

THE BOOK OF METHUSELAH

ANCIENT WARGAMES CAMPAIGN

In 4 volumes

- I** Introduction, rules, map etc.
- II** Year 1: 969BC (Played from 1987-1988)
- III** Year 2: 968BC (Played from 1988-1989)
- IV** Year 3: 967BC (Played from 1989-1990)

VOLUME I

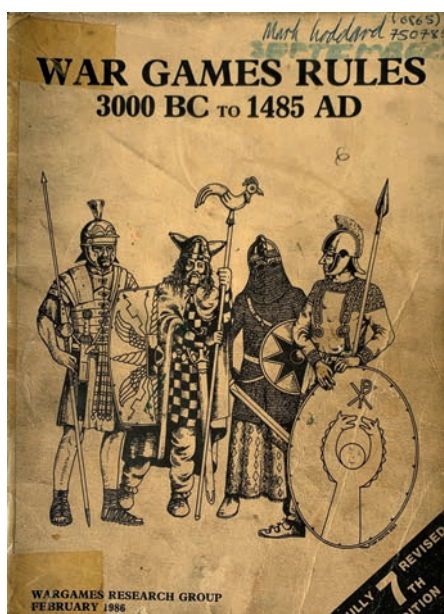


Fancy dress party at No. 36, Benson Road, Oxford in July 1988, celebrating the 1st anniversary of Methuselah

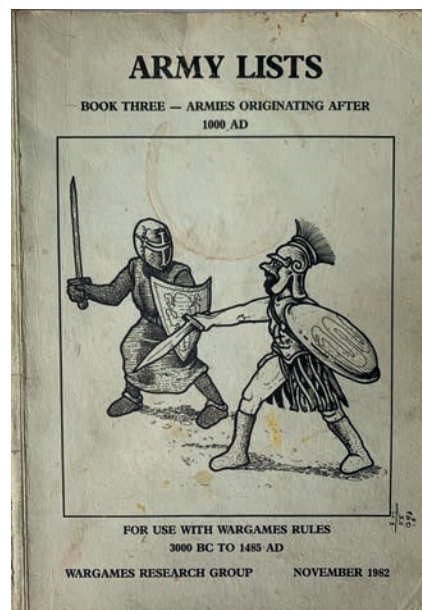
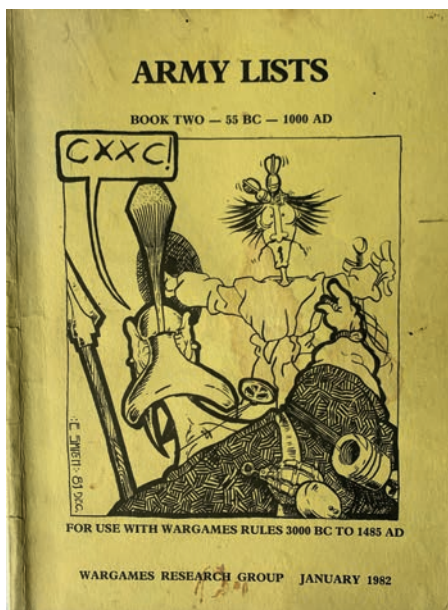
METHUSELAH

INTRODUCTION

Started in the summer of 1987, this wargames campaign, set in the Ancient world, involved nearly a dozen players by the time it finished in 1990. The initial aim was to create interesting scenarios for Tuesday evening wargames, fought out on table top in Oxford, using the *Wargames Research Group (WRG) Seventh Edition Ancients Rules* by Phil Barker,



in conjunction with the famous three books of accompanying army lists.



WRG Army Lists

Three examples of their use.

The *Athenian League* used **Early Hoplite Greek 700 BC to 450 BC**

24. EARLY HOPLITE GREEK. 700 BC to 450 BC.

C-in-C on foot or mounted on horse as HI, LTS, JLS if used by hoplites, Sh, @ 100 points.	1
Greek Ally-General on foot or mounted on horse as HI, LTS, JLS if used by hoplites, Sh, @ 75 points.	Up to 4
Thessalian Ally-General mounted on horse as HC, JLS, @ 75 points.	Up to 1
Spartan Sub-General on foot as HI, LTS, Sh, @ 50 points.	Up to 2
Hoplites "Regular C" HI, LTS, Sh, @ 6 points. <i>16 = 106</i>	69 to 200
Extra to give hoplites JLS or upgrade Spartan hoplites to "Regular B", Spartiates, @ 1 point.	Up to 180
Extra to make hoplites mounted infantry, @ 2 points.	Up to 15
Thessalian nobles "Irregular B" HC, JLS, @ 7 points. <i>12 = 109</i>	Up to 5
Thessalian cavalry "Irregular C" LC, JLS, @ 4 points. <i>12 = 73</i>	Up to 24
Theban cavalry "Regular C" MC, JLS, @ 6 points. <i>6 = 49</i>	Up to 12
Other Greek cavalry "Irregular C" MC, JLS, @ 4 points.	Up to 12
Extra to upgrade MC to HC, @ 2 points.	Up to 18
Archers "Irregular C" LI, B, @ 2 points. <i>18 = 61</i>	Up to 18
Extra to upgrade Athenian archers to "Regular C", @ 1 point. <i>12 = 59</i>	Up to 12
Javelinmen "Irregular C" LI, JLS, @ 2 points. <i>6 = 37</i>	6 to 48
Slingers "Irregular C" LI, S, @ 2 points. <i>8 = 41</i>	Up to 12
Extra to give javelinmen or slingers Sh, @ 1 point.	Up to 48
Thracians "Irregular C" LMI, 1/2 JLS, 1/2 JLS or LTS, Sh, @ 3 points. <i>12 = 61</i>	Up to 12
Up to 8 regular command factors @ 10 points.	
Up to 12 irregular command factors @ 25 points.	

*24 no cnc "B" = 261
2nd unit 26 =*

An army including Spartans must have a Spartan C-in-C. An army including Thebans must include a Theban general, if Thessalian nobles or more than 12 Thessalians a Thessalian general, and if Athenians an Athenian General. A junior general, other than a Spartan, of the C-in-C's nationality is assumed to be sufficiently disloyal to qualify as an ally rather than a subordinate. An allied general must control at least 23 hoplite or cavalry figures. Generals should normally accompany a unit of their own type and nationality and fight in its front rank. At least half the Spartan hoplites present must be Spartiates classed as "Regular B", the rest other Laconians classed as "Regular C". The mid-6th century Spartan poet Tyrtaeus describes hoplites lacking JLS at a time when other nations' hoplites still used them. The Spartans cannot have cavalry. If any hoplites have JLS, Thracians and HC cannot be used and LI cannot have shields. Thessalian horsemen can fight in wedge.

The *Indianus Region* used Indian 900 BC to 430 AD:

21. INDIAN.
900 BC to 430 AD.

- Handwritten notes at top: $4 Hch mc SG = 242, 4 Hch = 241$
 $3 Hch mc SG = 188$ | $3 Hch = 187$
 $2 Hch mc SG = 188$
- 1 * C-in-C with JLS mounted astride elephant with "Irregular B" crew of driver with JLS, @ 106 points, or with LB and JLS in elephant howdah with "Irregular B" crew of unarmed driver and unarmed man with umbrella PA standard, @ 115 points. 1
 - 2 * Sub-General with LB in four-horse heavy chariot with "Irregular B" crew of 2 drivers with JLS, 1 with LB, and 2 with JLS, @ 80 points. Up to 1
 - Ally-General with LB and JLS in elephant howdah with "Irregular B" crew of unarmed driver and unarmed man with umbrella P standard, @ 80 points. Up to 2
 - 4 * Extra to provide P standard of other form for general lacking umbrella carrier, @ 5 points. All or none
 - * * * Elephants with "Irregular B" crew of unarmed driver and 2 with JLS or LB, @ 42 points. Up to 8 $2 = 109$
 - * Extra to give unarmed elephant drivers or umbrella carriers JLS, @ 6 points. Up to 14 $2 = 109$
 - * Two-horse heavy chariot with "Irregular B" crew of driver with JLS, 2 with LB, @ 30 points. Up to 8
 - * Extra to upgrade chariot by adding 2 extra horses, extra driver with JLS, and 2 extra warriors with JLS, @ 24 points. Up to 8 $2 = 137$
- Handwritten notes: 54 v 137
- 24 * Cavalry "Irregular C" MC, JLS, Sh, @ 7 points. $12 = 109, 18 = 151, 24 = 111$ 20 to 40
 - Cavalry "Irregular C" HC, JLS, Sh, @ 9 points. Up to 10
 - Extra to upgrade "Irregular C" MC or HC to "Regular C", @ 2 points. Up to 30
 - 12 * Cavalry "Irregular B" EHC, L @ 10 points. $12 = 145$ Up to 30
 - 24 Arjunayana mercenaries "Irregular C" LC, JLS, Sh, @ 6 points. Up to 20
 - 16 Skythian mercenaries "Irregular C" LC, B, @ 4 points. Up to 15
 - 24 Bactrian mercenary hoplites "Regular C" HI, LTS, Sh, @ 6 points. Up to 24
 - 2 * * * Infantry "Regular D" or "Irregular C" MI, LB, 2HCW, @ 3 points. $24 = 97, 32 = 121$ 40 to 100
 - 24 * Infantry "Regular D" or "Irregular C" MI, JLS, 2HCW, Sh, @ 4 points. $24 = 129$ Up to 50
 - 16 * Extra to upgrade MI to HI, @ 2 points. $JLS Sh 2HCW$ Up to 20
 - 16 Skirmishers "Irregular C" LI, LB, 2HCW, @ 3 points. $12 = 61, 16 = 73$ Up to 15
 - 12 Skirmishers "Irregular C" LI, JLS, 2HCW, Sh, @ 4 points. Up to 10
 - 16 Maiden guard "Regular A" LMI, JLS, Sh, @ 6 points. $10 = 65$ Up to 12
 - Up to 8 regular command factors @ 10 points. $8 = 58, 12 = 82$
 - Up to 10 irregular command factors @ 25 points.

An army of 800 BC to 320 BC cannot have howdahs, regulars, EHC, HC, LC, HI or LMI. An army of 320 BC to 220 BC cannot have two-horse chariots, EHC, LC or hoplites. An army of 220 BC to 50 AD cannot have chariots, EHC or regulars other than maiden guard and hoplites. An army of 50 AD onwards cannot have chariots or any regulars except maiden guard. No army may have more chariots than elephants. The chief difference in dress from 50 AD onwards is that unarmoured Indian cavalry and infantry often add a brightly coloured upper garment resembling a shrunken tee shirt exposing 6" of midriff. The maiden guards were originally recruited from Greek girls. They are depicted with bare bosom, necklaces and bangles and carry a small round shield. Several of the Minifigs Aureola Rococo 25mm fantasy range women warriors convert quite well with a long wraparound skirt of tinfoil. For EHC of the Kushan period, use Parthian SHC riders, but mount them on horses with partial metal armour in front only. The best and most realistic tactic with Indians is to use the elephants as the main offensive arm, supported by archery, and to use chariots on the wings to support the cavalry. Skythians can fight in wedge.

