

# MOVES IN ENGLISH *edited by Charles Vasey*

## **FREEDOM IN THE GALAXY**

by P.H. Bolton and W.M. Orr

Role-playing is a strange sector of the hobby. What currently passes for role-playing seems rather far distant from the old concept of playing a game rather as a method actor might portray a character and *not* as a cunning games-player with an eye for the rules loophole. It now seems role-playing has approximated to the introduction of characters rather than just units. *FITG* seems to be within this definition, but it's interesting for another reason — simply that the rules are required to handle such massive differences in scale and size. It is asking a lot of a designer to be able to swing from small bands of galactic heroes to the sight of the Imperial Death Ships. My limited playing of the game indicated considerable success, and these reviewers seem to agree. — CHV

*“Ly Mantok piloted the damaged spaceship Explorer through the defense screen of the Planetary Defense Bases of Suti. The Rebel cause had suffered a devastating set-back on Mrane when the Imperial Forces, using the Planetary Stabilizer, ripped through the outer crust of the planet and hurled everything on the surface into space. Ly and a few others had been lucky enough to escape, although the Explorer had been badly damaged by the orbiting Imperial spacecraft around Mrane. The rebels only hope was for Ly, Doctor Sontag and Yarra Latac to convince Drakir Grebb, Prince of Suti, to come over to the Rebel cause.”*

Thus do events unfold in *Freedom in the Galaxy* (*FITG* in shorthand form), which is one of SPI's responses to the recent flood of science fiction games. In *FITG*, the goodies — consistent with the standard plot in the endless series of *Star Wars* type movies — rid the Galaxy of the baddies. The gallant band of rebels overcome impossible odds to make the Galaxy a safer place for us all to live.

*FITG* has a relatively simple role-playing element compared with the more popular fantasy role-playing (FRP) games, such as *D&D*. To this base is added an abstract land and space combat and movement system (there is no detailed ship to ship combat as per *BattleFleet: Mars*) and an abstract Galaxy game which provides for strategic events. So, in one game, events range from man-to-man combat to events having major effects on several planetary and star systems.

The game is split into three levels: Star System, Province, and Galactic levels. While each of the three levels is only moderately complex, the three together add up to a fairly complex game with over thirty pages of rules, plus details and descriptions of all characters, planets, etc. The game comprises:

- A. A 22" x 34" four colour map which is unusual, as it consists of 25 star systems with a total of 51 planets. A typical planet is shown in Diagram I. As can be seen, each planet has a number of environs of differing types.
- B. 140 cards representing Characters and Possessions and signifying events.
- C. 400 counters which represent Characters, Possessions or military units.

### System Effectiveness

The Star System game, the simplest level of *FITG*, is useful only in learning how to play. As the Province level, dealing with a number of star systems grouped together, changes a large number of the Star System rules, there is no point in discussing how the Star System game works.

Due to the unusual nature of *FITG*, it is worthwhile highlighting some features of the game's mechanics before commenting on the effectiveness of the system. The game's sequence in the province game is:

**Operational Phase.** The phasing player's military and character units move. The non-phasing player has a limited reaction phase wherein a number of his units can move in response to the phasing player's movement. Combat is initiated between military units if either party wishes.

**Search.** The non-phasing player may search for detected phasing player's characters.

**Mission Phase.** Characters can perform any of the 15 different missions in this segment. A typical mission would be Diplomacy, whereby the characters try to change the Loyalty rating of a planet.

Military combat and movement, as mentioned earlier, are slightly abstract. There is no detailed ship-to-ship action; rather combat is at group level. Each military unit has a land and space combat value, while the latter value also acts indirectly as a movement allowance. While it is possible to move a low navigation unit several times its printed second value, the farther one goes, the greater the probability that units will be lost in space. Similarly, moving large stacks is

also dangerous, and units moving from one planet to another have to go into orbit around each planet in turn. The stacking limit is controlled by the Environ Size (see Diagram I) which limits the number of units and also the number of action cards that can be drawn. Within the restriction of environ size, units can move freely about a planet. Overall, the military movement system is simple to operate and effective. Movement of large stacks is difficult, but it is possible while taking risks to send a small force over vast distances.

