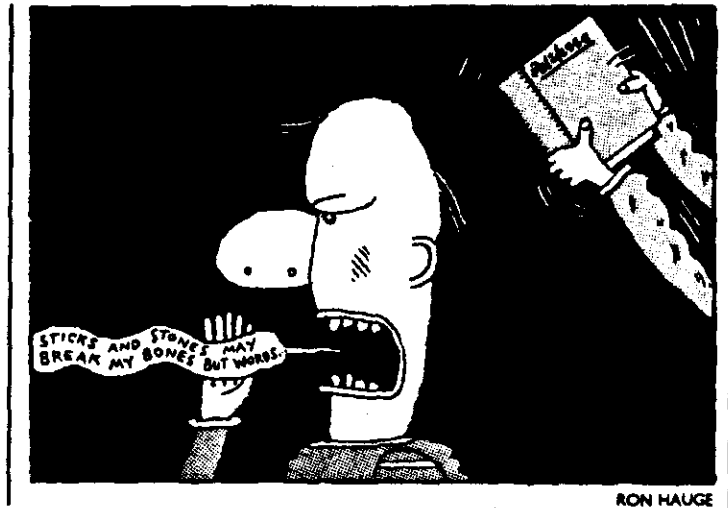
Now, before you dig into our jampacked June issue, I hope you will indulge me as I expound on the subject of an endangered species you should help.

I work in Crystal City. All the time I've worked there, Crystal City has been hometo two to four giant featherless birds, the Tower Cranes. These Tower Cranes live in a symbiotic relationship with some sleeping cattle. These dozing bulls dig a pit for the Cranes to stand in and then the Tower Cranes lift the bull dozers out of the pit. The Tower Cranes then set about building their nests. *(Continued, next page...)*

HavaGame

Origins '87 - Thursday, July 2 through Sunday, July 5. Origins is slated to be the East Coast gaming event this year, covering the range of cardgames, to Diplomacy, to role playing, to miniatures, to hard core hexgaming, to general multiparticipational gaming, but *especially to the first ever Concrete Jungle tournament* run by the game's designer and shoat in good standing, Greg Porter! See short review of Concrete Jungle on the back page of this issue. You can order up your copy right away from Porter, or I am sure that Greg will have copies available at Origins for purchase. Enclosed in this is event and time information.

Calling all Shoats: HavaGame hostings needed for August & September! We have been a little thin in these pages the last few months in terms of local gamemeet offerings. One needn't host a full-blown weekend gaming extravaganza to have a successful HavaGame. As mentioned in last month's Readers Survey, other options range from one-day open gaming to a partial day, one game reserved slot offering. Just drop a note to the Editor, Budd Haemer, at the address below:



Politesse is brought to you by Budd Haemer, Editor-in-Chief and Great Alpha Male, 1758 Dogwood Dr., Alexandria, VA 22302. All articles, submissions and game hostings (of which we are in need!) to Budd, please. Assistant Editor is Dr. Marc Hurwitz (you know, the guy who needs to clean his typer keys), Warthog Labs, P.O. Box 191, Owings Mills, MD 21117. Publisher is Ken Peel, 8708 First Ave. #T-2, Silver Spring, MD 20910. Send Ken sub renewals (39¢/issue, to increase soon!) and changes of address.

(...Greetings, continued from previous page.)

The Tower Cranes that live in Crystal City always build twelve story high nests. Other species of these Cranes—you see them mostly around Metro stops—build nest of varying heights. But the Crystal City Tower Cranes always stop at 12 stories. Either they are superstitious or they worry about the nests being hit by the planes that land at National Airport.

However, no sooner does a Crane get a nest built, than people move in. They block off the air holes with glass sheeting and fill the inside of the nest with their stuff. The Tower Cranes never get to use their nest for its actual purpose. They are forced to move on and build a new nest. In Crystal City, thought the number of large, open fields that the Tower Cranes like is diminishing. There is one nesting of Tower Cranes, two 100-foot parents and a 40-foot baby, behind my office, but that is it. When the humans usurp their nests, the Tower Cranes will have been driven from Crystal City.

Perhaps the Crystal City Tower Cranes can adapt to life around Metro Stops. However, the number of Metro stops the U.S. Government is building is dropping, and the amount of Tower Crane habitats around existing ones is rapidly vanishing.

What we need is a national reserve in the D.C. area for Tower Cranes. Somewhere where the cranes can go and build their nests in peace where no one will come and move in. We don't want to wind up like Houston and Calgary where Tower Cranes once thrived. Now that hard times have hit the oil industry the Tower Cranes have deserted Houston and Calgary. If we take care of our cranes now, in good times, we won't have to worry about them leaving our skyline empty in bad. Lobby your Congressman, now. Get that Tower Crane preserve established before it's too late. —Budd



A Few Early Words About the Survey and Stuff...

About half of all PoliSubbers have returned their survey forms. I've tabulated addresses and gaming preference information, and will make them available to y'all as an insert in next month's issue. So I urge those who have not yet sent in their survey to do so soon (heck, do it now while you're thinking about it!). Postage is already applied, thanks to my martyr-like self-sacrificing nature.

After I am finished with the stuff for the Warthog directory, I will pass the survey forms on to Budd for all

SHCS Revisited...

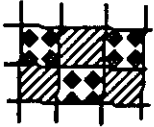


the comments on the magazine and Warthog in general. There are absolutely, positively, a whole bunch of mighty fine suggestions, and I thank everyone for taking the time to jot down a few words on the back of the form while playing with their pencils on the Group W bench. I figure that what I send to Budd will be worth at least one good long article (hint, hint...).

Did any of you catch the comment on the first page about a possible sub increase? Well, we may go with a little nudge up as early as next month. For a couple of years now I have kept the sub rates at no more than the cost of postage. That has been possible because of free photocopying at work. Lately, however, costs have gone up.

So in order to keep my losses better under control (and in anticipation of another postal rate increase), how does, say, 57¢ per issue/month strike you? What, did you expect us to go to even numbers or something? All outstanding subs at the old rate will be honored, and anyone can resub or extend their subs up until the next issue at the old, warm & fuzzy, 39¢ rate. But after that, no more Mr. Nice Guy!