**36. ALEXANDRIAN MACEDONIAN.
355 BC to 330 BC.**

32
4
128

138
3
424

32
5
160

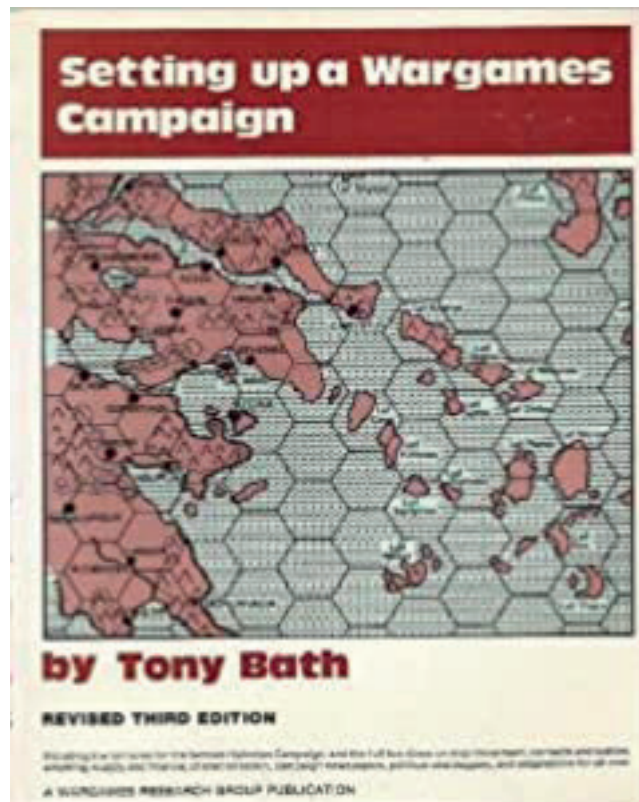
	C-in-C mounted on horse as HC, L, @ 100 points. = 120		1	116
	Sub-General mounted on horse as HC, L, @ 50 points. = 70		Up to 1	86
	Companions "Regular A" HC, L, @ 10 points. 18 = 190		11 to 23	190
	Prodromoi "Regular B" LC, L, @ 7 points. 7 = 94		6 to 12	94
(12)	Thessalians "Regular B" LC or MC, JLS, @ 7 points. 7 = 94		11 to 18	94
	Extra to upgrade Thessalians to HC, @ 2 points.		All or none	
	Paionians or Asiatic Hippakontistai "Irregular C" LC, JLS, @ 4 points.		Up to 6	
	Thracian cavalry "Irregular B" LC, JLS, @ 5 points.		Up to 12	
	Greek allied or mercenary cavalry "Regular C" HC, JLS, @ 8 points. 12 = 106		Up to 12	
	Hypaspists "Regular B" LMI, LTS, Sh, or MI, P, Sh, @ 5 points. 16 inc JLS = 118		12 to 36	190 (in 16's)
32	Phalangites "Regular C" MI, P, Sh, @ 4 points. 32 = 138		24 to 144	414
(12)	Agrianian, Illyrian or Thracian javelinmen "Irregular C" LI, JLS, Sh, @ 3 points. 24 = 97		12 to 36	
(12)	Agrianian slingers "Irregular C" LI, S, Sh, @ 3 points.		Up to 6	
	Extra to upgrade all Agrianians to "Regular C", @ 1 point.	12 = 61	Up to 18	
	Rhodian slingers "Regular C" LI, S, Sh, @ 4 points.		Up to 6	34
(12)	Cretan or Macedonian archers "Regular C" LI, B, @ 3 points. 24 inc Sh = 106 / 12 = 46		6 to 24	
	Extra to provide Cretans with Sh, @ 1 point.		Up to 12	
(12)	Greek allied hoplites "Regular D" MI, LTS, Sh, @ 3 points.		Up to 80	
(12)	Greek mercenary peltasts "Regular C" LMI, JLS, Sh, @ 4 points. 24 inc LTS = 130		Up to 60	
(12)	Thracian peltasts "Irregular C" LMI, 1/2 JLS, 1/2 JLS or LTS, Sh, @ 3 points. 24 inc 2 HCV = 121		Up to 48	
	Extra to give Greek peltast LTS or Thracian 2HCW as well as JLS, @ 1 point.		Any or all	
	Macedonian specialists "Regular C" LI, CB or SS, @ 3 points. 12 = 46		Up to 12	
	Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points.		Up to 2	
	10 mina stone-thrower with "Regular C" crew of 3, @ 30 points. } 2 = 85		Up to 1	
	Up to 24 regular command factors @ 10 points.			990
	Up to 8 irregular command factors @ 25 points.			97

This list covers the period from Philip's reforms to Alexander's Skythian campaign. Prodromoi are the troops formerly known as Sarissophoroi. The old views that these were Thracian irregulars and that the Companions were armed with a 6 foot spear are no longer tenable. Prodromoi and Companions were both armed with a 12 foot spear and dressed similarly except that the former wore the non-metallic spolas or no armour instead of a corselet. Players with Thracian sarissophoroi figures are advised to cut their weapons down to javelin size. Opinions as to the proper classification of Thessalian cavalry differ. There is overwhelming evidence that in earlier times they were LC, but some later literary evidence that suggests that they may then have been better adapted to close fighting than skirmishing. Their performance in guarding Alexander's left wing against superior numbers of Persian cavalry is equally explicable by both theories. I admit that I am now in the minority in preferring the LC interpretation! The evidence for Hypaspists being armed differently than phalangites is purely circumstantial, but there is no evidence for the contrary as yet. Players must choose one interpretation or the other. Companions, Prodromoi, Thessalians and Thracians can fight in wedge.

990
97
1087

Campaign Rules

The campaign guidelines were initially inspired by *Setting Up A Wargames Campaign* (Paperback – 1 Jan. 1986) by Tony Bath.



We named our mythical continent after the oldest man in the world — apparently Noah’s father: *Methuselah*, who was reputed to have lived to the ripe old age of 969 years. And taking this as our cue, we began the campaigning season as was customary, in the Spring (March) of the year 969 BC. Needless to say, the second year of the campaign progressed into 968 BC.



Moves would be weekly, and happened in ‘real time’ — four weeks per month. Weeks would be designated in Roman numerals, so the first move would be *I.3.969BC*.

Methuselah: A Players' Guide

METHUSELAH

A PLAYERS GUIDE, (21/3/88)

This mythical continent is named after Methuselah: a pre Noachian patriarch who is stated to have lived 969 years (hence as type of longevity). Methuselah is run by Zeus - (or Jehovah, Jupiter, Satan depending on who you are) - The umpire whose omnipotence is all encompassing and whose decision is final.

Campaigning started in the first week of March, 969bc, (during September of 1987). Months are conveniently partitioned into weeks I, II, III and IV. One week is played every real-time week. It is now week I of October, 969. The winter looms up, and the Spring of 968(bc) beckons.

BRIEF HISTORY OF COUNTRIES TO DATE

THE ATHENIAN LEAGUE is a consortium of wealthy cities, democratic politically and keen on economic growth. Currently running a prosperous hire business dealing in Mercenaries, Warships and Strumpets. Ruler: Invidious Poliorcates.

THE BELT OF OCCULT is an unknown area, Rumour suggests constant internal bickering, witchcraft, Druid domination, and self- preoccupation. Ruled by the great female Charioteer, Boaconstrictia. Currently repelling an invasion from the Dark Empire.

THE INDIANUS REGION is a world of mystique and mountains, with fertile valleys beyond. Secluded and protected, and under the Empress Sophia, (who claims distant Parbeerian ancestry), the region has developed quickly; unhindered by political upheaval. The power of the Indianus army has been felt by Parbeeria, Serpia, and now the Empire, as Sophia's army marches on.

MACEDON was invaded in the first week of campaigning by The Dark Empire, on the grounds that it was a righteous realm, ruled with honour and morals, keen to help the Godly, and quick to defend the weak - contrary to the Empire's principals. Macedon, after a time of terrifying occupation, is now fighting back against her oppressors, in the form of a Slave Army under Athenicus.

PARBEERIAN DOMINION represents the area held by an equestrian nomadic peoples, known to all as ill-disciplined, erratic, and very bad communicators. After some very bad luck in the Spring of 969, when half of their entire army went down in a gale in the Black Sea, they were over run from the West, by THE DARK EMPIRE, and in the East, by the INDIANUS REGION, furious over a diplomatic incident at Rackenruin (NN1). Hinrich-von-Farten- Blaster, the Parbeerian king, has now concluded peace with Sophia, and holds token quantities of troops and land.

SELEUCIDITE KINGDOM has a multi-class structure, containing peasants in the northern regions near Impecunious, high brow academics on the Black Sea coast based around Literatii (CC11), with merchant classes rampantly fishing and trading on the coast of the Caspian. King Eric Seleucid, a seventy

year old, (known by most as "Mad Eric") is currently engaged in stemming a religious rebellion, staged by Bluhdists on the Skythian River.

THE SERPIAN EMPIRE, once great, is now a powerful yet dormant force. Isolated, and financially depressed, it sulks and dwells in the past. One recent success has been the repulse of an invasion from King Eric, although the south is under invasion from the Indianus.

THE DARK EMPIRE casts a shadow over Methuselah. Slavery, expansionism and oppression have all taken their toll on the Empire's unsuspecting neighbours, leaving Herpes the Great, and his staff of Generals (all named after nasty diseases), in a most powerful position. However, the Empire now seems totally without friends(?).

ARMIES.

All military units are organized into groups under the command of a General. These FORCES are given a name consisting of a letter of the Alphabet. Troops may not move unless with a General.

The maximum size of a FORCE (or ARMY - consisting of a group of FORCES operating in the same location) is anything that does not exceed the number of figures I have on the shelf here in heaven. If a ruler, for example, deploys 15 Cohorts of HI, HTW SH in the same hex, he will be penalized by only being able to fight with four of them initially, it being assumed that the "main body" will turn up later. I hope this will lead to balanced forces.

Recruiting must take place at suitable settlements (currently administrated by the Ruler). Training takes:-

- Two weeks to recruit if D class
- Four weeks to recruit if C class
- Eight weeks to recruit if A or B class

At the commencement of training, the points value of each unit to be recruited is subtracted from the ruler's treasury.

Units either moved or attacked while recruiting, fight, and remain as the class they have reached during training. The exception to this rule is Generals, (and or bodyguards of one or two elements) who can move while training, but take the same time as troops: dependent on class.

Units may usually only be recruited from the WRG army list appropriate.

Generals all cost fifty points, and characteristics are decided by the Gods.

FLEETS.

There are two options open to rulers:

a) Requisitioned merchant vessels (whose predominant form of power is the sail). Cheap and cheerful. Hired at 1 Talent per point of troops to carry. They can generally be hired within a week, at suitable coastal settlements (the larger the better), for an unspecified period of time. The "Catch"

is that crews get fed up and start thinking about going home after a few weeks. Extra payment en-route MAY help.

b) Purpose built vessels with military crew, with or without the addition of a marine contingent, and powered by oars. These have to be ordered in advance, and take one month to build, assuming the number of points capacity required does not exceed the Settlement's "Taxable Value". If it does, proportionally more time will be required. The proximity of woodland may help here. Also, the historical importance of shipyards.

FINANCE

At the end of each month, troops are paid one tenth of their total points value. At the same time, income to the tune of one tenth of the "Taxable Value" of each Settlement under current administration is received by each country. The exception to this is that during January and February, (when the weather is too bad to campaign for most armies anyway), all troops are given unpaid leave, and no taxes are chargeable.

Other expenses, or credits are added or subtracted as they occur. These may include the sale or purchase of mercenaries, the cost of building a fleet, gambling costs: eg betting on chariot racing, etc.

Lists of Accounts, Settlements administration and current balance are available on request, and at the end of each month. Appeals to the Gods are not unheard of (if they get it wrong).

Rulers gain administration of a settlement by passing through it, unopposed. On entering an enemy settlement, the local populace may fight, hide-away, surrender, or flee. Each Town or City is assumed to have a Militia (which is usually unreliable, but may prove to be useful). Militia do not appear on the pay-roll, and their keenness to fight will depend on local patriarchs/Governors characters, general popularity (or fear) of the ruler, and any other conditions pertinent to the situation.

CASUALTIES AND FATIGUE

As in WRG 7th edition, casualties received are expressed in Fatigue Points (FPs). Units with 5FP or over are "tired". Units with 15FP or over are "exhausted".

If a unit is in supply, these FPs will disappear over the period of one month. Units that become "shaken", also remain so for the same period.

Forces that become "Out of Supply", (cannot trace a line back to their supply bases) not only cannot remove FPs, but also incur FPs for each week out of supply. The effects depend on morale class, conditions of troops, recent experience, location (friendly or enemy) etc. This condition may lead to erratic maneuvers, riots and looting, desertion, or even changing sides.

In extreme cases after combat, units may be destroyed completely. Irregular units are more prone to this than Regular.

SIEGES

- Should these become necessary, they are lifted by:
- | | | |
|--------------------|----------------|---------------|
| a) Treachery | b) Poor Morale | c) Starvation |
| d) Surprise Attack | e) Assault | f) Mining etc |

THE MAPS.

Each hex on the MAIN MAP represents an area approx. 20 X 20 miles. (The mile is based on 1000 paces of a foot soldier). Terrain indicated on the main map is only a suggestion of the actual terrain.

More detail is shown on computer generated AREA MAPS (one page for each hexagon), where each character is equivalent to a small terrain piece in WRG terms. The scale on these maps is 1cm = 1000 paces.

Our wargames table is therefore 20 X 15 mm on the area map (2000 X 1500 paces). Terrain is set out by the umpire for each encounter directly from the applicable AREA MAP. It is therefore possible to lay ambushes, flank march, hold "off table reserves", withdraw to safety, etc.

TROOP MOVEMENT AND ORDERS.

Each campaigning week, (each real week) orders are sent to Zeus for all "Forces". The deadline for receiving orders in time is mid-day on Saturday. However, there is no reason why "standing orders" should not be issued for an unlimited amount of time to cover holidays, courses, or other particularly busy periods.

Example Orders: (ON A 6" X 4" INDEX CARD PLEASE).

 BELT OF OCCULT. III, OCT, 969.

FORCE A: WAIT: IF ATTACKED BY LARGER FORCE, EVADE SOUTH OR WEST.
 FORCE B: ATTACK HENS (D2) AND HOLD IF SUCCESSFUL, OTHERWISE
 RETREAT BACK TO HEOROT (E3)
 FORCE C: HOLD. SEND OFF SCOUTS INTO ADJACENT HEXES & REPORT.

RECRUIT FORCE D: AT HEOROT (E3)
 "SLIMY MELLONS" IN 1 LCh with JLS, "IRREG B" DRIVER 50
 SLIMY'S WARBAND 24 "IRREG C" LMI with JLS SH 121
 SLIMY'S SLINGERS 12 "IRREG C" LI with SL 76

NB: SEE LETTER TO FARTEN-BLASTER, DARIOUS, AND HERPES.
 SEE INCONTINENT OFFERING.