Military combat, both in space and on land, is resolved on a straightforward odds ratio CRT. Column shifts are introduced because of leaders, elite units, or special rebel units. Land combat, because of certain shifts, tends to favour the Rebel player. Normally, for the Imperial player to get favourable odds against the Rebel units, he is forced to either use a large force or commit one of his few characters to lead the attack. Hence, the simple combat system gives the Rebel player an advantage, as would exist in a real situation where the Rebel is able to pick his time for fighting.

An unusual aspect of the system is the fulfillment of combat results. Each combat can require the player to remove up to, but never more than, a certain number of combat strength points. For example, say the result called for the loss of two combat points; if your smallest unit is a strength three, you lose nothing. However, if you have a combat strength two unit or two ones, you have to lose either the two or both ones. Also, there are two dice throws for each combat, one for the defender's losses and one for the attacker's. Both dice throws are resolved on the same CRT column, thus increasing the uncertainty when attacking, because even at high odds, high combat strength units can fail. Except for these two dice throws, large units could have become invulnerable. High strength point units, which represent elite units, thus have built-in advantages to show their superior fighting abilities.

All combat in space occurs in orbit around planets; either player can intercept rival units entering or leaving a planet. Unlike land combat, however, there is no limit to the size of the rival stacks, so it is possible to have two large stacks in orbital combat slugging it out, with each side only chipping away at the other's stack. It is not advisable for the Imperial player to tie up so

many units just to take off a few Rebel units per turn.

Before rounding off this section on the military aspects of the game system, mention must be made of the Planetary Defense Base (PDB), which represents a planet-wide network of tracking, detection, and weapons systems. Control and use of PDB's is critical to the success of either side. The PDB's are a means of detecting characters. They are also useful for space combat and bottling up both military units and characters on the surface of planets.

To sum up the military movement and combat system, it is slightly unusual and presents problems (e.g., in picking your force mix). Do you go for a small force of large semi-invulnerable units, or a large number of small easily destroyed units? The movement system allows each player the option of trying to overjump their ability, so you can never be certain of how far reinforcements can come from. Large stacks are unwieldy to move. Overall, although the military unit segment of the rules is at a more abstract level than the character level, it is interesting, challenging, and demands attention to details.

### Characters in Action

The character level rules are really the essence of the whole game. Each character is provided with an individual counter. Compared to most FRP games, the character side of *FITG* is at a very much simpler level. The

game credits list Bill Seligman, who is well known throughout FRP circles, if only for his efforts in *Alarums and Excursions* and other FRP APA's. Given Bill's experience, one would expect a good character system. [Ed. Note: The character system for *FITG* was designed and developed by Howard Barasch and John Butterfield.]

The main function of characters, particularly the Rebel characters (at least in the early part of the game when the Rebels can not hope to challenge the Imperial military units) is to undertake missions. In the Province game, there are 13 missions that the Rebel character can perform. The individual missions are listed in Table I. The Imperial player has fewer options available.

Having decided on the missions to be undertaken, the appropriate number of action cards, as given by the environ size, are drawn and acted upon. Table II shows the likely effects of the action cards. There are 30 different cards which act as random event generators. As there can be eight or nine different mission groups drawing on a limited number of cards, one of the major drawbacks of the game system appears. You will be surprised after a while how irritating it becomes shuffling the cards. Imagine doing this over eighty times as is possible in the Galactic Game.

Undoubtedly one of the strengths of the game system is the wide variety of the missions that can be undertaken. Anyone used to role-playing games will adapt to this func-

tion readily, yet it is not so complex that it will confuse anyone not used to the basic idea. In the game, the Rebel player's chance of victory wholly depends on his choice of characters to go on individual missions. As can be seen from Table I, the primary missions, such as Diplomacy, Coup, and Sabotage, have a success probability of around 10-20% per card. Hence, the number of cards drawn must be maximized to ensure success. This can best be done by the correct selection of the characters who undertake a mission, as different characters qualify for different bonus draws.

