

## **Battle Plan Rules**

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Maps for Basic Battle Plan and South American Battle Plan can be found at the end. Map for the World Wide variant can be found at [www.flyingbuffalo.com/gifs/wwbpmap.jpg](http://www.flyingbuffalo.com/gifs/wwbpmap.jpg)

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### 1. BASICS

1A. THE OBJECT: The object of the game is to conquer all of Europe. The game continues as long as there is more than one player with an occupied country. If a player has no occupied countries, but still controls forces in the game (such as minor countries, or forces out at sea) he may continue to play as long as there are at least two other players with occupied countries (and as long as he is willing to continue paying the turn fee, of course. For RATINGS purposes, however, he was eliminated on the last turn that he occupied a land space. For the purposes of these rules, the terms "land space" and "country" are considered identical and interchangeable. There are several variations of Battle Plan, and all use virtually the same basic rules. If you sign up for one, please be sure & specify exactly when one you want. The basic game is just called "Battle Plan" and is played on the map of Europe. We strongly recommend that you play this one first, as we will start you in a "beginners game" for your first game, and there are only 5-9 players in a game. We also have "World Wide Battle Plan", which is played on a map of the entire world. The few differences between BP and WWBP are in the back of this rule book. WWBP usually has 20 to 25 players, so it really helps if you are already familiar with how the game works before you jump into it. As I write this, there are three variations of WWBP. There is the "Equal Forces WW", in which every player starts out with identical forces, no matter what country he has. (This is how BP works also.) This game is played until only one player is left. There is the "Real Forces WW" in which the players start with the forces their country had in 1982, and more powerful countries pay a higher turn fee. This game is played until everyone remaining has everyone else remaining on his or her "ally" list. And there is the 1939 WW, which is a simulation of World War II. This game goes for 25 turns, and every player gets victory points for meeting certain objectives. Please be sure & carefully specify which game you are signing up for. This rulebook contains the rules for "BATTLE PLAN" and also for "WORLD WIDE BATTLE PLAN" and "1939 BATTLE PLAN". The only other thing you need is a map of the world which is available by U.S.Mail..

1B. ALLIES: Players may declare other players either "allies", "enemies", or "neutral". Players start out as neutral. Players are considered to be "enemies" if EITHER ONE has declared the other an enemy. Two players are considered to be "cross allies" if EACH has declared the other an ally. If two players are cross allies, they will have improved income if they own spaces that are adjacent. If you have declared someone an ally, however, and he attacks you, you will have a disadvantage during that combat. If an enemy owns a space adjacent to you, it will cause you to have decreased income (and vice versa, of course). If you declare someone an "enemy", this will be displayed to all the players. If you declare someone an "ally" it will appear on his printout (not on everyone's).

## 2. SPACES ON THE MAP.

2A. OCCUPIED OR MINOR: Spaces on the map represent either countries or seas. Countries may be "occupied" or "minor". An occupied country is one that is owned by a player, and includes the country he starts with, and any additional countries he conquers. A minor country is any country that has not yet been occupied by a player, or an occupied country that has reverted back to being a minor by having a revolution. Minor countries are either controlled by a player, or unowned. A player controls a minor if his "popularity index" in that minor is higher than anyone else's. If two or more players tie for the highest popularity index, or if no one has an index in a minor, then it is uncontrolled.

2B. OWNERSHIP: A player continues to own each of his occupied countries until either (a) some other player "conquers" the country or (b) there is a revolution. A player continues to control his minor countries until they are conquered by someone or until someone else's index becomes at least as high as his.

2C. MINOR COUNTRIES: A player may use his occupied country forces as he wishes, but is limited to certain orders for his minor countries. A player may attack or support or defend with minor armies, but he may not order them to "conquer", nor may he move them outside the minor. 2D. SEAS: Sea spaces are never "owned" but may contain the forces of more than one player at a time. A player may move armies, navies, and air forces out to sea, but not missiles or anti-missiles. If two players have forces in the same sea space, they will automatically attack each other if either has declared the other an enemy. (However they will not necessarily fight until one side or the other has been completely destroyed. Each side will simply get a certain number of "shots" at the other side. See section 9, "Sequence of Events" for details of combat.)

## 3. POPULARITY INDICES.

3A. HOMEPOPULARITY: is a measure of how popular the owner of the country is with the population. Each occupied country will have a HomePopularityIndex, or HPI. If the HPI ever drops to zero, there is a revolution, and the country becomes an uncontrolled minor. HPI is affected by propaganda and by combat. Propaganda in an occupied country by its owner increases his HPI using the formula  $\sqrt{\$ \text{ spent} \times 180}$ . (Example: player spends \$20 on propaganda in his country.  $\$20 \times 180 = 3600$ . Square root of 3600 = +60. His HPI goes up by 60.) Propaganda in an occupied country by some OTHER player reduces the owner's HPI using a different formula:  $\sqrt{\$ \text{ spent} \times 20}$ . (Example: player spends \$20 on propaganda in another player's occupied country.  $\$20 \times 20 = 400$ . Square root of 400 = 20. HPI in that country goes down by 20.) HPI decreases by one for every combat unit (Army, Navy, or AirForce) lost in combat in another country (i. e. a conquer, attack, or support order given for those forces. You don't lose points for units lost in defense of the homeland). HPI increases by one for every surviving Army in a conquering group. (Example: you attempt to "conquer" a neighbor using 20 armies. You win, but lose two armies. You would lose 2 HPI for losing 2 armies, but gain 18 HPI for having 18 armies survive, for a net gain of 16 points. If you lose more than half your forces in an attack, you will lose popularity even if you win the battle.) Your HPI decreases by 2 for every missile that hits your country (not stopped by an ABM.) Your HPI also increases 1 for every Industry used to build Dollars. (See "Industry" below).

3B. POPULARITY IN A MINOR: is a measure of how popular the players are with the population in unoccupied countries. Each turn, the player who has the highest (positive) popularity in a minor may give orders for its forces. A player's popularity in a minor increases by one for every Dollar he spends on propaganda there, by two for every Army, Navy, or AirForce he moves there, and by three for every Missile or AntiMissile he moves there. (These forces are "gifts" to the minor, and may then be used by whoever controls the minor on the next turn.) A player's popularity in a minor decreases by one for every combat unit (Army, Navy, or AirForce) lost in

an attack or support ordered by that player. His popularity goes to zero (unless it is already negative) if he attacks the minor with Army or AirForce from another space. Popularity in minors is not permanent; each turn, each player's popularity decreases by about 5% before propaganda and combat effects (a negative popularity just stays the same).

#### 4. FORCES.

4A. TYPES: are Industry(I), Army(A), Navy(N), AirForce(F), Missiles(M), and AntiMissiles(X).

4B. INDUSTRY: produces new forces. The number produced is the number of industry used, times the multiplier for that force, divided by 100. (In other words, if your Army multiplier is 100, each industry used to build Army will build one Army. If your Army multiplier is 125, then each 4 industry used to build Army will build 5 Army. Any fractions of a unit built are saved to be finished later, but cannot be moved, used, or destroyed. ) Industry cannot be destroyed, but it can be suppressed temporarily by blockade, by conquering the country it is in, or by attacking it with AirForce or Missiles. If a player does not order his Industry to build something in particular, industry in an occupied country will build Dollars (one for one) and industry in a controlled minor will build Army. (These are "default" builds, and you can change yours during the course of the game if you wish. See "Default Builds".) Uncontrolled minors build according to the neutral defaults, which are generally somewhat equal amounts of Army, Navy, and Airforce. (Minors which do not border on a sea space will not build Navy.) Minors will build using the controlling player's multipliers. Whenever anything is built, it starts out in the country where the industry was that built it. New items being built cannot be moved, nor can they attack or support, but they will defend the space that they are built in. Industry can build more industry, but there is a maximum useable industry in any one country. (See "LIMITS".)

4C. ARMY: in order for another player to "conquer" (occupy) one of your occupied countries, he must destroy all of your armies there, and have at least one of his own conquering armies left. (I. e. if your defending air force destroys all of his conquering armies, he cannot "conquer" your country, even though his attacking missiles destroyed all of your defending armies.) Army can do any of the following things:

4C. 1. CONQUER an adjacent country. This order may only be given to Armies in occupied countries or sea spaces. (Minors may not "conquer". ) The Army first attacks the defending Army and its supporters in the target country (possibly aided by attackers and conquerers from other countries). If all the defending Army is wiped out, one of the conquering groups captures the country, making it an occupied country of the player who gave the conquer order. All other conquering groups belonging to the same player also stay. ("Conquering" armies stay, "Attacking" armies return home.) Conquering groups belonging to OTHER players return to the space where they started the turn. (EXCEPTION: if any of the attacking countries has declared any of the others an "enemy", then after the defender is destroyed, the attacking groups will attack each other until only one is left, or at least until the remaining armies don't have each other on their enemies lists. Then the "attacking" or "bombarding" armies go home.) Armies may Conquer from a sea space to an adjacent land space.

4C. 2. ATTACK an adjacent country. This is one way to support an attack made by another country without you attempting to occupy the target country. This is the only way minor country armies can support an attack. The armies in an Attack attempt to destroy all the armies in the defending countries. Surviving Attackers return to their starting space. Armies may Attack from a sea space to an adjacent land space. (This is also sometimes called "Bombarding". )

4C. 3. SUPPORT an adjacent country (defend it from attacks by others). The Army behaves as if it were moved to the target country. It defends against any attacks against army, and suffers hits as if it were there. After combat, survivors return to their starting space or country.

4C. 4. MOVE to an adjacent space. Army moved to a country defend it from attack that turn. Army moved to a sea space cannot attack there, but can be attacked by other players' Navy and AirForce. Minor country armies cannot Move. Armies at sea moving to a land space help defend that turn. Armies moved to a minor country are GIFTS to that minor and increase the givers popularity in that minor. Army Moved to another player's occupied country are gifts to that player, and become his armies.

4C. 5. DEFENDING If Army does none of these things, it remains in its space and defends against attacking armies. Armies remaining at sea do not attack or defend anything, but just take hits from enemy Navy and AirForce. If Armies are away from their country while Conquering, Attacking, or Supporting, and return after

combat to find that their starting country was captured in their absence, they will "CounterAttack" and try to recapture their starting country.