Situation Reports (Sit Reps) are issued (dropped into a post box) by mid-day every Monday morning, leaving everybody till about Thursday (ish) to respond. Sometimes, details of the week's activities may not be known: eg- The result of battles not played out until the following weekend. However, this is only realistic, as no rulers has yet invented two way radio the field telephone.

Sent with the sitrep each Monday morning, is a NEWSLETTER, (The same for all players -unlike sit-reps) which is currently called the IN-CONTINENT. This largely un-censored literature is a major source of rumours, scandals, battle reports (true and false), adverts for services, boasts, chariot racing results, abuse, etc. The In-Continent only keeps going through players' contributions, so keep 'em coming.

Movement rates follow WRG march segments = number of hexes per week. Eg:

LC, SHIPS with wind	5 HEXES PER WEEK
HC, MC, LI	4 HEXES PER WEEK
EL, HCh, REG LMI	3 HEXES PER WEEK
MI, HI, IRREG LMI	2 HEXES PER WEEK

These are maximums, assumed in good weather, on roads, when not unduly fatigued, not thirsty, or demoralized, etc. A FORCE may only move as fast as it's slowest body will travel.

The above distances may be increase by fifty percent by FORCED MARCHING, which will result in 2FPs per week. Each of these 2FPs is recoverable after one week's rest.

Players may specify a WARY MARCH, which represents a speed HALF AS FAST AS THE FASTEST BODY PRESENT. This could be useful if an ambush is suspected, and represents eg: cavalry scouting ahead of the infantry. FORCES which include troops who move twice as fast as other troops in the same force are always assumed to be marching Warily, with no penalty to movement.

Otherwise, normal or ROUTE-MARCHING is assumed.

CONTACTS AND BATTLES.

On seeing signs of the enemy, scouting values (as seen in Sit Reps) are compared, and depending on weather, local knowledge, terrain, size and speed of forces as a whole, etc; a decision, based on combat orders (if they exist) is made as to whether a battle will result or one side successfully evade contact, ambush, or whatever.

If a battle results (AT LAST) then terrain is set up from the maps of the area, and the battle fought out in the "War Office" at Benson Road, by God and friends, using 25mm figures, under WRG 7th Edition Ancients rules.

Suffice to say that the army unfortunate enough to have to quit the field first, usually suffers the worst. FPs grow alarmingly in rout. However, such factors as having more fresh cavalry than the enemy, a friendly fortress close by, or heavily favourable terrain to flee into are all taken into account.

IN CONCLUSION.

To quote Phil Barker; "..... Let them strive to win the favour of the Gods for themselves by getting into the spirit of their role with prompt, clear and unambiguous orders, and gems of political or strategic cunning that tickle his fancy."

Rules for unusual situations

Weather was calculated/created by the umpire, but meteorological conditions (e.g. fog, or storms at sea) called for special rules and self imposed guide-lines for the impartial umpire to follow.

FOG - if Leinn harbor, Subtract from max 1 D6
2

<u>Boats</u>	DEAD CALM	NORMAL	STRONG	GALE
OARS	5	4	3	4 } GO IN DIR. OF WIND. ONCE FOR WRECKED!
SAIL	2	3 4	5 (+2 if in SE, -2 if against)	

WRECKING

<u>10</u> Sided.	HIT COAST?	WRECKED & DESTROYED	SHIP LAND WRECK IN HEX	Landed
	IN OPEN SEA	1 2 3 4 5 6 1 2 3 4	7 8 9	0-10 10 4-10

+ 3 if hit a port! (settlement hearse)

Mod RAIN
 Damp: ~~1 Hex~~ Initially - All onland reduced by 1 Hex
 Wet: Second of RN or 1st of RN Reduce by 2 Hexes
 Flooded: 3rd/4th of RN (2nd → HVY) Reduce by

See p. 12 of T. Bath.

Siege warfare became important fairly early on, with players arguing that treachery, starvations and other unpleasant outcomes should come into play!

owe only
~~also~~ ~~then~~

Siege Warfare

Method Treachery - throw for each officer / Merc.

Starvation - food runs out & noted on
Diary when - AUTOMATIC - See p. 10
owe supply ^{run} out

50	Town	2	} 1 Av. Dice	} Throw only at beg of siege.	
100	City	4			} weeks 2 Av Dice
200	Cap	6			

half hrs (round up)
~~more~~ ~~1~~ ~~week~~ if ^{twice as many} more troops val. than town inside
 minus
 minus 2 weeks if four times as many pts!
 Reduce by half (round up) if over 4 times more than Tax
Poor Morale. if General D class or defeated ^{value} recently
 (as militia) - throw each move

40% grabbe hold out

- 20% if defeat suffered recently.

- 10% ~~per~~ per week locked up!

Surprise - Assault - Regon operations.

Ad hoc rules for transporting troops by boat, the use of fleets and eventually pirates etc.

(1)

Are Boats - sail or oar?

Umpire Test Sheet

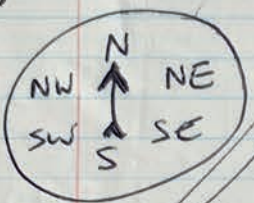
(00 - 100)

UPDATE ①

WIND DIRECTIONS

100% dice

	Move	Anti-Climate	Move	Climate	N	NE	SE	S/SW	NW
Summer	1 → 44		45 → 88		89/91/2	73/4	95/6	97/8	99/100
SPRING WINT	1 → 4		5 → 9		10/25	40	55	70	85-100
WINTER SP	1 - 5 19		20 - 39		40	50	60	70	80 - 90



②

WEATHER

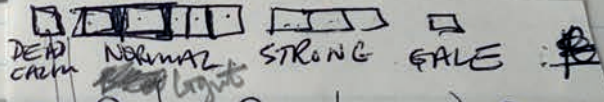
Heavy Rain?

	INTERSE COLD	BLIZZARD	SNOW	RAIN	FOG*	NORMAL	INTERSE HEAT
SUMMER	X	X	X	-9 → 15	→ 20	→ 85	→
AUTUMN	1-2	3-6	7-9	10 → 20	→ 30	→ 95	→
SPRING	1-2	3-6	7-9	10 → 25	→ 30	→ 95	→
WINTER	1-7	8-12	13-19	20-39	40 → 50	→	X

- Ind +20
- Serp +10
- Arch +5
- Dark +2
- Mag +2
- Sel -5
- Par -8
- Occult -12

INDIANK + 20 ~~INDIANK + 20~~
~~PARADISES TO COATS~~ ~~10~~ PAR - 8 OCC - 12

SERPENTS + 10
 * RAIN IN INDIA

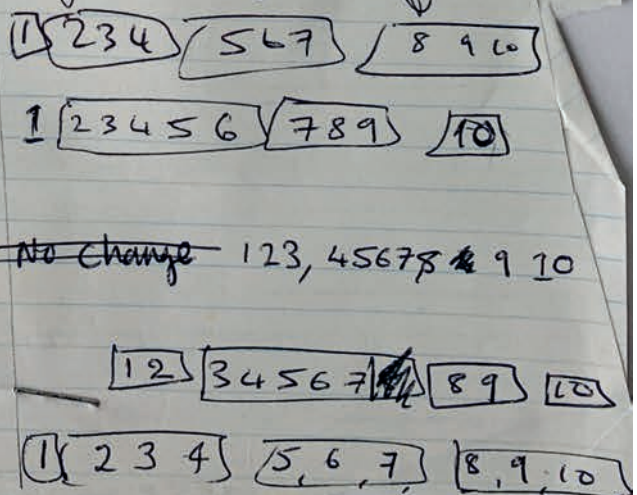


WIND

Game Leave

WEATHER FOR WINTER PERIOD

- 70 sided
- JAN } WINTER
 - FEB }
 - MAR }
 - APRIL } SPRING
 - MAY }
 - JUN }
 - JULY } SUMMER
 - AUG }
 - SEPT }
 - OCT } AUTUMN
 - NOV }
 - DEC } WINTER



It wasn't long before devious potentates were planning religious uprisings, slave revolts, assassination etc. etc.

This sample 'Spartacus Slave Army List', published in a wargames magazine, was used to great effect when Macedon was blighted by a Seleucidite financed uprising led by 'Athenicus' (who become something of a legend in his lifetime).

SLAVE ARMY OF SPARTACUS 73BC...70BC

<u>C IN C ARMED AS GLADIATOR</u>	Body guard or mounted on horse as L.H.I. JLS Sh	100pts
<u>SUB GENERAL AS ABOVE</u>		50pts
<u>ALLIED GENERAL</u>	Mounted on horse as HC JLS Sh	75pts
<u>FORMAN GLADIATORS</u> <u>11 PICKED BODYGUARD</u>	to be commanded by C IN C or sub general irreg B LHI 2SA. Sh @7pts each	77pts
<u>EX SLAVE</u> <u>24 GORMAN FOOT WARRIORS</u>	12 Irreg A HI LTS SH @ 7 12 IRREG A MI JLS SH @ 5 Plus 25pts command	169pts
<u>24 GALLIC FOOT WARRIORS</u>	12 Irreg C LHI JLS SH @ 5 12 Irreg C LMI JLS SH @ 3 Plus 25pts command	121pts ✓
<u>24 ILLERIAN FOOT WARRIORS</u>	Irreg B LMI LTS JLS SH @ 5 Plus 25pts command	145pts ✓
<u>12 FOOT SKIRMISHERS</u>	Irreg C LI JLS SH @ 3 Plus 25 pts command	61pts ✓
<u>12 SLINGERS</u>	Irreg C LI S SH @ 3 Plus 25pts command	61pts ✓
<u>24 EX EASTERN SLAVES</u>	Trained as bithynian style peltast reg C KMI LTS JLS SH @ 5pts Plus 10 pts Command	130pts ✓
<u>CAVALRY</u>		
<u>12 GALLIC CAVALRY</u>	Irreg B HC JLS SH @ 9 Plus 25pts command	133pts ✓
<u>15 ILLERIAN CAVALRY</u>	Irreg C LC JLS SH @ 7 Plus 25pts command	130pts ✓
<u>TOTAL POINTS</u> >		1,252pts

Although in existence for only three years this army of slaves was accorded nine victories over the armies of the "Masters of the World". WRG have omitted this army from their Book 1 Lists. So here, in the WRG style, is our version based on common sense and Lewis Grassic Gildoon's fictional account of the revolt which is quite the best book on the subject (entitled Spartacus).
We have given the Gladiators two side arms to distinguish their unusual hand to hand combat qualities.
This army must have a reasonable change against all but the best Roman troops providing it can gain a good central defensive position that is heavily wooden on the flanks to afford ambush tactics for its strong force of terrain troops. It is assumed that Gladiators and upgraded front ranks are wearing captured Roman armour.

Players and Countries

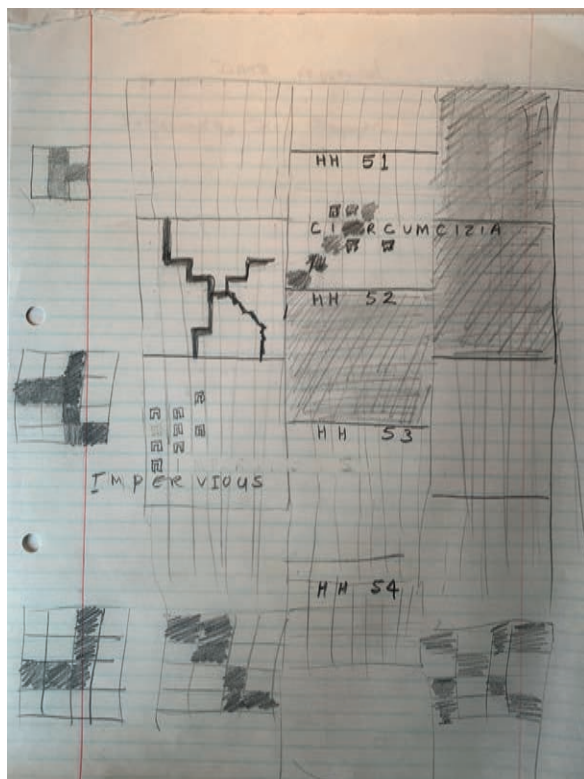
The main protagonists were as follows:

Coordinator (God)	Mark Goddard	Composer/conductor
Belt of Occult	Andy Mummery	History/art teacher
	Tribal leader: <i>Boaconstictia</i>	
The Dark Empire	Barry Lee	Bank manager
	Emperor: <i>Herpes The Great</i> (later Pope Herpes I)	
Parbeerian Dominion	Alex Coaker	British Telecom computer programmer
	Led by <i>Heinrich Von Fartenblaster</i>	
Macedon/ Indianus Region	Pat Goddard	Clarinetist/bassoonist
	Commander: <i>Alexander The Great</i>	
Athenian League	Geoff Reeves	Lorry Driver
	King: <i>Invidious Poliacartes</i>	
Seleucidite Kingdom	Ian McCubbin	Scientist
	Potentate: <i>King Eric Seleucid</i>	
Serpian Empire	Rob Fletcher	Politics teacher
	Imam: <i>The Ayatollah</i>	

Other players on a temporary basis included Andy McCubbin, Linda and David Fairhurst with Tom from the Oxford Wargames Club and others.