The abilities of various characters are vitally important. Anyone who has played any FRP games will be acquainted with this concept. Each character has six abilities, as shown by a typical character card in Diagram II. Obviously, characters with high combat and endurance values make good fighters, while characters with a high navigation value make good spaceship pilots. In addition to these traits, most characters have either bonus draws or other special powers.

One of the reasons for the success of the FRP games is the gamer's ability to identify with and assume the role and the mannerisms of the character he is playing. As *FITG* is a role-playing game, the question must be asked: Can a player identify with the characters? Yes! This identification is due to the amount of detail provided and to the fact that each character is sufficiently different from the others to maintain his own personality. Furthermore, each character has substantially different probabilities of success on missions and chances of surviving attacks. While the system is simple, there is enough meat to bite on.

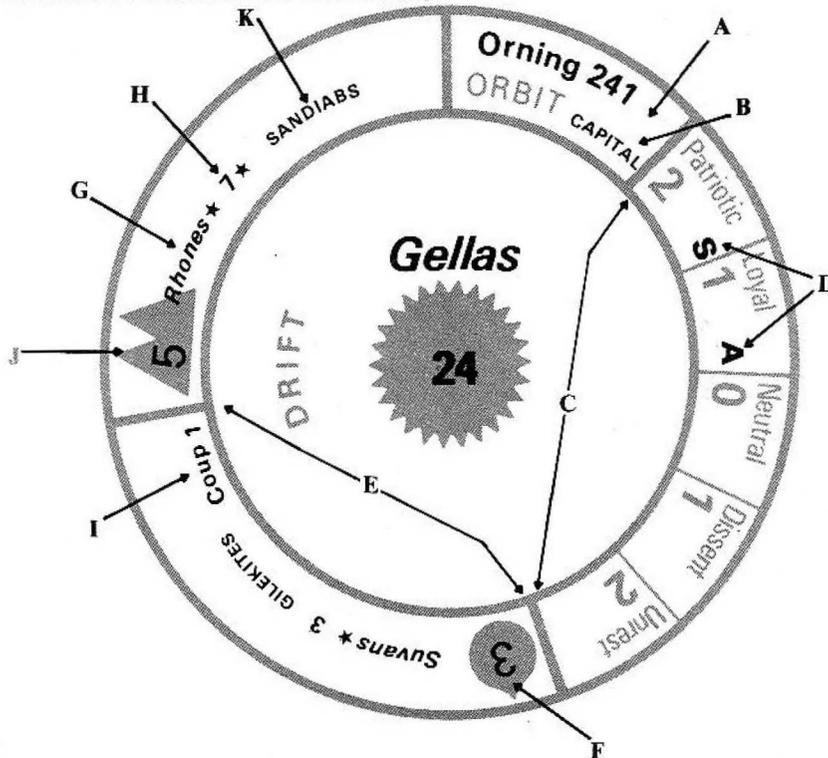
All the characters, planets, possessions, etc., have their own potted history. Anyone accustomed to SPI games knows what to expect from these biographies, particularly the creatures and wandering monsters.

Combat between characters is handled differently than between military units. The differential CRT has column shifts for unsuccessfully trying to break off combat and trying to capture rather than wound an opponent. Again, FRP gamers will see this as a very simple system. Simplicity does not imply ineffectiveness, however. While the system lacks such subtleties as hit location, for example, it is still enjoyable to play. The relevant question is whether you can identify with your character during combat. Again, the answer is yes.

### Search and Destroy

A critical point in any guerrilla warfare game is how it handles the necessary limited intelligence aspect. SPI falls back on the time honoured system of not being able to attack unless the enemy is spotted. *FITG* adds an additional search procedure. First, the character has to be detected. The opponent can then try to search for that character during the search phase. If the search is successful then that character can be attacked by the successful searching party. Unless a character has been detected, no searches can be made. Detection can occur either via the

DIAGRAM I: Planet Track from *Freedom in the Galaxy*.



