

REBUS SIC STANTIBUS

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REBUS SIC STANTIBUS

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publisher. "Diplomacy," as the word is used in these pages, refers to a game manufactured by the Avalon-Hill Company of Baltimore, Maryland.

THE MAN OF THE MONTH

Fredegunda, Queen of the Dark Ages

By Chris McLenoan

After the fall of the Roman Empire in the West, the invading Franks, then occupying Gaul, seemed, like fine Diplomacy players, to enjoy fighting each other more than anything else. With each generation the Merovingian kingdom would be divided among the king's sons upon his death and another round of unification wars would begin. King Clovis had divided the Kingdom of the Franks among his sons at his death in 511 A.D. In 561 A.D. Chlothar I, who had killed and conquered his three brothers, died leaving the empire among his four sons.

The oldest, Caribert, disappeared immediately (from our knowledge of the times, by foul play, it can be assumed). The remaining three brothers divided the country.

Chilperic I took the eastern area, then called Neustria. Sigibert took the west, called Austrasia. And Gontran took Burgundy. The agreement was somewhat confused because each was also a vassal of the other. Gontran was faint of heart and renounced claim to be King of the Franks and let his two brothers fight it out. (You will recognize this ploy as "playing for second" or having a "strong second")

Since Sigibert claimed to be a king, he married Brunehildis, a daughter of Athanagild, King of the Goths (who had taken over Iberia) Chilperic would not be outdone, so he married Athanagild's other daughter, Galiswintha. This is when our Fredegunda came into the act.

Fredegunda was born a serf and a farmer's daughter. She had managed to make

herself a member of the palace household of Chilperic. She was a servant by day and a concubine by night. She was clearly the Prince's favorite bedpartner, but more than that, she managed to become a political advisor as well.

Chilperic soon became bored with his new wife. Three months after the wedding she was found strangled dead in her bed. Since the Prince then married Fredegunda, it's easy to think that our girl had something to do with it.

When war broke out between Chilperic and Sigibert, the Prince took charge of the front and Fredegunda took to ruling the country. To assist her husband, she made contact with a group of free lance assassins. The man hired to kill Sigibert succeeded and was rewarded handsomely. The wretch who was supposed to kill Brunehildis failed. In order to show that she would not tolerate sloppiness, she had his clumsy hands and stumbling feet cut off.

Even with Sigibert dead, the war continued, so our girl continued to rule in her own special way.

She wanted to consolidate her power. When, and if, Chilperic tired of her she might be gotten rid of. Freddie had other ideas.

Her husband had had previous marriages so there were other heirs to the throne to be contended with after Fredegunda had given birth to sons of her own.

Bad luck struck when all three of her sons died of the plague. Freddie was, of course, overcome with grief, but not enough not to be able to find some way to turn it to her advantage. She became convinced that her boys had died by witchcraft. Chilperic had had a son, Chlodovech, by a previous marriage to a woman named

Aodovera. Freddie accused chlodovech, the boy's mistress, and the mistress's mother of being the witches who had caused the death of her sons. Freddie had the mistress stripped naked in the palace courtyard and flogged until she confessed implicating all. The mother was tortured until she too implicated Chlodovech. With such good evidence against the boy, Chilperic had his son thrown into prison, where he died "mysteriously" days later.

With this, when Freddie allowed her guards to gang rape Chilperic's daughter by Audovera, she was so much in the Prince's confidence that he was not upset when she did nothing about it.

Our heroine played the same game again the next year. The prefect of the palace, Mummolus, had been hired by the Prince, not our Freddie, so she had to get rid of him. When another of her many sons died she found old Paris crones to swear that

Special thanks go to Bruce Martin, a scholar of the period, for nominating Fredegunda.

they were witches in league with Mummolus in the death of Freddie's son. Once they "confessed" publicly, they thought they'd be paid in gold. Instead they were burned at the stake. Like her other victims, Fredegunda had Mummolus confess by stretching him on the wheel, scourging him, and having his nails ripped off. Of course, he died too.