4C. 6. COMBAT RESULTS: On any army attack, after losses from AirForce and Missiles, the larger side wins. If the sides are equal, the defender wins with one or no armies left. If the sides are unequal, the smaller side is destroyed and the larger side loses a number of armies determined by the following formula: the losers number of armies squared divided by the winners number of armies. Thus, the more you outnumber the loser, the fewer losses you will have. If several countries attack the same country, their armies are totalled for the attack. If the defender wins, all the attackers are wiped out. If the attackers win, their losses are apportioned at random among them. If there is more than one player conquering or attacking, and any of those players has declared any of the others "enemy", then these armies will fight each other until only armies that have not declared each other "enemy" remain. Then one of the remaining forces will "occupy" the country (if they are "conquering") and the others (if any) will return to where they started. If two countries attack each other their armies "meet at the border" and the smaller is destroyed, with the larger losing armies according to the above formula. Then the survivor continues on to attack as planned. (In the combat results, the casualties from two countries meeting at the border can appear under either country. In some cases the casualties from one side will appear under one country, and the casualties from the other side will appear under the other country. If it looks like your armies died but didn't meet any enemies, check for this possibility. ) See part 9, "Sequence of Events" for more details about combat.

4D. NAVY: can be in a sea space or any land space that is adjacent to a sea space. (Navies in a land space are considered to be in port, or guarding the coast.) Navy can do any of the following things:

4D. 1. SUPPORT an adjacent space. The Navy behaves as if it were moved to that space for combat, and after combat returns to its starting space. Note that if you support a sea space, you attack any players in that space who you have declared "enemy" or who have declared you "enemy". Navy in a land space cannot Support adjacent land spaces, but only adjacent sea spaces. Navy in sea spaces can support any adjacent sea or land space.

4D. 2. MOVE to an adjacent space and defend. (Minor country navies cannot "move".) Navies at sea can Move to any adjacent sea space or land space. Navies in a land space can only Move out to an adjacent sea space. (They cannot move along the coast to an adjacent land space.) Navies moved to a space will defend against enemies that turn. If you Move Navies into a minor country, they are "Gifts" to that minor and will increase your popularity there. But they become property of that minor and cannot move away.

4D. 3. ATTACK: Navies at sea can Attack the navy in an adjacent land space. Note that if you want to attack enemy navies in a sea space, you just order a Support of that space. Navies in a land space can Support an adjacent sea space but cannot attack or support an adjacent land space.

4D. 4. DEFEND: Navies in a land space defend against attacking navies and Attacking and Conquering armies which come from an adjacent sea space. (Not against armies which come from a land space.) Navies that belong to a player will not be "captured". If there are player navies in a land space that is occupied by another player, those navies will move out to the nearest sea space.

4D. 5. EFFECTS: Note that if you want to attack an enemy who is at sea, you must put him on your "enemy" list, and "Support" the sea space that he is in. Also, navy which attacks or defends a LAND space will also defend the sea space that it is in. Navy which supports an adjacent sea space will only defend the sea space that it is supporting.

4E. AIR FORCE:

4E. 1. RANGE: Air Force has a "range" greater than Armies or Navies. A space is "within range" if it is adjacent, or if there is one LAND (not sea) space between it and the space where the AirForce starts, or if there is a dotted line on the map connecting the two spaces. {Examples: EASTern Mediterranean is within range of the BLACK sea because there is one land space, TURkey, between them. ITALy is within range of ALbania because there is one land space (YUGoslavia) between them. But ITALy is NOT within range of TURkey, even though there is only one space between them, because that one space is a sea space (EASTern Mediterranean). Great Britain is within range of FRance, BELgium, and NETHERlands because of the dotted lines on the map, but it is NOT within range of DENmark. } There is a list of spaces that are "adjacent" to each other by air (see "MAP".)

AirForce may do any of the following:

4E. 2. **SUPPORT** a space within range. The AirForce behaves as if it were moved to the target space, & after combat, survivors return to their starting space. If you Support a sea space, you attack any enemies there. If you Support a land space, you defend it against whoever attacks it with armies or airforce.

4E. 3. **ATTACK** a target in a land space within range. (If you want to Attack a sea space, you just Support it). Targets that AirForce can attack are Army, Navy, Industry, and AirBase. To successfully attack the target, the attacking AirForce must outnumber all of the defending and supporting AirForce.

4E. 4. **MOVE** to a space within range and defend. Minor countries may not Move their AirForce. If you MOVE AirForce to a minor country, it is a GIFT to that country and increases your popularity there, but it now belongs to that Minor and cannot later be moved away. If you MOVE AirForce to another player's occupied country, it is a GIFT to him, and becomes his AirForce.

4E. 5. **DEFEND**: if you don't order AirForce to do anything else, it'll defend the space it is in. If it's in a sea space, it will attack any "enemies" in that sea space. Unsuppressed AirForce in occupied countries cannot be captured. If the country it is in is occupied, it will move to the nearest space in range owned by its owning player, or to a sea space. (Suppressed AirForce can be captured.)

4F. **MISSILES**: may do either of the following things:

4F. 1. **ATTACK** Army, Industry, or AirBase in any country on the map. (The "range" of a missile is the length of the map). If not shot down by an AntiMissile, the Missile will destroy 10 army, or suppress ten Industry or AirForce (and cause HPI to go down by 2). Missiles may not be fired at Navy or Sea Spaces. Missiles may not be fired at armies which are attacking; only defending armies.

4F. 2. **MOVE** to a country within air force range (see air force range, above). Minor countries may not Move their missiles, and missiles may not Move out to Sea. If you Move a missile to a minor country, it is a "gift" to that country and increases your popularity there. But the missile becomes the property of the minor and cannot be moved away. If you Move a missile to another player's occupied country, it is a "gift" to him.

4G. **ANTIMISSILES (X)** :

4G. 1. **DEFEND** against incoming missiles. Each AntiMissile shoots down one missile, chosen at random from the attackers. Unused AntiMissiles remain for use the next turn. You do not specify what targets you are defending; an antimissile defends everything in the space it is in.

4G. 2. **MOVE** to a country within air force range (see air force range, above). Minor countries can't Move their antimissiles. Antimissiles may not move out to sea. If you MOVE an antimissile to a minor country or another player's occupied country it is a "gift" (as above). If you MOVE an antimissile, it will defend the country it arrives in, on that turn.

5. **FINANCES**:

5A. **DOLLARS**: represent unspecified large amounts of money (\$1 million?). A player's income, in Dollars, is based on the TaxBases of his occupied countries and their neighbors. (The more allies, including controlled minors, adjacent to your occupied countries, the higher your income. The more enemies, including enemy-controlled minors, adjacent to your occupied countries, the lower your income.) Dollars may be given to another player, or may be spent on Research, Propaganda, or training Spies or CounterSpies. Unspent dollars get interest at 1% per turn.

5B. **RESEARCH**: increases the multipliers for building forces and for training Spies and Counterspies. Research done in one turn is not effective until the next turn. The more dollars you spend in a single turn on a single research item, the less effective each dollar of research is. (i. e. \$20 spent on each of two different turns is a lot better than \$40 spent on one turn.) Note that as you increase the multipliers by various amounts you will end up building fractions of forces. These fractions are saved & added to future builds, but cannot be used, moved, or destroyed.

5C. **MULTIPLIERS**: are listed on your printout as the letter for the particular item, followed by a number, and determine the number of forces (in hundredths) that one Industry can build, or the number of Spies or CounterSpies (in hundredths) that can be trained for one Dollar.

5D. **PROPAGANDA**: has different effects in different countries. If a player spends Dollars on propaganda in one of his own occupied countries, the HPI there increases (see "HomePopularityIndex"). If he spends Dollars

on propaganda in another player's occupied country, HPI there DECREASES. If he spends Dollars on propaganda in a minor country, his popularity there increases. If you want to spend money on every country occupied by a particular player (including yourself) you can give the order pPn, where "p" is the player you want to spend on, and "n" is the total number of dollars you want to spend. You can also spend additional dollars on particular spaces using the usual order.

5E. THE TAXBASE: represents the taxable income (or Gross National Product) of a country. This is a permanent number for each country (and may be different for each country.) It may be temporarily suppressed (reduced), but may not be increased or destroyed. The income that an occupied country produces for its owner is its current unsuppressed TaxBase, plus 10% of the unsuppressed TaxBases of all adjacent countries that are owned or controlled either by the same player or by a cross-ally. Although a minor country has a TaxBase, it does not produce any income directly. However, its neighbors can benefit from it, as described above.

#### 5F. SUPPRESSIONS:

5F. 1. The TaxBase can be SUPPRESSED in either of two ways. If a country is conquered, all of the TaxBase is suppressed for the next turn. Or, for each enemy-controlled neighboring space (land or sea), the country is considered partially blockaded, and a fraction of the TaxBase will be suppressed for the next turn. (A maximum of 50% of the remaining unsuppressed TaxBase can be suppressed on any turn.) On each subsequent turn, 25% (rounded up) of the suppressed TaxBase becomes unsuppressed, and up to 50% of the now unsuppressed TaxBase can be suppressed by blockade. {Example: DENmark is next to two spaces (GERmany and the NorTH sea). Each is worth one half of the suppressable TaxBase. If an enemy controls either of those two spaces, DENmark has 25% of its TaxBase suppressed each turn until the blockade is lifted. If an enemy or enemies controls both of these spaces, then DENmark has 50% of its TaxBase suppressed each turn. HUNgary is adjacent to five spaces. Each of those spaces is worth one fifth of the suppressable TaxBase. For each of these spaces that an enemy controls, HUNgary has 10% of its TaxBase suppressed.}

5F. 2. BLOCKADING: a sea space is considered "enemy-controlled" if the number of Navies there owned by his enemies is greater than the number of Navies there owned by the player himself and by non-enemies who have declared him an ally. (A cross-alliance is not necessary here.) AirForce and Armies do not count here. A country is "enemy-controlled" if it is owned or controlled by an enemy.

5F. 3. INDUSTRY in a country can be SUPPRESSED in any of four ways. If a country is conquered or blockaded, the Industry suffers the same effects as the TaxBase above. In addition, the Industry can be attacked by Missiles or AirForce. Each Missile fired at Industry (& not stopped by an AntiMissile) will suppress 10 industry the next turn. Each AirForce attacking Industry (and not stopped by defending AirForce) will suppress about one half of one industry. (i.e. 2 attacking AirForce will probably suppress 1 industry. The suppressed Industry recovers at the same rate as the TaxBase (25% per turn, rounded up.)