- A. Orbit box (name and identity number of planet).
- B. Political status of planet (information on capital, Throne, secret, or star-faring race).
- C. Political Track (for determining loyalty of planet).
- D. Planet's loyalty at beginning of scenario (A = Armageddon; S = Start Rebellion; AC = Rebel Controlled).
- E. Environ.
- F. Environ size (its population and geographic size).
- G. Environ race (star next to race indicates it is star-faring).
- H. Resource Rating
- I. Coup Rating or name of sovereign.
- J. Environ Type Symbol (Urban, Wild, Liquid, Subterranean, Air, or Fire).
- K. Creatures.

action cards or when leaving or entering a planet by an active Planetary Defense Base. Military units are always found and hence can always be attacked.

This system, like all the present "state-of-the-art" systems, suffers from the problem that although the contents of a stack may be hidden, its whereabouts — and hence the rival's reaction to it — is biased by the location of the attack. Since at some time during the game most units take part in combat, it is not too difficult to work out what most stacks contain. As can be seen from recent articles in *MOVES*, no easy-to-operate, foolproof system has yet been developed for this type of game. Can you imagine playing a game of this type with most of the counters as dummies, all being moved about to confuse your rival? Until micro-computers become more widespread and games are played on them, limited intelligence will always be a weak part of many games, *FITG* being no exception.

Another important aspect of a guerrilla game is how the loyalty of the population is measured. Considering the number of planets and the possible changes in loyalty, a simple, easy-to-operate system is necessary. SPI has supplied one. There are several states in which the population can be, ranging from Imperial to Rebel control through various in-between states. Going from one extreme to the other is arduous, and it is thus difficult for the Imperial player to get a planet out of rebellion. Therefore, most of the struggle for the hearts and minds of the populace takes place in the middle ground. The whole objective of the Rebel player is to shift planets from the Imperial faction to his own. The game successfully recreates the long slow struggle that takes place, with the normal exponential growth once the critical point is reached. A large part of this phenomenon is provided by the Domino Effect. What happens on one planet can affect the loyalty rating on another planet. Either player will ignore this rule only at his peril. During the later discussion on tactics, the importance of

the Domino Effect will be examined. All that needs to be said is that it has a major bearing on the game.

### Bouquets & Brickbats

The question, as it relates to *FITG*, is whether the whole is greater than the sum of the parts. Overall the system plays well. Although complex in total, each subsection is relatively straightforward. The player who has a long term plan is rewarded; patience and thoughtfulness lead to victory. Each player has many options, and the built-in randomness of the system ensures that no two games are the same. Within the limitations of the state of the art, guerrilla warfare is reasonably well represented.

There is, however, one major problem. There is a gross imbalance in the workload of each player. The Imperial player will have to sit back and watch the Rebel player for long periods, particularly during the Rebel player's mission phase. The only fun the Imperial player can have is watching the Rebel being attacked by monsters or irate locals. But the Imperial player can do very little to affect the outcome of the Rebel's missions. While the Rebel has to be patient, the Imperial player has to be even more so. The system does not suit the all-out attack.

How could the major criticisms of the system be overcome? One possible way is to adopt the system used in *Football Strategy*, which has a matrix where the defensive player secretly picks one of a number of possible defenses, and then the offensive player picks his option and the two are cross referenced. Each side is constantly trying to out-guess the other, which is surely the essence of guerrilla warfare. Also, the number of options could be limited by the loyalty rating of each planet. After each side picks an option, these could be cross referenced to determine which action chart to use. These action charts would have a list of probable likely events. A dice throw could then show which event happens. This procedure would add a bit to the complexity, but the whole of the game would be improved.