The Map

Our map was created from scratch — a combined creative effort. Here's an initial sketch. The idea was to use hexagons (rather than squares) to allow more realistic movement options.



We purchased some huge sheets of paper decked out in hexagons and our map eventually looked like this, including about 250 different cites, towns and villages:



Rulers typically chose their own settlement names. Most of the Indianus Region villages came straight out of the Indian Restaurant section of the Oxford Yellow Pages. The Parbeerian Dominion were dominated by references to flatulence and toilet humour generally. In stark contrast, the Athenian League played it absolutely straight and stuck to the history books.

Currency

Each ruler adopted their own currency. Thankfully, we agreed that the exchange rate would remain 1:1 across the board.

COUNTRY	TAX	PAY	CURRENCY	BALANCE
ATHENIAN LEAGUE	3,409	2,498	Drachma	2,566
BELT OF OCCULT	4,265	1,957	Skulls	763
MACE DON	4,498	2,049	Marbles	791
PARBEERIAN DOMINION	5,337	1,840	Beans	749
SELEUCIDITE KINGDOM	2,607	1,602	Quints	316
SERPIAN EMPIRE	8,548	3,438	Mazumas	874
THE DARK EMPIRE	3,526	1,170	Lira	719
PIRATES	414	196	Dabloons	305

DATE 26/06/89

Settlements

Each country had a monthly tax income to pay for their armies, proportional to the number and importance of the settlements currently under their control.

TYPE	NAME	HEX	TAX
ATHENIAN LEAGUE			
CAPITAL	ATHENS	R20	500
CITY	AETOLIA	P17	200
CITY	ARCADIA	Q20	200
CITY	BOEOTIA	T20	200
CITY	CORINTH	S18	200
CITY	DELPHI	S17	200
CITY	HELENUS	U24	200
CITY	LACONIA	Q23	200
CITY	OLYMPIA	P21	200
CITY	THEBES	U18	200
CITY	THESSALY	S15	200
VILLAGE	BACCHUS	N20	50
VILLAGE	BOREAS	V21	50
VILLAGE	HASTBIEN	Q16	50
VILLAGE	HERMES	W20	50
VILLAGE	HESTIA	U19	50
VILLAGE	HIPPOLYTUS	Q25	50
VILLAGE	HYDA	V16	50
VILLAGE	PERSEPHONE	S22	50
VILLAGE	PHAEDRA	W24	50
VILLAGE	RHEA	V16	50
National Tax			3,000
BELT OF OCCULT			
VILLAGE	BARROW	I1	75
VILLAGE	BOWE	G1	75
VILLAGE	BRECCA	A1	75
VILLAGE	COTT	D1	75
VILLAGE	COX	K1	75
VILLAGE	DELL	L1	75
VILLAGE	DEN	D3	75
VILLAGE	DOGS	N1	75
VILLAGE	DUNES	H1	75
VILLAGE	FENS	E2	75
VILLAGE	FLATS	F1	75
VILLAGE	GARTH	P1	75
VILLAGE	GEATE	G1	75
VILLAGE	GLEN	J1	75
VILLAGE	GRAVES	G2	75
VILLAGE	HALFDENIEF	Q1	75
VILLAGE	HALGAR	E1	75
VILLAGE	HELM	A4	75
VILLAGE	HENS	D2	75
VILLAGE	HEOROT	E3	75
VILLAGE	HILDEBURGH	C3	75
VILLAGE	HNAEF	B2	75
VILLAGE	HOGTOR	K2	75
VILLAGE	HYGELAC	P2	75
VILLAGE	INGELD	Q2	75
VILLAGE	JUTE	O1	75
VILLAGE	KNAP	S1	75
VILLAGE	KNOLL	D2	75
VILLAGE	MEAD-HALLS	M1	75
VILLAGE	ONELLA	C4	75
VILLAGE	RINGS	N1	75

VILLAGE	SAGE	C2	75
VILLAGE	SCYLD	N2	75
VILLAGE	SHEILINGS	A2	75
VILLAGE	THANE	R1	75
VILLAGE	THORGAR	C1	75
VILLAGE	UNERTH	B1	75
VILLAGE	WAEL	A3	75
VILLAGE	WOAD	K1	75
VILLAGE	WOLFS	H2	75
National Tax			3,000
INDIANUS REGION			
CAPITAL	VAISTATI	0015	500
TOWN	HARAHARAPPA	PP18	100
TOWN	HASTINAPURA	0012	100
TOWN	JOPHPUR	PP4	100
TOWN	KAUSHAMBI	MM15	100
TOWN	MOHENJO-DARO	0020	100
TOWN	SAKA	FF2	100
VILLAGE	ADILABAD	MM11	40
VILLAGE	AKASH	QQ14	40
VILLAGE	ANARKALI	LL15	40
VILLAGE	BELLII	PP18	40
VILLAGE	BEREFT	II1	50
VILLAGE	BHAJI	006	40
VILLAGE	BHALL	NN9	40
VILLAGE	BHIR	005	40
VILLAGE	BIKAHNER	QQ12	40
VILLAGE	BIKASH	0016	40
VILLAGE	CHIPATI	002	40
VILLAGE	CORACLE	BB2	50
VILLAGE	DECAPITOV	KK1	50
VILLAGE	DEHRA-DUN	NN4	40
VILLAGE	DEWAS	PP9	40
VILLAGE	DILLDONEIA	MM17	40
VILLAGE	DIPALI	KK17	40
VILLAGE	FARIDKOT	KK13	40
VILLAGE	FLEECE	FF2	50
VILLAGE	FLOTILLA	CC2	50
VILLAGE	GIDA	0012	40
VILLAGE	GLUTONISH	CC2	50
VILLAGE	GULAB	NN14	40
VILLAGE	HICK	QQ3	40
VILLAGE	HISSAR	LL14	40
VILLAGE	HOSHANGABAD	LL8	40
VILLAGE	HUP	QQ3	40
VILLAGE	JOMUMA	PP19	40
VILLAGE	KASHMIR	0018	40
VILLAGE	KISMET	PP15	40
VILLAGE	KYBER	JJ15	40
VILLAGE	MAHAL	QQ18	40
VILLAGE	MANZIL	NN14	40
VILLAGE	MEEROT	MM6	40
VILLAGE	MOTI	QQ18	40
VILLAGE	MUZAFFAMONGOR	LL12	40
VILLAGE	NANN	LL5	40
VILLAGE	NHOB	NN9	40
VILLAGE	PAHH	NN18	40
VILLAGE	PARATI	MM19	40
VILLAGE	PATI	QQ1	40

VILLAGE	PILLAU	QQ24	40
VILLAGE	PLASSEY	PP14	40
VILLAGE	PUSHI	QQ7	40
VILLAGE	RACKENRUIN	NN1	50
VILLAGE	RAIPUR	QQ9	40
VILLAGE	RAJ	OO22	40
VILLAGE	RUMATUMN	MM22	40
VILLAGE	RUSSONOVITCHSKI	DD1	50
VILLAGE	SAHANAH	QQ21	40
VILLAGE	SAHARAPUR	OO4	40
VILLAGE	SAIGOR	QQ4	40
VILLAGE	SHARHEEN	NN20	40
VILLAGE	SHISH	OO22	40
VILLAGE	SIKAR	PP2	40
VILLAGE	SIRSA	LL6	40
VILLAGE	SROHTAAM	MM10	40
VILLAGE	ZIHP	PP11	40
National Tax			3,500

PARBEERION DOMINION			
CAPITAL	GOULAYS	AA3	500
CITY	REDSALAMI	U5	200
CITY	TARNISH	U2	200
CITY	TOBOLSK	Y8	200
TOWN	OMENSK	V1	100
TOWN	SEMENOVICH	V7	100
TOWN	TOILESH	R4	100
TOWN	ZOYA	Y10	100
VILLAGE	ABADNA	U8	50
VILLAGE	BALKHASH	T2	50
VILLAGE	BARGUZIN	W8	50
VILLAGE	BOOZINARD	U6	50
VILLAGE	BRIDANTINE	CC9	50
VILLAGE	CAPOLINA	BB7	50
VILLAGE	LETOFF	R3	50
VILLAGE	LUPIN	Y6	50
VILLAGE	MITA	Y5	50
VILLAGE	ODDZON	T2	50
VILLAGE	PANTSOFF	Y1	50
VILLAGE	PAVEL	Z5	50
VILLAGE	POUCUP	U4	50
VILLAGE	SITON	Y5	50
VILLAGE	STINKA	R3	50
VILLAGE	THICKISH	X9	50
VILLAGE	TIKELER	X5	50
VILLAGE	VOLVICH	S2	50
VILLAGE	YEFREM	X8	50
National Tax			2,450

SELEUCIDITE KINGDOM			
CAPITAL	IMPERVIOUS	GG8	500
CITY	BACTERIA	GG11	200
CITY	LITERATII	CC11	200
CITY	TERTIS	HH4	200
TOWN	ALUMNI	AA10	100
TOWN	BLACHARNAE	DD9	100
TOWN	CALUNDAE	II8	100
TOWN	IFORANAE	HH6	100
TOWN	LACHRYMOSA	KK5	100
TOWN	MAGNESIA	FF9	100

TOWN	NUBILIA	FF12	100
TOWN	SOUSA	FF6	100
TOWN	SPIRTA	EE4	100
TOWN	TROILUS	II10	100
VILLAGE	ALPHA-CENTAURI	KK3	50
VILLAGE	BITHNIA	BB13	50
VILLAGE	CALCIA	GG9	50
VILLAGE	CICCINAGROINAE	DD12	50
VILLAGE	CRESSIDA	JJ9	50
VILLAGE	DIPHTHERIA	HH11	50
VILLAGE	GRASTARTISSANDRONICUSSIDIA	MM23	50
VILLAGE	IMPECUNIOUS	II2	50
VILLAGE	OI	JJ6	50
VILLAGE	POLLOI	II7	50
VILLAGE	PUBILIA	GG13	50
VILLAGE	RUMTITUM	FF5	50
VILLAGE	SCUBIDUBI	FF5	50
VILLAGE	SCUBINAEOS	CC9	50
VILLAGE	TARANTULA	EE11	50
VILLAGE	TARDIS	HH3	50
VILLAGE	TEDIOUS	II5	50
VILLAGE	VEGA	DD4	50
VILLAGE	VIRTUOSI	II13	50
National Tax			3,050
SERPIAN EMPIRE			
CITY	ANTOICH	II21	200
CITY	BABYLON	HH16	200
CITY	LYDIA	EE20	200
CITY	SERPIA CITY	CC16	500
CITY	TROY	Y15	200
TOWN	CAPPADOCIA	DD18	100
TOWN	HATRA	JJ24	100
TOWN	HYRCANIA	JJ18	100
TOWN	IONIA	DD22	100
TOWN	PAPHLAGONIA	FF15	100
TOWN	PERGAMUM	W14	100
TOWN	PHRYGIA	Z16	100
TOWN	TARSUS	GG22	100
VILLAGE	ALEPPO	HH22	50
VILLAGE	BESSOS	DD16	50
VILLAGE	EKBATANA	BB16	50
VILLAGE	ERECH	LL24	50
VILLAGE	HALICARNASSUS	X13	50
VILLAGE	HAMADAD	Y13	50
VILLAGE	HARRAN	DD20	50
VILLAGE	IBERIA	DD14	50
VILLAGE	IPSUS	X17	50
VILLAGE	LYCIA	DD16	50
VILLAGE	MEDIA	BBA5	50
VILLAGE	MILETUS	Y19	50
VILLAGE	NICAEA	II24	50
VILLAGE	PURA	DD15	50
VILLAGE	SINOPE	BB19	50
VILLAGE	TAXILLA	BB19	50
VILLAGE	ZADRAKATA	DD18	50
National Tax			2,950
THE DARK EMPIRE			
CAPITAL	ALEXANDRIA	Q13	500

CAPITAL	MARS	E14	500
CITY	BUCEPHALUS	S10	200
CITY	CLEOPATRA	P9	200
CITY	CLITUS	V13	200
CITY	ILIAD	R12	200
CITY	OLYMPIAS	Q10	200
CITY	PELLA	U13	200
CITY	PHILIPPIA	O14	200
TOWN	ANTIPATER	T8	100
TOWN	ARIDAEUS	S13	100
TOWN	BIGCHESTER	I9	100
TOWN	CHARDIUM	E11	100
TOWN	CIRCUMCIZIA	O5	100
TOWN	DALI	F20	100
TOWN	DEMONSTHENES	T9	100
TOWN	FINANCIUM-TIMUS	N4	100
TOWN	FLORENTI	F6	100
TOWN	HEPHAESTION	N10	100
TOWN	INCHESTER	D8	100
TOWN	JUVENSUS	C5	100
TOWN	KEYSIUS	A17	100
TOWN	MINANO	J3	100
TOWN	NAPOLI	F17	100
TOWN	OESTON	C7	100
TOWN	PAUSANIAS	T12	100
TOWN	PLUTARCH	N9	100
TOWN	POMPEII	F13	100
TOWN	PRONTO-PRINTII	L6	100
TOWN	RIA	V12	100
TOWN	SILVERNIUM	J3	100
TOWN	TRUSS-TUS	G11	100
TOWN	VENICIUM	J5	100
TOWN	VESUVIA	H14	100
TOWN	VISIONAVA	H18	100
TOWN	ZOG	E22	100
VILLAGE	ANDREX	T10	50
VILLAGE	ANEXRA	N14	50
VILLAGE	ANRIAD	O12	50
VILLAGE	BLEWOFF	P6	50
VILLAGE	COASTUS	M7	50
VILLAGE	DRANEXA	P8	50
VILLAGE	DUPAYS	F14	50
VILLAGE	EXANDRA	M8	50
VILLAGE	EXENAD	M9	50
VILLAGE	HIRUS	F18	50
VILLAGE	LEANDA	M9	50
VILLAGE	LEXIDAN	N13	50
VILLAGE	MILINUS	G4	50
VILLAGE	PASTA	D8	50
VILLAGE	PITTSUS	D7	50
VILLAGE	SEATUS	K16	50
VILLAGE	TABLUS	E24	50
VILLAGE	VERDI	J13	50
VILLAGE	VILLANOVIA	G7	50
National Tax			6,050

