

REBUS SIC STANTIBUS

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DRACULA

REBUS SIC STANTIBUS

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OFFICERS

Publisher and Gamemaster.....Drew McGee
Associate Publisher.....Karen McGee
Features Editor....Christopher McLenoan

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VLAD DRACULA, THE IMPALER

by Chris McLenon

This being October, it is clearly fitting that we honor the real Count Dracula -- Prince Vlad Tepes or, as he was more affectionately known, Vlad the Impaler.

Prince Vlad Tepes was born in 1431. In that same year, his father Vlad II (one of the illegitimate sons of Prince Mircea of Wallachia) was invested by Sigmund, the Holy Roman Emperor and King of Hungary, with the knightly insignia of the order of the dragon. Sigmund established Vlad II as the hereditary head of this order of knights whose purpose was to stem the tide of Turkish expansion into Europe. The Hungarian king also bestowed, for whatever it was worth, the title of Prince of Wallachia and Duke of the Transylvanian provinces of Almas and Fagaras. Sigmund did this in order to show his support for Vlad II's efforts to capture the throne of Wallachia from his half-brother, Alexander.

From the time of his knighting, the people of Wallachia called Vlad II "Dracul", the Romanian word for dragon, or demon, and the dragon was adopted as the family crest. Thus, his son came to be called by the name most familiar to us -- Dracula.

With Hungarian support, Dracul was able to rally the local nobility around him and he ousted his half-brother in 1437, thereby becoming the reigning prince. Once secure in his position, Dracul sensed immediately that his position on the outskirts of Christendom was weak; unstoppable Ottoman strength appeared to be everywhere. So, he signed a treaty of alliance with Sultan Murad II, against his former patron, the Holy Roman Emperor and Hungarian King Sigmund.

Murad, however, knew that words meant nothing to Dracul. In the summer

of 1444, he invited Dracul to bring his sons, Dracula and Radu, to visit him in his hunting lodge across the Danube. Upon their arrival, Murad arrested all three, forced Dracul to sign another oath of allegiance, and took the 2 sons as hostages to Asia Minor. There, Dracula remained a captive until 1448. Radu stayed longer, voluntarily becoming the Sultan's puppet prince.

While Dracula was still in exile, his father was assassinated in 1447 by an agent of John, then King of Hungary. The throne of Wallachia then went to a rival family, the Danestis.

Murad attempted to install Dracula in Wallachia in 1448, but Dracula merely used this as his opportunity to escape his captors once he was back in Christendom. He fled to nearby Moldavia where he was given asylum by Prince Bogdan, his uncle. This haven was short-lived however, for when Bogdan was murdered in 1451, Dracula fled to Transylvania lest he be turned over to the Turks by his uncle's successors.

In Transylvania, he was given asylum by Hunyadi and made Duke of Fagaras and Almas, as had his father before him. He then began plotting his takeover of the Wallachian throne--which is exactly what Hunyadi wanted him to do, so as to keep the Danestis in line and cooperating with his anti-Turkish efforts. In 1456, since the Danestis were then Turkish allies, Dracula was given Hungarian troop support and successfully invaded Wallachia and seized control.

Dracula's reign was not a long one. Indeed, it only lasted until 1462. But in that time, he certainly managed to establish an outstanding record as a bloody tyrant, an insane psychopath with the unfortunate power to carry out his mad visions. His position as Prince

was hardly secure. Wallachia was a buffer state whose local nobility was turned this way and then that by agents of both the Turks and the Hungarians. Apparently, Dracula sought to end this conflict and intrigue by terror.

Soon after ascending the throne, Dracula established the capital at Targoviste. He summoned nearly a thousand of the nobles (or boyars) to his court. Assembling them all together, he asked, "How many reigns, have you, my loyal subjects, personally experienced in your lifetime?" Not knowing Dracula, the nobles dutifully sang out the number each had lived under. Some of the older men had known as many as 20 sovereigns. Clearly a man who had seen so many princes come and go would not be impressed this latest Hungarian import. But they were so wrong! For, in an instant, Dracula ordered his soldiers to arrest all of the nobles and take them to the fields surrounding the palace. There some 500 were impaled on stakes and left exposed until their carcasses were eaten by birds.