—Ken



Patches

Well, the first batch of questions is back. Due to the majority of the questions I got relating to Pax, that is today's topic. A mildly threatening letter to Victory Games got through. (I know Greg Costikyan works for West End, but it seemed better to route it through the company that put out the game). In any case, Victory Games routed it to West End. It came back amid a bundle of West End promo material, which I won't glorify by giving free ad space to (nice try, though). On to the questions (and answers).

1. Can Germany trace a line of control through Austria or an Austria-controlled area?
Answer: No.

2. Can Austria and Germany jointly control the three Ottoman areas or a path across Africa for bonus VP's? Example: Austria has control markers in Serbia, Anatolia, Egypt and Quwait; Germany has control markers in Morocco, Tuareg and Tripoli. Answer: No.

3. During what phase(s) may funds be transferred from Germany to Austria, or among other Great Powers? Answer: Any. (chatty, isn't he?)

4. May military units be voluntarily disbanded, and if so, during what phase? This is mainly in regard to the bottleneck that only lets Austria build a navy from the corpses of its soldiers. Answer: Only troops at home may be disbanded, during unit construction.

5. In a codominion, may one control marker be a protectorate while another is a possession? Answer: Yes. In a further case, what about influences and interests? Answer: Influences aren't allowed, and interests aren't allowed if a control marker there is a possession.

6. What exactly constitutes a defensive treaty for VP purposes. It is easy to put together of meaningless "defensive" treaty, but a treaty nonetheless. Answer: A defensive treaty must unreservedly state that Power A will come to the aid of Power B if a third power declares war. The only permitted qualification is a clause that lets a power out if the initial declaration of war comes from Power B (that is, it is a defensive, not offensive alliance).

7. What is to keep any player or group from putting protectorates in Spanish Marocco on Turn 1. This allows a player to support Spain in a Cassus Belli against those players. A Congress is called, in which (surprise!) Spain agrees that it is mismanaging all its colonies and gives them to the majority faction that arranged the whole deal (including the one that supported Spain). This gives free controls in 3 decent areas and influence in a fourth. Not to mention that it ruins without repair any US chance of bonus VP's for a clean hemisphere. Even if the US invokes Monroe Doctrine, they don't have any muscle to back it up. Answer: Yes, collusion among enough powers can screw any minor power. Note that the power which supports Spain must back down, with an increase in European Tensions.

8. Is there any realistic way of the Japanese getting their bonus VP's for controlling Siam, Cochin China, Formosa and Indochina? After all, France starts with a possession in Cochin China. Answer: So? This is a good reason to ally with Britain. (Not a thrilling answer for the Japs, I must admit)

9. If unrest is rolled in an area that no one can reach, is that re-rolled, or does it stand?
Answer: It stands.

More questions would be appreciated, on all subjects. Most of these are courtesy of Rob McCarter. Until next time....

Greg Porter

HadaGame

On May 30th, 1987, after a strenuous morning and afternoon of relocating Budd Haemer (& furniture) to his just-purchased condominium, he & his helpers celebrated by playing the first game in his new home that evening- AXIS & ALLIES.

We used the 2nd edition rules, which restrict the production in purchased (as opposed to original) factories. Marc Hurwitz controlled the Axis powers. Budd Haemer controlled the USSR & the USA. Paul Røe, a novice, played Great Britain.

The initial Soviet strategy was to pound the German armor while it was defending, and use minimal required forces to delay the Japanese.



The initial Axis strategy was: Germany would conquer Africa, using its airforce to assist its panzers as necessary, and build one fighter per turn, plus a mix of infantry & armor; Japan would concentrate on the USSR at the expense of its own immediate interests in going after China and India.

The initial British strategy was to build one or two bombers a turn, as well as a factory in South Africa to reinforce Africa. The initial American strategy was to ignore Japan after attempting to destroy its fleet, and build first bombers, then an invasion armada, to hit the Nazis.

The game opened quickly with the usual tank battles sweeping across Eastern Europe, the Ukraine, and Karelia. The British navy was destroyed, as was the German navy, save for the eastern Med fleet of the Italians, which survived the war. In 3 turns Germans overran Africa including the factory there, but the Anglo-American bombing campaign became more and more effective.

The Japanese destroyed the Americans at Pearl Harbor. When the remaining American navy, plus their entire airforce, counter-attacked, the Japanese destroyed that too, including every American unit but one bomber. The Japanese built some transports, and began marching

across Siberia.

The middle game saw the Russians going on the offensive in the war against Germany, due to the German diversion of its airforce to Africa. The need for fodder to stop the Russians led the the abandonment of the one fighter per turn program of the Nazis, as they tried to get their airforces back into position. The lack of German air power led Budd Haemer to believe he could maintain a fleet off of Great Britain, so he built a carrier and a battleship off the east coast. Meanwhile, all forces in the UK were brought under American control so that the Germans couldn't selectively target American bombers.

The Japanese, in the middle game, suffered some temporary reverses, losing Indochina to the British. However, with a factory on the mainland throwing out 3 tanks per turn, and with a bomber a turn appearing in Japan, they turned the tide and annilated the British and Americans in the far east.



End game! The Japanese sweep into India, Syria, Australia, New Zealand, Hawaii, Panama, and Mexico. The Axis control both the Suez and Panama canals. The Japanese & Italian navies link up in the eastern

Mediterranean.

Meanwhile, British footsoldiers under US control, supported by massive British and American airpower, hold Western Europe! The German economy is a shambles! The Russians take and hold Eastern Europe! Berlin is threatened from both East and West!