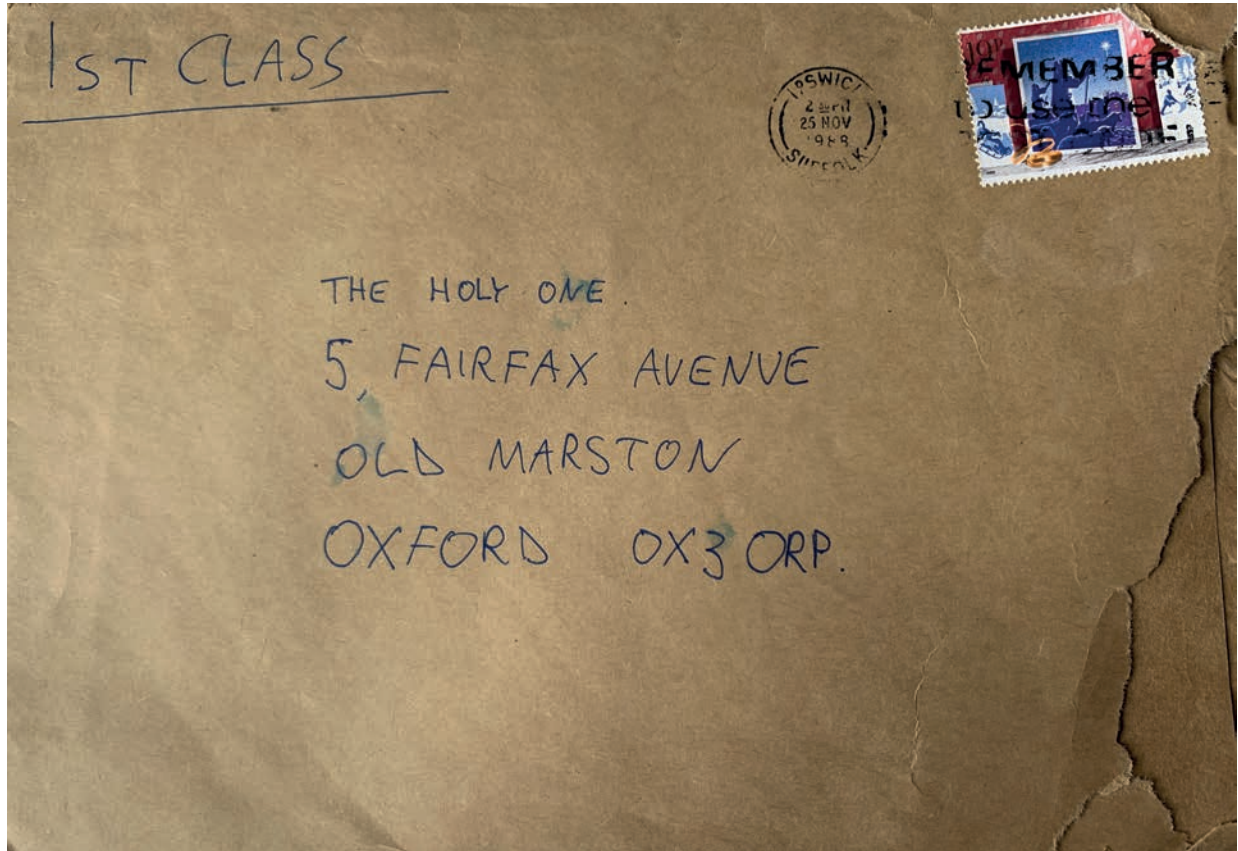
Total Tax in Methuselah

24,000
=====

Orders

Orders for each army from each of the seven players were sent by post (no email in those days) to the co-ordinator, who would then impartially evaluate outcomes each week. He would therefore know everything and was soon jokingly referred to as 'God' on regular weekly correspondence! The following letter was an amusing variant, addressed to:

'THE HOLY ONE, 5 FAIRFAX AVENUE, OXFORD'.



Orders were originally requested on index cards, but this just didn't suit most rulers.

The Serpians and Seleucidites regularly submitted long careful epistles in small ultra-neat writing, often covering several A4 sides. Other rulers dashed off some virtually illegible utterances on scrap paper.

Here is a very small selection of some of the orders sent in.

This sample order card is from the always traditional Athenian League, run by Geoff Reeves from Luton. His chosen general names were meticulously researched and based on historical reality.

Athenian League

FORCE D
To move with all speed to P17

FORCE E
To move by sea to P17 ALL SPEED

THESSALY will start training of new
units with in two weeks the following

PELTASTS 20
24 HOPLITES

The GERAN will be 1:100 stimulus He
will be en route to 515

FORCE F, O will go to position 515

The Belt of Occult, run by Andy, a teacher, often uses red pen as if homework was being marked.

Belt of Occult.

P. Hold + scout

Q. Flats via Hens (en route to the East)

X Hold + scout

KNO Rings via Mead halls (en route to East)

All others (!) hold + scout.

ORDERS FOR MACEDON WK III NOV 968

RESUMÉ OF WHAT SHOULD HAVE
HAPPENED TO FORCE C.

ZEUS THE MACEDONIAN
ALEXANDRIAN HYPASPISTS
MACEDONIAN HYPASPIST RECRUITS
HOLD AT CLITUS.

FORCE H.

NEW GENERAL PARMENIUM + 1 LC JLS IRREG B
55pts.

MACEDONIAN CAVALRY
MACEDONIAN PHALANX,
CONTINUE TO THESSALY.

FORCE B.

RETURN TO CLEOPATRA AFTER RAID

Dispositions for Sarpian Troops. I + II Dec 968.

Force A (Taxilla + Sinope.)

Rebuild Taxilla + Sinope.
Once completed, March N. to Sarpia City

Force P. (Magnesia)

March E to take Calcia,
then west to Blacharane.
Give Molestious' survivors Sarpian
citizenship, and hand them over to Kerim.

Force K (Bacteria)
(Kerim)

Hand the infantry over to
Akba. March north to
meet up with Force P at wherever.
Relieve Xerxes of the command of
the Parthian LC. Do this
by night. Take no chances.
Return to Bacteria.
Take the skythian scouts with us.

Force C (Bacteria)
Sulaman.

Hand the infantry over to
Akba. March north with Kerim
and join up with Xerxes.

Force F (Bacteria)

Continue to build fortifications.
Take no chances.
Once the LC return, probe north east
to locate position of the Selencids.
If the option is safe,
March to take Troilus: but: be very
wary. Let Kerim scout forward with the
LC.

Force Z (Imperians)

No orders: but: ask \neq why
Eric has not moved Modus —
why is he not being used?

Force G (Ayatollah)

March on Sarpia City. (for Christmas)

An exciting development early on was the secret installation of a Pirate class, financed by the Dark Empire to run riot against the coasts of Macedon, the Athenian League and the Serpian Empire. Under the colourful name of Bourbera of Seville, Carolyn Lee ruled the waves illicitly:

Winter 968 The Pirates

Reforming & recruiting as follows: -

Force C (E22) General Manuel Galtifairi
General + 5 Irreg A mc JLS sh 90
Galtifairi's Celtiberians 18 Ir B LMI, HTW, sh 97
" " 18 Ir B LMI, HTW, sh 97
Ship "The Santa Catalina" 42 Figure capacity 42
TOTAL 326

Force B (V16) General Deqo Dementez
General + 5 Irreg A mc, JVLs, sh 90
Ship "The Santa Barbara" 6 Fig capacity 6
Total 96

PARBEERIAN ORDERS - WEEK II. MARCH 967 B.C.

FORCE C : GOULAYS (AA3)

Give Dire Squirts Skythians 24 LC (121 beans) to Force R.
The remainder i.e. Dai O' Rea with Rattle (56 beans) to go to Jodhpur (PP4)

FORCE R: GOULAYS (AA3)

Buater Blood-Vessel (76 Beans) - take over Dire Squirts Skythians.

FORCE D: CAPITOLINA (BB7)

If Scarpians are likely to attack ^{here}, then there are two options:-
i) - If they look of a large number and likely to wipe out force D then withdraw from Capitolina towards the local hills and AVOID CONTACT! Wait for Parbeesian reinforcements.
ii) - If they look as if they can be beaten then fight them.

FORCE S : BEREFT (II1)

Go back to Capitolina as fast as possible!

FORCE A: JODHPUR (PP4)

Go to Pati QQR and take it, then back to Goulays.
When at Goulays join up with Force R - Buater Bloodvessel, who remain there - this then forms a fighting unit.

FORCE X : TOLLESH R4

This force should have been recruited at TARMISH (V2) however, send it to Red Salami now instead (V5)

FORCE E: T4

Join force X at Redsalami.

FORCE F: (New force) - Recruit another fast force, GUC: RECTUS MELODIOS at Fleece FF2 with 2 LC i.e. 56 beans. Head for Hostingsura (0012)

FOR INCONTINENT

(MASA)
The Methuseban Advertising Standards Authority are prosecuting the Empire for the placing of last weeks advertisement for a Scarpian Admiral in the Aegean. MASA find the contents of the

Indians week III July 1968

Force C, E, F - Carry on towards Goulays

Force A - Proceed cautiously to Faridkot + report
he must take the guise of a Serbian ~~traitor~~
deserter - if caught he must find his own
excuses for 'deserting'

Force A, D, S - Attack the Serbians at
Fyber.

Force B - Head for Paldonera - find out
more about the Serbian attack - if a
message can be sent to Mohenjo Daro - say
that the town will have the highest honour
of Indians bestowed upon it for such noble
fighting - Help will soon be on its way - hold on.

VISANCRYME PROTECTORATE - III/12/968 ORDERS

(A) Troop Movements/Restructure (cont.)

FORCE	Now (List 41)		Next Year (List 91)	
(A)	16 Slingers LI/S Irr.D	41	16 LI (1/2 SS/1/2 B), Sh Reg.C	74
	1 Scythed Chariot Irr.A	24	→ The Same	24
		572		571
(G)	CATCHUS CLAPPID + 2HC/L	70	BASIL BOLLUKARII + 2EHC...	80
	12 Thorbato: LHI/JLS/LTS/sh Reg.C	94	12 Psiloi LMI/B/sh Reg.C	58
	24 Peltasts LMI+... Reg.C	130	24 Skutatoi (see above) Reg.C	148
	18 Cappadocians LMI/JLS/sh Irr.C	79	→ The Same	79
	24 Peltasts LMI+... Reg.D	130	24 Skutatoi (as above)	148
	24 Arabs LI/B Irr.D	49	12 LI/B/sh Reg.C	58
		552		571
(H)	TUNA PAIUS + 1LC/B	54	WAVAR TESTES + 1LC/B/sh	58
	8 LC/B Irr.C	57	8 LC/B/sh Reg.C	74
		111		132
(M)	MODUS OPERANDI	50	→ Carry on the good work!	50
(F)	BRIAN BORING + LI	0	→ The Same	0
	18 Cappadocians LMI+ Irr.C	79	→ The Same	79
		79		79
GRAND TOTAL		1,602		1,635

2 I would also like to recruit some more forces at Impervious as follows:

ALCAPONII (New Leader) + 2EHC L/B/sh Reg.A	32	(free C-IN-C)
6 EHC/6HC L/B/sh Reg.B	178	
3 EHC/3HC L/B/sh Reg.B	94	
TOTAL	304	

3 And now for some mercenaries! Offers as follows...

- 18 Assyrian EHC : I offer an annual salary of 220 Quints, with a 10 Quint bonus for each unit they rout!
- 12 LMI Swardmen (definitely Bloodst!) : Offer 75 Quints per annum.

If successful, they should arrive at Impervious please.

Rob Fletcher, running the Serpian Empire, was head of the Politics department and St. Edward's School in Oxford, and was naughty enough to use headed notepaper!

ST. EDWARD'S SCHOOL
OXFORD OX2 7NN

To God.