### Freedom in the Galaxy

The preceding comments apply primarily to the Province Game, but there is one more level. While few new rules are introduced — only 2½ pages — there is a major increase in scope. Whereas, in the Province Game, the maximum number of planets that are in play is 14, the Galactic Game encompasses 51. SPI reckons that the Province Game should take five hours, while the Galactic Game can be played in about 20 hours. Some people feel that SPI generally underestimates the time taken to play their games, so you can judge for yourself how long the Galactic Game takes. It is definitely one for a long weekend or a desert island. To work out the optimum strategy, if one exists, would take a good part of a lifetime.

The sequence of play in the Galactic Game is slightly different from that of the Province Game, in that a single turn in the Galactic Game consists of two entire Province Game turns plus one Galactic Stage. This consists of three parts: Galactic Event, Resources, and Imperial Strategic Assignment Phases.

The Galactic Event Phase is another draw of an event card and is more or less a random event. Typical events include changes in planet loyalty, attacks by a ghost fleet or pirates, and movement restrictions.

In the Resource Phase, the Imperial Player can tax the populations he controls. The rates of taxation affect the loyalty rating of the planet. This revenue is used by the Imperial player to maintain existing units and build new forces. The Rebels gain resources by placing planets in rebellion. The Rebel units must travel from the Rebel Secret Base Planet, however, while the Imperial player can bring his on from several planets.

The Imperial Strategic Assignment Phase is another random event which restricts Imperial movement. Following this phase there is a Rebel turn, broken down as previously outlined, then an Imperial turn, and finally another Rebel and Imperial turn, and then back to the Galactic Event Phase. The Imperial Strategic Assignment is a simple yet effective way of restricting the Imperial movement to show a typical bureaucratic army mentality — the attitude that tries to fight this war like the last one. The phase introduces a known restriction to the Imperial movement without letting the Rebel know these restrictions. What happens is that the Imperial Player picks fourteen Strategic Assignment Cards, each of which outlines some movement limitation. The Imperial player can arrange these cards in any sequence he wishes. However, this order remains unknown to the Rebel player.

### Niceties & Atrocities

The Galactic Game also introduces Planet Secrets and Imperial Atrocities. Up until now there is little in the lean, efficient system that can be called chrome. However, Planet Secrets fall into the chrome category. Sixteen of the planets have some secret such as hidden wealth, or a special effect such as increasing all characteristic ratings by one.

DIAGRAM II: Character Card from *Freedom in the Galaxy*.



nr. 12 REBEL RHONE

#### Doctor Sontag

Combat:	2
Endurance:	2
Intelligence:	4
Leadership:	1
Diplomacy:	3
Navigation:	0

Home Planet: Orlog

May heal other characters (see Case 13.72). Receives two bonus draws on Gather Information mission (I).

While it adds some colour to the game, the concept adds very little to the system.

Imperial Atrocities range from minor atrocities like sneak attacks (Rebel takes double losses~in combat) to the *Planet Stabilizer*, which destroys whole planets. Obviously, the atrocities have some drawbacks in that they are sometimes one shot weapons and/or can change a planet's loyalties. However, their threat is very effective. Just watch the Rebel units disappear if he thinks that the *Planet Stabilizer* is in orbit! Also, while the Suicide Squad is not an Atrocity unit, it will make Rebel characters melt away. A wise Rebel player will spend the first few turns working out what the Imperial force mix is. It is harder for the Imperial player to work out what the Rebel player has, because most of them are hiding.

Although there are few additional rules, the Galactic Game is several magnitudes more complex than the Province Game, mainly because of the increase in the number of planets and options open to each side. Long term planning is now even more important. The Strategic Assignment Cards require the Imperial player to decide at the start of the game where he thinks the Rebels' main blow will fall every turn; otherwise a great deal of reshuffling of Imperial forces will be required just to get around the Assignment Cards. Also, it is wise for the Imperial player to husband his resource points, because at some time in the game the Rebel player will move from guerrilla to a full military level of fighting. Up until this stage, the Imperial player has a vast superiority in units, and it is

a shock to be attacked for the first time by the Rebel player. The Imperial player has to get used to the idea that the Rebels are fighting back. Due to the nature of the column shifts in the CRT available to the Rebels, the Imperial forces have to mass to obtain suitable odds. Then suddenly, it is not always possible to attack the Rebel forces at favourable odds.