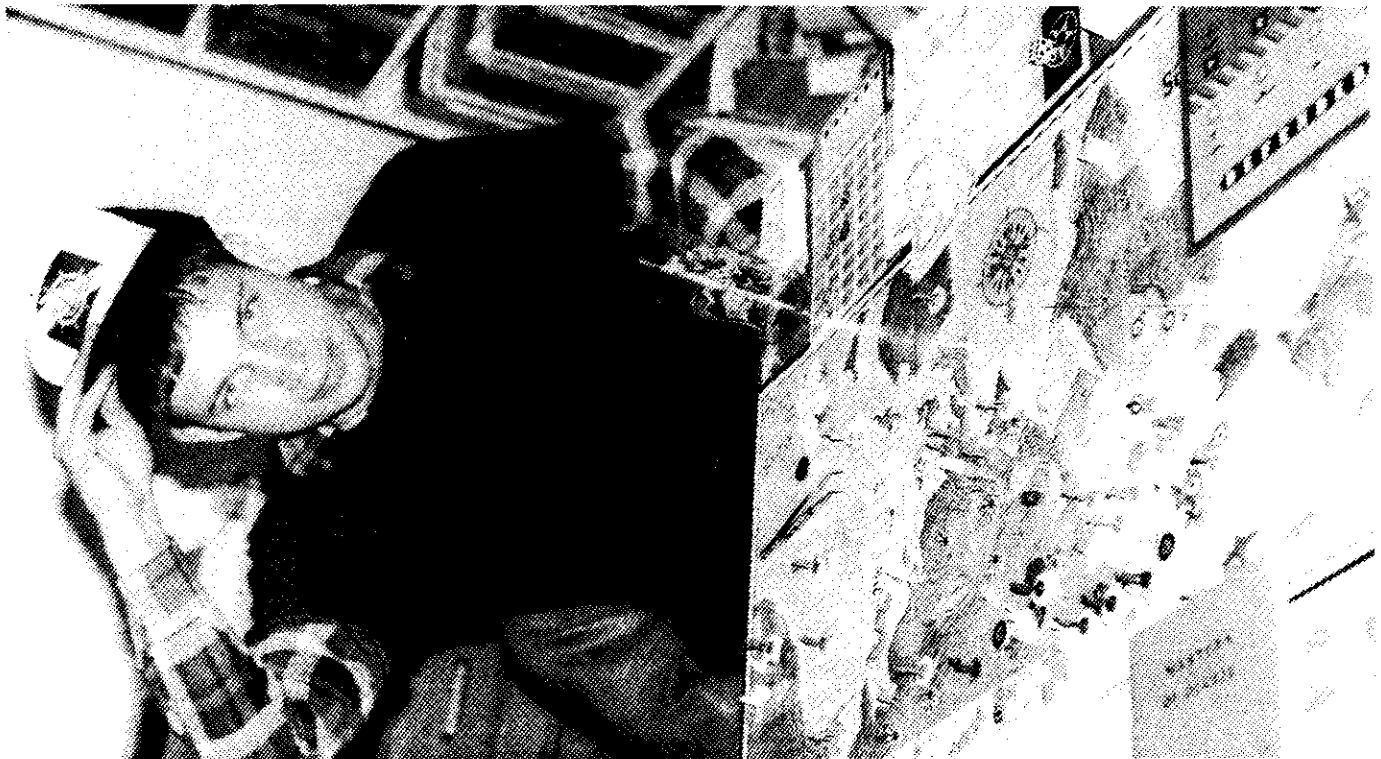
But wait! The Japanese armored columns approach the gates of Moscow, from both east and west, as the Japanese make a successful amphibious assault on the Caucasus! Russia paused from its assault on Germany to defend Moscow!

Then- supported by American carriers & battleships in the Baltic, the Anglo-Americans invade the Nazi heartland. Waves of bombers support both the troops landing on the Baltic coast and marching in from Western Europe. A diversionary thrust of the Americans seizes Italy! A huge battle is fought and- the Americans conquer Germany! Japan surrenders!

ANALYSIS: The one strategic error made was the German decision to overrun Africa. This kept the Luftwaffe out of the fight in Russia and the Atlantic for three or four turns. This in turn allowed the American naval build-up, as well as gave the Russians the ability to pressure the Germans so much that the Germans had to stop building up their air force.

It should also be noted that Soviet infantry and armor performed far, far better than could reasonably be expected, whereas German infantry performed miserably compared to what could have been expected of them.

Finally, in a five-player game there is no way the British would allow the Americans to take over their forces to conquer, for the USA, Germany and Western Europe. Mr. Rde's selfless devotion to the Allied Cause was probably due to the fact that he had never played before. A large number of Black Labels may have also contributed to his receptiveness to Gen'l "Ike" Eisenhaemer's total control. Half a bottle of champagne poured down Rde's gullet also helped. So, I guess you could say the 2nd strategic error the Axis made was bringing Haemer a bottle of champagne as a house-warming gift.



Forum

Ha! Greetings, toads! Haemer has been- persuaded- to allow me, Doctor Marc Hurwitz, Master Swinentist, to write the introduction to FORUM today! Ah, Haemer, I see you've removed one of the electrodes attached to your left hemisphere! Fortunately, it's not the one connected to your pain center! Have a jolt! Ha ha ha ha ha ha ha! Pardon me, worms, whilest I reattach that electrode.

There. Haemer shouldn't cause me any difficulty for a while now. Where was I? Ah, yes- explaining to you larvae that I, Master Swinentist, would introduce FORUM! Very well then: Imbecilic oafs- here's FORUM!

Dear Budd,

Thanks for hosting the W'Hogs. I did enjoy the week end, even if Hurwitz outdid himself as a silmy incompetent "President" in the Sunday 1830 fest. I can't bring myself to go into more detail for print so I have to pass on the Hadagame.

Enclosed is an opus on 1830; I have submitted a very similar article to The General (changing the first paragraph). My understanding of all this is that Rex Martin of The General contacted Peel asking for suitable stuff from Politesse to reprint and that Politesse would be credited.

Anyway, The General will consider the document for publication in the issue out about July 1.

Sincerely yours,

Ed Fahrmeier

Thanks Ed,

We've decided to run your 1830 opus in July to avoid any copyright problems. So, those of you we sent advance copies to, have the whole month of June to get in those comments. You have no excuse.

In fact, by definition, the July issue will be devoted to 1830. So any Had-a-games, etc. on 1830 to balance out the issue would be greatly appreciated.

Budd

Ed,

Hurwitz here. Amazing what electrical stimulation does for Haemer, isn't it Anyway, I apoligise again for my less than social play. When we next

play 1830 I shall bring every iota of my genius to bear, and will be a more creditable opponent.

-Marc

Dear Budd:

Congrats on a fine job done with Politesse. Since your ascension to Editor, that is. I hope to be able to join the WARTHOG group for gaming soon and meet those of you I've not met before.