- a) ^{ACTIVE} RECRUIT ~~some~~ some LIGHT CAVALRY at BITHYNIA + PAPHLAGONIA.
(I'm not sure how much I can spend) There needs to be much (Scouting purposes)
- b) You also not sure of travel conditions in January. Move if possible
FORCES A, B and C. Forces A and E should write.
- c) Begin fleet building at BITHYNIA please.

Here, the imaginative Ayatollah is re-creating a table top version of a deadly foe indeed: Fulham FC supporters' club army lists!

ST. EDWARD'S SCHOOL
OXFORD
OX2 7NN

Fulham FC Supporters' Club — Army List #957-#989

C in C "Irreg A" as 1 LMI with SA and 2HCW ~~SA~~ @ 100 points.

'Shed' Guard "Irregular" B" LMI, 2HCW (Stanley knife) @ 3 pts.

East End Terrace Skirmishers "Irreg C" LMI armed with sections of fencing,

Andy Mummery was a Colonel of the Essex Regiment, in the 'Sealed Knot': the official English Civil War re-enactment Society, and would occasionally use their letter heading.

These particular orders also included an impromptu painting, modestly dashed off at the bottom of the sheet:



Great Beltic Victories No. 1: The Night March to Milinus



The Sealed Knot



The Society Of Cavaliers And Roundheads
(A Company Limited by Guarantee)

Dear Mark,

Sorry about the lost dispatches - This therefore is

"Invasion of the Body troopers II"

Phase I Forces J + R to unite at Wölfs then move carefully south scouting and avoiding or capturing enemy patrols going x country if necessary and using night marches forest paths etc. to approach Milenias.

A group of disguised soldiers to enter with the market traders (like in all the Robin Hood films) when the gates open.

These main force then to rush the gates and take the town.
L. Cavalry to surround town and prevent any fugitives carrying news away.

Force K → Graves

Force N → Dell

Force O → Mygelae.



(Great Bellai Victoria I. : the night march to Milenias)

V.A.T. No. 275 5592 23 Regd. Charity No. 263004 Company Regd. No. England 1014700
Registered Office: 65 Westhall Road, Warringham, Surrey. CR3 9YE


Alex Coaker, the Parbeerian ruler, always ahead of his time, rather stylishly always completed his communications with his famous if somewhat unpleasant corporate logo:

God,

Week 3 March 967BC

I am sending orders + letters separate from the crossword just to make sure you get them on time. Crossword to hopefully arrive for week 3 March also.

Please inform ~~us~~ the rest of the country about the Sempion aggression against Parbeeria, but that we will crush them unless they withdraw immediately.

van F. 

Sometimes a set of orders would include something unusual: in this case, a proposed written treaty between Fartenblaster and Sophia:

An Agreement between Farten Blaster and Sophia.

Made during Week iv of August, 969bc.

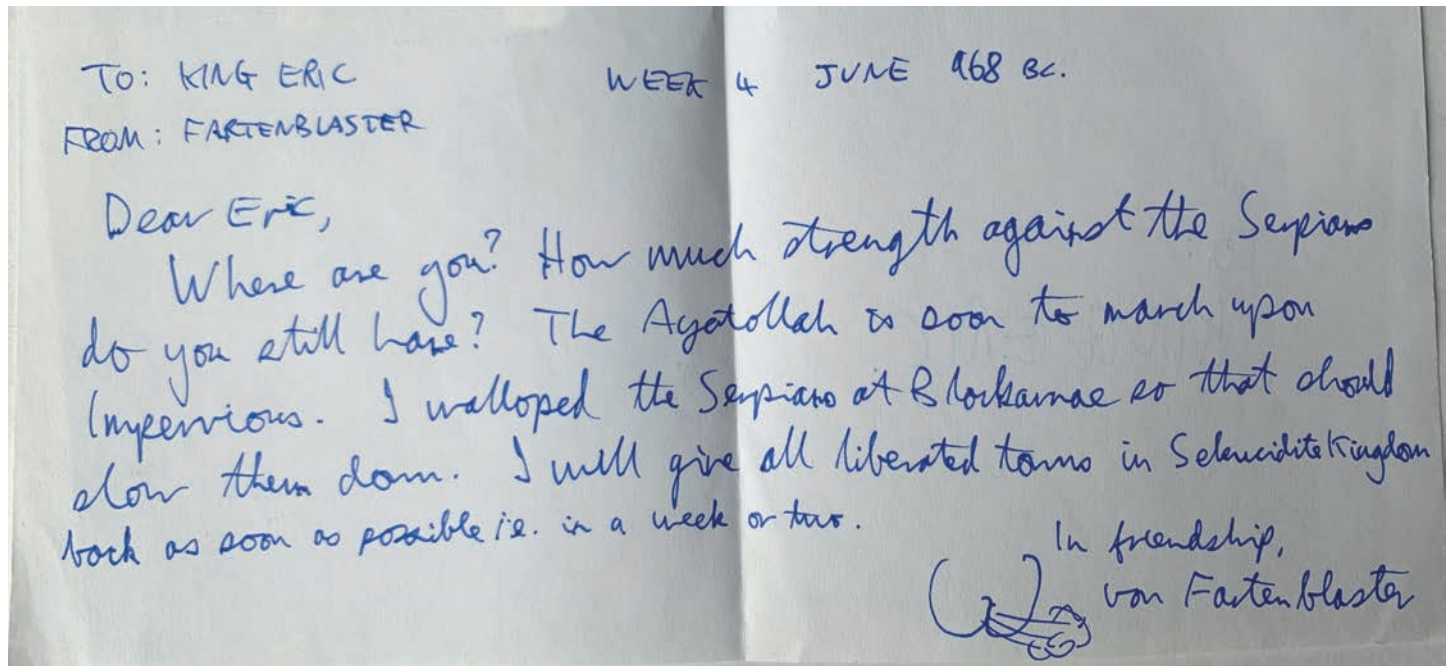
- 1) The Siege of Goolays ends without blood.
- 2) The Captured Skythian Light Cavalry are returned to Stinka Bossa's command, (Although they are shaken for a month).
- 3) Parbeeria and Indianus join together verses the Dark Empire.
- 4) To cover inconvenience caused by lack of cooperation, the Dominion relinquish the following settlements to the administration of the Indianus Region until further notice.

Pavel
Brigantine
Capitolina
Tobolsk
Yefrem
Zoya
Thickish

- 5) A new border is drawn from Goolays to W8/X8 to reflect the new administration of Settlements. Free passage is given to supply wagons and the like through Goolays for the use of any Indianus forces in the new sector.

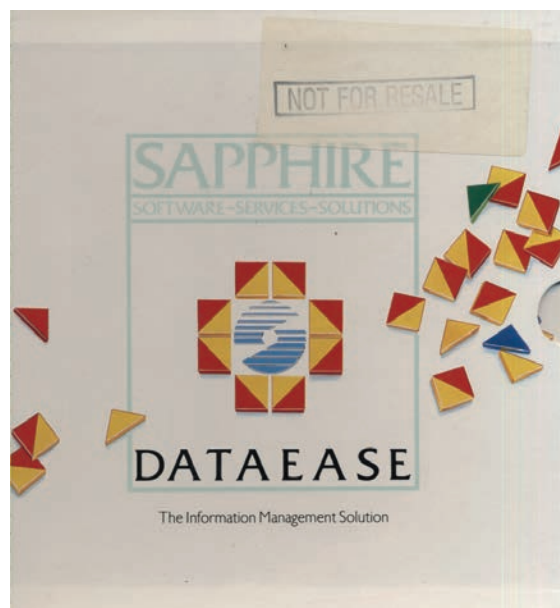
Signed

Orders would include movement directives, letters to other rulers, recruitment of fresh troops if finances allow, reconnaissance initiatives and anything else a player's imagination could muster.



Situation Reports

Every weekend, players' orders would be processed and evaluated by God, and situation reports produced and sent back out on the Monday morning post. The software used was the DOS based relational database management system *Dataease*, as used by larger corporations like National Westminster Bank, Esso Research etc. This was all pre-Windows era: a black screen with amber text - that's IT. All this database query language experience was invaluable to running the music publishing company Spartan Press a short time later.



Each rulers' weekly 'sit-rep' would include one or more database reports, printed out on either the old tractor fed dot matrix printer (whose ink has unfortunately faded over 30+ years) or the reliable (if very noisy) Brother Daisy Wheel printer. Battle reports, intelligence information, troop dispositions, account statements and settlement administration lists all appeared.

Battle Report.

Week IV, August, 969bc.

Empire ambushed at Wolfs.

Battle cards are enclosed to show you your own and enemies strengths. The Empire were marching in columns with three Cohorts and wagons with stragglers, wounded etc on the road to Wolfs from Glen. The two Empire "Forces" were both tired, as they were out of supply. The Heavy Cavalry were out scouting the low hills and knolls ahead. The Auxiliary Infantry became more tired by scouting out the woods to both flanks.

At the very moment the Heavy Cavalry were at some distance from the main column, and the marching cohorts were strung out through a defile in the woods, with the Auxiliaries deep within one of the copses, THOR THE BRAINGLESS sprang out with his body-guard of chariots, surprising the CINC - Glutinous Maximus, who became shaken, along with his leading Cohort.

As the troops turned to meet the awesome sight, the Warband of Hogtor ran from the woods on the other side of the track, while some Druids, secreted opposite, on the given signal, started wildly screaming and sacrificing virgins.

In the ensuing scramble, Maximus broke and fled, as did the leading Cohort, pursued by Thor and his brave charioteers. The Warband did not do so well, being caught in the flank by Maximus's Cohort III, and failing to turn to meet the threat for three successive bounds, was eventually routed, pursued, and destroyed.

The anonymous FORCE K GENERAL captures Wolfs, with a very tired, but thankfully now "IN SUPPLY" force.

Thor and the Druids withdraws to the woods.

The disgraced Glutinous Maximus (Governor of the Belt) flees to Milano, followed by his surviving Cohort, and a demoralized unit of Heavy Cavalry.

SITUATION REPORT III/4/969

DARK EMPIRE

CURRENT FORCES ENCLOSED

MOVEMENT ON WATER - See page 5 of rules re:Navy.

Should this be required only to scout, use several vessels of about 24 cubit size, which are large enough to support a cohort in each. Since all ships move at the same speed regardless of size, small ships are no good as they cannot escape quickly to report on enemy movement, whereas a few units of MARINES would dissuade potential invaders, be able to act as an expeditionary force with permanent maritime back-up, AND act as scouts.

Mad King Eric uses fishing vessels to scout for him. eg in the Caspian Sea last week. These cost him very little, but are very inefficient. Nautilus Frigati was sent out, contact was lost, and in the next sitrep, he was found to have been murdered, and a Parbeerion invasion was clearly underway!

Two vessels of 24cubit size each would cost 96 lira to build and would be ready one month from receipt of order.

Three forces not mentioned on sheet are;

Force E (Now Delphi and advancing on Alexandria)

24 REG B ARCADIAN HOPLITES MI LTS SH + AG

Force F (Now Delphi and advancing)

AG + 11 LC REG C JLS

FORCE G (Waiting for general to lead them from the South)

12 more Thracian mercenaries now in Thessally.

Where is your letter to Eric re marriage to ugly Sel. hag? I cannot find it.....

God.

DARK EMPIRE'S FORCES III/4/969

FORCE A1 (RALLYING) COASTUS M7

PSORIASIS SERGIUS + 11 REG B HC JLS SH
(Shaken until III/5/969)

FORCE A2 EXANDRA M8

CLUADIUS HEPITITUS + 11 REG B HC JLS SH + PA
24 REG C HI HTW SH
24 REG C HI HTW SH
24 REG C HI JLS SH
24 REG C LHI B

FORCE B ALEXANDRIA (UNDER SEIGE) Q13

MARCUS MAGNESIA (GOV. MACEDON) + 11 REG B HC JLS SH
24 REG C HI HTW SH (SHAKEN UNTIL I/5/969)
24 REG C LHI JLS SH

24 REG A AETOLIAN HOPLITES MI LTS SH INCLUDING AG
(12 LI JLS SH DESTROYED IN ASSAULT ON ALEXANDRIA)

ALLIED GEN OF THESSALLY + 2 REG A CRONIES
(12 THESSALIAN REG B HC JLS SH DESTROYED IN ASSAULT)

24 REG C DELPHI HOPLITES MI LTS SH INCLUDING AG
18 IRREG C THRACIAN PELTASTS LMI JLS 2HCW SH
12 IRREG C THRACIAN PELTASTS LMI JLS 2HCW SH

FORCE C MID-ADRIATIC EN-ROUTE FOR ANEXRA N14

S.G. + REG B CRONIES (NAMELESS)
24 REG C HI HTW SH
24 REG C HI HTW SH
24 REG C LHI JLS SH

FORCE D (RECRUITING UNTIL IV/5/969) MILANO J3

DERMATITIS + REG B CRONIES
24 REG C HI HTW SH
24 REG C HI HTW SH
12 REG C HC JLS SH
18 IRREG C LC JLS SH

SITUATION REPORT III/4/969

MACEDON

FORCE A

Have arrived at Alexandria, found no sign of life but plenty of signs of death outside. The EVIL ONES have locked themselves away and preparing for seige. Your forces have reconitered the entire area, established a blockade on movement of supplies from the south, and set up watch parties against sorties. All units are living off the land successfully, and although there is great fear of the invaders, the general feeling of the local farmers is that they would rather die than endure the presence of such an appalling atrocity as MARCUS MAGNESIA.

