

Retiarius is a monthly postal gamezine published by Ted McDonald, 4711 Tuckerman St., Riverdale, Md. 20840. My telephone is (301)277-9192. Sub rates are 6/\$1.75 or 12/\$3.25. I have openings in the following: Diplomacy, Machiavelli, Revolution, Power Politics for \$3.00 gamefee; Gladiators for a \$2.00 fee, Youngstown, General Conflict and Swords and Sorcery, \$3.00. Diplomacy is copyrighted by Avalon Hill, Machiavelli by Battleline, Gladiators by FGI, Swords and Sorcery by SPI and all else in this zine copyrighted by Ted McDonald.

### The Synergetic Center

Does the expression 'rational anarchy' mean anything to you? Have you read "Island" by Aldous Huxley? Are you above average in intelligence and imagination, below the age of thirty, and completely lacking our prevailing societal morality? If you can meet at least half of these qualifications, then I want you for the Synergetic Center. This group, while acting as a mental and physical pure research center, will have as its main objectives the situational analysis of an anarchistic microcosm and a study of the behavioral characteristics of children raised in that type of environment. The plans have all been formulated, the funding for the project assured. All that remains is to find persons interested in raising mankind from our present state of savagery into a new age of civilization. If this type of project interests you, send me a resume detailing your qualifications and the reasons you want to join the Synergetic Center. If you have any questions, drop me a line and I will answer them. If you have comments I would like to hear from you. Remember, only through our own efforts can we make this planet a place worthy of those that will follow us.

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For those of you that didn't know, on the front cover is a representation of a Retiarius. The girl's measurements are 48-34-46 and the winner was Alex Muromcew.

Game 1978M1 Machiavelli Spring 1499

Expenditures- France E Savoy-G1-9d

Orders

France (Poston) A1 (Avi) S Tur, A2 (Mil) A Pav, A3 (Nap) A Cap, A4 (Bar) A Otr, A5 (Sal) A Tur, F1 (Mar) A WGL, F2 (Gen) A EGL, G1 C F3.

Austria (Peach) A1 (Tyr) A Mil, A2 (Aus) A Car, A3 (Swi) A Tur, A4 C G1, F1 (Sar) A WGL, F2 (Pal) A WTS.

Florence (Mullin) A1 (Are) S Flo, A2 (Flo) S Are, F1 (Pis) A Pio.

Venice (Green) A1 (Tre) A Fri, A2 (Pad) A Ver, F1 (Dal) A UA, G1 C F2.

Papacy (Funkenbusch) A1 (Bol) H, A2 (Per) A Sie, A3 (Rom) A Spo, F1 (Anc) A LA.

Turks (Clevenger) A1 (Alb) A Rag, F1 (Tun) A WM, F2 (Dur) A LA.

I hope everyone understands the notation I am using. All of the underlined moves fail in execution, A is advance, C will be convert, etc.. All of the sea provinces are capitalized in the moves, as in UA, LA, WGL, etc. For the first moves I put where each of the units started beside the numbers. I made an error in computing the first years ducat balance for Venice, France and the Papacy. The surplus should have been 9 for Venice, 11 for France and 5 for the Papacy. There was no press submitted for this turn. If you wish to submit press, I will print up to 75 words per turn for each player. I have had an objection on the optional bribery rule so I will put it to a vote of the players. If you don't want the optional bribery rule to be used, let me know with your next moves. Three people voting no and the rule will not be used. Summer 1499 moves are due on October 25, 1978. I will accept phone orders from now on.

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Youngstown update. I now have 8 people signed up for the game. Only two more places open. I will send rules and maps to all of the players when the game begins. Hurry and be the first on your block to enter the game.

## General Conflict

This is a game for 5-7 players and a moderator. It is played on a grid of hexagons, 25 hexes across by 25 down. These are numbered 01(across)01(down) to 2525. The object of this game is to control as much of this area that you can. Game length is 20 turns and turns are due biweekly.

Each turn players are sent a report by the moderator containing the results of the previous turn, a list of the present assets, and an order sheet to be filled out and returned to the moderator. Players will be given a name of a famous general in history, one base consisting of seven adjacent hexes, 10 troops in each of these hexes, and six factories. All assets are kept in the central hex of each base and bases are identified by the number of the central hex.