With all other obstacles out of the way, it was Chilperic's time to go next. Such a trusting fool, he thought that no one would dare harm him in his own Palace. He was surprised by a knife in the ribs by one of Freddie's lovers, a guard named Landeric.

Fredegunda had the murder timed perfectly. At the time she was on her way to Burgundy so that few would immediately think she had planned it. Before suspicion could mount she convince Gontran that it had been Brunehildis who had killed his Brother.

Gontran went over to the Neustrian side and the country was once again united under Fredegunda's remaining son, Chlothar. She had won hands down.

LETTERS

Dear Sir,

In Volume 1 Number 11 of your very fine journal, you stated that "Doug (Beyerlein) has been criticized in 'Lord of Hosts',..." This is not correct - to my knowledge I have never criticized Beyerlein in LoH for his conduct of the BN's, though I have expressed my disapproval in a mild way elsewhere; certainly I cannot approve of any action which says either poor gamemasters and players must undergo a financial hardship to get what has been considered an almost essential identifier or else these essential identifiers will cease to be nearly universal

and therefor no longer almost essential.

What I did say in LoH 11 was: "Proclamation: No Miller Number Custodial, nor any Associate authorized to assign Miller Numbers, will ever require payment or trade or other value as a prerequisite for the assignment of a Miller Number." While I see how this could be interpreted as criticism, this is not correct: once the issue of compulsory payment for Numbers came up, as a Custodian, I was obligated to state what the policy would be with respect to my numbers, and I was obligated to state an ethical policy consistent with the legitimate needs of the hobby. Perhaps

you are suggesting that I should have followed a different policy, perhaps one such as Beyerlein has proclaimed; would you please advise me exactly what you suggest I should do to lessen those losses incurred in the publication of LoH, not to mention those incurred in the assignment of MN's.

Robert Sacks, MNC
Editor, Lord of Hosts

((We suggest that you charge a registration fee exactly equal to your costs for assignment and record keeping of MN's. For LoH, you should charge a fee normally charged for any diplomacy publication, cost at most.))

Dear Drew:

I am opposed to the practice of accepting moves after the deadline. It's too bad we couldn't get the Japanese to hold off on Pearl Harbor until the United States got their mail in! A lot of people go to a great deal of effort to get their moves in on time (I am not one of them) and their effort should gain them some advantage. The USPS is a realistic simulation of wartime message difficulties, and should be part of the game!

Harley Jordan

For shame, Drew! Endorsing Carter because Ford's a bum. The lesser of two evils is still evil.

Dave Staples

GRAND TOURNAMENT DIPLOMACY

1976 Dhd

Fall 1903

KAISER QUILTS, SULTAN SULLEN, SACKS
FILLING ITALY'S BAG OF CENTERS, FRENCH
RIPPED OFF BY ENGLISH.

Turkey

W. McCallum F Aeg-NMR
D. Staples A Arm-Sev, defects to Austria
N. Pawlak F Con (retreated from Smy)-
Ank (annihilated), defects
to Russia

Germany

J. Diehl A Hol-NMR (Diehl has resigned
from the game, but gave no
orders) (unit is annihilated)
L. Kendter A Kie (S) A Hol
K. Schuetz A Sil-Ber, defects to Italy

note: Since Lee Kendter is the only German player left, an election of a Kaiser is pointless. He is now proclaimed Kaiser of Germany.