The remaining boyars were indeed terrified. Never had they seen such authority in a prince. He demanded total submission. It was from this heartless incident that Dracula became known as Vlade Tepes, meaning Vlad the Impaler.

Dracula wanted, too, to let the Turks know that he was a force to be reckoned with. One day early in his reign, envoys of the Sultan Mohammed II came, offering official greetings. When they refused to remove their turbans in Dracula's presence and at his request, Dracula ordered that the turbans be nailed to their heads, whereupon the Sultan's envoys fell dead at Dracula's feet.

Dracula was also gravely concerned with the loyalty of the burghers of the cities in his principality. In the town of Brasov, most of the townsfolk were of German or Saxon stock, and their 1st loyalty was to any sovereignty which gave them the greatest commercial trade advantages. Since it seemed particularly doubtful to Vlad that he could win

over these people, he decided to kill them. On August 24, 1460 (St. Bartholomew's Day), Dracula had his own troops attack one of his own cities. After putting the torch to the town, he ordered the planting of 30,000 stakes in the surrounding countryside. Thereupon, he had men, women and children impaled without discrimination. In making the arrangements, he gave orders that the stakes were not to be so sharp that the victim would die instantly. Instead, a horse or man were to pull on each of the victim's legs so that the stake would be slowly taken into the body. It often took the innocent an entire day to die.

Dracula was indeed succeeding. It was evident by 1461 that his authority was politically dangerous. The Sultan determined to eliminate him, first by guile and then by force. He invited Vlad to come to the Turkish-Bulgarian city of Giurgiu to discuss their differences. But Dracula was not the fool his father had been. He agreed to come to the talks, but instead he sent his cavalry. Hiding his troops in a fortress near the city, he greeted the envoys who came to greet him. At knifepoint, Vlad forced them to call for an opening of the city gates. The cavalry then rushed in and overwhelmed the Turkish forces inside. Dracula marched the Turkish garrison to Targoviste where they too were impaled in a circle around the city.

Trying to maintain his advantage, Dracula launched an ill-fated invasion of the Turkish Empire; a massive counter-attack eventually drove Dracula from Wallachia whereupon his brother Radu was installed as the Turkish prince.

The mad prince was then jailed in Hungary for being dangerous to the then King Mathias, who was later to reinstall Dracula.

But the wily prince was captured by invading Turks...and this time, it was his head put on display, in Constantinople.

GRAND TOURNAMENT DIPLOMACY

Correction of Game Report

Soon after the last publication date, the players in the game were informed of two errors in the game report for Spring 1906. The errors resulted from a mis-interpretation of phone in orders. The corrections, for any reader who is not a player, and who is interested, are;

Holy Roman Empire

J. Machir F NAF-Tun, dec. ind. principality of Corsica

France

C. Dupuis F Eng-MAO
D. Klein F Spa (sc)-MAO, dec. ind. principality of Madiera

Because of these corrections, the Fall 1906 game season has been delayed until November.

First Proposed Rules Change

It is proposed that the article on the grand duchy be changed to read as follows;

The Grand Duchy

11. Secession of a Grand Duchy

In any season except Winter, a player can establish a new country that is a grand duchy by occupying one or more supply centers and by ordering those units occupying such centers, and any of his other units he wishes to be units of the new country to declare the independence of the new country by name as a grand duchy.

12. Defection to a Grand Duchy in the Season of Secession.

In any season except Winter, a player can defect one or more of his units to a grand duchy in the same season wherein such grand duchy declares independence.