Keeping revenue demand at a low level increases the loyalty rating of planets in favour of the Imperium, so prudent Imperial economic management is called for. Remember that the Imperium, unlike the Rebels, can never win until the last turn. It can be very discouraging to think you have the Rebel forces bottled up, while all along there is a danger just around the corner. It just takes a few careless slips to turn a strong position into a weak one.

During his long periods of concentration, one of the few pleasures the Imperial player has, besides watching the Rebels be attacked by monsters, is to bluff the Rebel player over the location of the Atrocities units or the Suicide Squad. While these units are costly, the knowledge that they are present stops the Rebel player from presenting too large a target in one place. The Rebel always knows that the Imperial force has big guns capable of blowing away any target.

In summary, *FITG* has a number of very good points. The wide scale of the game demands long term planning, patience, and carefully thought-out ideas. While the military combat system is abstract and lacks a feel for space combat, it is satisfactory.

Where the game really scores well is in the character game. It has a simple, effective, yet well constructed role-playing game. Although it obviously cannot have the depth and detail of the more popular role-playing games, the players should nevertheless have no trouble in identifying with the characters. However, *FITG* will not be everyone's favourite game, as playing the Imperial side demands a player who is not overly aggressive and who can sit back and wait for his chance to come. There is no doubt that playing the Rebel side is more fun and provides more control over density. Most people would rather side with the goodies anyway and rid the Galaxy of evil once and for all.

### Tactics

Due to the scope and playing time of the Galactic Game, few people will ever try to discover the optimum moves, if they exist. However, general comments can be given. These are adequately covered in the Players Notes section of the rules, so there is no need to go into details on them.

It is useful to show a few ideas of how to play the Province Game, as most people will settle for this level of complexity because of time restrictions. The first thing to consider is the Planetary Defense Bases. A level two PDB that is up is a very effective force against both characters and military units. One of the early objectives of the Rebel player is therefore to put the PDB's down, as this gives him a greater flexibility of movement. Remember that, unless a character is already detected, he cannot be searched for,

**TABLE I: Probability of Mission Success in Various Environs**

Mission	Urban	Special	Wild
<i>STAR SYSTEM LEVEL</i>			
Assassination	6.7	3.3	3.3
Start Rebel Camp	10.0	13.3	16.7
Coup	16.7	16.7	13.3
Diplomacy	13.3	10.0	10.0
Free Prisoners	16.7	20.0	16.7
Gain Characters	16.7	13.3	13.3
Gather Information	13.3	10.0	10.0
Scavenge for Possessions	13.3	13.3	16.7
Start Rebellion/Stop Rebellion	16.7	16.7	16.7
Sabotage	16.7	16.7	16.7
Subvert Troops	6.7	6.7	6.7
<i>PROVINCE LEVEL</i>			
Summon Sovereign	10.0	10.0	10.0
Spaceship Quest	10.0	10.0	10.0
<i>GALACTIC LEVEL</i>			
Steal Enemy Resources	10.0	10.0	10.0
Question Prisoner	10.0	10.0	10.0

Number results are percentage chances of successful mission.

