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BARSOOMIAN BLITZ III
or
BARBARISM

Ken St. Andre

1.0. Background and map information.

1.1. Long before the time of John Carter Barsoom enjoyed several hundred years of peace. The empires of the red men had been stabilized at a fair size and the warlike tendancies of the giant green nomads had been calmed by a program of tribute and foreign aid from the red cities that lifted them to new heights of comfort. Because of this support from the red men, the green populations had soared to double what their land could support.

Suddenly, the climate changed for the worse. Production of food diminished sharply, and the red cities found that they could no longer support the indolent green hordes. At the time which this game begins, the red men had mostly broken off their alliances with the green, and the hordes had begun to raid the fields and cities of their erstwhile friends. Before long, this small-scale raiding escalated into a planet-wide war as friendly states found themselves competing first for survival and then for empire.

1.2. There are four different types of sectors on this map, and a few changes that must be made from the Barsoomian Blitz II layout. Please make these indicated changes now.
(1) The city of Korad is not a ruin and not a green supply center. Use liquid paper to cover the chevron and underline the dot in black. Korad is now the second city in the Lodangan nation.
(2) The city of Exum is not a ruin. Underline it in black. It is the second city in the nation of Gathol.
(3) The city of Kamtol, home of Black Pirates is not known. It is in an impassable canyon. Surround the sector with a dotted line (cross-hatched) to show that no one may enter it.

1.2.1 Underlined red cities are worth 3 supply points to all red men.

1.2.2 Ruined cities are worth 2 supply points to all red men.

1.2.3 Unmarked sectors are fertile usable land and are worth 1 supply point to all red men.

1.2.4 Sectors marked with a chevron are green men supply centers and are worth no supply points to red men unless they also contain a ruined city. Ruined cities are worth 2 supply points as per rule 1.2.2

1.3 When any green horde conquers a sector, they will ruin it so that only they can use it henceforth. Unmarked sectors will be marked with a single chevron. Red cities will be marked with a double chevron. While the game is in progress such ruined land may not be reclaimed to productivity by the red men.

2.0 VICTORY CONDITIONS: Victory goes to the first player to expand their holdings to 4 times the original number of armies. (24 armies for a red player; 96 armies for a green player)

3.0 LEGAL MOVES: There are 4 kinds of moves: Attack, Support, Move, and Hold.

3.1 The Attack is the strongest possible move. It may not be combined

with any other form of move.

2.

3.1.1 A mistaken attack against your own forces will be counted as a rebellion or temporary insurrection and will be adjudicated just as if it were an enemy attack.

3.1.2 Attacks are not cumulative. If two different groups of armies from the same country attack the same sector, the stronger attack will win, and the weaker attack will fail. If both attacks are of equal strength, the desired sector will not be conquered. (Example: Invak & Onvak belong to the same player who writes 3A Invak A Exum; 2A Onvak A Exum. The result is not 5 armies A Exum. Onvak is defeated, & the only move that really counts is 3A Invak A Exum.)

3.2 The Support is the second strongest form of move. When trying to conquer a sector, the Support counts for the full value of the number of units Supporting. (Example: 1A Thu A Ptaran; 5A Ptarth S 1A Thu A Ptaran. The total attacking strength is 6 which would defeat a player who wrote 4A Ptaran hold. This is a change from the Barsoomian Blitz II rules, so pay attention.

3.2.1 Supporting armies that are attacked will have the amount of their Support reduced by the number of armies attacking them. Supports will never be reduced below 0. (In the example above, let us postulate that 3A Phundahl A Ptarth. That is not enough to defeat the 5A in Ptarth, but it reduces Ptarh's supporting value to 2. Now the total attack has a strength of only 3 and it fails.)

3.3 The Move (different from a move which includes any of the four possible orders) is the weakest form of move. It is used for consolidating or breaking up forces. It always gives place to an Attack. It may be combined with a Hold order. (Example: 2A Hastor M Lothar; 1A Hastor M Zor; 2A Hastor hold. In case Hastor was attacked that turn by L. Helium (3A L. Helium A Hastor, only the 2A Hastor hold are counted for defense. Even if the move to Lothar failed because of 1A U-gor A Lothar, though the 2A would have to return to Hastor, only the 2A hold would be counted for the defense which would give L. Helium a partial victory. (Siege rule could be invoked to keep them out of Hastor that turn.)

3.3.1 The Move order may be used in conjunction with an Attack to get greater force into a conquered sector. (Example: 3A Duhor A Phundahl; 2A Amhor M Phundahl.) If the Attack succeeds and the sector is carried the Move order takes effect. If the Attack fails (possibly because of something like 3A Phundahl hold) the Move order is then incredibly stupid, and the Moving army is captured and eliminated from the board.