Players may do any or all of the following each turn:  
Build with factories(FAC)- Each FAC may build either one airplane(AIR), 10 bombs, 1 anti-aircraft missile(AA), 1/2 of an atomic missile(MSL), 1/2 of an anti-ballistic msl (ABM), 1/3 of another FAC, or 1/7 of a transport squadron(TS) All building must be in whole units, fractions will be dropped.

Move troops- Troops may move into any adjacent hex from where they begin the turn. They may be moved only one hex per turn and you may never leave a hex vacant. Troops are reinforced by 1 for every 5 in one hex at the end of turn.

Do Battle with other troops-This occurs automatically when a player attempts to move his troops into an occupied hex, or when two or more players attempt to move into the same hex. In this instance, 1 troop destroys 1 troop. Thus, the stronger force wins and occupies the hex with his troops. Whenever troops engage in battle the player commanding them is notified in the turn results sheet. This battle report consists of the following: the number of invading troops and whose they are, the number of defending troops, the hex in which the battle occurred(with a B if a border clash), how many troops the player has killed and how many troops the player has left.

## General Conflict(cont.)

Set up a new base-When a player has troops in any group of seven adjacent hexes at the beginning of a turn, he may create a new base. This is done by landing a TS containing 3 FACs from another base in the central hex(CH) of the intended one. TSs move 3 hexes in a straight line per turn and the new base isn't set up until the TS lands.

Move airplanes-AIR, like TS, move three hexes per turn in a straight line. When an AIR passes over hexes containing troops or a base of an opposing player, the owner of the AIR is informed.

Bomb-Each AIR may load up to 20 bombs and may bomb any one of the three hexes they pass over on a turn. 10 bombs must be released at once on a hex and they will destroy everything in that hex. Players may also fire MSLs from their bases at other hexes. One MSL has the same effect as ten bombs but will make the hex it hits unoccupiable for two turns. If fired at the CH of a base, the base is destroyed if it doesn't have enough ABMs to stop the attack. 1 ABM destroys 1 MSL. If a base is destroyed, all assets and troops in the hex are also destroyed also. Hitting the peripheral hexes of a base destroys 1/6 of the assets in the CH.

Fire AAs-When a player fires AAs, all AIRs which pass over the CH of his base are fired on, 1 AA destroying 1 AIR and before it has a chance to bomb.