**TABLE II: Probability of Action Cards Events**

Event	Urban	Special	Wild
Mission Aborted*			
<i>Subvert Troops</i>	3.3	3.3	3.3
<i>Start Rebellion</i>	3.3	3.3	3.3
<i>Diplomacy</i> †	3.3/6.7	3.3/6.7	3.3/10.0
<i>Coup</i>	10.0	10.0	6.7
<i>Characters Detected</i>	16.7	13.3	13.3
No Searches	6.7	10.0	10.0
Locals Raid Enemy	6.7	3.3	3.3
Extra Bonus Cards	10.0	6.7	6.7
No Creature Attacks This Turn	0.0	0.0	3.3
Populace Goes Wild	6.7	6.7	6.7
Attacks by Creatures or Locals	16.7	13.3	13.3
Accidents (One Wound)	0.0	3.3	0.0
Enemy Agent Reveals Mission	3.3	3.3	3.3
No Bonus Cards This Turn	6.7	6.7	6.7
Mission Group Stumbles on Enemy	0.0	3.3	3.3
Atrocity	3.3	3.3	3.3
Civil War	3.3	3.3	3.3

The percentage chance numbers are based on one Mission Group per Environ as multiple mission groups affect odds slightly. \* This is the minimum, as the "Enemy Agent Reveals Mission" card will increase the chances of an aborted mission. † Character with Diplomacy rating greater than two/rating less than two.

and a level two PDB makes a good detector. A level two PDB has a three column shift on detected spaceships. Only the better spaceships and crews should contemplate trying to get past one. One should not get the idea that PDB's are invulnerable, as the Sabotage mission is very effective against them; even so, attacking a downed PDB with large space units is the safest way to destroy them.

The Imperial player never has the luxury of too many units, so he must make optimum use of those he has. In the early turns, before the Rebel starts to gather military units, the Imperial forces can try to bottle up and destroy the Rebel characters. The Imperial player should always obtain the Suicide Squad and choose his force mix to contain as many large units as possible. He should then follow the Rebel characters around, waiting for a chance to attack the characters. The Imperial player should always use squads to attack the Rebel characters, as his own characters are too few in number for him to afford losses. Also keep forces in orbit to discourage the Rebel player from sending his characters to a planet. Planets with two space-faring races should always be as well defended as possible because of the Domino Effect. The Imperial characters normally remain stacked with their units to get satisfactory combat odds, so the Imperial player should accept that not only are his mission options fewer than the Rebel player's, but also that his number of missions will be smaller. The Rebels should remember that some of his own units get column shifts for being in certain types of environs during combat, so he ought to keep mixed units together to get this column shift as often as possible.

### The Mission's the Thing

At the character level, it is especially important to decide on the missions. Tables I and II show the probabilities of success and the risks of each different mission in the three different environs. They are useful aids in helping one to decide on the best type of missions to undertake.

As well as deciding what missions must be undertaken and where, the size and composition of the mission groups is important. Obviously certain mission chances are improved by certain character characteristics. Another important factor is the number of bonus cards that can be drawn; and you should examine what type of monsters and locals inhabit the environ that the mission group is in, so that the combat strength and endurance necessary for the mission group to survive an attack can be determined.

Needless to say, there are many constraints and boundary conditions placed on the selection of missions, mission groups and where they take place. Some decisions are easy: for example, Doctor Sontag should never pilot a spaceship. Other choices are harder. Very few missions are ever undertaken by only one character — no character is that good.

Not all monsters are dangerous. Some are just irritations, and hence there is no fear of attack from them. Some monsters can

even be helpful (e.g., Zop on Mitrith [143] will actually give things to help the Rebellion). The only time in the early part of the game that a Rebel character is not undertaking a mission is when he is recovering from wounds. Hence if you have one character left over from the selected mission groups, go back and redo the groups. Always have the maximum number of groups possible, particularly in the early part of the game.

Some of the missions are more important or useful than others. The Sabotage mission will bring PDB's down to allow more freedom of movement. The differences in the success and failure of Coup and Diplomacy missions are shown in Tables I and II. You will have to decide for yourself which one is best. The Rebel Camp mission is useful only in an environ at the Patriotic Loyalty rating, as they have to be disbanded when the rating becomes Dissent or Unrest. Whether you want additional characters or possessions depends on how things are going. Obviously, if a number of characters are killed, they must be replaced, particularly if killed early on. Most of the other cards have specialized uses which are only occasionally called upon. The most important is the Start Rebellion which, if you have a number of planets in unrest, can trigger them all off. Hence you should not have to use the mission often, if you are doing things right.