5F. 4. AIRFORCE in a country can be SUPPRESSED in any of three ways. If a minor country is conquered, all of its AirForce is suppressed the next turn. In addition, the AirBase can be attacked by Missiles or AirForce. A Missile hit suppresses 10 AirForce the next turn. Each unstopped attacking AirForce suppresses about one half of an AirForce. Suppressed AirForce recovers at the same rate as TaxBase and Industry (25% per turn). Note that AirForce can be destroyed in combat, but if you attack the AirBase of a country with Missiles or AirForce, you only suppress it temporarily. Suppressed AirForce cannot attack or move or be destroyed (but it can be suppressed again). The 25% that will "recover" during the turn will defend its country that turn from AirForce and Army attacks.

#### 6. INFORMATION:

6A. OWNERSHIP: If a player owns or controls a country, he will receive a complete information report of everything that is in that space (except for spies owned by other players) and any battles that happened in that space. If a player has Army, Navy, or AirForce involved in a battle, he will get a report of the battle.

6B. SPIES: A spy sent to a country reports information to the player as if he owned or controlled that country. You cannot send spies to sea spaces. The Spy stays where he was sent until he is caught, continuing to send information every turn. Extra spies in the same country do not give you any extra information, but do increase the chance that at least one of the spies will remain "uncaught" in order to give you information. Each turn there is a 5% chance for each spy to be "caught" (including the turn he is sent). If a spy is caught, that fact is reported

to the world, and the spy is dead, and does not give any information that turn (or ever again). The chance that a Spy will be caught increases considerably if another player sends a CounterSpy to the country. Any spies you "train" but do not send, remain in reserve to be sent whenever you like, and cannot be caught or captured or destroyed. Once you send a spy, he stays where he was sent. If you want to send spies to every country that another player occupies, you can give the player order pSn, where p is the player number of the target, and n is the total number of spies you want to send. (That is, if you want to send 2 spies to every country player 3 occupies, and he occupies five countries, you order 3S10.) If you want to send them to all the minors, use zero for the player number. If the number does not come out even, the excess will be divided randomly. You can also send extra spies to particular spaces using the regular order. You cannot send spies to spaces you own. (Not necessary anyway.)

6C. COUNTERSPIES: A CounterSpy sent to a country increases the chance that other players' Spies will be "caught". (A CounterSpy you send will not affect your own spies.) The chance that a Spy in a country will NOT be caught by CounterSpies is 1 divided by (n+1), where n is the number of CounterSpies sent there by other players. (Example: If 1 CounterSpy is sent, your spy has a 1/2 or 50% chance of escaping the dragnet. If 3 CounterSpies are sent, your poor spy has only a 1/4 or 25% chance of escaping alive.) Note that a CounterSpy hunts down ALL spies not belonging to you, even those of neutrals and your allies. You may send a CounterSpy to any country in the game. A CounterSpy is "good" only on the turn it is sent, and is "used up" even if there are no spies to be found in the target country. The fact that you sent a CounterSpy is not reported to anyone. Any Counterspies you "train" and do not send, remain in reserve to be sent whenever you like, and cannot be captured or destroyed. (Note that you can't send spies or counterspies on the turn they are trained.) You can send counterspies to all the countries you own using the same kind of order as spies. pCn spreads "n" counterspies among all the countries occupied by player "p".

6D. SHARING SPIES: It is possible for you to share your spy results and some other information with other players using the "Share-Spy" player orders.

There are three orders. Each consists of the number of another player, and a single letter.

pF This gives player "p" information on every space that you see (countries you occupy or control, countries you have spies in, and sea spaces you attacked or have forces in). Example -- "12F" means to share full information with player twelve. pH This gives player "p" information on every space that you see, except countries that you occupy. Example -- "6H" means to share this partial information with player six. pZ This gives player "p" no information. Example -- "1Z" means to share no spy information with player one.

These orders remain in effect until countermanded on a subsequent turn. In the heading of your printout, there will be a list of your current shared-spy orders, and a list of other players sharing their spies with you. You begin the game sharing spies with no other players.

7. THE TURKEY STRAIT: connects the BLAck sea to the EAStern mediterranean. These seas are considered "adjacent" for movement purposes & attacks for the player who controls or occupies TURkey, and for any other player that he permits to pass through the Strait. If TURkey is an uncontrolled minor, no one may move from BLA to EAS or vice versa. For a player to whom the strait is closed, AirForce moves & supports from one of these seas to the other are permitted, but not Army, or Navy moves, nor Navy supports. The player who controls the strait will be told when someone moves through it.

8. GIVING ORDERS: When filling out a turn, a player will give orders for the PLAYER, and orders for the various SPACES where he has forces. (Countries that he occupies or controls, and sea spaces where he has units. ) The PLAYER-ORDERS should be first, and in one group. The SPACE-ORDERS should be grouped by space.

PLAYER ORDERS (p is a player-number, n is a quantity, XXX is the two or three letter code for a country or sea space, & CCC is the code for only a country.)

pA Declare player p an ally.  
pN Declare player p a neutral.  
pE Declare player p an enemy.

pDn Give n Dollars to player p.  
 pK Permit player p to use the Turkey Strait until further notice.  
 pX Forbid player p from using the Turkey Strait until further notice.  
 SnCCC Send n spies to CCC  
 CnCCC Send n counterspies to CCC  
 pFShare full information with player p.  
 pHShare partial information with player p.  
 pZDon't share any information with player p.  
 pSn spread n Spies among countries occupied by player p.  
 pCn Spread n Counterspies among countries occupied by player p.  
 TSn Spend n Dollars training spies.  
 TCn Spend n Dollars training counterspies.  
 RIn Spend n Dollars on Industry research.  
 RAn Spend n Dollars on Army research.  
 RNn Spend n Dollars on Navy research.  
 RFn Spend n Dollars on AirForce research.  
 RMn Spend n Dollars on Missile research.  
 RXn Spend n Dollars on AntiMissile research.  
 RSn Spend n Dollars on Spy research.  
 RCn Spend n Dollars on CounterSpy research.  
 PnCCC Spend n Dollars on propaganda in CCC  
 pPn Spread n Dollars among countries occupied by player p.

U1 (User option #1). We have given each player a "country name" which is listed next to his forces everywhere on the printout. If you would rather just have the player number here and not the name (thus making your printout more compact) give "U1" as a player order. If you change your mind, just give "U1" again on a later turn.

U2 (User option #2). On the second part of the printout, all the countries are listed in two groups, those you can see (showing the forces) and those you cannot see (showing only who occupies them). If you would rather have this listing all in one group alphabetically, just order "U2". If you later change your mind, just order "U2" again.

The following optional orders adjust your default builds (explained later) :

BDn Set Dollar build proportion to n.  
 BIn Set Industry build proportion to n.  
 BAn Set Army build proportion to n.  
 BNn Set Navy build proportion to n.  
 BFn Set AirForce build proportion to n.  
 BMn Set Missile build proportion to n.  
 BXn Set AntiMissile build proportion to n.

The following are signals that the subsequent orders apply to a new space (or to no space). They are not orders, and are not included in the order-count that appears before the order-echo on your computer printout:

@ Begin giving player-orders.  
 @XXX Begin giving orders for space XXX.

SPACE ORDERS: (n is a quantity, XXX is the code for a country or sea, and CCC is the code for a country only.)

BIn Use n Industry to build Industry\*  
 BAn Use n Industry to build Army\*  
 BNn Use n Industry to build Navy\*

BF<sub>n</sub> Use <sub>n</sub> Industry to build AirForce\*  
 BM<sub>n</sub> Use <sub>n</sub> Industry to build Missiles\*  
 BX<sub>n</sub> Use <sub>n</sub> Industry to build AntiMissiles\*  
 AT<sub>n</sub>XXX Move <sub>n</sub> Army to XXX ("T" stands for "Transfer")  
 NT<sub>n</sub>XXX Move <sub>n</sub> Navy to XXX  
 FT<sub>n</sub>XXX Move <sub>n</sub> AirForce to XXX  
 MT<sub>n</sub>CCC Move <sub>n</sub> Missiles to CCC  
 XT<sub>n</sub>CCC Move <sub>n</sub> AntiMissiles to CCC  
 AC<sub>n</sub>CCC Conquer CCC with <sub>n</sub> armies.  
 AB<sub>n</sub>CCC Attack CCC with <sub>n</sub> armies. ("B" stands for "Bombard")  
 AS<sub>n</sub>CCC Support (defend) CCC with <sub>n</sub> armies.  
 NN<sub>n</sub>CCC Attack CCC with <sub>n</sub> Navies.  
 NS<sub>n</sub>XXX Support XXX with <sub>n</sub> Navies.  
 FA<sub>n</sub>CCC Attack Army in CCC with <sub>n</sub> airforce.  
 FN<sub>n</sub>CCC Attack Navy in CCC with <sub>n</sub> airforce.  
 FF<sub>n</sub>CCC Attack the AirBase in CCC with <sub>n</sub> airforce.  
 FI<sub>n</sub>CCC Attack the Industry in CCC with <sub>n</sub> airforce.  
 FS<sub>n</sub>XXX Support XXX with <sub>n</sub> airforce.  
 MA<sub>n</sub>CCC Fire <sub>n</sub> Missiles at Army in CCC.  
 MF<sub>n</sub>CCC Fire <sub>n</sub> Missiles at AirBase in CCC.  
 MI<sub>n</sub>CCC Fire <sub>n</sub> Missiles at Industry in CCC.

\*Note: build orders may be given only for countries; not seas or players.

Sample orders that PLAYER #1 might give in a game where he is TURKEY: PLAYER #1

@ (Start writing player orders)

2A (Make player #2 an ally)

3E (Make player #3 an enemy)

2K (Allow player #2 to pass through the Turkey Strait at will.)