I publish a Postal Dip rag called VERTIGO at the obscenely low price of \$2.20/10 issues and I have game openings in Postal Diplomacy - no game fee, just a sub. My address is: Brad Wilson, 307 Sharpless Street, West Chester, Pennsylvania 19382. Could you mention my opening in Politesse? (No, you worm- you didn't ask me! - M.H.) The last time I got a mention in Politesse I got four new subbers; it's an effective form of advertising!

(Maybe you should charge!)

(In that case, you invertebrate, I'll get Haemer to print your letter. - M.H.)

I can't get excited about STAR PIG or whatever but then I'm not much of an RPGer.

John Caruso is - probably - the most innovative and clever writer and "idea man" in the hobby today, and any piece of his on Diplomacy deserves careful thought. So, I was attracted to his piece on scoring systems. Certainly there's something to be said for a system that's easy to understand. (Having played in a number of FTF Dip tourneys and having subscribed to Don Del Grade's Life of Monty, I'm familiar with systems that take a Mac II to figure out.)

And I like his idea of not penalizing the standby to a point, but if you take over a 10-center position and crash it, that seems like the SB's fault more than the destruction of a two-dot remnant. But, then you'd start settling into judgement calls around the 4/5 center mark, and judgement calls in Dip usually create a great fuss, so if you're going to absolve standby's, you have to do it all the time.

CONTAINED FIFTEEN
SILK SHIRTS,
A MINK STOLE...



As for the 5-6 vs. 7 player games, it seems that it depends on what country you're playing. It is commonly known that France in a traditional (sans Germany & Italy) 5-player affair has a big advantage, as do Austria and France in the 6 (minus 1) game. Germany in the 6-player version (and Austria) usually get crushed; perhaps here something could be quantified (ie. it's X% harder to win a 5 player game as Austria.)

(Huh? - M.H.)

There's nothing to prevent 6-7 way draws in any scoring system. In a tournament's first day, the ambitious sorts will stab to get out of the higher-number draws, knowing they need two-ways or wins to take the tourney, but a guy who's won on Day 1 might take a 6-way on Day 2 to play it "safe". In non-tourney situations, if the gutless players want a 6-7 way draw, fine. But the easiest way to avoid those stupid draws is - if you're playing- to simply vote no. You might penalize 6-7 way draws by giving draws a geometricly increasing value as the number of players shrinks, but that'd have the side effect of magnifying the two-way draws too much.

I think the best way to score Dip is simple: 100 points for a win, 45 for a 2-way, 30-3 way, 20 4 way, 15 5-way, 5 6-way, 0 seven way, -10 for eliminations, -30 for surviving (but no share in draw) and -100 for surviving in a win. That way, no group of players gets more than a game winner; 7 ways are justly unrewarded, and people who let a win occur are justly



penalized. After all the object of the game is to prevent the domination of Europe, and if the game produces a domination the other players- the ones who are in at the end-game-

have utterly failed. If you're out in 1903 you've failed, but to allow a win is to fail Europe as a whole.

Hmmm. I've gone on too long... keep up the good work.

(Don't worry about length, fungoid. A little flattery from the unintelligensia will get anything printed in Politesse. - M.H.)

PS- I'm Politesse's resident Titan-hater and must, as always, pray for articles talking about anything- even Snit's Revenge- than Titan!

PPS- But I realize everyone else likes Titan so... I hold my peace.

(Seems to me like you didn't hold your peace, Brad- retroactive retractions don't count. The Titan-lovers of the world know who you are and.... where you live. -M.H.)

P³S: I'm running a "Beer Poll" on the gaming hobby's taste. (The hobby tastes terrible- too much salt.- M.H.) Anyone who'd like to vote in the following categories:

Best Domestic Beer
Best Nationally Available Beer
Best European Import
Best Non-European Import
Best Non-European Beer
Best Cheap Beer (under \$2.30 a six)
Worst Beer
Worst Import Beer
Best Draft Beer
Best Beer Ad
Worst Beer Ad
Best Brewery

is welcome to until
June 1. Could you
(also) note this?



gratefully,

Brad

Dear Brad,

Thanks for a long letter, and for your words of praise. Please remember that for neurologically deficient organisms such as yourself,, even criticism from a superior intellect such as myself is worthwhile. I'm afraid your beer poll notice won't get published in time, but felt the categories worth mentioning.

Snort snort,

Marc

PS- Haemer's fallen asleep again!

Z * O * T ! !

There. He's awake now. Respond to Brad's letter, Budd.

Hey Brad,

Hope the above plug brings you the ~~su~~ccess you want.

As for STARPIG, I don't really see it as a role-playing game. I envision STAR PIG more as an Interstellar

Diplomacy game with a more sophisticated production phase.

As for preventing draws in tournament Diplomacy, it is not that hard. Just reward winners (sole winners). In any tournament, at least one person is bound to win at least one game. Therefore, give 100 points for a 1st round win, 150 points for 2nd, and 200 points for 3rd. The numbers should vary depending on the number of rounds, but the idea is to ensure that any two-time winners beat a one-time winner, but that later round winners do better (to discourage leader bashing). A tie-breaking system is needed, too. But, after all, the idea is to conquer Europe, and nothing annoys me more at a tournament than to see a player that draws three times win on points over a true Diplomacy player that wins once and gets killed twice trying.

Budd

P.S. Sorry, to hear you don't enjoy Titan. Bob Masso promised me a TITAN variant, complete with computer-generated counters. Depending on Ken's publishing schedule -- it may get into this issue. Otherwise, you'll just have to look forward to avoiding it in a future issue.

THE EDITOR... IS HE MAN OR BEAST?



Marc's experiments on Budd go slightly awry.

Budd

I have some photos from Doug Brown at home. I will mail them to you.

Ed

P.S. Good luck on the 74K (but if the bank actually "gives" you the money, let me know the name of it). What kind of place are you getting? I'm casually house hunting with the idea of moving in a pair of two.

Ed

Pictures received. You were quite right. The bank had no intention of just giving me the money. They expect me to give three times that amount back eventually. I've now got a condominium in Alexandria about two miles to work. It is very convenient.