Italy

B Sacks

J. Machir

B. Normand

K. Schuetz

Austria

B. Martin

C, Doehrer

France

H. Jordan

C. Doehrer

D. Klein

J. Kador

no commander

A Boh (S) A Tyl-Mun, accept
defection of A Sil, accept
defection of A Kie (NSO)

F Smy-H

F Ion-Gre

A Ank-Con

A Bul (S) A Ank-Con

A Tyl-Mun

A Ser (S) A Gal-Rum, accept
defection of A Arm

F Adr-Ion

A Gal-Rum

A Bud (S) A Gal-Rum

A Bur-Mun

A Ruh-Kie

F Pic-Bel

F Nao-Mid

F Eng-Bre, defects to England

A Spa-NMR

England

J. Kador F Hel-Hol, accept defection
of F Eng
C. Dupuis F Nth (S) F Hel-Hol
D. Rittel F Nwy-NMR
A Yor-NMR

note: John Kador now has two english units, and must appoint a new commander for one.

Russia

N. Pawlak A Mos (S) A War
V. Tsao A War (S) A Ukr-Gal (NSO)
A Rum (S) F Bla-Bul (NSO)
(annihilated)
I. Jeffrey F Bla (S) TURKISH A Arm-Ank
(NSO)
A Ukr (S) A Rum
P. McGee F Bot-Stp
F Swe-Bal
F Den-Kie

COMMENTARY

When you're down you are not out in GTD. If you are the only player left in your country, this is no time to give up! DON'T QUIT LEE AND WILL!! This is when you can have the most fun. You can stay in the game by defecting to another country or, even better, you can use your thrown as a great bargaining chip. If commanders controlled by other countries defect to you, then your country, as an original country, can be a puppet state with the power to build and no need for diplomatic recognition.

RULES QUESTIONS

Can a King defect and still remain King of his country?

A King or a Grand Duke can order a unit which he commands to defect to another country, even if that unit belongs to the country of which he is King or Grand Duke, and still remain King or Grand Duke. The rules only provide for removal from office as King by game resignation, play death, or Coup D'Etat.

If a country were to lose all of its units, does its King still have power and authority to recognize grand duchies?

A country, by normal understanding of Diplomacy, does not exist if it has no units. Therefore, its king is no longer king of anything, and is not a king.

If a player is the king of two countries, does he get one vote or two in the votes for recognition of Grand Duchies?

The issue is not voted on, recognition is not by referendum but by the achievement of a certain status. Rule 14 (A) provides that recognition by a majority of countries is required for Kingdomhood. Rule 19 provides that it is the king of each country who has the authority to act for his country in the question of recognition. Thus a king of two countries has authority to act for two countries and would make two acts of recognition. I should also point out that such a player can order recognition from one country and not from another.

Can a King purge his own unit to another player?

Yes, he can.

How many purges can a King perform in the Winter after having 5 units?

A King can change the command of one unit.

THE RULES CHANGE

In the last issue, the players were asked to consider a number of rules changes. At least one player has objected to all three of the changes.

So be it.

No changes of rules will take effect.

PRESS

ROMA: The Master chamberlain shivered at his desk in the Quirinal Palace. The war was no going as well as intended, but then some people just can not be trusted. Rel-

ations with Austria remained strong, the cornerstone of Italian policy, but neither ally was making adequate progress, though this year might prove to be a major breakthrough on two or three fronts. In the south, it was purely a matter of tactics whether Turkey or Italy would be crippled. In the East, it was going to be hard fighting for years - Russia had been

Press that is clearly propaganda will have priority in questions of space.

underestimated. In the North, Germany was crippled - it was a matter of who walked off with what. In the West, relations with France were proper (both powers had benefited from the peace they had maintained) but distant, with England non-existent - the situation would be trying now that three powers would meet in the North, and the Anglo-Italian attack on St. Petersburg would become a real option, if ever relations with England could ever be established