S1GB (Send one spy to Great Britain)

S2IT (Send two spies to Italy)

C1TU (Use up one counterspy to find spies in Turkey)

TS5 (Spend 5 Dollars training a spy)

RF20 (Spend 20 Dollars on Airforce Research)

P10CY (Spend 10 Dollars on Propaganda in Cyprus)

P10GR (Spend 10 Dollars on Propaganda in Greece)

@TU (Start writing orders for space TURkey)

BA15 (Build 15 more army)

BF15 (Build 15 more AirForce)

AC20UK (Try to "conquer" the UKraine with 20 armies)

FA20UK (Send 20 airforce to attack the armies in the UKraine)

NT5BLA (Move 5 navies from TURkey to the BLAck sea.)

NT6EAS (Move 6 navies from TURkey to the EASTern Mediterranean)

AT5EAS (Move 5 armies from TURkey to the EASTern Mediterranean)

9. SEQUENCE OF EVENTS:

- 1) Moving forces move to their destinations.
- 2) Industry builds new forces.
- 3) Land combat:

3a) If groups of Armies from two neighboring countries attack each other, they meet at the border. The smaller force is eliminated, and the larger is reduced and

continues on to attack its target.

3b) Supporting forces temporarily join defenders.

3c) AntiMissiles shoot down incoming Missiles.

3d) Incoming Missiles attack targets. Hits by Missiles fired at Army that are in excess of defending Army are saved, and used against counter-attacking army (if necessary) in step 5 below.

3e) Defending and supporting AirForce fight attacking Airforce. The total Airforce losses in this space will be about half the smaller of these two numbers, divided somewhat equally between attackers and defenders. The difference between the two numbers is the "excess". If the defenders outnumber the attackers, they can get extra hits vs the attacking air force during the "excess" combat in the next step. There is a random component to this combat, and results can vary widely, especially if there is more than one player involved.

3f) Excess defending and supporting AirForce attack attacking army, navy, or air force, in that order; or excess attacking AirForce attacks specified targets. They will get about half their number in hits. (In other words, the attacking air force has to outnumber the defenders in order to get any hits on the target, and only the amount that they outnumber the defenders by can get hits.) Again there is a random component involved, here or anywhere I say "about".

3g) Attacking Navy attacks defending and supporting Navy. Each gets about one half its number in hits on the other. (This is after airforce effects are applied.)

3h) Remaining defending Navy attack conquering and attacking Army coming from sea spaces getting about half their number in hits.

3j) If all the defending Army is destroyed, then the remaining attacking forces MAY attack each other. Attacking Army and AirForce attack ENEMY Army and AirForce attacking the same country. If attacking AirForce was more than sufficient to overcome defending AirForce and destroy defending Army, then the excess AirForce will be involved in this second combat. AirForce and Army each get about half their number in hits, divided rather proportionately among enemy groups. This includes conquering and bombarding forces.

3k) If there are any conquering groups remaining, one of them captures the country.

4) Sea combat: survivors of sea forces attacking and supporting in land spaces return to their sea spaces; Navy Force attack enemy forces. At sea, Navy and AirForce units get their number in shots at enemy units. These shots are distributed among enemy Army, Navy, and AirForce in the space, with a double share allocated against Navy. Army losses will be about equal to the number of shots fired at it; AirForce losses will be about half the shots fired at it; & Navy losses will be about one quarter the shots fired at it. (Results can really vary quite a bit, especially when there are multiple players involved.)

5) Survivors of remaining attacking and supporting forces return to starting spaces.

6) Armies returning to land spaces that have been conquered counter-attack. Losses are computed as for normal Army combat. Armies counter attacking can be destroyed by missiles fired at their original space, or by excess enemy air force attacking armies there.

7) Navy and unsuppressed AirForce in conquered (but not re-conquered) occupied land spaces evacuate.

8) Players collect income from occupied-country tax bases.

10. DEFAULT BUILDS: A player may specify DEFAULT BUILDS that will be used whenever he does not give specific build orders for the Industry in any country he occupies or controls. The orders resemble the "build" orders for countries, but the number represents a proportion, rather than a specific number of industry, and must

be in the range 0 to 100. Also, you may specify a proportion to build Dollars with the BDN (default Dollars) order. Defaults for items already built with specific orders or by standing order are ignored, as are orders to build Navy in countries without coasts, and build Dollars in minors. It is suggested that you give default orders that total 100, so you can easily figure out the expected results. A default build stays in effect until you change it, or change it to zero. If you have a default of BF100, and later give the order BA100, you will get 50% air force and 50% army unless you ALSO order BF0. We will probably start you with a default build of BA1. This merely means that if you miss the turn, or forget to order your builds, your industry will all build armies. You can change this on turn one if you don't like it. Defaults are processed in the following sequence: Industry, Army, Navy, AirForce, Missiles, AntiMissiles, and Dollars. If a proportion comes out fractional, it is rounded up if the fraction is 1/2 or more; and rounded down if it is less than 1/2. For example, a player might give the following default orders: BA50 BN25 BF25; this means to build Army, Navy, and AirForce in the proportion 50% to 25% to 25% (or 2 to 1 to 1). Now a country he controls which has 6 Industry, to which he has not given any specific orders, would build Army with half its Industry (3), Navy with half of the remainder (rounded up to 2), and AirForce with the final remainder (1). If the country had no coast, the Navy proportion would be ignored, and the industry would build Army and AirForce in the proportion 2 to 1 (4 Army and 2 AirForce). If the country had been given a specific order to build one Army, then the remaining five industry would build Navy and AirForce in the proportion 1 to 1 (3 Navy and 2 AirForce). If the country had already built one of each, there would be 3 industry and no useable default orders for them, so the last 3 Industry would use the standard default of building Dollars for an occupied country, and building Army for a minor (even though a build-Army order had already been given.) Note that a default build order applies to ALL the countries you own or control. If you wish to apply a standard build to a PARTICULAR country, use a standing order as explained next.

11. **STANDING ORDERS:** It is possible to give **STANDING ORDERS** for countries. A standing order looks like any order that can be given for a country, preceded by a digit from 1 to 5 between slashes. Standing orders will be used whenever they are not illegal, on the turn they are issued, and on every subsequent turn. A standing order to do something that can never be legal for the space (such as an order to attack something that is out of range) is rejected. If a standing order specifies more of some kind of unit than is available, the number in the order is temporarily reduced to equal all of the available units. If the order is to do something that is presently illegal due to one of the limits given below, the order is not carried out this turn, but is kept on file in case it becomes legal on a subsequent turn. Standing orders remain until replaced or cancelled, or until another player takes over control of the country. You can **BUILD** with standing orders, or **ATTACK** with them, or any other legal action, but you only get **FIVE** standing orders per country. You can change them as often as you like. You cannot give standing orders for a sea space. Your standing orders stay in effect, even if you drop out of the game. For example, /1/BA999 is a standing order to build Army with 999 Industry. If a country has 30 Industry, and has used 10 of them to build AirForce, the standing order will cause it to use the remainder to build Army. If it had used 10 Industry already to build Army, the standing order would be ignored this turn (because it is illegal to have two "Build Army" orders for the same country on the same turn.) To replace a standing order with another on a subsequent turn, simply issue another standing order with the same number. To cancel it without replacing it, just give an order consisting of the standing order number in slashes. That is, to cancel the order given above, just order /1/. Your standing orders will be listed each turn in your information report, whether they are used that turn or not, so you will know which orders will go into effect when necessary. Note that if you "miss a turn" (do not send in orders for a turn, or your orders arrive too late to be included with the game processing for that turn) your standing orders and then your default builds will be used. So even if you change your orders every turn (thus not having much use for standing orders) it might be a good idea to have standing orders on file for next turn.

12. **LIMITS:** There are **LIMITS** on players' actions, which cause certain combinations of orders to be illegal:

12A: A player may not order an attack of any kind on one of his own occupied countries. He may attack minors he controls, but his Popularity there will go to zero if he attacks with Army or AirForce (unless that popularity is negative).

12B: A player may not order a country to attack its own forces through a combination of attack and support (or move) orders. Thus, a player may not both attack and support with Army, nor attack with Missiles while moving

AntiMissiles to the same country. However, it is permissible, for example, to move AirForce there while attacking with Missiles, because the Missiles will not attack the AirForce in the destination country.

12C: A player may not issue two identical orders for a country, differing only by the number. For example, a country may not attack the Industry in a neighbor with 5 AirForce, and then again on the same turn with 10. There should instead be one order to attack with 15. It is permissible to attempt to Conquer a neighbor with some number of Army, and also Attack the same country with some more Army.

12D: If a standing order is illegal because of one of these limitations, it is ignored for that turn (but not cancelled, because it may become legal on a later turn.)

12E: There is a limit to the number of Industry that there can be in each country. At the start of the game, player countries begin with 30 Industry, and the limit in those countries is 50. All other countries begin as minors, with 6 industry and a limit of 20. Industry in excess of the limit can be built, but is automatically suppressed. However, excess Industry in a country will speed up the recovery from suppression by the usable industry.

### 13. OCCUPYING A COUNTRY:

13A. OCCUPYING A MINOR: If you OCCUPY a minor country, all of its industry and TaxBase are suppressed, as is its air force. As the air force recovers from suppression, it becomes yours (to use as you please). You capture all Navy, Missiles, and AntiMissiles owned by the minor. You cannot capture any minor Armies, since you must destroy them to occupy the country.

13B. OCCUPYING AN OCCUPIED COUNTRY: If you OCCUPY a country that was Occupied by someone else, again all of its industry and TaxBase are suppressed. Any of its AirForce that was suppressed, you capture, but any of its AirForce that survived your attack and is not suppressed, moves away to another space owned by the original player. Any navy in the country moves out to the adjacent sea space and still belongs to the original owner. (If there is no adjacent sea space, then there cannot be any navy.) You capture any missiles and antimissiles in the country.

14. YOUR PRINTOUT: (The actual format of the printout may change from time to time as we find ways to make it easier or more readable for the players.) At the top of your printout is a line containing your Flying Buffalo account number, your name, & (unless the game is over) the due date for the next turn.

The next line gives the game-number, the turn-number, and your player number (in brackets), which is your position in the game.

The next section tells how many Spies, CounterSpies, and Dollars you have. These numbers may be fractional. If you have specified any default builds, your current defaults are listed next. After this comes the lists of players that you have declared to be Allies or Enemies. Note that it is possible that a player listed among your ALLIES has declared you an Enemy, which causes him to be treated as though you had declared him enemy too. Next is a list of all the other players' enemies. Next is a list of your multipliers.