Budd

Budd

A list of play-by-mail multi-participational game openings is available from Robert Sacks, Known Game Openings, 4861 Broadway 5-V, New York, NY 10034 (212)942-3572.

Graustark #534 features John Boardman at his acerbic best. New postal Diplomacy games are available in Graustark for a flat fee of \$20, which includes a subscription for the life of the game. Not a bad deal when you consider how long a game of postal Diplomacy lasts. The cover article of issue 534 is "No Second Watergate," a look at recent foreign policy initiatives by Our President, Commander-in-Chief, Alpha-Male and Supreme War Leader of the Great Big White united States of America. John Boardman, 234 East 19th Street, Brooklyn, NY 11226-5302.

The enclosed photo's are from the last installment of the Gaetano Games at Ken's apartment.

Ed

Ed

Yes, I did get the pictures. I've also gotten some of Robert Sacks work and it seems rather comprehensive. I assume anyone can get KGO by writing or calling Mr. Sacks.

Budd

Budd

Enclosed is some more filler for Politesse, although it looks like you have plenty of material and don't need filler. Anyway --

Did you receive my article called "Commute"? (I'm very paranoid about the U.S. Postal Service.)

I saw Ken's suggestion in the May issue about a nostalgia article from me for Issue 50. Right up my alley! I'll get started on it but I expect to be busy with helping to deliver a baby soon. So what's the deadline for the next issue? Actually, due to the confusion over issue numbers (which I fully intend to expand), perhaps I should aim for a later issue anyway...

Ed

P.S. Did you/Are you moving?

Ed

Yes, I got your "Commute". I'm saving it for the SILLY GAMES issue, which I almost have enough for. I'm afraid the deadline for the June issue is the day before I got your letter. Too bad. But I look forward to you expanding on the issue number confusion -- We clearly need more confusion. Yes, I have moved (as my sore muscles tell). I may even be still breathing.

Budd

No, as I'm sure you know, an editor can never have too much good stuff.

ME TOO! -
Read HADAGAME-
Share

selectively....

S*T*A*R * P*I*G !!!

Dear Budd,

Herb Leventhal's ideas on Star Pig (love that name!) were very interesting. They look quite practical to me and should be easily integrated. Likewise, Bill Salvatore's cultural activities, although I believe we snuffle, rather than snurfle; roll in mud, rather than dance; and grunt instead of reciting poetry. Snort, snort. Along these lines is an excellent children's/young adult book called Interstellar Pig, highly recommended for all fantasy and science-fiction loving gamers. It's a delightful blending of reality and is enough to hold attention. Ask your librarian for it. pretend it's for if you need to But back to the Marx forbid I suggest we seek profits from Star Pig! This is a co-operative venture in which the means of production (ie. imagination) belong to Loyal Shoats Everywhere. In a sense, thus, shoats are, indeed, "stock". Be sure to keep rotating them.

Pig Snout™ Glasses

For traveling and party.

Two pair \$8 ppd.

Send \$1

for our

catalog. The Pork Avenue

Collection™ devoted

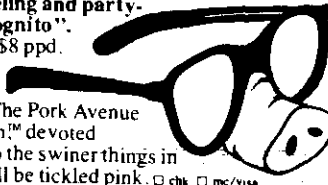
entirely to the swiner things in

life. You'll be tickled pink. chk mc/visa

Hog Wild!

the pig store

© 1983



gaming and sophisticated adult's at-local "YA" (You can your child, save FACE.) game: Hey, should ever

It would probably be easier to construct a game in which one player represented Warthogs and the other players represented various races, all in competition for juicy planets ripe for exploitation. But that's more than a little predictable and dreary. Besides, everyone will want to play the Warthogs, right? Of course, there could be Warthog colonies on other planets that retain varying degrees of loyalty towards the Sow Planet; perhaps, one or more have broken away and another may wish to gain independence. Each of these could be directed by a different player. Various factions at home, or spanning several worlds, could be other positions. I best tread lightly here; I'm moving towards Dune, because the players should have different goals and victory conditions. It would probably be appealing to make the leaders of Sow a corrupt band ("sunder" is the correct term, rather than "band"- Marc Hurwitz) of post-revolutionary bacon eaters who have stolen from the public trough to build luxurious gaming pleasure palaces for themsleves. "Off the pig" and all that.

-Ed (Wrobel)

STAR PIG it is! We are off and running!

A summary of the game so far:

A race of rather porcine adventurers held a vast empire across the galaxies. However, due to internal bickering and general gluttony, the empire collapsed. Now many years later, some of the old colonies and possessions are rediscovering space travel and reaching out to form new empires, republics, socialists' states, etc.

Each player selects a starting planet and race; these could include any number of colonies of WARTHOGS, the remnants of the former Pig Empire. The players rediscover the great WARP Tunnels (the pig roads) that the Empire built to connect their holdings. Who knows where these roads lead. (They could roam anywhere).

The players find other planets or whatnot for conquest, exploitation, or integration. Players run into each other and vie for supremacy.

Each planet must balance its output between military units, exploration forces (the Foreign Office) and the Home Office (cultural events and food-- read: bread & circuses-- to keep the populace happy). Obviously, some races will be easier to satisfy than others.

Suggested races, so far: WARTHOGS, Robots-- ANY MORE IDEAS?

We also need suggestions on military rules- like combat. One-on-one combat has been suggested, but considering the scope of the game, that could prove unworkable. Fighting out even a modest sized military force (say 1000 troops) one-on-one could become quite tedious. Perhaps, though, if combats were settled by champions- as actual war would be too expensive and would require the populace to give up too many circuses.... Oh, well, ANY THOUGHTS!

And you political science majors out there, let's hear some thoughts on political systems. Remember, the players need not only to rule all of a planet but also to rule planets spread over several star systems. Think of the communication problems!!

