

CITIES IN FLIGHT III

Introduction: since seeing West Side Story for the first time I've wanted to design a variant with criminals competing against each other and the police, but with corrupt cops willing to turn blind eyes and even give pardons for help against more serious felons. I've tried to put that situation into this deviant. It's also based a little on Stanmore Construction Limited since that is a new enough concept to be good for a few variants. The map, to save my designing and producing one, is that of the original Cities In Flight by Thomas Galloway. It has spaces representing systems and most of the systems have a number of planets in them, thus there is a basic difference in movement between interplanetary and interstellar modes as in Galloway's game. To save calculating values of things in most cases I've used auctions to sell material to players and tenders for them to earn money so prices will arise automatically - much more elegant than that Elaborated Dungeons and Dragons.

Gamestart: each player up to any number receives 100 Oc dollars and starts on Earth, Sol 3 on the map. ((Sol is a corner position)). Each move represents 10 years and the first is 2365, in which no-one possesses units and may therefore only bid and/or buy materials and/or hire people. The okies (flying cities) available for auction are the number of players plus one and divided about equally between the three classes, A, B, C. There are reserve prices on the okies of 50, 40 and 30 dollars respectively, and the highest bid for each city buys it and names it. Any not sold will be offered for auction each move until they are sold. Note players who risked not getting an okie and bought equipment for it can take off in 2375, those who waited to be sure of buying only the right material at the right time must wait until 2385 to be ready to go aloft.

Any number of labourers are available in batches of 10 000 on Earth. An Okie can recruit specialists in groups of 100 at the rate of one group per 20 000 labourers or less than that. These groups are not divisible. Each 10 000 labourers give an okie a 1/6 chance of recruiting a genius, and die roll determines his speciality, see later.

By the methods prescribed in the rules the GM determines contracts and publishes them. These will be for a particular number of labourers and specialists and often for a particular type of genius or combination of genii to be on a particular planet for a particular length of time starting at a particular time. Each Okie interested submits the price it wants for the job to the GM, lowest offer gets the contract. One is now ready to venture into space in search of profits and power.

Okies: The characteristics of the classes are:

	Speed	Population	Food Store	Bethes	Hits
A	4	250 000	20	15	15
B	3	150 000	15	11	13
C	2	80 000	10	8	10

The speed is the maximum number of spaces which may be moved at once, and movement costs a dollar to go one space, four to go two, nine to go three and 16 to go four movement from and to planets while in the right system costs a dollar. Note genii can modify movement costs by allowing smoother and more direct manoeuvres.

Population is a maximum and relates to labourers, other groups are discounted since they can live off the workers. Food costs a dollar for ten years' supply for 30 000 and the store of a class is the maximum that can be put aboard. Naturally when an okie has no food for some or all its labourers they die. Others can survive unless there is absolutely no food left, which is the situation that makes euthenasia worthwhile. The dollar a unit price is for Earth, on the other Civilised planets the cost is two dollars per unit. The Bethe number is a maximum, an Okie does not have to carry any at all if it chooses. The price is two dollars on Earth and four on the other Civilised worlds. The number of hits is the amount of damage (blasts from a Bethe) that an okie can take before dropping a class. It then becomes for all purposes an okie of the lower class and excess people and equipment are lost. When it gets to Earth it may be upgraded again at a cost of a dollar per hit, or two per hit if repaired on the other Civilised planets. Note this upgrading only applies to damaged Okies being repaired, Okies never reach a class higher than their original one. Also note hits are cumulative from one battle to another unless repaired by Earth, a Civilised world, or the police bases.