Next comes a list of all the forces that you can give orders for on the next turn. The first column gives the code for each space that you have forces in. An asterisk after the code means that this is a minor country, and you cannot move the forces to another space, or attempt to Conquer with the army. After this are columns giving the number of Army, Navy, AirForce, Missiles, AntiMissiles, Industry, and HPI in countries, and Army, Navy, and AirForce in seas. A plus sign after one of these numbers means that there is a standing order on record for some or all of the units.

The next section lists all of the spaces in the game. The leftmost column contains the code for the space. This is followed by an asterisk for minor countries, and a player-number in brackets for occupied countries. After this are the following data about the country: If you did not control the country last turn, do not control it this turn, and have no spies there, you will see only the code for the country, and the number of the owning player if it is occupied, or the asterisk and your popularity there if it is a minor. Otherwise you will see: The current unsuppressed TaxBase, with the suppressed TaxBase, if any, in angle brackets. For example, the notation TaxBase=9<1> means that the country produced 9 Dollars income this turn (if it is occupied) and it could have produced one more if not suppressed. The current unsuppressed Industry, with the suppressed Industry, if any, in angle-brackets. The Army. The Navy, if the country has a coast (is adjacent to a sea space). The current unsuppressed AirForce, with the suppressed AirForce, if any, in angle-brackets. Missiles. AntiMissiles. The HomePopularityIndex if the country is occupied. The number of Spies that YOU have in the country. Note that

you will never see how many spies any other player has in a country. You only see THEM when they are caught. The popularity indices of all players, if the country is a minor. The above report is normally divided into two parts: the countries you can see, and those you cannot. If you would rather have the two parts combined into one alphabetical report, give the player order "U2", which means 'user option two'. If you change your mind again, just give "U2" again, and it will go back to the way it was before. (If you don't understand what I'm talking about, just give the player order "U2" and see how your printout changes. All it does is change the format of your printout so you can make it the way YOU like it.)

Sea spaces appear on your printout only if you had forces there last turn, have forces there this turn, or supported the sea with Navy or AirForce during the turn. You will see all the forces currently in the sea space. (If you have navy or air force move to a sea space because you lost a country, and you would not have otherwise seen the forces in that sea space, you will NOT get a listing of the forces in that space.)

The next section lists the land combat that occurred during the turn. If the country was captured during combat, that is mentioned here. For each space involved in combat in the country there is a listing of the forces involved. The country itself is listed first (and the numbers include all forces sent to the country to support), followed by all the spaces that sent forces to attack. If you controlled the country last turn, control it this turn, have a Spy there, or sent Army or Airforce to attack, you see all the numbers of units involved (including their losses). Otherwise you see only the types of units (except for Navy and Missile attacks that you made, and attacks from seas where you had forces.) For Army, Navy, and AirForce, you see the total number of units involved, and the number lost in combat; for Missiles, you see the number of Missiles launched, and the number that were stopped. For example: FI(Army=40-1,AirF=20-3,Missiles=3-2) means that Finland sent forty Army, one of which was lost, twenty AirForce, three of which were lost, and three Missiles, two of which were shot down by AntiMissiles.

Next comes spies caught. For each player, there is a list of the number of spies he had caught in each space.

The next section lists the seas in which combat occurred. The forces are listed as for countries above, but are listed according to player # instead of space of origin. Only forces belonging to players who had enemies in the sea space are listed. Other players may have had forces in the sea space, but they are not listed here.

The next section lists counter-attacks in countries that were conquered during land combat. Only two groups are listed: the player who conquered the country, and the units of the country itself. If the country was recaptured in the counter-attack, it is mentioned here. Revolutions are also listed here.

The next section is error messages and comments from the moderator.

The last section lists the orders that we entered for you; first the player orders, and then the space orders, one space at a time.

14B SAMPLE PRINTOUT FOR TURKEY (See page 23)

## 15. THE MAP:

(See page 21 and 22)

15A. MAP COMMENTS: If a country has a coast on two different seas, navies in that country can move to either sea space. (And the country can be attacked from either sea.) Example: Turkey has a coast on the BLAck sea and the EAStern Mediterranean. There are only 5 sea spaces: NorTH sea, MID atlantic, WEStern mediterranean, EAStern mediterranean, and BLAck sea.

15B. LIST OF MAP CONNECTIONS: If you have any doubts, here is a list of all the spaces in alphabetical order, giving all the adjacent spaces and in ( ) all the spaces within range of air force. (Adjacent spaces are also within air force range, of course.)

Albania[AL]: GR, YU, EAS (AU,BU,IT,HU,RO,TU)

Austria[AU]: CZ, GE, HU, IT, YU

(AL,BE,BU,DE,FR,GR,LU,LY,NE,PD,RO,RU,EAS,NTH,WES)

Baltic States[BA]: FI, NO, PD, RU, NTH (CZ,GE,HU,RO,SW,UK)

Belgium[BE]: FR, GE, LU, NE, NTH (AU,CZ,DE,GB,LY,PD,SP,MID)

Bulgaria[BU]: GR, RO, TU, YU, BLA (AL,AU,HU,IT,RU,UK,EAS)

Cyprus[CY]: EAS (GR,TU)

Czechoslovakia[CZ]: AU, GE, HU, PD, RU (BA,BE,DE,FR,IT,LU,NE,RO,UK,YU,NTH)  
Denmark[DE]: GE, NTH (AU,BE,CZ,FR,LU,NE,NO,PD,SW)  
Finland[FI]: BA, NO, SW, NTH (PD,RU)  
France[FR]: BE, GE, LU, LY, SP, MID, NTH (AU,CZ,DE,GB,IR,IT,NE,PD,PR,WES)  
Great Britain[GB]: MID, NTH (BE,FR,GE,IR,NE,NO)  
Germany[GE]: AU,BE,CZ,DE,FR,LU,NE,PD,NTH (BA,GB,HU,IT,LY,NO,RU,SP,SW,YU,MID)  
Greece[GR]: AL, BU, TU, YU, EAS (AU,CY,HU,IT,RO,UK,BLA)  
Hungary[HU]: AU, CZ, RO, RU, YU (AL,BA,BU,GE,GR,IT,PD,UK,BLA,EAS)  
Ireland[IR]: MID, NTH (FR, GB)  
Italy[IT]: AU, LY, YU, EAS, WES (AL,BU,CZ,FR,GE,GR,HU,RO,SP)  
Luxembourg[LU]: BE, FR, GE (AU,CZ,DE,LY,NE,PD,SP,MID,NTH)  
Lyons[LY]: FR, IT, SP, WES (AU,BE,GE,LU,PR,YU,EAS,MID,NTH)  
Netherlands[NE]: BE, GE, NTH (AU,CZ,DE,FR,GB,LU,PD)  
Norway[NO]: BA, FI, SW, NTH (DE,GB,GE,PD,RU)  
Poland[PD]: BA, CZ, GE, RU,NTH (AU,BE,DE,FI,FR,HU,LU,NE,NO,RO,SW,UK)  
Portugal[PR]: SP, MID (FR,LY,WES)  
Romania[RO]: BU, HU, RU, UK, YU, BLA (AL,AU,BA,CZ,GR,IT,PD,TU,EAS)  
Russia[RU]: BA, CZ, HU, PD, RO, UK (AU,BU,FI,GE,NO,TU,YU,BLA,NTH)  
Spain[SP]: FR, LY, PR, MID, WES (BE,IT,GE,LU,NTH)  
Sweden[SW]: FI, NO, NTH (BA,DE,GE,PD)  
Turkey[TU]: BU, GR, UK, BLA, EAS (AL,CY,RO,RU,YU)  
Ukraine[UK]: RO, RU, TU, BLA (BA,BU,CZ,GR,HU,PD,YU,EAS)  
Yugoslavia[YU]: AL, AU, BU, GR, HU, IT, RO, EAS (CZ,GE,LY,RU,TU,UK,BLA,WES)  
Black Sea[BLA]: BU, RO, TU, UK, \* (GR,HU,RU,YU)  
Eastern Mediterranean[EAS]: AL, CY, GR, IT, TU, YU, BLA, WES, \* (AU,BU,HU,LY,RO,UK)  
Mid Atlantic[MID]: FR, GB, IR, PR, SP, NTH, WES (BE,GE,LU,LY)  
North Sea[NTH]: BA, BE, DE, FI, FR, GB, GE, IR,NE, NO, PD, SW, MID  
(AU,CZ,LU,LY,RU,SP)  
Western Mediterranean[WES]: IT, LY, SP, EAS, MID (AU,FR,PR,YU)

\*BLA and EAS are adjacent if the player who owns TU says they are. See 7. "Turkey Strait"

#### 15C. STARTING FORCES:

15C. 1. **PLAYER COUNTRIES** start with 50 armies, 20 navies, 30 air force, no missiles or antimissiles, 30 industry, and a taxbase of 100. (If a country with no coast starts out as a player country, he gets no navies, but 50 air force.)

15C. 2. **NON-PLAYER (MINOR) COUNTRIES** start with 10 army, 4 navy, 6 air force, 6 industry, a taxbase of 10, and no missiles or antimissiles. Minor countries with no coast get no navy but 10 air force. The island countries (if minor) start with 4 army and 10 navy instead of the reverse. (These forces may vary in WW games).

16. **DIPLOMATIC MESSAGES:** Players are allowed to communicate with each other. You may submit, with your turn, one or more messages written on a 3x5 card or piece of paper. The message must be addressed to a player number (not a country, which may change hands). You may sign it with your player number, or you may leave it anonymous. You may say anything you want (non-obscene), including passing on your name, address, and/or phone number for easier future communication. (Most players do exchange addresses. ) Note that messages smaller than 3x5 are NOT allowed (they get lost) and msgs larger than 3x5 should be folded to 3x5 size with the address on the OUTSIDE, and will be forwarded ONLY at our option if there is enough room in the envelope.

17. **MISCELLANEOUS:** Whenever the result of some calculation (except building and training) contains a fraction, it is rounded randomly up or down. The greater the fraction, the more likely it is to be rounded up. Ratings: we intend to continue the ratings system the same as the old battle plan, and everyone who has a rating will keep it. We will be offering variations of this game with different maps.

