

CRUSAIDOMACY

The following Diplomacy variant for the Middle Ages first appeared in the fifth issue of The DOOMSDAY BOOK. However, we agreed with Gary that this article should be seen by more people than the 25 members of that Medieval gaming society and therefore are presenting it now.

1. All standard rules of Diplomacy apply except where they conflict with the special rules hereinafter given. The "HOUSE RULES" used by Liaisons Dangeruses will also apply, except that any builds unordered will not be made by the gamesmaster.

2. Play begins in the Spring of 1161 with the following seven nations: (supply centers are underlined.)

<u>ENGLAND</u> <u>Yorkshire</u> -A Chester Marches <u>Cornwall</u> -A <u>London</u> - F <u>Normandy</u> -A Brittany	<u>MUWAHID-CALIPHATE</u> <u>Cordoba</u> - A <u>Valencia</u> - A Granada Fez - F Algiers Mahdia - F Tripoli	<u>HUNGARY</u> <u>Moravia</u> -A Carpathia <u>Ruthenia</u> -A <u>Budapest</u> -A Transylvania <u>Croatia</u> -A Bosnia	<u>HOLY ROMAN EMPIRE</u> <u>Netherlands</u> -F Styria <u>Bremen</u> -A Tyrolia <u>Cologne</u> -A <u>Provence</u> -A <u>Vienna</u> -A Piedmont <u>Bavaria</u> -A Ravenna <u>Silesia</u> Rome -F <u>Bohemia</u> -A Pomerania
<u>FRANCE</u> <u>Flanders</u> - A <u>Paris</u> - A <u>Burgundy</u> - A Anjou <u>Aquitaine</u> - A Dauphine <u>Toulouse</u> -F Guinne	<u>ZANGID SULTANATE</u> Cyrennica <u>Alexandria</u> - F <u>Cairo</u> - A Sinai <u>Damascus</u> - A Syria Aleppo - A	<u>BYZANTIUM</u> <u>Macedonia</u> - A Achiea <u>Constantinople</u> - F Pontus <u>Trebizond</u> - A Asia <u>Antioch</u> - A	

3. At the start there are 33 Home and 20 Neutral supply centers; all of the latter are garrisoned by an Army in Civil Disorder which may receive, but never give, Support. A retreat destroys any unit in Civil Disorder. The neutral Supply Centers are:
● Aragon, Bagdad, Bulgaria, Castile, Cracow, Crimea, Denmark, Guzz, Hammadan Sultanate, Jerusalem, Naples, Leinster, Novgorod, Portugal, Russian Principalities, Sardinia, Serbia, Sicily, Sweden, Venice.

4. To win, a player must control at least 28 Supply Centers at the end of any move (retreats included).

5. National Boundaries may be extended by maintaining a unit in a Neutral Supply Center for two consecutive years and in a Foreign Home Supply Center for four consecutive years. Thereafter, such a province becomes a Home Supply Center for the nation so occupying it.

6. Armies are not conveyed as in regular Dippy, but must form Army/Fleets (A/F's) in order to move over or through bodies of water. An A/F is formed by moving an Army and a Fleet into the same province and ordering both to form an A/F - unordered, they will stand each other off! The A/F fights with the strength of an Army on land and a Fleet in bodies of water. Values are not added together. They may separate on any turn in which they begin on land. Retreating units may not form A/F's.



7. Units of different nationalities may be ordered to form A/F's. On land such an A/F is ordered by the player to whom the Army belongs, and the nation possessing the Fleet orders it when in bodies of water. The Army may be ordered away (thus dissolving the A/F) by its player at any time the A/F is in a land space, but an unsuccessful order to separate such an A/F destroys both units.

8. When an A/F is in a land space the following can not happen. However when an A/F of differing nationality is in a body of water the player owning the Fleet may not eliminate the Army.

9. Abbreviations of spaces will be the first four letters of the name except for the following:

Gulf of Bothnia - GBOT
 Gulf of Lyon - Glys
 Normandy - NMDY
 North Atlantic Ocean -NATO
 North Sea - NORS
 Norway - NORY
 Norwegian Sea -NWGS

Comments to Gary Gygax, 330 Center St., Lake Geneva, Wisc. 53147. The "adjusted" Diplomacy map for Crusadomacy follows.

3-D

CHESS

By
 Micheal Gutierrez

Since 600 A.D. the game of chess has remained basically the same. Even though many have tried to change the game no one has, even Capablanca was not satisfied and introduced two new pieces while adding two more files. However, now there is 3-D chess for those tired of the more conventional form of the game.

Imagine three chessboards above each other. With only one board the number of moves available in one game is so huge that the number, googol, is only a fraction. A googol being a 1 which is followed by 100 zeros. But with 3 boards a googol would be an infinitely small amount.

However, the most important matter would be the movement of the pieces. In order to checkmate a king you would have to prevent its flight to another level while having enough force to prevent it from just side-stepping the attack. Now each piece must have to depend on its fellows. No more wandering around the board only to be seized by a piece that has not even moved from its original position. But the game has one thing in common with its older brother. Position of the center pieces and control of the center will result in defeat for your opponents. A queen placed in the center boards' center will control a total of 49 empty squares (they must be able to reach the 49 squares; thus they must be vacant). So a fight for the center will be dominant. Comments and opponents wanted to:

Micheal Gutierrez, 80-15 41st Ave, Elmhurst, N.Y. 11373.

The inventor is Lynn R. Johnson and can be reached at 6015 Penn. Ave., South Minneapolis, Minn. 55419. The game itself can be purchased from Alaba Crafs, Inc., 1632 Gest Street, Cincinnati, Ohio 45204.