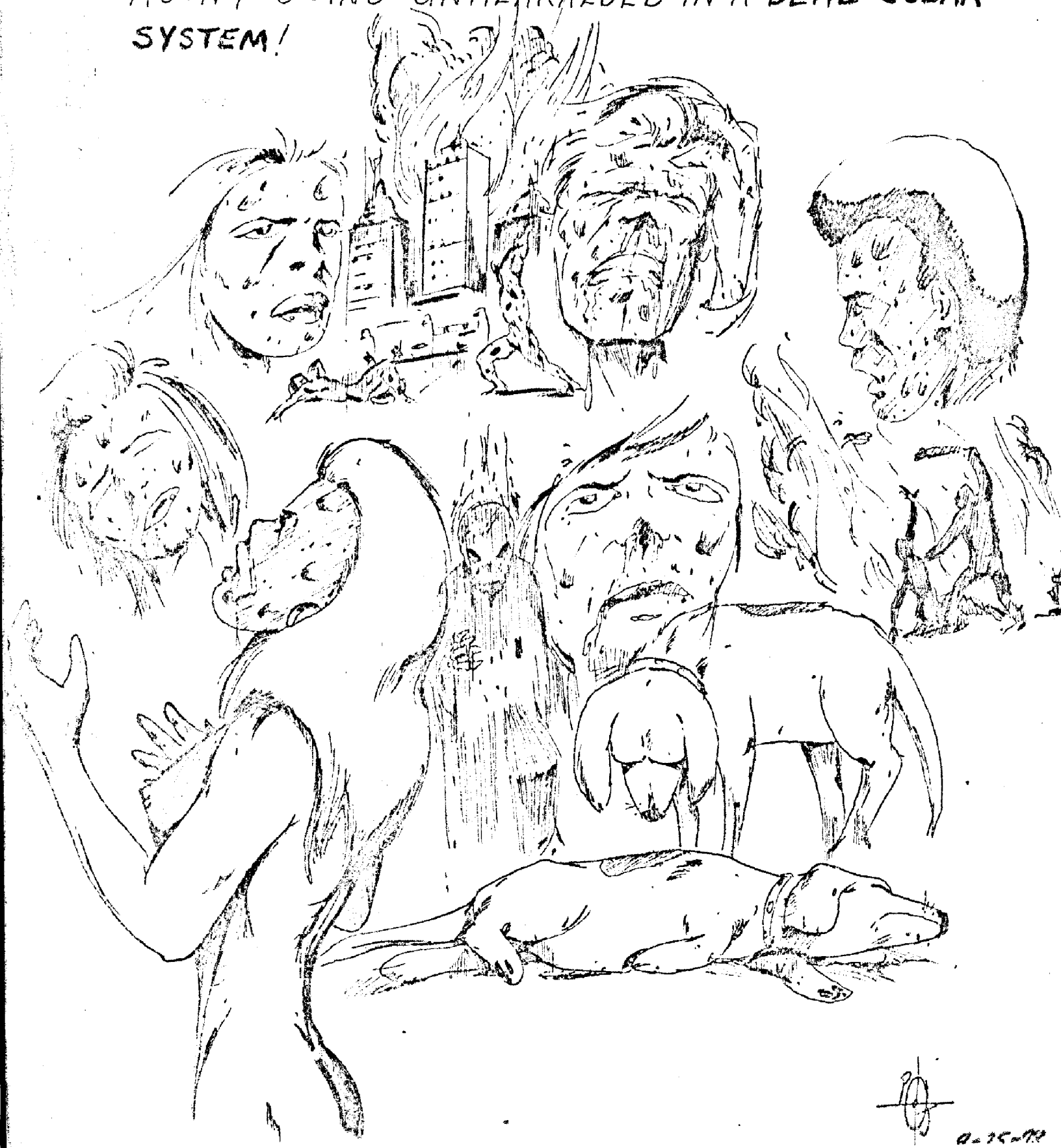
Attack another base with troops-In this sort of battle, the defender has a 2 to 1 advantage. If the attacker can take 4 out of 6 outer hexes of the base, it is captured, along with any remaining troops and FACs, etc..

At the end of 20 turns as outlined above, the game ends and is scored as follows: 1 point for each hex occupied, 1 for every base destroyed, 5 points for every base owned and 7 points for each base captured. The player having the greatest number of points will be declared the winner.

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Plug department- Konrad Baumeister will be putting out a new zine called Eggnog, gamefees are free until October 26 with a sub. Write to Konrad at 11416 Parkview Lane, Hales Corners, Wisconsin 53130.

ARTH! BLUE ORB KISSING THE SKY! NO OVO! ALL HAIL  
THIS ISLAND OF LIFE DESTINED TO DIE WHEN  
BORN! SEE HER TWIST AND THRASH IN THE  
GRIP OF **GERM WARFARE!** HER SCREAMS OF  
AGONY GOING UNHEARALDED IN A DEAD SOLAR  
SYSTEM!



9-15-72

SOME, HOWEVER, PROVED TO BE SOMEWHAT  
**IMMUNE** TO THE KILLER DISEASE! SOME  
WHOSE BIOLOGICAL MAKEUP WAS SLOWLY  
ALTERED! CHANGES OCCURRED OVER THE  
YEARS IN BOTH THEMSELVES **AND** THEIR  
OFFSPRING!