Condition of enemy not known. Condition of friendly troops; 2 or three fatigues on each unit. Condition is NOT yet deteriorating thanks to local support, all - be - it in muted silence.

FORCE B

Bad news for remaining Pike unit, which was pursued and over-come by enemy who are continuing to advance. Alexander is alive and running for his life from Exandra where he saw the advance of the enemy infantry, and split the joint in good time. He is sure that the enemy do not know of his being in the vicinity and unprotected. He has joined friends at Plutarch.

This force has been removed.

FORCE C

Progress has been arrested by stiff and aggressive resistance in Blewoff by local mounted sheriff and village equestrian archery society who rellished the idea of live target practise. However, these lively amateur cavalry soldiers finally saw sense and surrendered against over-whelming odds, and were imprisoned in the local Mead Hall. The local Sheriff, after a few pints, seemed not a bad old boy: middle aged, clever but not literate, generous and handsome. He agreed to appeal to higher authority and meanwhile asked for his men to be released so that they could continue with their work and not be harrassed by the military of either party.

HC will remain tired for a month and while still in supply may advance as normal.

FORCE D

Recruitment complete by end of this week all bar REG B LMI who will need one month of training without movement before ready. However, they may be regarded from the end of this week as REG C but they will not be able to upgrade once moved - rather like Herpes and his REG D Bolt Shooters.

Situation Report III/4/969

INDIANUS REGION

Force C

Now NN6 and advancing steadily.

Other forces hold.

Prisoner agrees with treatment. Her health improves.
How are you to blackmail her? You provide the raw material and
I will get her to do the talking.

The Calcia Spy School (GG9)

Ian McCubbin's *Mad King Eric Seleucid* was far from mad. Early in 989 he developed a highly sophisticated and properly financed School of Espionage. Graduates were sent all over the continent and relayed back all sorts of information. One such student was 'Dick Devious' who famously spent months on a long term mission to assassinate the Dark Emperor *Herpes*. He came surprisingly close to success, but was unlucky in the last few minutes of the operation and was captured and unceremoniously executed there and then by Herp.

This elaborate ring of spies called for routine special 'Intelligence Reports', all cloaked in the strictest secrecy. See below:

ERIC SELEUCID: ADMIN AND INTELLIGENCE.

LITERARI PROJECT.

The fifteen quints will be deducted without delay° The project has revealed the following:

Lachrymosa is a volatile town at the moment. Bludhism is still very new, but gaining ground rapidly. The difficulty with utilizing religious fervor is that there is more than a degree of unpredictability about it.

The native skills of the people who live to the south of the Caspian include chariot racing. The military version of this, of course, has already been harnessed and is known through-out Methuselah, as "Mad Eric's Magic Machines". The Famous Seleucidite Scythed chariots however, have yet to prove themselves in battle.

It was discovered that the underlying reasons for this growing interest in Bludhism stem mostly from a lack of worldly comfort:- With the desert lands to the north casting a spell of Impecuniosity, Religion provides an escapism which is equalled only by the rewarding experience of umpiring an Ancient Wargames Campaign.

To get to the point, at this early stage of Bludhism, I am prepared to offer the following units should you wish to take advantage:

24 Arabs	half Irreg A, Half Irreg D.	LI	JLS	25
36 Peasants	" " " , Half Irreg E.	LMI	IPW	35
24 Skythians	Irreg A,	LC	BOW	50

These rates are a very special offer. However, in order to take advantage of them, certain provisos are in order they must be recruited in Lachrymosa, and at the end of recruiting, (Only Two Weeks) a test will be made to determine how they feel. Current academic research indicates that a chance of 75% exists that the new forces will act as requested. There is a 10% chance of them rejecting Military service altogether, and continuing to pray, wail, sit on beds of nails etc. There remains a 15% grey area, in which God only knows what they will do.

There is only one dice throw taken: on the day of completion of their training. The result remains until they are destroyed in battle°

Report from the Dark Empire.

The Invasion of The Delt is known to have been going well for the Empire of late, despite the Weston Postal Strike, halting most

Forces for a week(°) Weather has been bad (as usual) in the Belt, and the burning of Villages, and the accompanying rapes has been able to continue fairly well un-detected, despite a task force of Warbands detached to try to find the invading forces° However, the weather is now hot, and visibility is back to being good. It is known that the Empire's force in Unerth is now being shadowed by the Belt's LCh's.

There is evidence of two navies currently recruited, and operating in the Mediterranean/Aegean area. The Gales of two weeks ago have caused communications to cease though.....????

Report from Indianus.

Very little to report that Sophia has not intimated to you in person while at Babylon. Her fleets to Macedon were undamaged in the storms. It is rumoured that she will attack Athenia first.

News from Naff.

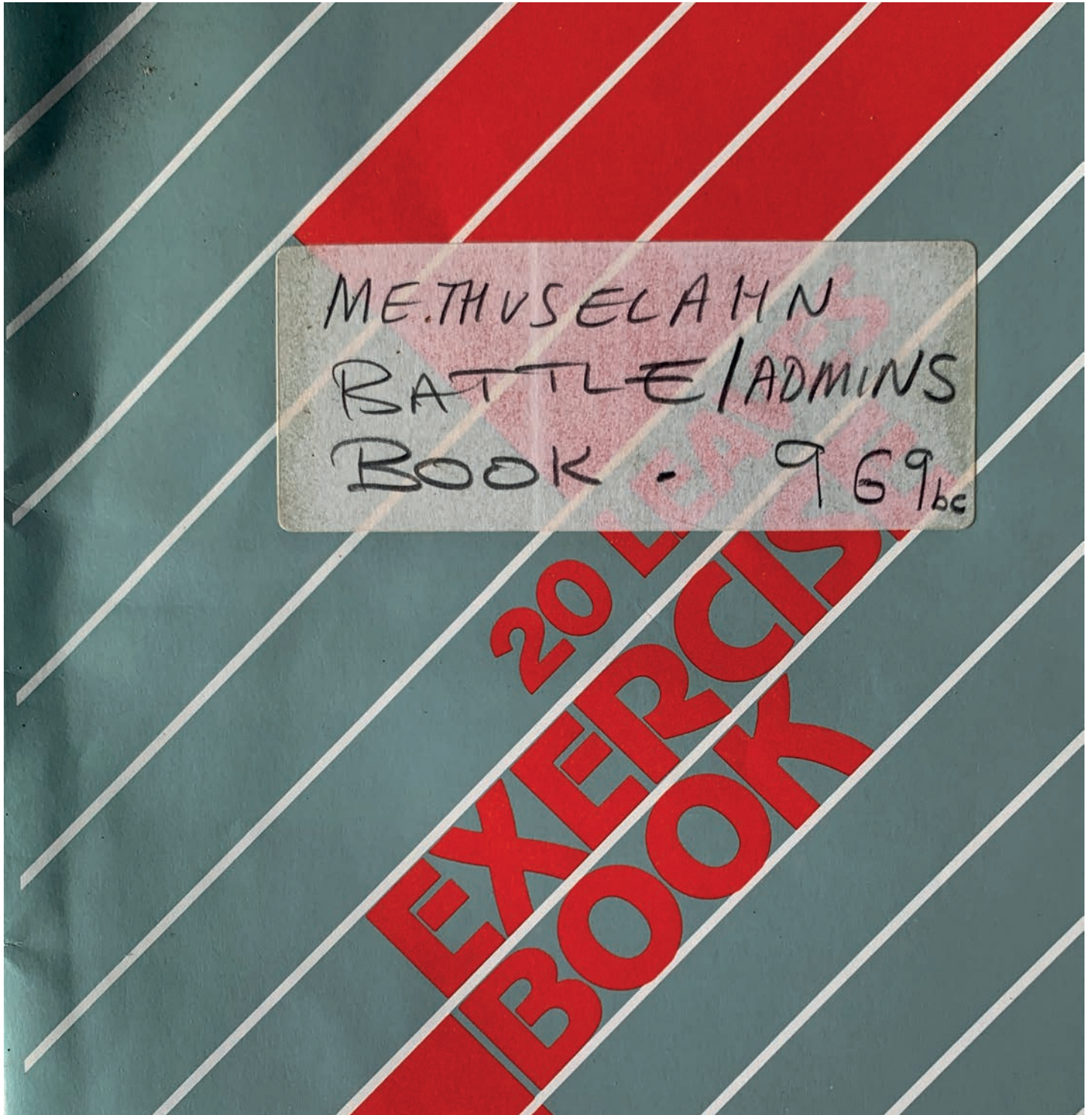
This man has run into some rather bad luck. The message got through, the plan was set in motion, and then things got rather out of hand. There must have been suspicion before the deed. Also, the message was read by the Parbeerian Secret Police before it arrived on the Indianus Desk. The Indianus troops WERE let in, but then had the gates shut behind them, and were systematically destroyed. Losses include Elephants and Infantry°

Naff has not been heard from since. (See Incontinent - God).

=====

God's Battle Book

The original point of Methuselah was to create some interesting wargame scenarios for our regular Tuesday night wargames. The battles were recorded in an exercise book, kept in the wargames room at No. 5, Fairfax Avenue, Oxford.



I/3/969 Exandria (M9) BATTLE 1.

DARK EMPIRE v MACEDON.

Dark Empire Invades Exandria (M9):
Psoristas Sargius routed by Macedonian Hypaspists.
Auxiliary Bowmen become shaken and
whole command becomes demoralized! The
other command under Hepititts decides
to retire in good order. Macedon did not
follow up.

II/4/969 Alexandria (Q14) BATTLE 2

DARK EMPIRE defeat Macedon City Militia.
City Militia defend southern City
Gates bravely but unsuccessfully. Empire
lose Thessalian HC and 12 mercenary LI,
and one cohort shaken, but capture
Capital!

II/4/969 Coastus (M8) BATTLE 3

EMPIRE v MACEDON Encounter battle.
Both armies meet on the March.
Macedonian Army wiped out after encounter
battle just south of Coastus.

Battle 3 (continued.)

Empire Cavalry is smashed, but Infantry are able to advance on Exandra after new command structure built. Sergius retires with bodygd. to Coastus.

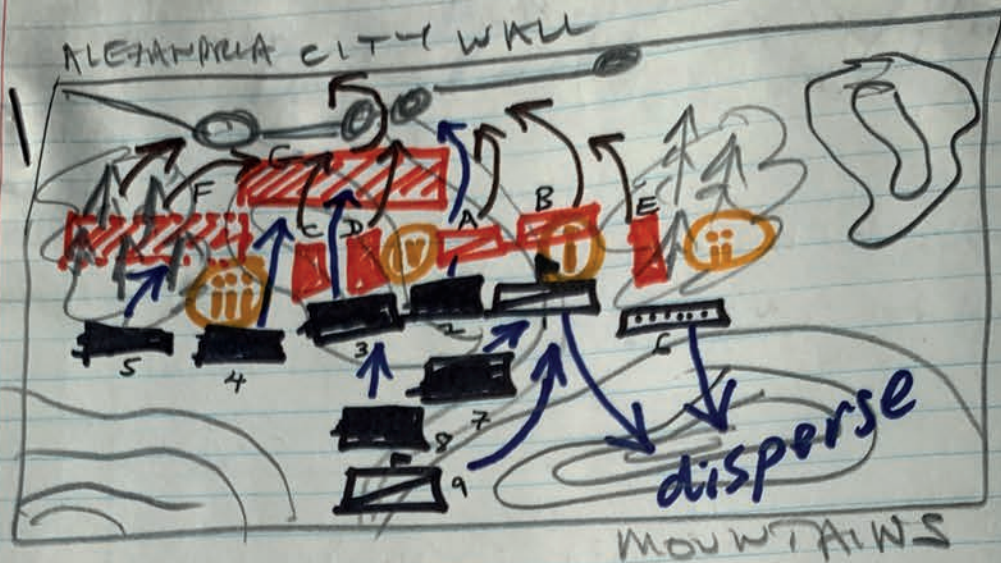
II/4/969 Calcia (GG9) Battle 4

PARBEERIANS Massacre SELEUCIDITE Village MILITIA. Arab archer militia, outnumbered 26 to 1 are eventually massacred after deciding to fight it out. No losses to Parbeerrion Invasion force. CSE not detected, and evacuated to Impernors.

IV/4/969 Magnesia (FF9) Battle 5.

PARBEERIANS SMASHED by SELEUCIDITE ARMY. Complete fiasco for Invading Parbeerrions! Seleucidite Elephants upset LC. who eventually rout, upsetting other LC and SHC, who also rout. Only remaining SHC unit charges phalanx but routs on impact. Whole army taken prisoner, (to Impernors). 80% boats captured.

Action: top of Q 14 →



A: local Patriarch + cronies (Lance HC)
 B: local LC (lance)
 C & D: Pike Phalanxes P. Sh
 E: Hypasapists. LTS, Sh
 F & G: Rapalle: Peasants (I.P.W.)

} all "D Class" Militia
 "E class" women & children!!

