

MIGHTY FORTRESS ERRATA

(as of Mar 78)

The following changes and corrections are the result of several letters (OK, more than several) questioning certain aspects of the game. One major change has been effected — that referring to the process of conversion. The former conversion method was much too easy for the Lutherans and resulted in some rather ludicrous situations (and even more ridiculous schemes). That has, hopefully, been somewhat remedied here. Other corrections refer to Order of Battle, map misprints, and general problem areas. However, the game is diplomatic in nature and the number of problems is virtually unforeseeable. Rather than correct and detail every single possibility we will trust that the players will undertake the game in the spirit of the era.

Another, and final note. *AMF* was designed to be a simple game. The few complexities that it does contain were added with some reluctance. Therefore, *A Mighty Fortress* is not a definitive picture of the political-military-economic situation in the 16th century. The idea was to present the European picture in basic, strategic terms. Much has been purposely omitted; even more has been abstracted in. Then again, how accurate is *Diplomacy*?

Corrections to the Game-Map:

1. Marseilles (2223) should be a port.
2. There should be no border between 3012 and 3112; 3012 is part of Saxony.
3. The phrase "to Genoa" or "to Venice" is purely for historical purposes. You do not have to take Crete to take Venice, nor does possession of Crete give you Venice (or vice versa).

Corrections to the Turn Record Track

1. 1538 should not have an 'L.'
2. 1539 should have an 'L' instead of 'P.'

Corrections to 16.2, City Income Schedule:

1. Calais should be italicized (i.e., it starts the game under the control of one of the players). (Same for the Tables card.)
2. Metz provides 2 "guilders" income. (Same for the Tables card.)

Corrections to the Player Cards:

1. The Ottomans start with 1 Navy in Athens.
2. Whenever the city of *Basel* appears on a Player Card, treat it as *Geneva* (2418).
3. In any discrepancy between the Player Cards and the rules or game-map, the Player Cards control.

Corrections to the Rules:

[3.12] (*clarification*) Scotland and France are *separate* areas, even though they are allied to each other. For purposes of defining that alliance, Scotland is considered part of France, with no insult to the Scots intended. This also means you do not have to take Scotland to take France.

[3.15] (*addition*) The country of Sweden is Lutheran in religion only. It is not controlled by the Lutheran player in the sense of 12.0.

[8.45] (*clarification*) There has been some trouble with this rule *vis a vis* the Papal-occupied cities of Cologne, Mainz and Trier. Although, technic-

ally, these cities are in Germany, for the purposes of this rule they are considered part of the Papal States. Thus they *may* be attacked and entered by Lutherans without having first been converted. The Papal armies in those cities are, of course, immune from 8.46 — as long as they stay in the cities.

[10.23] (*major change*) Conversion of an area from one religion to another may take place in either of the two following ways:

1. A Missionary of the opposing religion is in the area *in a city* and no Missionary of the prevailing religion is in the area; or
2. A Missionary unit of the opposing religion is in the area (*not* in a city) and no Missionary of the prevailing religion is in the area. The player wishing to convert then rolls one die; if the total is *higher* than the number of Army units (not Navies) belonging to the player who controls (12.0) that area (including mercenaries and any rented armies) then that area is converted. **Example:** A Lutheran missionary enters France in 1536. There are four French armies in France. The Lutheran Player must roll a 5 or 6 (or enter a city with his Missionary) to convert France. Were there six or more armies, conversion might not be possible. Obviously, neutral areas can be converted easily. (However, see new Optional Rule, 21.0.)

[10.26] (*addition*) 4. The Papal States may not be converted. This applies only to the area in Italy.

[14.1] (*clarification*) No matter what it says anywhere else, to gain points for conversion of an area other than one you held at the beginning of the game you must have a Missionary in that area.

[16.47] (*addition*) As part of the terms to a loan, a player may "lend" one of his armies to the other player. A Player may not "loan" more than one army at any given time.

[17.2,d] (*clarification*) This rule covers Voluntary conversion to Lutheranism simply by stating you are converting. A Catholic player who states, "I am converting to Lutheranism" may still be excommunicated by the Pope. Note further that the Pope must initiate the Excommunication process immediately; this means in the immediately ensuing Diplomacy Phase (or in the Diplomacy Phase they are now in if that is when conversion occurs). Simply serving a Papal Bull is enough to initiate the process.

[17.24] (*change*) Excommunication does *not* stop immediately upon a country becoming Lutheran. It continues for three years *after* the year the country becomes Lutheran.

[21.0] ARMIES OF NEUTRALS

(optional rule)

GENERAL RULE:

In the Basic Game all the Neutrals are not only Neutral, they are unprotected. This was done for the purposes of simplicity. The following rules add a little flavor to the game — and a lot of problems — in the form of neutral armies.

[21.1] WHO IS NEUTRAL

For the purposes of this rule all Bright Yellow areas are Neutral, with the exception of Poland. (No military units may enter Poland). Furthermore, Sweden is also considered a Neutral for this purpose.

[21.2] NEUTRAL ARMIES

[21.21] Each city in a neutral area has a garrison/army equivalent to its army capacity for that city. Thus, Venice has an "Army" of four points while Lisbon has an Army of six points. The Naval points are ignored for this rule.

[21.22] No counters are used — or needed. Players keep track of any change in the status of a neutral city on a piece of paper.

[21.23] In order to occupy/control a neutral area, a Player must eliminate the garrison of all cities in that area. Any retreat result is treated as an elimination (for the defending neutral army).

[21.24] Once eliminated, a neutral army may not be reformed.

[21.25] Neutral armies may never be controlled by another player. They may only be eliminated.

[21.26] All rules that apply to religious conversion (i.e., the new 10.23) apply to neutrals.

Designer's Notes [continued from page 3]

tion did not allow Characters full flexibility. Also being considered for addition is a list of minor magic items, which would function as do the Power Items, but to a much lesser degree. These would be given to the Characters already in the game, which would be to their advantage over a Character that a Player would roll up (but there would be ways to obtain such items for your personal character). Finally, the Quest Legends are undergoing a rewrite. With the Art Department handling the map and the counters and Tim Kirk doing the illustrations, this game should be out approximately on time. And just to make sure, our gremlins and gnomes are right now working on a "Conjure Game" spell.

Eric Goldberg

Typhoon

All of us involved in this game are glad that last-minute testing is still going on, even though all of us know the November 19 starting positions by heart for both Russian and German units. I am sure, in very general terms, the Germans in *Typhoon* are doing far better than they could have and infinitely better than they really did. This phenomenon occurred in the first test (in which the Germans won within four days), the second test (in which the Germans won within a week), and the third test (in which the Germans won within 10 days). All during this time, we had been making it progressively tougher and tougher for them as well. We have finally decided to be ruthless, however. German movement ability has been substantially slowed, their units weakened, their supply capabilities drastically reduced, and their ability to support major offensives in more than one area of the map at any one time severely curtailed. As of this moment, we are waiting for the final playtest to begin. All concerned are at least happy that the game system is working well (in fact, it's a lot of fun to play — not at all a monster game), while not having to worry about mechanical problems right down to the last minute of rules-writing.

Joseph Balkoski

Agincourt

Agincourt has continued to develop over the last few weeks with terrain elevations, French archer morale, English arrow supply, and what-if scenarios being added and tested during our regular Friday night

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