13. Home Supply Centers of a Grand Duchy.

The first three centers occupied by a grand duchy will be its home centers. If, in the season of secession, a grand duchy occupies more than three centers, the grand duke shall declare which three occupied supply centers are to be home supply centers in the season following the secession. If the grand duke shall fail to make such declaration, the game-master shall determine such home centers by lot.

14. Papal and Diplomatic Recognition.

(A) If a grand duchy receives diplomatic recognition from a majority of the original and recognized countries, the grand duchy becomes a fully recognized country and receives all the status and power of an original country and its grand duke becomes a king. A grand duchy can receive such recognition and receive such powers in the season of its secession.

(B) If the commanders or commander of the units of a grand duchy command units of no other country, the grand duchy receives papal recognition from the gamemaster, and receives all the status and power of an original country and its grand duke becomes a king. A grand duchy can receive such recognition in the season of its secession.

(C) If the newly elevated king of a recognized country commands more than one unit of such country, he must, in the following Winter season, appoint new commanders to all of his units of such country except one.

Second Proposed Rules Change.

It is proposed that the object of the game be changed, as follows;

2. Object of the Game.

The object of the game is to secure the highest possible position on the final place list. When one country gains control over eighteen or more supply centers and the

allegance of all units on the board, the game ends and the gamemaster will rank all players on the final place list. The first and highest position will be given to the king, grand duke or prince of the leading country. The following places will be given to the players in terms of the number of units of the leading country each player commands. Players who do not command units at the end of the game will be ranked together in last place.

Special note: Players should vote on the rules changes as packages. That is to say, they should vote on each proposed rule change proposal as a whole, and not on the change of each particular rule.

If the first rules change should take effect, princes of principalities may convert their principalities into grand duchies by making secession orders, even if such order will include all centers and units of the principality.

Commentary.

The first rule change will not make for one man countries, because a country which makes builds will have to include at least two players, since a king will have to shed all units except one and can not appoint himself to more than one unit.

The second rules change will prevent a surprise ending. It probably will not make winning much more difficult.

FIRST REGULAR GAME

1976 BE

Spring 1907

RITTEL RESIGNS!

England
D. Rittel

A Den-NMR
A Yor-NMR
A Kie-NMR
F Nth-NMR
A Mun-NMR
F Hol-NMR
F Bot-NMR
F Pru-NMR

note: Don Rittel has been replaced by Ron Kelly, Room 120, 225 Virginia Ave, S.E., Washington, DC 20061

France
B. Normand

F Bre-MAO
F Tun-Ion
F Tyr-Lyo
F Wes-Tun
A Mar-Pie
F Spa(SC) (S) F Tyr-Lyo
A Ruh (S) English A Kie-Mun (NSO)

Italy
J. Rogowski

F Rom-Tyr
F Tus (S) F Rom-Tyr
F Ion-(S) F Rom-Tyr
A Pie-Mar

A Tri-Vie
F Bul(ec)-Con
F Nap(S) F Rom-Tyr
A Liv-Stp

Austria
D. Malmquist

F Adr (S) Italian F Ion
A Gal-Boh
F Bla-H
A Mos(S) Italian A Liv-Stp
A Tyo (S) A Gal-Boh
A Sev-Ukr
A Sil-Ber

Turkey
(civ. dis.)

A Ank-NMR

Russia
B Sergeant

A Stp-NMR (dis)
A Ber-NMR

note: A draw has been proposed. Such draw is to be an equal first place for France, England, Austria, and Italy. Players are to vote on such a draw with their next orders. A players who does not vote will be presumed to vote 'no.'

note: countries with less than three units are not given over to standbys. Too few standbys are available.