SOME GOOD ---

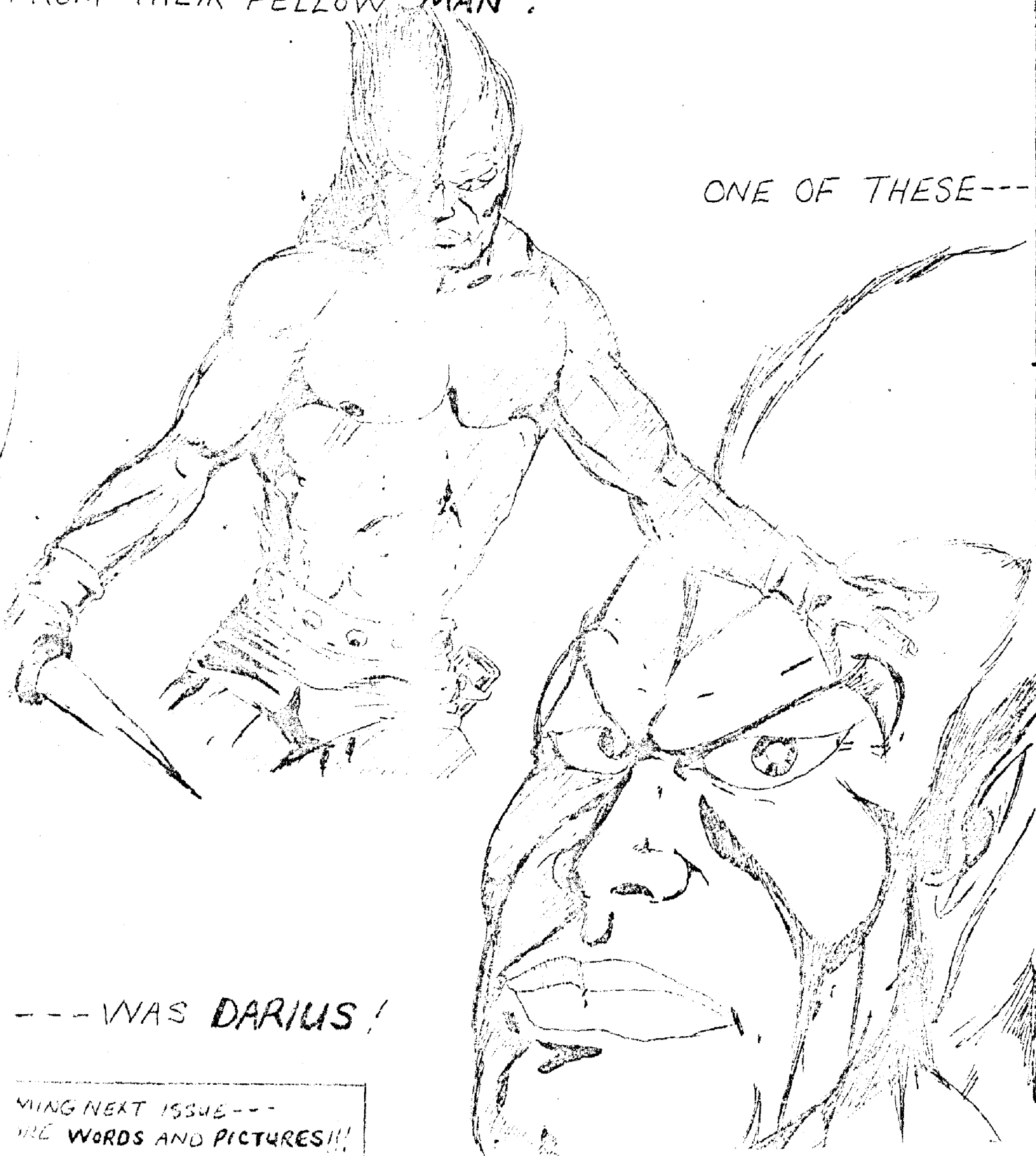


SOME NOT SO GOOD ---



HOWEVER, A FEW "RODE THE FENCE", SO TO SPEAK,  
THEY HARBORED RESPECT FOR ANOTHER'S LIFE  
AND PROPERTY--- BUT CHOSE TO REMAIN ALOOF  
FROM THEIR FELLOW "MAN".

ONE OF THESE---



--- WAS DARIUS!

COMING NEXT ISSUE ---  
MORE WORDS AND PICTURES!!!



## Revolution!

Revolution! is a very simple variant of Diplomacy but it requires all of the skills of a master diplomat. The game is for the usual seven players and with the following rules.