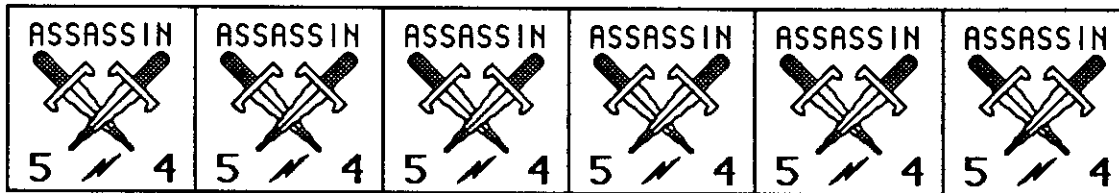
KEEP THOSE STAR PIG THOUGHTS WALLOWING IN. Remember, the ultimate victory conditions are to restore the Imperial throne to its former glory and be named STAR PIG ! ! !



New Titan DemiLords

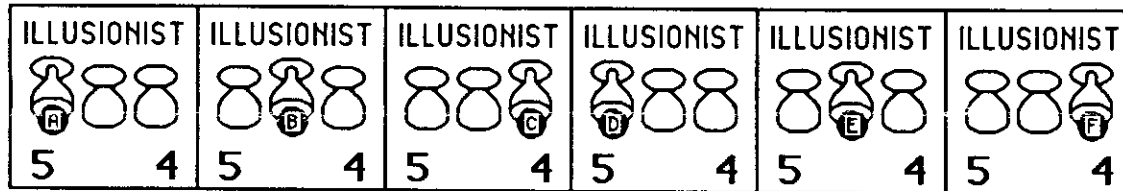
by Bob Masso

One interesting variant to TITAN entails the addition of additional Demi-Lords, musterable in Tower hexes. Like Warlocks, it is suggested that there be six of each type available for play. A description of each new Demi-Lord and special rules for each follows...



May be mustered in TOWER by any Lord or Assassin.

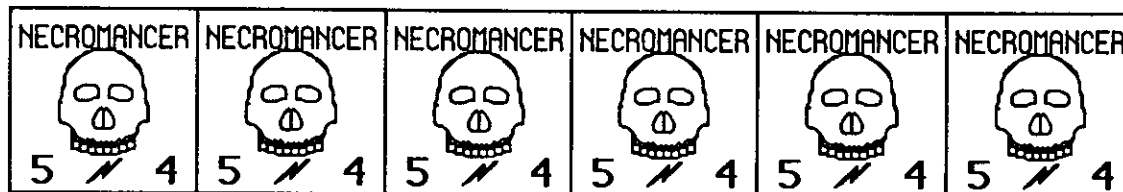
Most effective against Demi-Lords and Lords, as scores an additional 1/2 point of bonus damage for each normal point of damage rolled against such a target. You should round up in cases of fractional totals. (Ex: 1 hit does 1.5 = 2 damage, 2 hits does 3 damage, 3 hits does 4.5 = 5 damage, 4 hits does 6 damage, etc.) Note that bonus damage is scored on a point by point basis for purposes of figuring multiple targets. For example if an Assassin rolls 4 hits attacking a wounded Warlock with 3 points left, the first two rolled hits kill the Warlock, the other two rolled hits being available for spillover.



May be mustered in TOWER by a Titan or Illusionist.

Master of Illusionary Magic. May create illusionary "creatures" for combat. When starting combat, his legion may use not-in-play Illusionist counters to flesh the legion out to seven creatures. This is the only time that illusionary creatures may be "mustered." The player secretly write down the identifying letter of the real Illusionist. The illusionary creatures move and block movement and range-strikes, but attack as if 1/4 (Instead of 5/4) creatures. They may absorb up to 5 points of damage, but in any turn in which they absorb ANY damage from another creature (even just 1 point), they must be removed with the dead. Also, an illusionist may only "support" as many illusionary copies as he has remaining hit points left. Unsupported counters are removed at the same time as normal casualties. No victory points are earned in eliminating illusions.

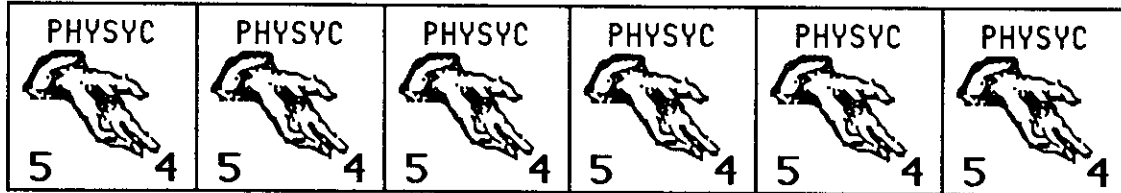
N.B.: If both sides have illusionists in a combat and not enough are available to flesh out both legions, they should alternate taking counters, defender going first. Also if a legion is at seven creatures and wishes to muster or angel-summon, it may freely remove an illusion to make room.



May be mustered in TOWER by a Titan or Necromancer.

Master of Death Magic. Allows player to muster from below Demi-Lord creatures

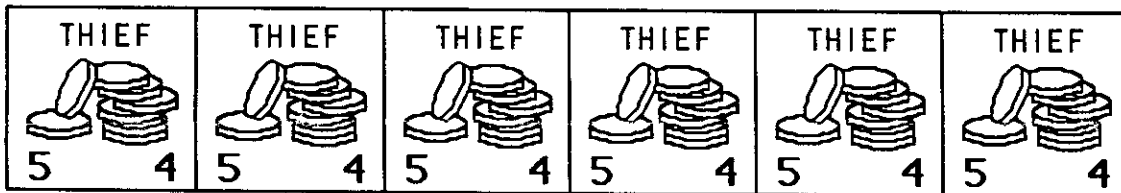
killed in combat in that Legion's hex. (Example - A Defending legion in the Desert survives with a Necromancer and a Lion into the Defender's fourth combat round. At that point the defender has lost a Gorgon, a Wizard, and a Unicorn. The attacker has lost an Angel, a Hydra, and two Lions. The defender at this point could normally muster a Lion with his Lion in the Desert. The presence of his Necromancer also allows him the option of instead mustering a dead Gorgon, Lion, Unicorn, or Hydra. The Angel (as a Lord) and the Wizard (as a Demi-Lord) are not eligible for revivification. If he chooses to muster a dead creature, he removes that creature from the pile of creatures just killed in THIS combat, and it will not count for victory points.



May be mustered in TOWER by a Titan or Physyc.