SECOND REGULAR GAME

1976 DG	Spring 1905	<u>England</u> R. Kelly	A Nwy-Stp A Edi-Nwy A Hol (S) French A Ruh-Kie F Stp-Bar A Swe-Liv F Den-H F Bot (C) A Swe-Liv
<u>Austria</u> C. Gibson	A Vie-Bud F Ion-Alb A Boh (S) A Mun-Tyo A Mun-Tyo (dis) A Bud-Ser		
<u>Turkey</u> B. Normand	F Bul(ec) (S) A Gal-Rum F Bla (S) A Gal-Rum A Arm-Sev A Gal-Rum	<u>Russia</u> C. Dupuis	A Rum (S) F Sev (dis) F Sev (S) A Rum A Mos (S) F Sev A War-Gal
<u>France</u> J. Machir	A Bel-Ruh A Ruh-Kie A Par-Bur F Spa(sc)-Mar F Nth (C) English A Edi-Nwy A Ber-(S) A Bur-Mun A Bur-Mun	<u>Italy</u> C. Mann	A Nap-H A Ven (S) A Pie-Tyo F Tyr (S) F Tun-Ion A Pie-Tyo A Tri-Vie F Tun-Ion

THIRD REGULAR GAME

1976 IL	Fall 1904	<u>France</u> R. Vesneske	F Nth (C) A Bel-Nwy F Lpl-H A Pic-Bel F Iri-Eng A Bel-Nwy A gas-H
<u>Turkey</u> J. Rogowski	A Arm-Sev F Eas-Aeg A Ukr (S) A Mos F Bul (ec)-Rum F Aeg-Bul (sc) A Mos (S) A Ukr A Rum-Gal		
<u>England</u> G. Bakich	F Lpl-NMR (no ret. surrender) F Den-NMR F Swe-NMR A Lon-NMR	<u>Italy</u> M. Berch	A Ven-Tri F Tyr (S) F Ion A Vie (S) A Tri-Bud A Tyo (S) A Ven-Tri F Ion (S) F Gre A Tri-Bud F Gre-H
<u>Germany</u> R. Enzler	A Pru (S) A War A Sil-Gal F Hel-Den A Liv-Mos A War (S) A Liv-Mos F Stp(sc)-H F Yor-Edi A Hol-Kie	<u>Supply Center Chart 1904</u> <u>Austria</u> Bud, Ser (1-remove 1) <u>England</u> Lon, Lpl, Nwy, Stp, Den, Swe (3-even) <u>France</u> Par, Mar, Bre, Por, Spa, Bel, Lpl, Nwy (8-build 2) <u>Germany</u> Ber, Mun, Kie, Hol, Den, Swe, Edi, War, Stp (7-remove 1)	
<u>Austria</u> R. Kelly	A Bud (S) A Ser-Tri (dis) A Ser-Tri		

Italy

Rom, Nap, Ven, Vie, Tun, Tri, Gre, Bud
(3-build 1)

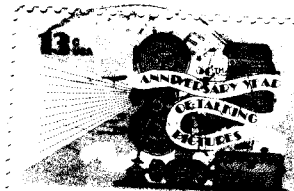
Turkey

Ank, Con, Smy, Sev, Mos, Rum, Bul
(7even)

NOTA BENE

1. Deadline. The deadline for all games is November 15, 1977.
2. DIMAN. Brad Hessel, the publisher of DIMAN has asked us to inform all players that publication has been delayed, but that publication will begin again soon.
3. C.O.A. Edward R. Vesneske, Jr.
10 Manhattan Square Drive
Apartment 1-M
Rochester, NY 14604
4. NOTA BENE Don Rittel, Esquire; Walter Buchanan, Esquire; David Schwartz; et al. Jim Bumpas is organizing a lawyers only Diplomacy game. Any interested parties should contact Jim at;
948 Loraine Ave.
Los Altos, Calif. 94022
(415) 941-7892

7.



REBUS SIC STANTIBUS

c/o Drew McGee
100 Belmont Place
Apartment 3-F
Staten Island, New York 10301
United States

FIRST CLASS MAIL

ROD WALKER
1273 CREST DRIVE
ENCHINIZAS, CALIF 92024

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