In order to join a game of Battle Plan, send a check sufficient to pay for the setup fee (see price list) or refer to your FBI account number (if you are already a customer) and ask to be in a game of BATTLE PLAN. We will put you in the next game to start. Please be sure to TYPE OR PRINT your name and address on your letter. Obviously it is very important that we get your address correctly on your game turns. If you have a strong preference to be a particular country in the game, you may ask for it, but we don't promise to always accomodate these requests. Send all letters, checks, questions, etc, to:

Flying Buffalo, Inc.

PO Box 1467

Scottsdale, AZ 85252

### WORLD WIDE BATTLE PLAN

World Wide Battle Plan is played the same as Battle Plan, except where changed in this section, and uses a map of the world instead of Europe. You have a copy of the map here and you can get a printed copy of the map from us by U.S.Mail, \$2 for one, or \$4 for 5. You can also find a complete connections list here. As this is being written, there are three variants of WWBP: "Equal Forces", "Real Forces", and "1939".

Rules common to all three: In regular Battle Plan, two spaces are within air range of each other if they are separated by one land space, or if there is a little dotted line with a "2" in it connecting them. In WW they are also adjacent by air if they both border on the same sea space that has a STAR in it on the map. Any LAND space adjacent to a Star sea space is within air range of all the other land spaces adjacent to that sea space. Also, the following spaces are within air range of each other (on the map you will note that all of these spaces have an arrow pointing at them. Each of these goes both ways, of course.) : EIC-NGR; AMD-AMZ; ACI-AWS; ACI-AMO; AMO-EAZ; AMO-ENA; AMO-EPR; EAZ-ENA; SFA-SSC; SSA-SFA; EAZ-EPR; EAZ-ACI; PIG-PQU; PIG-PMI; PIG-PNT; PIG-PCE; PCE-PNT; PCE-PWA; PJA-PNT; PJA-PWA; PPG-PQU; PPG-PNT; PHI-NCA; EGB-ENA. You should be able to tell which spaces are within air range from looking at the map, but if you like there is a list of all the connections available on request. It is quite lengthy, so please don't request it unless you really need it.

The BP rules have the TURKEY STRAIT. WW has four spaces that act exactly like the TURKEY STRAIT and are called CANALS. If you give permission for a player to use your canal (the order is the same as for giving permission to use the Turkey Strait), you are giving him permission to use ALL your canals, if you have more than one. The four canals are Turkey, Egypt, Panama, and Gibraltar. Note that although Gibraltar was drawn on the map as if it connects Africa to Spain, it is NOT adjacent to Morocco by land. If you wish to invade Gibraltar by land you must come from Navarre or Aragon. Also (special map rule) Gibraltar does NOT have a coast on the Mid Atlantic. You cannot land on Gibraltar from the Mid Atlantic. If you wish to invade it by sea, you must come from the Western Mediterranean.

You'll note that the Antarctic Sea is adjacent to all the southern sea zones at the bottom of the map. The "ice" across the top of the map is considered impassible except by air. There are two large bodies of water that are named, but do not have 3-letter codes (Hudson Bay and Caspian Sea). These are not considered spaces, and you cannot move into or through them.

Note that all spaces have a 3-letter code, and all sea spaces start with "W". If you have one of the original versions of the map, there are two errors. BENGAL is identified as IRE, but it's code is really IBE (there is no IRE). Also you will note two countries identified as ACM just below and to the right of Nigeria. The one that is lowest and furthest to the right is really ACO.

"World Newspaper": You can submit any (non-obscene, non copyrighted) message that is either signed or anonymous (you cannot sign some other players name). It must be "camera ready" (we will just paste it down & photocopy it exactly as you wrote it), & MUST be no more than 4" wide and 5" deep. (If you send more than one "news" or your news is not the specified size, we may or may not print it depending on how much room we have). We'll paste them all together & send a copy to everyone in the game. This can add a lot to the game, so be imaginative. (But please keep it friendly. Remember this is "just a game".)

On turn one of the WW games, we will be printing a list of the names & addresses of all the players. If you do NOT want your name and address printed on turn one, be sure and say so when you sign up for the game. (Just tell us that you want to be anonymous.) And if you want your phone number or email address listed, you must

tell us when you sign up for the game.

#### **EQUAL FORCES WORLD WIDE BATTLE PLAN:**

Equal forces games continue until there is only one player left who occupies a country. "Shared wins" and "world opinion" are only for the "real forces" games.

All of the spaces adjacent to the northern icepack are within air force range of each other.

All players start with the same forces, and all minors start with the specified minor country starting forces, with the usual exceptions that landlocked countries start with no navy and extra air force; and island minor countries start with fewer armies and more navies. An "island" minor is one that is all by itself on an island. If there are two spaces on an island, neither one is considered an "island" for this rule.

To join a game of Equal Forces WW, be sure & specify "Equal forces". You may give a list of spaces that you would like to have as your starting country. (You will start with only one space, and you won't start with an island unless you specifically request it.)

#### **ANONYMOUS WORLD WIDE BATTLE PLAN:**

This is the same as Equal Forces World Wide Battle Plan except that there are no diplomatic messages and communication with the other player outside the game is not allowed. All communications with other players is done using special message orders. Click here for details on message orders.

#### **REAL FORCES WORLD WIDE BATTLE PLAN:**

In Real Forces games, countries start with the forces their countries had about 1982. For the "real world" game, I have created a data base using "How to Make War" by James F Dunnigan (Quill Press, \$8. 95), and "The War Atlas" by Michael Kidron & Dan Smith (Simon & Schuster, \$9. 95), plus some artistic license and personal prejudice. We don't guarantee that each player will have an equal chance to win, but some people like a challenge!

This game ends when everyone left in the game has declared everyone else an "ally". At that point, every player who still owns at least one country, and who has not dropped out, is either a "survivor" or a "winner". If you own or control a certain amount of industry on the final turn (suppressed industry counts, but industry in excess of the maximum in a space does not count) you are a winner. If you do not control enough industry, you are merely a "survivor". Winners will get 3 ratings points for the win. Survivors will get 1 point. (Games before WW168 are not rated because players did not know they needed to shoot for a certain amount of industry). If you are a "Super Power" (USA or Russia) you need 2200 industry at the end to be a "winner". If you are a "Major Power" (China, France, Germany, Great Britain, Israel) you have to have 1500 industry at the end. If you are a Medium Country (countries or combinations that are listed as \$4 or \$5 per turn in the original price list) you have to have 400 industry at the end. If you are a "Small Country" (countries or combinations listed for under \$4 on the original price list) you only have to have 100 industry at the end to be a "winner".

All the spaces adjacent to the northern icepack ARE within air force range of each other.

You can NOT make any attacks on turn one. It is reserved for sending spies, propaganda, and shuffling your forces around. However, you CAN put someone on your ENEMY list and thus there can be combat at sea.

**WORLD OPINION:** Each player every turn can put up to three other players on his "good guy" and "bad guy" lists. If you put someone on the top of your "Bad Guy" list, he will lose 3 points from the HPI of every one of his occupied countries every turn until you take him off the list. You can cost one player 3 points per turn, one player 2 points per turn, and one player 1 point per turn. The "good guy" list is just the opposite. He GAINS 1, 2, or 3 points per turn in every occupied country. Every turn we will list in the world news the total number of people who put you on their good list and the total number who put you on their bad list, and the net gain or loss in HPI. No one will be told who you put on either list. The purpose of this rule is to give the "big guys" a reason to keep a lot of small country allies around. You MAY have the same player on BOTH the good list and the bad list if you want, but you may NOT have the same player twice on the same list. If you list a player who is already on the list, his previous listing will be deleted. If you list a player for a spot that is already occupied by some other player, the previous player will be deleted from the list. You may NOT put yourself on either list. Once a player is put on the list, he stays there until you change it. As long as you keep sending in turns, your "good guy" and "bad guy" list remains in effect, even if you have no countries. If you drop out of the game, both lists go away. (Even if you have countries left). The order to put someone on the GOOD GUY or BAD GUY

list:

nG3 gives player n 3 points per turn on his HPI.

nG2 gives player n 2 points per turn on his HPI.

nG1 gives player n 1 point per turn on his HPI.

nB3 deducts 3 points per turn from player n

etc.

("n" can be zero if you don't want anyone on that position on your list)

Your STARTING cash isn't necessarily the same as your per turn income. Some start out with MORE money than they will get next turn. The starting multipliers are NOT the same for every player. (For instance, some players can build missiles and other players have a zero multiplier for missiles). In addition the chance of success of your RESEARCH is NOT necessarily the same. Some players will NEVER be able to build missiles, no matter how much they spend on research. Some players will have EASIER research in some things. You'll have to experiment.

Note that non-player countries STILL start with "real world" forces, so ignore anything in the rules that talks about what forces a country starts with.

Obviously the more powerful countries are more popular. In order to encourage players to choose the smaller countries, we offer them at a lower price per turn. Following is a list of possible player countries in the "real forces" game and the turn fee to be charged for each. (This turn fee is as of January, 1990, and is subject to change in the future. If you sign up for a game, please be SURE and mention the maximum turn fee you are willing to pay in case some of the prices have gone up.). You will be charged this turn fee for the entire game, even if you lose your original home country and capture a more or less expensive country. The countries are listed in approximately their order of desirability. If you pick one of the "multiple countries" options, you will be playing them all as one position in the game, as if you had occupied them earlier. You don't get your fee reduced if you lose one or more of them. Special deal: if you express no preference, but merely a maximum turn fee, we will give you an unchosen country at a 50 cents per turn discount, if you ask for this special deal.