Master of Life Magic. Can attack as normal, or may instead perform "heal" attacks on friendly targets - in which damage is removed from current damage totals instead of being added to it. N.B.: If used in a retaliation phase, this can even result in raising a creature from the dead. Thus oponents should be allowed the option of assigning as many "overkill" points on a target as they deem necessary to make it harder for a Physyc to bring it back in the retaliation round.

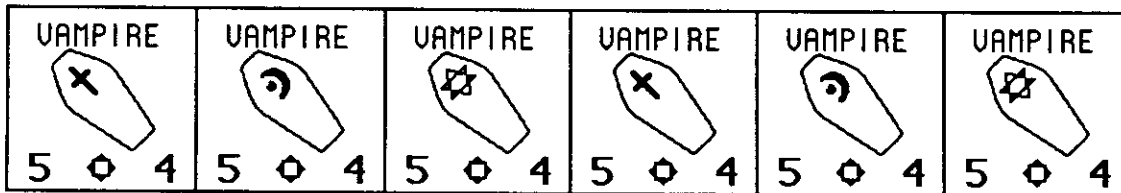
N.B.: A Physyc may not heal himself. "Heal" attacks are performed at a loss of one skill-level, I.E. at skill-level 3 instead of 4 normally, and may not use spillover.



May be mustered in TOWER by a Titan or Thief.

Master of illicit gains. A winning legion with a surviving thief rolls 1d6. The number rolled times 10% times the victory points just earned will equal the bonus victory points. Up to this amount is subtracted from the losing player's total (down to zero) and credited to the winning player.



N.B.: A player who is dropped below a multiple of 100 points by this means will still earn an angel when he again earns that amount in victory points. However, Archangels are an exception. A player "yo-yoed" thru a multiple of 500 points will earn only an angel the second time around, not another archangel.



May be mustered in TOWER by a Titan or Vampire.

May be mustered in any terrain as a result of player's vampire taking part in a combat "kill" - that is inflicting damage on a target in the combat round the target creature dies (and stays dead).

May fly. Sucks the life from its targets. Every attack die which rolls a six not only damages the target, but also repairs one hit point of current damage already done on the Vampire itself.

ASSASSIN LORD  7 / 4	ASSASSIN LORD  7 / 4	ASSASSIN LORD  7 / 4	ILLUSIONIST LORD  7 4	ILLUSIONIST LORD  7 4	ILLUSIONIST LORD  7 4
NECROMANCER LORD  7 / 4	NECROMANCER LORD  7 / 4	NECROMANCER LORD  7 / 4	PHYSYC LORD  7 4	PHYSYC LORD  7 4	PHYSYC LORD  7 4
THIEF LORD  7 4	THIEF LORD  7 4	THIEF LORD  7 4	VAMPIRE LORD  7 4	VAMPIRE LORD  7 4	VAMPIRE LORD  7 4
WARLOCK LORD  7 / 4	WARLOCK LORD  7 / 4	WARLOCK LORD  7 / 4			

As a further option, you may wish to include new classes of Lords, musterable in Tower hexes via the new Demi-Lords described above. You should have three of each available for mustering, and muster each type in a Tower with three of the similar Demi-Lord creature or itself. Example: you can muster a Vampire Lord with a Vampire Lord or three Vampires. Each of the new Lords has the same special abilities as the lower Demi-Lord has.

You will find that the pieces displayed here are the proper size to be used in making your own Titan pieces to impliment these rules. This variant to regular Titan designed and play-tested by Bob Masso (& friends), 8102 Harte Pl. #203, Vienna VA 22180. If you have your own variants or comments on this one, please write.

Date: 860527

MEMORANDUM
OF CALL

TO: Budd Haemer
Sean Vessey
OF (Organization)

YOU WERE CALLED BY— YOU WERE VISITED BY—








































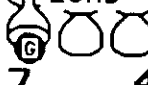

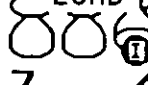















PLEASE CALL → PHONE NO. CODE/EXT. FTS
 WILL CALL AGAIN IS WAITING TO SEE YOU
 RETURNED YOUR CALL WISHES AN APPOINTMENT

MESSAGE
Here's the overdue
review of Concrete Remodel.
Please tell Greg to send
back my cats.

RECEIVED BY _____ DATE 6/5 TIME _____

63-109
* GPO : 1981 O - 341-579 (107)
STANDARD FORM 63 (Rev. 8-76)
Prescribed by GSA
FPMR (41 CFR) 101-11.6

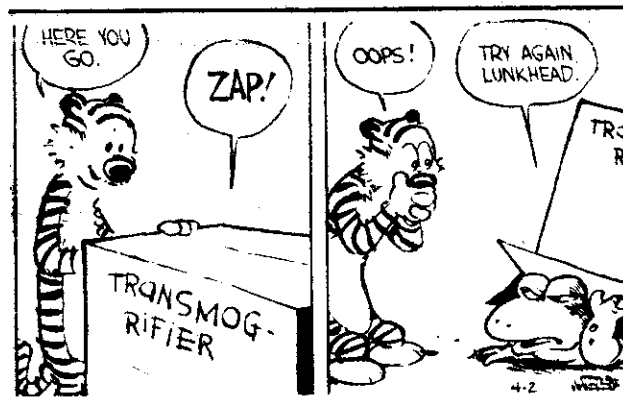
Politesse Historical
Document #341-529(107)