FIRST REGULAR GAME

1976 BE

Spring 1904

Turkey
R. Nelson

A Sev-Mos
F Con-Ank
F Bul (SC)-H

Italy
J. Rogowski

A Ven-Tus
A Pie-Mar
F Rom (S) A Ven-Tus
F Ion-Tun
A Mun-Sil
F Smy-Aeg

Germany
J. Diehl

F Bal (C) A Kie-Liv
F Bot (S) A Kie-Liv
A Kie-Liv

Austria
D Malmquist

F Gro-Ion
A Rum-Sev
A Ukr-War
A Gal (S) ITALIAN A Mun-Sil
A Ser-Rum

England
D. Rittel

F Edi-Nth
A Den (S) F Swe
F Nth-Hol
F Swe (S) A Den
A Hel (S) A Den

France
B. Normand

A Par-Bur
A Tus-Rom (annihilated)
F Mar-Pie
F Pic-Bel
A Bel-Ruh
F Wes-Tun

Russia
B. Sergeant

A Sil-Gal (dislodged)
A War (S) A Sil-Gal
A Mos-Ukr
F Nwy-Stp (NC)
F Bla-Rum

SECOND REGULAR GAME

1976 DG

Winter 1902

F Sev, A Swe, F Ska

Austria no builds
C. Gibson Has: F Tyr, A Boh, A Gal,
A Ser

France Build: A Par
J. Machir Has: A Mun, F Mid,
F Eng, A Ber, A Mar

Turkey Build: F Con
D. Staples Has: A Bul, F Bla, A Rum,
A Arm

Italy Build: A Ven
J. Diehl Has: F Lyo, F Wes, A Tri
A Pie

Germany no builds
J. Harper Has: A Hol, A Kie, F Bel

England Build: A Lon
Has: F Nth, A Den, F Hel
F Ska

Russia no builds
C. Dupuis Has: A War, A Ukr, A Mos

THIRD REGULAR GAME

1976 IL

Fall 1901

BRUCE MARTIN TAKES OVER AUSTRIA

Turkey F Ank-Con
J. Rogowski A Arm-Sev
A Bul-Rum

England F Nth-Lon
G. Bakich A Edi-Liv
F Nwg-Nwy

Russia F Bot-Swe
T. McNally A Ukr-Rum
A Gal-Bud
F Sev-Bla

France F Eng-Lon
E. Veneske A Pic-Bel
A Spa-Por

Austria A Ser-Bud
B. Martin A Tri-Bud
F Alb-Gre

Germany F Den-Nth
R. Enzler A Ruh-Hol
A Kie-Den

Note: Bruce Martin's address is;
119 Ely Drive, South
Northville, Mich. 48167
(313) 349-6677

Italy A Tyl-Vie
M. Berch A Ven-Tyl
F Ion-Tun

(see next page for supply center chart)

Supply Center Chart

Austria

Vie, Tri, Bud, Ser, Gre (4-build 1)

England

Lon, Liv, Edi, Nwy (4-build 1)

France

Par, Mar, Bre, Por, Bel (5-build 2)

Germany

Ber, Kie, Mun, Hol, Den, (5-build 2)

Italy

Rom, Ven, Nap, Vie, Tun (5-build 2)

Russia

Mos, Stp, War, Ser, Swe (4-even)

Turkey

Con, Ank, Smy, Bul, Sev (5-build 2)

Neutral

Ser, Bul, Gre, Rum, Tun, Spa, Pol,
Bel, Hol, Den, Swe, Nwy

Underlined centers are those which have been gained in this game year. Those which are crossed out are those which have been lost in this game year.

REBUS READER POLL

We at Rebus Sic Stantibus are always interested in making our publication enjoyable to our readers. In order for us to do that, we need to know what we are doing right, and, more importantly, what we are doing wrong. We ask your help.

The following is a little poll. It is designed so that you can use these very can be used to indicate your answers to the poll questions. Please send back this form with your orders for the next season. If you are a reader or trader, your help would be especially valuable. Please send back these pages before next month so that they can all be counted at once. Thank you.

Please rate the following Rebus articles on a scale of 1 to 10, with 10 for an article you found particularly enjoyable or interesting, and 1 for an article you didn't think much of or which did not contribute to your enjoyment.