COMBAT FACTORS By Mike Kennedy

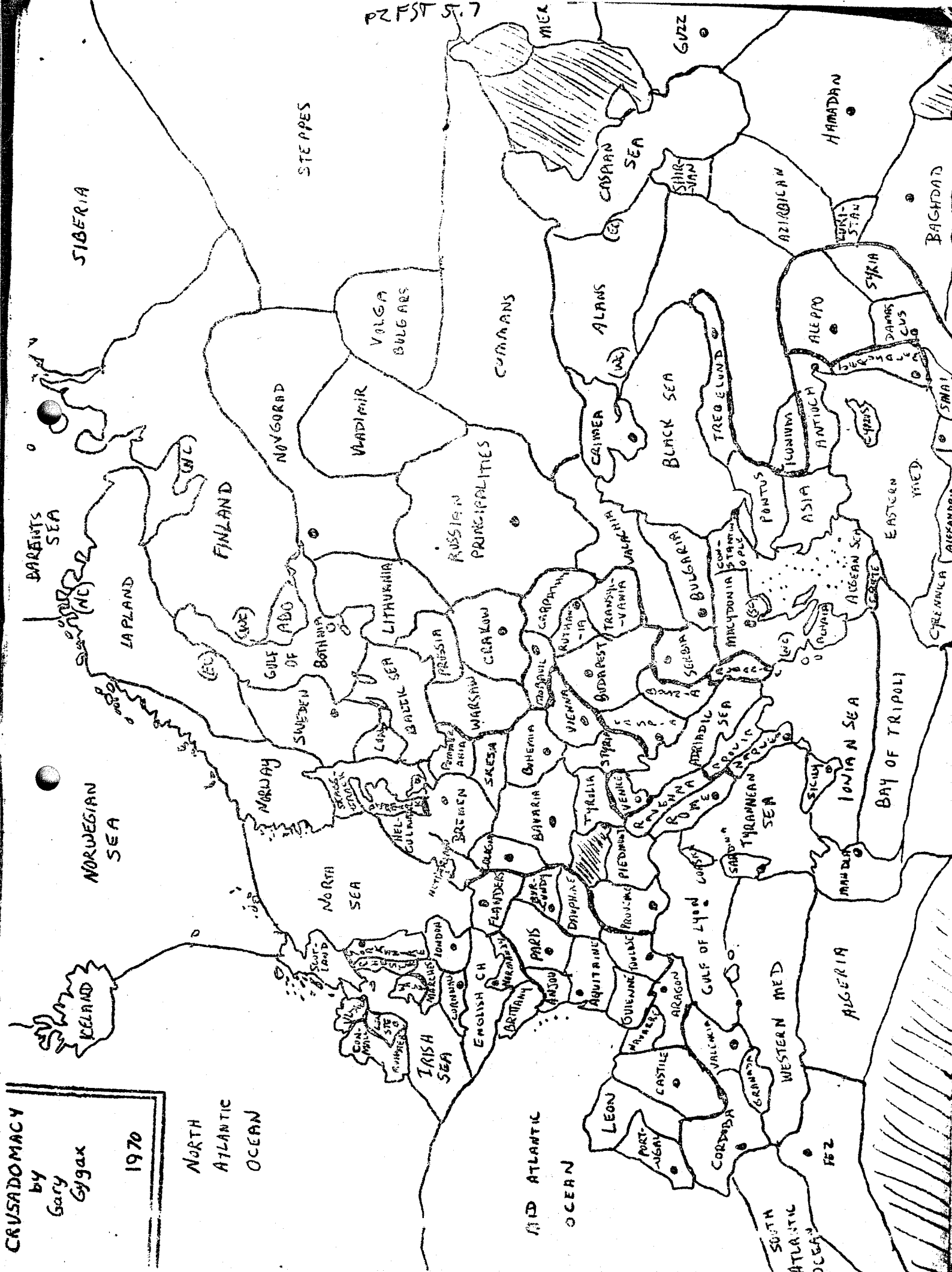
Some gamers like to analyse their games afterwards to see how they did compared to the actual event. One of the important factors is the loss of troops. So here are the conversion factors from combat factors to number of troops for the games of Gettysburg and Waterloo. For Waterloo each CF equals 700 men, and in Gettysburg each combat factor equals 1,400 men. Using these approximations will help you to see just how well you could have achieved your goal, yet consume life as much as possible. Of course, you must keep in mind that A.H.'s total elimination of

CRUSADOMACY
 by
 Gary
 Gygax
 1970

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 ATLANTIC
 OCEAN

MID ATLANTIC
 OCEAN

SOUTH
 ATLANTIC
 OCEAN



PZFST ST. 7

SIBERIA

STAPES

GUZZ

HAMADAN

BAGHDAD

VALGA
BULGARS

CUMMANS

ALANS

CASPIAN
SEA

SHIR-
VAN

AZIBILAN

NOVGOROD

VLADIMIR

FINLAND

RUSSIAN
PRINCIPALITIES

CAMER

BLACK SEA

TREBELUND

ALEPPO

ANTIOCH

SYRIA

DAMAS
CUS

BARENTS
SEA

LAPLAND

GULF OF
ADU

LITHUANIA

CRAKOW

VIENNA

BUDAPEST

SCYRIA

MACYDONIA

ALBANIA

ALGERIA

SYRIA

NORWEGIAN
SEA

NORWAY

SWEDEN

PRUSSIA

WARSAW

BOHEMIA

VIENNA

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MACYDONIA

ALBANIA

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