1. All of the regular Diplomacy rules are in effect except where modified below.
2. Each of the seven players starts the game with three supply centers, chosen randomly from all of the centers on the board. The players need to come up with their own designation, just something to facilitate recognition and movement.
3. The players may build whatever type of units they wish in each of their provinces, army or fleet, except that you can't build a fleet in a landlocked province.
4. During the game you may build in any of the supply centers that you control.
5. After the builds and before each years spring moves you may change any or all of your units, army to fleet or fleet to army

These rule changes are minor but I believe that they will increase your enjoyment and tax to the utmost your skills as a negotiator. I have one game of this that has already started, spring moves will be in the October issue, and if you wish to be in on the next game, send in your entry fee soon.

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ANNOUNCING

## "Swords and Sorcery"

Swords and Sorcery is a new game put out by SPI and I think it combines the best of both role playing games and tactical games. I am going to attempt to run a game of this in the zine, those players that sign up and pay the \$3.00 entry fee will receive their money back at the end of the game. What better deal can you find then that? Send in your entry fees quickly, Gygax Dragonlord awaits!

Game 1978M2 Diplomacy

Austria(Ebert) A Vie-Gal,A Bud-Rum,F Tri-Alb  
 England(Poston) F Edi-Nwg,F Lon-Nth,A Lvp-Yor  
 France(Mullin) A Par-Bur,A Mar S A Par-Bur,F Bre-Mao  
 Germany(Oaklyn) F Kie-Den,A Mun-Ruh,A Ber-Pru  
 Russia(Yerkey) F StP(sc)-Bot,A War-Gal,A Mos-Ukr,F Sev-Bla  
 Turkey(Stone) A Con-Bul,F Ank-Bla,A Smy-Con  
 Italy(Clevenger) NMR! Neutral orders used;A Ven H,A Rom-Apu,  
 F Nap-Ion.

## Press:

(Berlin) Today,after weeks of severely foggy weather(probably an English trick) the sun finally broke through,illuminating the German army that has been wandering about aimlessly. Now in the light of day it is revealed that the trail they have been following was a Russian tank's tread and was,indeed, leading them on to the heartland of Russia. What has happened here? What will they find at the end of the trail? Tune in next time for the exciting confusion-ah-conclusion to this story.

Well,that's it for this one. All underlined moves fail. By the way,mail service to my house is extremely slow. It may be wise to send in a set of orders as soon as you receive the zine. Fall 1901 moves are due on October 25,1978.

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To those of you that like science fiction and fantasy,there will be a convention held in Philadelphia on Halloween weekend,October 27,28,29. This has proved to be one of the best cons on the East coast and the costume party is worth the price of admission. If anyone wishes any information on this, write me and I will give it to you. If you have never been to a con,this would be an excellent one to start with.

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## Quote of the month:

"No one is normal,we are just on differing levels of insanity"  
 Socrates

## Power Politics

Power Politics is a game for 5-8 players with a GM to keep track of the results for each turn and distributes them to the players. The game lasts for 15 turns, or until one of the players has a majority in the Electoral College.

The country is divided into four regions:

East: CT, DE, ME, MD, MA, NH, NJ, NY, PA, RI, VT, WV.

South: AL, AR, FL, GA, KY, LA, MS, OK, NC, SC, TN, TX, VA.

Midwest: IL, IN, IA, KS, MI, MN, MO, NB, ND, OH, SD, WI.

West: AK, AZ, CA, CO, HI, ID, MT, NV, NM, OR, UT, WA, WY.