- 1 Thessalian HC "B"
- 2 Aetolian MI "A" LTS, Sh } Hoplites
- 3 Delphi MI "C" " " }
- 4 } 18 } Thracia JLS, 2HCW,
- 5 } 12 } Peloponnesus Sh "C"
- 6 LI, JLS Sh "irreg C"
- 7 LHI JLS } Napoli Auxiliaries
- 8 HI HTW Sh } Vesuvia Cohort
- 9 HC } Pompeii (Marius Magnesia)

i
 ii
 iii
 iv

Thessalian HC rout Macedonian LC.
 Macedonian Hypasapists rout Greek Mercenary LI.
 Thracian Peloponnesus rout 1st Rabble, then 2nd Rabble
 Hoplites + Cohort locked in fierce battle up hill v.
 enemy phalanxes. Cohort routed but rallied.
 Delphi Hoplites become shaken, but pull themselves
 together on seeing enemy phalanx recoil!!
 Marius Magnesia pins Hypasapists in wood,
 while Auxiliaries "go get 'em".
 Final push routs & demolishes - then pursues
 and slaughters all remaining opposition. NO
 prisoners taken.

BATTLE REPORT II/4/1969 M7.

VICTORY FOR DARK EMPIRE - but losses high



A: Empire SHC & HC lock in battle all day v. Macedon Companions. SHC finally rout (exhausted). Hepititis fights on and also becomes exhausted

B: PSORIASIS charges, recoils and routs enemy LC. He then charges Companions in Rear, and they rout & disperse.

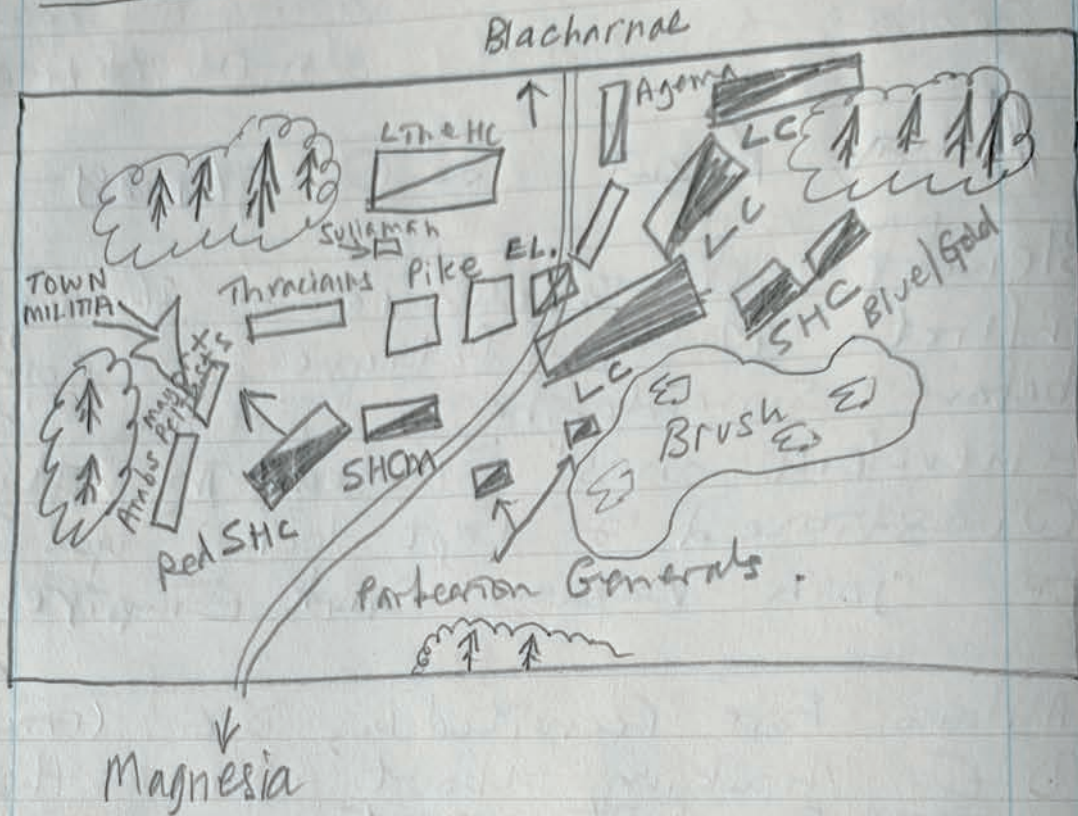
C: Pike block I becomes shaken when a CATASTROPHE hits Macedon. (Poor old Pat!) Yes - Ariadne, the CMC (and only General) is killed by a SHC man! Macedon now shaken when the other one routs on being charged by the now advancing Empire Cohorts.

D: Empire Bowmen lure enemy Pelagates over steep hill into Coastus by repeated retirement moves.

All enemy pursued and destroyed - no prisoners on your orders - but the Can too exhausted to stop a tired Pike Phalanx (shaken) from dispersing back to Exandra.

Losses SHC lost. Both HC units "exhausted" Sergeis actually on 13 FPS & Hepititis 15 FPS. Bolt shooters did buggier all. Cohorts & Bow unit fine after 6 hours sleep. Where now?

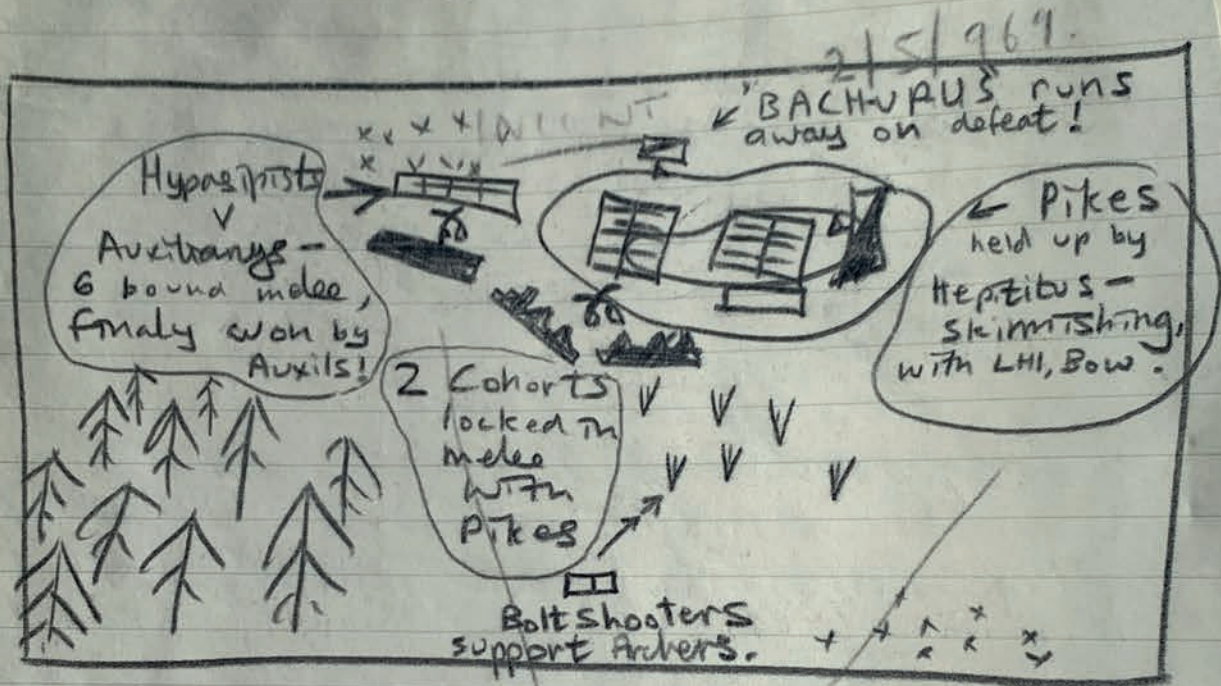
(1.2.2012) The general AG on Alex's side
PARBEERION INVASION SUCCESS! (DD9)



Elephants in centre did not upset Parbeesion LC who shot them up v. badly! Blacharnae City Militia appeared from the woods and were routed (including the Mayor) by Red SHC. At 12-30 am (!) the Seleucidite commanders, Sultaman (son of ERIC) and Gropus Gromiad (!) agreed to surrender on the condition that this army would be exchanged for 1st Parbeesion army locked up in Imperivous.

EMPIRE DEFEATS MACEDONIANS AT N9
PLUTARCH

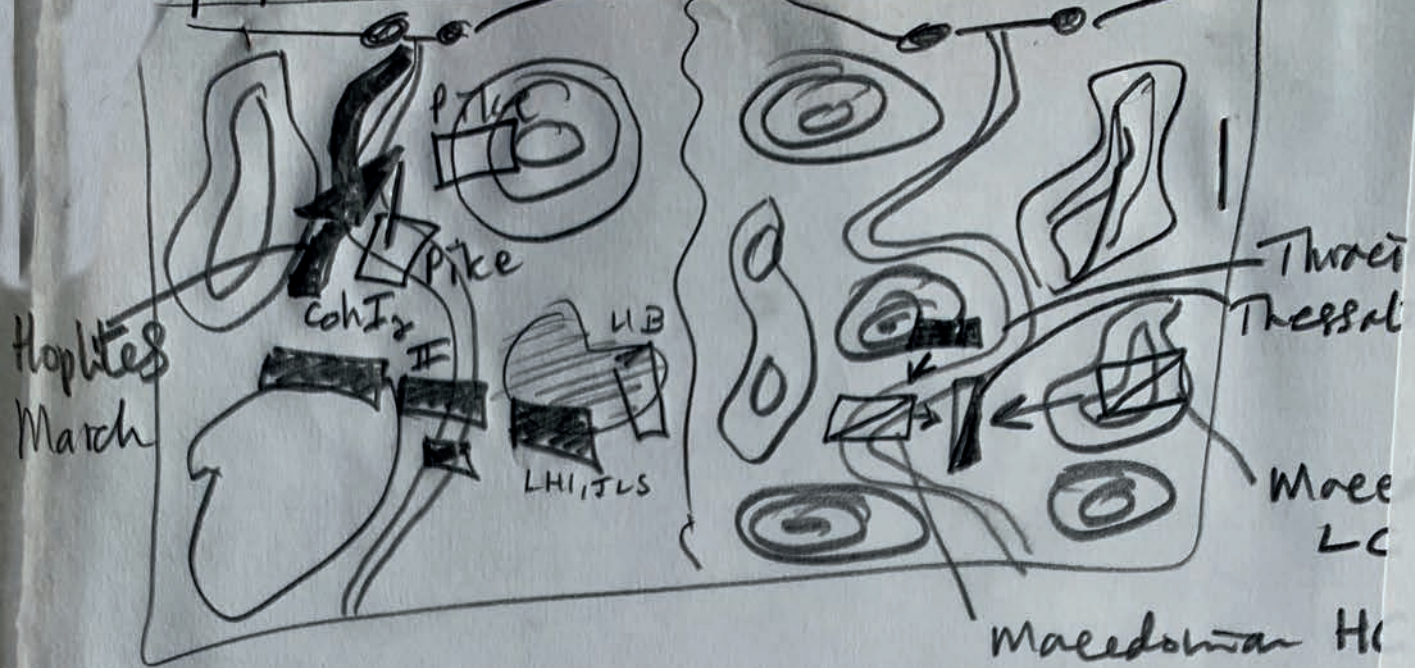
Enemy choose their sight to receive
 Empire Infantry force.



At one point, with one cohort shaken,
 it looked as though the Empire may
 be defeated, but within the space
 of half an hour (moves 7 & 8) the
 Macedonian army under BACKUP - US
 was destroyed - (No prisoners) by
 Claudius Hepitibus.

Back up us escaped, but militia
 fail to serge - Plutarch falls.
 1 / Cohort now shaken till 1/6/989.

P.13 ALEXANDRIA. Q14



P 13 enemy LI cause Aux. to shake
 Coh II shaken when Aux Root.
 Coh I fights off Pikes but Coh
 Hoplites arrive, but too late -
 Coh I, now alone, is demoralized

Q 14 Thracians rout the Macedonian
 HC! but Athenian LC, with
 general, is also routed. Thracians
 now without a General, withdraw
 to Thessaly.

The *In-Continent*

The weekly newsletter, labelled the *In-Continent* played a vital role, and generated astonishing quantities of unfettered fun and enjoyment throughout the three years of the campaign. All players, as well as God, freely contributed to this popular publication, sometimes anonymously, disseminating news items, battle reports (many of which were bogus), cartoons, a vast campaign related crossword, joke adverts, insults, oracle predictions, a blues number, various tragic poems and much more. Most copies have survived but some are hard to ready. They have been reproduced, as legibly as humanly possible, in three further volumes of *The Book of Methuselah*.

Also, two short videos, available free on YouTube, have recently been created, bringing to life the two exciting cartoon strips: Barry Lee's inimitably irreverent '*Clitorix THE CELT*'.

Episode 1: <https://www.youtube.com/watch?v=CHgDV6vKfK8>



Episode 2: <https://www.youtube.com/watch?v=n4SVtTIGyEU&t=2s>