Personnel: since each move represents 10 years it is important to keep track of the ages of crew and control the population of one's cities to suit the various other factors of the game. All units of people (10 000 labourers, 100 specialists, 1 genius) live 20 years doing nothing productive, 40 at their jobs if they are given any, and another 10 unable to work. Only the massive labour groups can reproduce in worthwhile quantities and do so in any of the moves third, fourth or fifth after they are born. Each 10 000 produces another 10 000 labourers and a 1/6 chance of a genius. Each 20 000 new labourers are accompanied by 100 specialists. A new genius can be of any of the following types: Navigator (allows the okie to jump systems and planetfall simultaneously with no cost for the landing manoeuvre); Pilot (allows an okie to move directly from a planet to another system at no take-off costs); City Manager (allows a group of labourers or specialists to substitute for the other in a contract); Weaponary genius (allows atomic missile to be fired each move); Engineer; Surveyor. The latter three are the types sometimes named in contracts as necessary. Once a genius is born a six-sided die reveals which of the six types of genius he (or she) is.

Anti-agathic drugs arrest the aging process. One unit adds seventy years to an individual's life and costs a dollar on Earth or two on a Civilised planet. An Okie can carry any amount of drugs. Obviously to be of any use the drug has to be applied in the 20-60 career of the genius.

Police: one player controls the police units and never Okies. He begins with a point for each Okie and may have fleets at a cost of a point each and Bases for three points each. A Police Fleet (PF) moves one or two spaces and fights with a strength of 15 Bethes and 30 hits. When hit 30 times it is destroyed. PFs, being more manoeverable than Okies have a 'Chase option'. When a PF and Okie are in the same space the PF can be ordered to chase the Okie: then if the city moves only one or two spaces the PF has a $\frac{1}{3}$ chance of following it two spaces and a $\frac{1}{3}$ chance of going to the space it jumped over to go two. If it went only one space the PF has a $\frac{2}{3}$ chance of pursuing. The other $\frac{1}{3}$ chance gives a stand order.

PFs cannot carry atomic missiles but Bases on the worlds where they are available can store and fire any number of them that can be bought. A Base also has the equivalent of 30 Bethes and 50 hits and the capacity to repair 10 hits of damage to itself or anything else landed on the planet. A Base allows the Police player to arrest any Okie with a record landing on that planet. (A record of crimes unexpiated that is of course.)

New legislation may be passed by the majority of Okies (not players) if both the Police player and GM agree. The GM should agree to most law changes the players want but veto blatantly unfair ones such as, "To be a C class Okie on Thor V is a capital offence: backdated to X's landing there."

At the start of the game the laws and punishments are as follows: destroying a PF or Base (destruction of city); firing on PF or Base (a dollar per hit scored and all geni executed); breaking contract (fine of the tender); killing natives (fine of one dollar per million.); killing okie-people (fine of a dollar per 10 000 or part thereof); attacking another Okie (fine of a dollar per two hits scored); taking a contract involving a genius of Weaponary (half the money earned fined); taking over a planet (fine of two dollars per million population per move of occupation); raping a planet (fine of four dollars per million of population).

When a PF is on the same planet as an Okie or they are both offplanet in the same space, then unless the Okie has been ordered to attack or has no outstanding crimes, it is 'arrested'. Arrest involves the transfer of all fines owed to the Police player, plus any other penalties such as breaking up or executions. If an arrested Okie cannot pay all its fines it cannot move in that move and is destroyed (broken up) at the start of the following move if it has not obtained the money by then - or been 'sprung' by other Okies blowing up the PFs holding it. Arrest can be avoided by firing on the PF but it retaliates on the same move. Note the police player can never initiate a battle, but his victims have to fire first to avoid arrest.

In the case of a player with more than one Okie, their records are quite distinct - one cannot be punished for the crimes of the other.

The Police player may reduce the penalties incurred by any Okie to any extent including full pardons. He may even give dollars to Okies. Thus he is involved in not only military and legal operations to get income but in diplomacy with Okies happy to help knock out a PF-murderer to have their own minor offences overlooked.

Three factors influence the police appropriation from the Government: need (ie number of crimes); success (number of arrests); danger to the home system (number of PFs destroyed). A convenient system involving these is just to let the Policeman keep all the fines he can collect and receive a new PF or Base for capturing and destroying the eliminator(s). The police player may buy new PFs at 15 dollars each on Earth, and new Bases at 45 dollars a time on any planet containing a PF. The victory criterion of the Policeman is to possess on the board a PF per 'C' Okie, two per B and three per A.