3.4 Hold is a strong order. It is always understood to be part of any Attack or Support order, expecially if, for some reason, those orders should fail. When used while in a red city, a hold order for more than a 1 unit army automatically calls up the Siege rule (q.v.).

3.5 Retreat, while not a regular move, is often necessary. Armies ordered to retreat may move to any unoccupied sector when the regular game turn is finished or to any friendly sector containing their own troops if the sector is not already full. Retreating armies with no possible retreat sector are killed and removed from the board.

3.6 The maximum length of any move is no more than to one adjacent sector.

4.0 SUPPLIES AND BUILDS: There are 2 movement turns and 1 building turn in every Barsoomian game year. The order of play will begin thusly: Move, Build, Move, Move, Build, Move, Move, Build, etc. In order to make the game go a little faster, we are only playing 1/2 of a year for the first turn. New units may only be built in cities, either ruined or intact.

4.1 The MBarsoomian calendar is divided into ten year cycles named after Barsoomian beasts in this order: Banth, white ape, Thoat, Zitidar, Silian, Calot, Sith, Sorak, Ulsio, Apt. The cycle is diversified by letting every other ten-year cyle be known for the feminine form of the creature. The first half of the game year is called Young and the second half is called Old. Thus a game turn might be called Old She-ulsio. Different cities maintain a different year count since their founding, but they all use the same year names simultaneously. Build turns are always taken between an old and a young move turn, not between a young and an ald one.

54.2 It is not possible to loan extra builds to other players. Each player must stand or fall on its own holdings.

5.0 PLAYER HOLDINGS AT THE BEGINNING OF THE GAME:

NAME	HOLDINGS
Helium	3A Helium (Greater); 3A L. Helium
Hastor	3A Hastor; 3A Zor
Zodanga	3A Zodanga; 3A Korad
Kaol:	3A Kaol; 3A Manatos
Manator	3A Manator; 3A Manataj
Gathol	3A Gathol; 3A Exum
Invak	3A Invak; 3A Onvak
Jahar	3A Jahar; 3A Kobol
Tjanath	3A Tjanath; 3A Ghasta
Ptarth	3A Ptarth; 3A Phundahl
Amhor	3A Amhor; 3A Mmmax Duhor
Dusar	3A Dusar; 3A Toonol
Warhoon	4A Warhoon; 2A S. Warhoon
Thark	4A Thark; 2A E. Thurd
Thurd	4A W. Thurd; 2A Aanthor
Torquas	4A Torquas; 2A Xanator
Throxeus Bottoms	4A Throxeus Bottoms; 2A Ochre Lands.

Garrison armies: Neutral non-player forces that must be conquered to get the use for their sectors:

Raxar: 2A	Old Torquas: 1A
Horz; 1A	Cold waste: 1A
Bantoom: 1A	Artollian Hills 1A.
Lothar: 1A	
Korbus: 1A	
Gooli: 1A	These units will not Move or Attack but may be Supported as a defensive maneuver.

6.0 THE FAMOUS SIEGE RULE: Red cities are all strongly walled, and even though attacked by superior forces, they can hold out in a state of siege.

6.1 Ruined cities, including those ruined by a green attack during the game are not eligible for the siege rule option.

6.2 When a walled red city is attacked by superior numbers and defeated, the player holding that city may choose not to retreat from it as would ordinarily be the case, but instead to remove 1 army from the defending garrison and continue holding the city.

6.2.1 A player who invokes the siege rule when he has only 1 army left in the besieged city will lose both his army and the city. A single unit is never enough to permit a city from being over-run by a superior force.

6.3 No city which is in a state of siege during the Old Half of the Barsoomian game year may build any new armies inside the besieged city during the build turn, regardless of how many excess supply points the player may have.

6.4 An attack by an inferior force will not ever put a city in a state of siege.

7.0 ALLIANCES: Any player may Support the attacking forces of any other player during the course of play. Doing so constitutes, at least temporarily, what is known as an alliance.