The Man of the Month

Sosthenes Behn, Founder of ITT _____

Roxelana, or Foxy Roxy _____

Sir Edward Carson, Architect of Northern Ireland _____

Pontius Pilate, Prefect of Judea _____

The Celebrated Alberoni _____

Constantinus _____

Aaron Burr, A Founding Father for Diplomats _____

Fernando Wood, The First Boss _____

Fredegunda, Queen of the Dark Ages _____

Aunt Vitkunna

The "You Cheatin' Mo'fugger" gambit _____

The Hubby and Wife stabbers _____

The Publisher with Bitchy Readers _____

Advice to the Young Businessman interested in Diplomacy _____

Advice to the Player Who Sent a Biography to D.M. _____

Editorials

Invitation _____

The Supreme Court _____

The C.I.A. _____

Angola _____

Northern Ireland _____

The 13¢ Stamp _____

Jimmy Carter for President _____

The Boardman Bucks _____

Miscellaneous

The Gamer's Horoscope _____

Help Fight P.D.! _____

The Critic, A Review of the Diplomacy Press _____

Horticultural News, Dope _____

Our Players, The Who's Who of Rebus _____

Letters _____

State how each of the following contributes to your enjoyment of Rebus. Rate each item on a scale of 1 to 10, with 10 for an aspect of Rebus which very much contributed to your enjoyment of the publication, 5 for something which doesn't make any difference to you, and 1 for something which detracts from your enjoyment of Rebus.

The Rebus block letter masthead _____

Offset printed covers _____

Maps of the GTD situation on the cover _____

Two Column Layout of Pages _____

Block Letter article titles _____

On a scale of 1 to 10, rate the kinds of articles you would like to see appearing in these pages, with 10 for a kind of article you would like to see, and 1 for one you would find boring.

Zine Reviews _____

Player Press emphasised _____

Book reviews _____

Joke contests _____

Diplomacy tactics _____

World History _____

Diplomacy Hobby Politics _____

Game result statistics _____

Poetry _____

Cartoons _____

Check one answer to each of the following.
The length of a game season should be;

1 week _____

2 weeks _____

3 weeks _____

4 weeks _____

At \$4.00 for 12 issues, Rebus is;

a bargain _____

sold at a fair price _____

too expensive _____

Rebus should avoid any article which makes unkind remarks about public figures, even if only done for fun.

agree _____ Disagree _____

Rebus should avoid any article which makes unkind remarks about public figures, especially if done for fun.

agree _____ disagree _____

A Diplomacy publication should sold;
at a loss to the publisher _____

at cost, or at a price where the publisher breaks even if he's lucky _____

at cost, but at a price where the publisher does not lose money by having a margin for machine repair _____

at whatever price it is worth _____

at a profit, if the readers think the price is worth paying _____

Rebus should avoid any article which mentions marijuana.

agree _____ disagree _____

Rebus should avoid the use of obscene, or graphically sex related material

agree _____ disagree _____

Please feel free to express your ideas for improving Rebus on another sheet of paper. Any additional comment will be appreciated.

NOTA BENE

1. Deadline. The deadline for all games for the next season is FEBRUARY 13, 1977.
2. Insurance. Players should note that Rebus Sic Stantibus games are now insured by the DNYMPA organization. In the event of a failure of this publication, another New York publisher will pick up the games published herein. If that happens, contact Mr. Greg Costikyan, 1675 York Avenue, New York, NY 10028
3. Lettering. You will notice that we did not use the stencil to make out the article titles this go 'round. The main reason for this was because Arne Eastman's dog chewed it. But another reason is because it takes a great deal of trouble to use it on a wax stencil. Please answer our poll, friends. We don't want to waste time on

things nobody cares about.

4. Delay. Publication was delayed this issue so that your publisher could attend the Wintercon Diplomacy event at M.I.T. Our own Bob Sacks was the official scorekeeper. Phil McGee took first place. Congratulations, Phil. Good job, Bob.

REBUS SIC STANTIBUS

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FIRST CLASS MAIL