<p>ASSASSIN</p>  <p>5 // 4</p>	<p>ASSASSIN</p>  <p>5 // 4</p>	<p>ASSASSIN</p>  <p>5 // 4</p>	<p>ASSASSIN</p>  <p>5 // 4</p>	<p>ASSASSIN</p>  <p>5 // 4</p>	<p>ASSASSIN</p>  <p>5 // 4</p>	
<p>ILLUSIONIST</p>  <p>5 4</p>	<p>ILLUSIONIST</p>  <p>5 4</p>	<p>ILLUSIONIST</p>  <p>5 4</p>	<p>ILLUSIONIST</p>  <p>5 4</p>	<p>ILLUSIONIST</p>  <p>5 4</p>	<p>ILLUSIONIST</p>  <p>5 4</p>	
<p>NECROMANCER</p>  <p>5 // 4</p>	<p>NECROMANCER</p>  <p>5 // 4</p>	<p>NECROMANCER</p>  <p>5 // 4</p>	<p>NECROMANCER</p>  <p>5 // 4</p>	<p>NECROMANCER</p>  <p>5 // 4</p>	<p>NECROMANCER</p>  <p>5 // 4</p>	
<p>PHYSYC</p>  <p>5 4</p>	<p>PHYSYC</p>  <p>5 4</p>	<p>PHYSYC</p>  <p>5 4</p>	<p>PHYSYC</p>  <p>5 4</p>	<p>PHYSYC</p>  <p>5 4</p>	<p>PHYSYC</p>  <p>5 4</p>	
<p>THIEF</p>  <p>5 4</p>	<p>THIEF</p>  <p>5 4</p>	<p>THIEF</p>  <p>5 4</p>	<p>THIEF</p>  <p>5 4</p>	<p>THIEF</p>  <p>5 4</p>	<p>THIEF</p>  <p>5 4</p>	
<p>VAMPIRE</p>  <p>5 ♠ 4</p>	<p>VAMPIRE</p>  <p>5 ♠ 4</p>	<p>VAMPIRE</p>  <p>5 ♠ 4</p>	<p>VAMPIRE</p>  <p>5 ♠ 4</p>	<p>VAMPIRE</p>  <p>5 ♠ 4</p>	<p>VAMPIRE</p>  <p>5 ♠ 4</p>	
<p>ASSASSIN LORD</p>  <p>7 // 4</p>	<p>ASSASSIN LORD</p>  <p>7 // 4</p>	<p>ASSASSIN LORD</p>  <p>7 // 4</p>	<p>ILLUSIONIST LORD</p>  <p>7 4</p>	<p>ILLUSIONIST LORD</p>  <p>7 4</p>	<p>ILLUSIONIST LORD</p>  <p>7 4</p>	<p>WARLOCK LORD</p>  <p>7 // 4</p>
<p>NECROMANCER LORD</p>  <p>7 // 4</p>	<p>NECROMANCER LORD</p>  <p>7 // 4</p>	<p>NECROMANCER LORD</p>  <p>7 // 4</p>	<p>PHYSYC LORD</p>  <p>7 4</p>	<p>PHYSYC LORD</p>  <p>7 4</p>	<p>PHYSYC LORD</p>  <p>7 4</p>	<p>WARLOCK LORD</p>  <p>7 // 4</p>
<p>THIEF LORD</p>  <p>7 4</p>	<p>THIEF LORD</p>  <p>7 4</p>	<p>THIEF LORD</p>  <p>7 4</p>	<p>VAMPIRE LORD</p>  <p>7 ♠ 4</p>	<p>VAMPIRE LORD</p>  <p>7 ♠ 4</p>	<p>VAMPIRE LORD</p>  <p>7 ♠ 4</p>	<p>WARLOCK LORD</p>  <p>7 // 4</p>



WARTHOG ANTI-PROFILE

Brad and Muffy Dinc, Jr.
PROFESSION: Making oodles and oodles of money
FAVORITE GAME: Bump and Tickle
QUOTE: Poverty sucks!
FAVORITE SUBSTANCES: Snow, BMW, and navel lint
PET PEEVES: Poor people (get a job) and navel lint
RECENT ACCOMPLISHMENT: Signed a standard rich and powerful contract with Satan (J. Bakker - agent).
GAME CLUB: Not WARTHOG (Thank GOD!)



BUDD'S EXPERIMENTS ON MARC GO AWRY

One final reminder for those who may forget. I have moved. The new address for Ken's figment of imagination and creation is:

Budd Haemer
 1758 Dogwood Dr.
 Alexandria, VA 22302

I look forward to hearing from you all. My new place has a much larger mailbox. I challenge you to overstuff this one.

BUDD

Concrete Jungle

...a review by Sean Vessey.

Sony Cockit cursed the two lazy Dade County vice cops that got them in this mess. "I'll never volunteer to spell those idiots again. Some cops have all the luck! They are sunning themselves on some island while we clean up their mess!" "And their mother never named *them* after a TV set either!", quipped his partner, Tubby Ricky.


"Smart guy! Do you want the front door or the back door?", growled Sony.

"Back door! The Colombians always have those damn Mac-10's!", snarled Tubby. he flipped the safety off his Rippem Assault Shotgun and waddled around the corner.

Sony cocked his .45 cal. Punkplugger and tried to visualize the layout inside the house. "The hostages are probably being held in the kitchen. Damn those uniforms for letting them blow through the roadblock and seize this house. What a CONCRETE JUNGLE this city turned into!", he thought.

CONCRETE JUNGLE is BTRC's game of man-to-man counter-terrorist firefights. It is set in the

present, but you may design your own starwar weapons and scenarios if you wish. Floor plan boards are provided for fights on airliners or in airports, offices, banks, schools, and convenience stores.

Look, hex-haters, this game has no hexes, only dots to govern movement and combat. Players "buy" the skills and weapons of their men. "I may be small, but I am quick with my M16." Fun firefights is what this game gives you and with the dummy counters a rescue/assault can be very hairy. The cutout components may not please some, but it fulfills the designer's objective of having a fun game which will fit in your notebook or pocket and which you can pull out and play at the drop of a challenge. A reasonably priced game at under \$9 ("was it \$7.95 or \$8.95," he asks himself, scratching his head with his Bowie...). Come and play in the first annual CONCRETE JUNGLE tournament at Origins. P.S., bring your own copy of the game, available from: Greg Porter, BTRC, 4415 Sprenkle Ln., Richmond, VA 23228. 

Politesse

c/o Ken Peel
8708 First Ave., #T-2
Silver Spring, MD 20910

In This Issue:

Patches by Porter
HadaGame by Hurwitz
Titan Variant by Masso
Warhog Anti-Profile
Origins Info
And Lotsa Chat

Next Issue:

1830 Extravaganza by:
Dr. Choo-Choo & Hurwitz...
...and you, too, buckeroo?
1987 Warhog Directory

August Issue:

Silly Games and more!

Larry Feery
P.O. Box 8416
San Diego, CA 92102

*Larry:
welcome back to the fold!
-Ken*