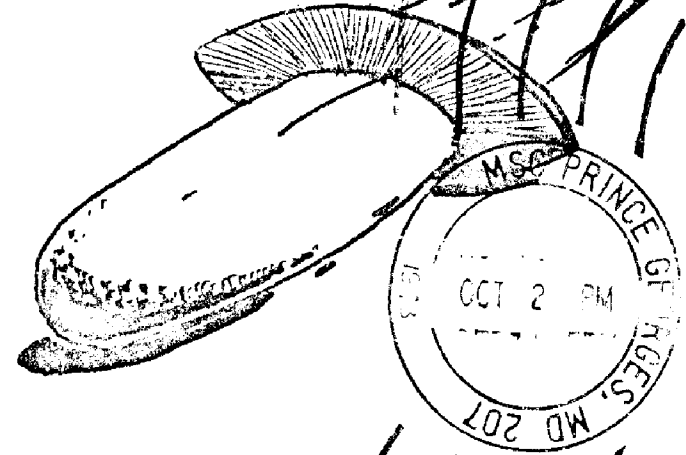
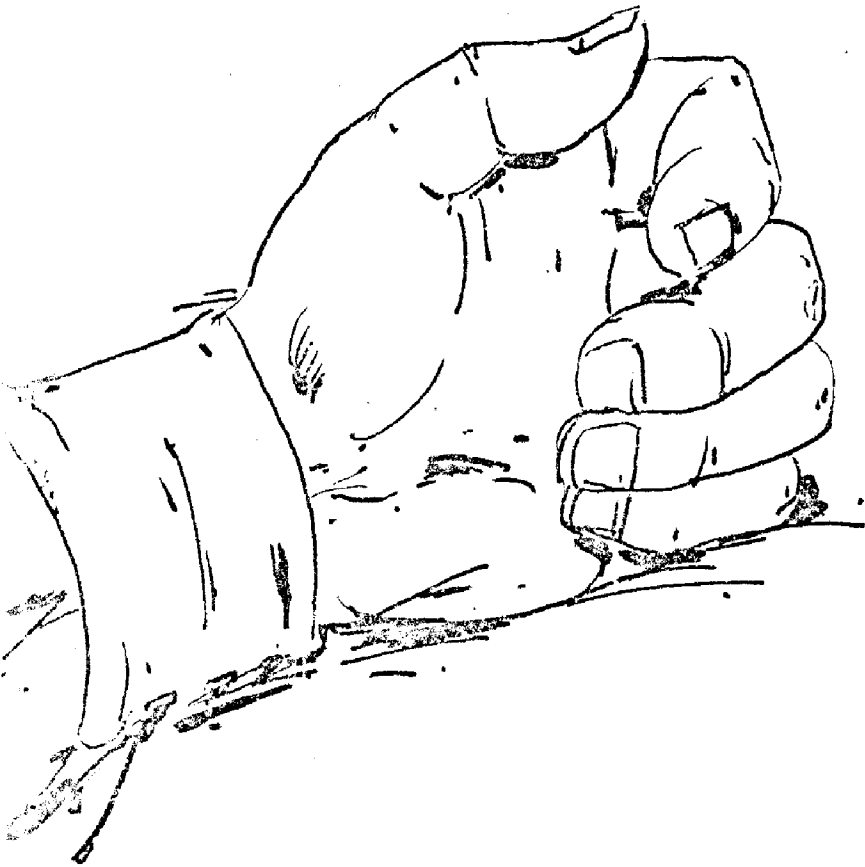
Each player begins the game as a favorite son from one of the states and has the following to begin the game: 500 thousand dollars, a credibility index (CI) of 1, an influence index (II) of 2 in his home state,  $1\frac{1}{2}$  in the other states in his region and 1 in all of the other states.

Each turn a player will receive from the moderator a report listing the results of the previous turns elections, the states with elections on the next turn, his influence in each and his remaining assets.

The first 6 turns there will be elections in 4 states. The outcome of the election in each state is determined by the following: the amount of money spent in that state times your influence and your credibility index. Or  $\$ * II * CI =$  the winner of the state.

The credibility index is changed each turn in this way; you pick a number between 1-9 and it is compared with the table that has been preselected. By the number you pick your CI will change from -1,  $-1/2$ , 0,  $+1/2$ , +1. Campaign contributions for each turn are handled the same way. Pick a number and you will receive from \$10,000 to \$50,000.

The first person to win a majority in the Electoral College will be declared the winner of the game and will receive a cash prize (just as if you really had won, the bribes would come pouring in). Also, to all of the players that finish the game, I will refund your entry fee. In our country, even the losers will break even. Only 5 more places are open, then let the fight begin.



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