Country / Price

USA	9.00
Russia	9.00
China	7.50
Germany	7.50
Great Britain	7.50
France	6.00
Israel	6.00
Sweden	5.00
Switzerland	5.00
India	5.00
Japan	5.00
Yugoslavia	4.50
Italy	4.50
Finland	4.00
Turkey	4.00
Egypt	4.00
Belgium	4.00
Netherlands	4.00
Iraq & Kuwait	4.00
Norway	4.00
Denmark	4.00
Spain	4.00
Austria	4.00

Australia 4.00  
South Africa 4.00  
Canada 3.50  
Korea 3.50  
Romania 3.50  
Saudi Arabia 3.50  
Bulgaria 3.50  
Czechoslovakia 3.50  
Poland 3.50  
Hungary 3.50  
Libya 3.50  
Pakistan 3.50  
Iran 3.50  
Portugal 3.50  
Greece 3.50  
Taiwan 3.50  
Brazil 3.50  
Thailand 3.50  
Viet Nam 3.50  
Cuba & Zaire 2.50  
Oman & UAE 2.50  
Malaysia & Singapore 2.50  
Philippines 2.50  
New Zealand 2.50  
Argentina 2.00  
Mexico 2.00  
Ireland 2.00  
Venezuela 2.00  
Morocco 2.00  
Indonesia 2.00  
Burma 2.00  
Syria & Lebanon 2.00  
Ethiopia 2.00  
Chile 2.00  
Yemen 2.00  
Jordan 2.00  
Nigeria 2.00  
Ecuador 2.00  
Mongolia 2.00  
Somalia 2.00  
Peru 2.00  
Bangla Desh 2.00  
Tunisia 2.00  
Laos 2.00  
Albania 2.00  
Colombia 2.00  
Bolivia 2.00  
Zimbabwe 2.00  
Sudan 2.00  
Tanzania 2.00

Angola 2.00  
Ghana 2.00  
Kenya 2.00  
Zambia 2.00  
Afghanistan 2.00  
Mozambique 2.00

Or any two \$3.50 countries of our choice for \$5.00; or any three \$2.50 or \$2.00 countries of our choice for \$3.50. (If you pick one of these two options, you can express preferences, but we will select the actual countries played. Otherwise it is too difficult to fit everyone in.)

If you want to join a "Real Forces" WW game, be sure and specify "Real Forces" and tell us whether or not you want your name & address printed on turn one. Tell us which country you want to play, and tell us the maximum turn fee you are willing to pay. Please give us 3 to 6 different countries or options that you are willing to play. Trying to fit 20 to 30 people into one game is not easy.

1939 WWBP (World War II)

This variant of BP attempts to simulate WWII. Instead of lasting until everyone is eliminated or allied, this game goes for 25 turns exactly. Then everyone is awarded victory points for achieving certain objectives. We may change the exact victory conditions from game to game, as we try to balance the chances of each power. You will be given a complete list of the victory conditions for your game on turn one. But generally they are such things as survival, keeping your original territories, and conquering certain new territories such as "all of Europe" or "all of China" or "the Panama canal". Sometimes you get points for keeping someone else from an objective, such as Great Britain getting points for keeping Russia from having a warm water port. If you want a list of the current victory conditions, [click here](#).

In this game, tactical air force is considered to be included as part of the army and naval air force as part of the navy. The "air force" in the game represent strategic bombers. Air force can still move out to sea, but cannot fight while at sea (strategic bombers cannot take off from aircraft carriers -- they are on transports). They will be like armies; they can take hits but cannot inflict hits on the enemy. Air force cannot attack or support FROM a sea space. They can only TRANSFER. And their range while at sea is limited to a land space ADJACENT to that sea space. (You have to land in a port.) Air force that is on land, however, CAN support a sea space, and thus attack any enemy forces in that sea space. Any air force on land still has the same two space range as before, as long as they are not ENDING UP in a sea space. Air force can NO LONGER fly over the northern icecap.

There are no anti-missiles in this game. No one starts with any missiles or a missile multiplier, but certain players may spend research creating a missile multiplier. Missiles will have the same RANGE as air force, instead of having an infinite range (i. e. two spaces). The damage inflicted is the same as before. The first time in the game a missile is actually fired, missile research will be easier for most players.

As in the "real forces" game, there are no attack orders allowed on turn one (but you can declare someone "enemy"). And there will be "World Opinion" where you can put someone on your "good guy" and "bad guy" lists.

There are 13 players in a 1939 WW game: 9 major powers and 4 minor powers. (The major powers pay a higher turn fee.)

The major powers are:

Balkans(including Greece & Turkey)  
China  
France (& Poland)  
Germany (& Finland)  
Great Britain (& Norway)  
Italy (& Switzerland)  
Japan (& Siam)  
Russia





# Sample Battle Plan Printout

Account #32767 (Wally Blunder) Due July 4 at 6:00pm MST  
 Game BP-Sample, Turn 2, Player [5]  
 Spies=28 CounterSpies=2 Dollars=166.55

Defaults=(BA100)  
 Multipliers=(I20,A100,N100,F105,M50,X50,S20,C20)  
 Allies=( [2] )  
 Enemies=( [3] )  
 Permits=( [2] )

Forces under your control:

	A	N	F	M	X	I	HPI		
CY *	6	12	8	-	-	6	GR *	12	6
8	-	-	6 TU	40	9	43	-	-	
30	116								
UK	19	6	-	-	-	-	100		
BLA	-	5	-						
EAS	5	6	-						
-----									
	82	44	59	0	0	42			

Player	Occupied Countries
[3]	3
[2]	2
[1]	2
[4]	2
[5]	2

CY \* TaxBase=10 Industry=6 Army=6 Navy=12 AirF=8 [5]=10  
 GB \* TaxBase=10 Industry=6 Army=6 Navy=12 AirF=8 Spies=1  
 GR \* TaxBase=10 Industry=6 Army=12 Navy=6 AirF=8 [5]=10  
 IT \* TaxBase=10 Industry=6 Army=12 Navy=6 AirF=8 Spies=2  
 TU [5] TaxBase=100 Industry=30 Army=40 Navy=9 AirF=43 HPI=116  
 UK [5] TaxBase=0 Industry=0 Army=19 Navy=6 AirF=0 HPI=100  
 AL [1] AU \* BA \* BE \*  
 BU \* CZ \* DE \* FI \*  
 FR \* GE [2] HU \* IR \*  
 LU \* LY [3] NE [2] NO [4]  
 PD \* PR [3] RO \* RU \*  
 SP [3] SW [4] YU [1]

BLA [5] (Navy=5)  
 EAS [1] (Navy=20) [5] (Army=5,Navy=6)

Visible forces of all players:

	I	A	N	F	M	X
[minor]	24	36	36	32	-	-
[1]	-	-	20	-	-	-
[5]	30	64	26	43	-	-Land combat

GE: GE(Army,Navy,AirF) NE(Army,AirF) Captured by [2] LY:  
 LY(Army,Navy,AirF) SP(Army,AirF) Captured by [3] NO: NO(Army,Navy,AirF)  
 SW(Army,AirF) Captured by [4] PR: PR(Army,Navy,AirF) SP(Army,AirF) Captured  
 by [3] UK: UK(Army=12-12,Navy=6,AirF=8-2) TU(Army=20-1,AirF=20-2) Captured  
 by [5]

YU: YU(Army,Navy,AirF) AL(Army,AirF) Captured by [1] -----

Order-count: 17

@ 2A 3E 2K TS5 RF20 S1GB S2IT C1TU P10CY P10GR  
 @TU BA15 BF15 AC20UK FA20UK NT5BLA NT6EAS AT5EAS

# 1939 World Wide Battle Plan Rules

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Our thanks to Deke Parsons for compiling most of the information used for starting forces. Note: this is VICTORY SET "B". It is the same as VICTORY SET "A", except that it includes some clarifications that were left out of set "A". Games started under set "A" or "B" will be scored with the same program. If your game is scored under A or B, you do not need the "clarifications sheet" that may be mentioned elsewhere, because they are included here.

This game is played with the same map and rules as "Real Forces WWBP" with the following changes:

Tactical air force is considered to be included as part of the army and naval air force as part of the navy. The "air force" in this game represents strategic bombers, so there are a few changes. Air force can still move out to sea, but cannot fight while at sea (strategic bombers can't take off from aircraft carriers - they are on transports). They will be like armies - they can take hits but cannot inflict hits on the enemy. Air force cannot attack or support FROM a sea space. They can only TRANSFER. And their range while at sea is limited to a land space ADJACENT to that sea space (you have to land in a port). Air force that is on land, however, CAN support a sea space and thus attack enemy forces in that sea space. Any air force on land has the same two space range as before, as long as they are not ENDING UP in a sea space. Air force can NOT fly over the northern icecap.

There are no antimissiles in this game. No one starts with any missiles or a missile multiplier, but certain players may spend research creating a missile multiplier. Missiles will have the same RANGE as air force (i.e. 2 spaces), instead of having an infinite range. The damage inflicted is the same as in WW and BP. The first time in the game that a missile is actually fired, missile research will be easier for most players. (Everyone sees that they really work!)

As in the "real forces" game, there are no attack orders allowed on turn one (but you can declare someone "enemy"). And there will be "world opinion" where you get to put up to 3 players on your "good guy" and "bad guy" lists.

There are exactly 13 player positions in this game, 4 minor powers and 9 major powers. The game will last approximately 25 turns. On each printout, starting with the one marked T26, there will be a 33% chance that the game is over. (Thus the players will not know exactly when the game will end). The turn fee is \$8 per turn for major powers, and \$4 per turn for minor powers. In this game, it is very important that all positions be filled; therefore we will be needing players willing to fill out positions not asked for, or to take over as standbys. If you are willing to do this, tell us the maximum turn fee you will pay; the number of games you want to be put into; and whether you want only new games, games already going, or either. We will of course first select those willing to pay the most. But if we need a replacement player for the USA and you are the only one on the list, you could get the position for \$3 a turn. We will try to start "beginners games" for those who have not played any BP or WW games before, and "experienced games" for the others. Please be patient if your game doesn't start right away, as we can't start the game until all positions are filled. Please give several choices for which country you wish to play. When the game ends, each player gets points for achieving the following victory conditions. The player with the most points wins. We may adjust these points from game to game as we try to balance the chances of victory. The following list is VICTORY SET "B" (which is the same as "A" but with a few clarifications):

The first four players are the minor powers.

"Still in the game" means the last turn he occupied a country.

"Completely eliminated" means does not occupy any country on the last turn.

"Owns" means occupies or controls as a minor.

"Most navy in" means has more navy in the space than any other one player.

"More industry than" means more total industry in countries owned or controlled. Suppressed industry DOES count, and fractions count, but industry over the industry limit does not count.

"Owning all of Africa" means owning all the spaces that start with the letter "A" except for ACI.