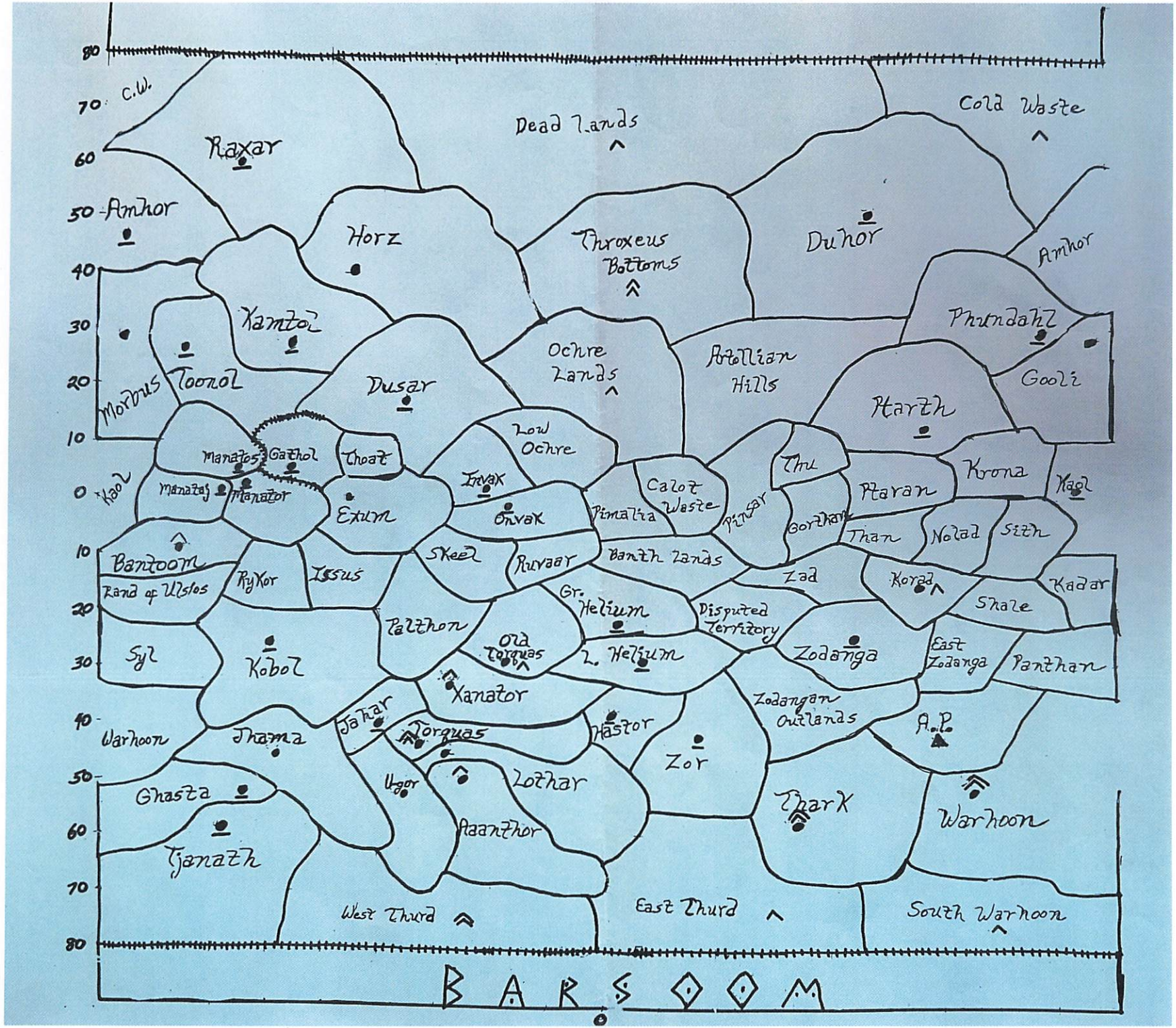
7.1 The terms Attack, Support, Move, and Hold mean exactly what they sound like as defined in rules 3.0 through 3.4 and as generally understood from the game of Diplomacy.

7.2 The maximum number of army units allowed in any given sector at the end of a turn is 5.

7.2.1 Two or more players may not share a sector in terms of supply points or in terms of both players having armies within that sector at the conclusion of a turn.

7.3 Anything not specifically prohibited by the above set of rules shall be deemed both permissable and mandatory. All rules that logically follow from the rules above, even though excluded from print, shall be deemed included.

--Ken St. Andre
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C.W.
Raxar
Dead Lands
Cold Waste
Amhor
Horz
Throxeus Bottoms
Duhor
Amhor
Xantol
Phundahl
Ochre Lands
Artollian Hills
Morbus
Toonol
Dusar
Gooli
Parth
Low Ochre
Manatos
Gathol
Thoat
Invak
Krona
Kaol
Manataj
Manator
Exum
Onvak
Pimalia
Calot Waste
Thu
Ptaran
Kagl
Than
Nolad
Sith
Bantoom
Land of Ulsios
RyKor
Issus
Skeel
Ruvaar
Banth Lands
Zad
Korad
Shale
Kadar
Gr. Helium
Disputed Territory
Old Torquas
L. Helium
Zodanga
East Zodanga
Panthan
Syl
Kobol
Palthon
Xanator
Jahar
Torquas
Hastor
Zodangan Outlands
A.P.
Warhoon
Thama
Ugor
Lothar
Zor
Thark
Warhoon
Ghasta
Tjanath
Aaanthor
West Thurd
East Thurd
South Warhoon
BARSOOM