### Dominoes

One of the biggest aids for the Rebel is the Domino Effect. The Rebel objective is to get several planets with space-faring races into unrest, to be triggered off by one Start Rebellion. There is nothing worse for the Imperial player to watch than planet after planet going into rebellion because of the Domino Effect. The Imperial player should heavily defend planets with two space-faring races. Always watch the number of planets in the unrest class. Remember that in order to stop a planet changing from rebellion to Rebel control, the Imperial player must station troops there. It is extremely difficult for the Imperial player to get a planet out of rebellion, and the Imperial forces on any planet in rebellion must be a prime target for Rebel units nearby.

The Rebel player should realize and accept that during the early part of the game his characters will be detected a large percentage of the time. If the Imperial player is doing as he should and keeping military units with the Rebel characters, there is only one thing for the Rebel player to do — keep moving. Hence, Rebel characters should always land on a planet with two or more environs while being always wary of walking into a Suicide Squad. During character combat, always remember that only the defender can break away, never the attacker, so never attack with your characters unless you are prepared to lose them or you are very sure of victory. ■ ■



## INSTRUCTIONS TO AUTHORS FOR MOVES MAGAZINE

Most of the articles in *MOVES* are written by its readers. We'd like you to give it a try — if your article is well written and on a subject of interest to readers, there's a good chance it will see publication. The Subject of your article is up to you. From time to time the Editor will suggest potential article topics. Don't be afraid to write on other publishers games — *MOVES* is not a "house organ" that ignores the rest of the gaming world.

**Types of Articles.** The kinds of articles we're looking for fall into the following general categories:

1. *Operational Analysis.* Deals with the tactics and strategy of play in a specific game.
2. *Game Profile/Review.* Description of a game or games with particular attention to its simulational system and playability. Any criticism must be well-supported by logical argument and fact (not simply personal opinion).
3. *Documented Play.* Description of and comment on the move-by-move progress of an actual two-player or multi-player game. Documented play should be the result of several playings, the most relevant of which being the subject of the article.
4. *Field Report.* Provides organized, valid information on some aspect of conflict simulation of general interest.
5. *Scenarioplex.* An experimental section of scenarios (each no longer than two typewritten pages) in the style of the parent game rules.
6. *Footnotes.* Short essays (no longer than 500 words) on almost any subject related to gaming. No honorarium is paid for Footnotes.
7. *Miscellaneous.* Articles that don't fit in the specific categories, but which the author feels appropriate for publication in *MOVES*.

**Manuscript Requirements.** Typewritten, double-spaced on white bond. Line length 55 to 65 characters; no more than 25 lines per page. Min-max length: 6 to 30 manuscript pages. Pages should be numbered and tagged with author's last name. Cover sheet should give date written, full-name, address, phone number, suggested title, and honorarium preference.

**Honorariums.** For all published submissions (except letters and Footnotes) *MOVES Magazine* pays an honorarium at the rate of \$5 per running 10" of edited text, calculated to the nearest half column. Alternatively, Authors may elect to take their honorarium in SPI products at the rate of \$10 per 10" rendered against the list price of the items. Honorariums (cash or credit slip) will be rendered 30 days after publication.

**Copyrights and Agreement** are located on the backflap of the Feedback card in this issue. A facsimile may be used.

Please include with your submission a stamped, self-addressed postcard. On the message side of the card write the name of your article. This card will be used to inform you of the status of your submission. Articles and illustrations cannot be returned. Address all submissions to:

Redmond Simonsen, Editor, *MOVES MAGAZINE*, SPI, 257 Park Avenue South, New York, N.Y. 10010

**British Isles.** Readers in the British Isles wishing to submit articles to *MOVES* should direct their submissions and correspondence to: Charles Vasey, 5 Albion Terrace, Guisborough, Cleveland TS146JH, UK