(Canary Islands)

For countries that get points for owning all of Africa, Russia, or Europe with one other country, you DO get the points if you own it all yourself, and you must own at least one of the spaces yourself to get the points. (i.e. if Germany & Japan get points for owning all of Russia, if Germany owns it all himself, he gets the points and Japan does not).

---

### **Player #1: Argentina/Chile/Spain.**

90 points for each turn still in game (25 turns approx 2250)  
100 points if still owns either part of Spain (ENA or EAR) (100)  
50 points for each original space owned (9 spaces, 450)  
20 points for each other space in South America owned (including SFA) (18 spaces, 360)  
500 points if owns all of South America (All spaces starting with "S") (500)  
400 points if owns all of the Iberian Peninsula (EPR, ENA, EAR) (400)  
200 points if owns Gibraltar (200)  
200 points if owns Panama (200)  
100 points if owns Morocco (100)

**Max: 4560 points.**

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### **Player #2: Brazil/Portugal.**

90 points for each turn still in game (25 turns, 2250)  
135 points if still owns Portugal (135)  
35 points for each other original space owned (9 spaces, 315)  
20 points for each other space in South America owned (16 spaces, 320)  
500 points if owns all of South America (500)  
400 points if owns all of the Iberian Peninsula (EPR, ENA, EAR) (400)  
200 points if owns Panama (200)  
150 points if still owns at least one African colony (150)  
200 points if together with one other player, the 2 of them own all Africa and the 2 have each other on their ally list (200)  
25 points each for having the most navy in WMG or WSA (50)

**Max: 4520**

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### **Player #3: Colombia/Cuba/Mexico.**

100 points for each turn still in game (25 turns, 2500)  
25 points for each original space still owned (12 spaces 300)  
15 points for each additional country in Central America owned (NGU, NBE, NHO, NES, NEN, NWN, NJA, NHA, NPR) (9 spaces, 135)  
100 points if owns Panama (100)  
200 points if owns all Mexico & Central America (Not including islands or Colombia, but including Panama)(NBJ, NOA, NES, NSO, NTB, NEN, NCH, NYC, NWN, NVC, NBE, NPA,

NJL, NGU, NMX, NHO.) (200)

10 points for each additional space owned in South America (20, 200)

500 points if owns all of South America (including SFA) (500)

300 points each if owns either Texas or California (600)

**Max: 4535**

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#### **Player #4: BeNeLux & The Low Countries.**

110 points for each turn still in game (25 turns, 2750)

75 points for each original country still owned (13, 975 points)

400 points if together with one other player, the two of them own all of Africa and the two have each other on their allied list (400).

300 points if larger at end than beginning (more than 13 spaces) (300)

100 points if owns at least one African country (100)

100 points if owns at least one Pacific Island country (country starting with a "P")(100)

175 points if still owns at least one of the following: EDE, ENE, ELU, EBE. (175)

Player #4 starts out controlling Switzerland as a minor, but it does not count as an "original country", and still controlling it as a minor does not count as "still being in the game".

**Max: 4800**

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#### **Player #5: The Balkans.**

110 points for each turn still in game (25 turns, 2750)

500 points if still owns Turkey (500)

100 points for each of the following still owned: RBA, ERO, EBU, EYU, EGR, ECR. (6 spaces, 600)

75 points each for any of the following owned: EPD, ECZ, RUK, RCA. (300)

300 points if bigger at the end (more than 7 spaces) (300)

50 point each if has most navy in WBK or WEM (100)

**Max: 4550**

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#### **Player #6: China.**

90 points for each turn still in game (25 turns, 2250)

60 points for each space beginning with "C" owned (23 spaces, 1380)

3 points for each space not beginning with "C" owned (201 spaces, 603)

150 points if Japan is smaller at end of game than beginning (fewer than 9 spaces) (150)

100 more points if Japan has been eliminated by game end (100)

**Max: 4483**

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#### **Player #7: France/Poland.**

200 points each for owning EFR and ELY (400)  
150 points for owning Poland (150)  
100 points for each other part of the Empire still owned (20 spaces, 2000)  
200 more points if at least one space in Indochina is still owned (CLA, CCA, or CVN) (200)  
50 points if a space in the Mideast is owned (starts with "M") (50)  
2 points for each space owned that wasn't originally owned (201 spaces, 402 points)  
250 points if Germany is smaller at the end than beginning (fewer than 5 spaces) (250)  
250 more points if Germany has been completely eliminated (250)  
200 points if together with one other player, the 2 of them own all Africa and they have each other on ally list. (200)  
100 points if the Low Countries still own at least one of the following: EDE, ENE, ELU, EBE. (100)  
25 points each for most navy in WMA, WSA, or WWM (75)

**Max: 4077**

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### **Player #8: Germany/Finland.**

10 points for each space on the map owned (223 spaces, 2230)  
100 points if bigger at the end (more than 5 spaces) (500)  
500 points if between them, Italy & Germany own all of continental Europe: EGI, EPR, ENA, EAR, EFR, ELY, EDE, ENE, EBE, ELU, EWG, EEG, EPD, ECZ, EAU, EHU, ERO, EBU, EGR, EAL, EYU, ESZ, EIT. That is, everything that starts with an "E" except Scandinavia, Turkey, and the islands. 800 points if between them they own ALL of the countries starting with an "E". For either of these, they don't have to own EPR, EAR, ENA, EGI, ETU, EPD, ESW, or ENO if the player who DOES own them has Germany listed as "ally". (800)  
500 points if between them, Germany & Japan own all the spaces beginning with "R". (500)  
350 points if France does not own a space on the European Continent (spaces listed above as Continental Europe) or if France has only ELY on the Continent and ALSO has Germany listed as "ally". (350)  
150 points each if owns EGB or ESC (300)  
150 points if owns at least one African colony (space beginning with "A" except for ACI) (150)  
150 points if owns at least one Indochina colony (space bordering on WSC, or Burma) (150)  
25 points for every player he has more industry than (12 players, 300)  
30 points each for most navy in WBT or WNS (60)

**Max: 4940**

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### **Player #9: Great Britain/Norway.**

100 points each for still owning Gibraltar & Egypt (200)  
200 points each for still owning EGB and ESC (400)  
45 points each for still owning each of the other 55 parts of the Empire (55 spaces, 2475)  
200 points if Russia does NOT own either Turkey, Iran, or Pakistan (200)  
2 points for each space owned at the end that wasn't part of the Empire (165 spaces, 330 points)  
100 points if together with one other player, the 2 of them own all Africa and have each other on

their ally lists (100)

30 points for each of the following he has MORE total navy than: USA, France, Russia, Germany, Italy, Japan. (180)

20 points each for the most navy in WNS, WMA, WGR, WBF, WSA, WTI, WCO (140)

100 points if Low Countries still owns any of the following: (EDE, ENE, ELU, EBE) (100)

25 points if EIR is still a minor (not occupied) (25)

**MAX: 4150**

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### **Player #10: Italy.**

100 points for each original space still owned (7 spaces, 700)

600 points if between them, Italy & Germany own all Continental Europe, and 900 if between them they own everything starting with "E". Same conditions as Germany above, except player owning EGI, EPR, etc must have Italy on "ally list". (900)

75 points for each space bordering the Mediterranean owned that wasn't originally owned (other than Egypt) (13 spaces, 975)

100 points for owning Egypt. (100)

5 points for each other space owned not originally owned (203 spaces, 1015)

100 points if larger at end than beginning (more than 7 spaces) (100)

200 points if together with one other player, the two of them own all of Africa and they have each other on ally list (200)

100 points each if more navy than anyone else in WWM, or WEM (200)

50 points if more navy in WRS than anyone else (50)

**Max: 4240**

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### **Player #11: Japan/Siam.**

150 points for each of the home islands still owned (3 spaces, 450)

50 points for each other space beginning with "C" owned (20 spaces, 1000)

500 points if between them Germany & Japan own all the spaces beginning with "R" (500)

60 points for each space beginning with "P" owned (22 spaces, 1320)

150 points if he owns all of the spaces beginning with "C" (150)

150 points if he owns all of the spaces beginning with "P" (150)

25 points each for owning RKM or NAK (50)

2 points for each other space owned (178 spaces, 356)

25 points for each player he has more industry than (12 players, 300)

50 points each for having more navy than anyone else in WJA, WOK, WPI, or WSC (200)

**Max: 4476**

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### **Player #12: Russia.**

100 points for each original space still owned (15 spaces, 1500)

400 points for owning at least one of these spaces (warm water port): Turkey, Iran, Pakistan. 600

points for owning two, 750 for owning all three (750).  
75 points each for owning any of the following: RBA, EFI, EPD, ECZ, ENO, EHU, ERO, IAF, EBU, EEG, EAU, EYU. (12 countries, 900)  
5 points for each other country owned (194 spaces, 970)  
25 points each if has the most navy in WBR, WBT, WBK, or WJA (100)

**Max: 4145**

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### **Player #13: USA.**

100 points for each part of USA still owned at end of game (13 spaces, 1300 points)  
300 points for owning Panama (300)  
50 points each for owning Midway, PLU, PMI (150)  
25 points for each player who still owns at least one country at the end of the game (including USA) (13 players, 325)  
Another 150 points if China still owns at least one country, and 200 if the country China owns is a "C" country. (200)  
10 points for each space still owned by its original player at the end of the game, with the exception of USA spaces, Germany, Italy, and Japan) (151 spaces, 1510 points)  
Monroe Doctrine: 200 points if no major power owns a space starting with N or S that it didn't own at the beginning of the game (200)  
25 points each for having the most navy in WWA, WGM, WNP, WMP (100)  
100 points if Low Countries still owns any of the following: EDE, ENE, ELU, or EBE (100)  
25 points if Switzerland is still a minor (not occupied) (25)

**Max: 4210**

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If you are willing to take a standby position or any new position at a reduced rate, let us know. Specify the maximum turn fee you are willing to pay, and whether you want only a new game, or a game already started. We reserve the right to delay a game while waiting to insert a standby, and whether or not a standby will be inserted is solely at our discretion. In order to avoid the possibility of someone paying a friend to take over an abandoned position, you may NOT specify in WHICH game you want to be a standby.

EMAIL: [webmaster@flyingbuffalo.com](mailto:webmaster@flyingbuffalo.com) or call 480-945-6917