

the winner's new rank, losing all his vassals who now outrank or equal him, as far as the winner likes. (He may even go from prince to knight!)

Lords--barons and up--must have either one vassal one rank below their own or two two ranks below, or they must lose rank. This leads, in war, to a process of chipping away the foundations. If a lord defeats another lord's vassal, the defeated vassal switches allegiance. (He may not be vassal to two at once.) This may lead to shuttling vassals back and forth for awhile.

In the middle of all this, the vassal may renounce his allegiance to his lord, forcing the lord to lick his own vassal or give him up. It is legal, but not sporting, for a vassal to attack his own lord. (Attacking lords in your own state is also O.K.) If in either case, the rebelling vassal loses to his lord, he may be treated as loser in a war combat.

There are other advantages to vassals than prestige and keeping your rank. If a lord, vassal to none, has two vassals one rank below his own, he rises one rank. If a knight, vassal to none, takes another knight vassal, he becomes baron. If, instead, the lord or knight is a vassal to a lord at least two ranks higher, this lord may promote the lord or knight. (Note: If a vassal defeats a noble of higher rank, but the vassal's lord is only one rank above his own, the defeated lord gets demoted below the vassal and the vassal is not promoted.)

If a lord is vassal to none, he rules his own state and may declare war on any other state. Having declared war, or having had war declared on him, he may not only attack any of the enemy he likes in war combat but order his vassals into the fray with him--if they haven't already joined the war. His vassals, if they like, may order in their vassals, etc. A barony may fight a war with a principality. If the lord subjugates all other lords in a city, state, county, or region, he may make it a title, as General Lord Robert E. Lee, Earl of Central Appalachia, or Dr. Lord No, Marquis of Jamaica. If he subjugates all other states everywhere, he becomes the new Emperor of Avalon, ruling not a state, but an Empire of states.

Any volunteers?

New PBM System

by Tony Leal

The main advantage that this system has over the current one is that the base-6 combat results tables may be used instead of the base-10 ones. That is, it is possible to simulate the roll of the die (without any cheating) and thus eliminate the use of newspapers.

The system is very simple. The 2 players must first agree upon a certain number of days of the month on which all correspondence will be sent. The length of time between the chosen days will, of course, depend upon the amount of time required for mail delivery from one player to the other. On these chosen days, both players send correspondence. One will send attacker information and the other will send defender information.

Suppose that player A wishes to send the movement and battle portions of his turn to player B. He lists the movement, the battles, and the order in which they are to be fought, as usual. He then chooses a list of numbers between 1 and 6. There must be 1 number for each battle fought and it must be clear which number corresponds with which battle. He sends this information on the specified day.

On the exact same day, player B chooses and sends a similar list of numbers from 1 to 6 with some specified order. When the players receive their opponent's lists, the numbers, in order, are added together modulo 6. This produces a "die roll". For those who do not know what it means to add two numbers modulo 6, the following table will suffice:

ATTACK NUMBER

	1	2	3	4	5	6
D						
E	1	2	3	4	5	6
F	2	3	4	5	6	1
E	3	4	5	6	1	2
N	4	5	6	1	2	3
S	5	6	1	2	3	4
E	6	1	2	3	4	5
N	6	1	2	3	4	5
O						

Player B (defense) must be careful to send enough numbers to take care of all of the battles that player A may wish to fight. If he runs short, a simple convention may be adopted such as starting the list over again from the beginning.

The advantages to my system are many. 1) Base-6 combat results tables may be used instead of the artificial base-10 ones, 2) Players are forced to make their moves on time, 3) There is no possibility of cheating - it makes no difference how the numbers are chosen. 4) although it will cost twice as much in postage, money will be saved from not having to buy newspapers.

I would be interested in hearing comments on the system. Just send a postcard to Tony Leal, 207 W. Iowa, Urbana, Illinois.

Analytical Analysis of the "Perfect Plan" Controversy

by Doyle Donehoo

As a general rallying his forces, I must amass words and take offensive against certain mal-contents who utterly deny the 'Perfect Plan'.

Several authors blast with opinion without critical analysis or even analytical response. Several plans I have seen have been quite clever and well thought out; others have been quite shallow and narrow minded. But, being narrow minded is no way to eliminate narrow mindedness; and the authors have been guilty of this. They give no credit of analysis or comprehensive thought in their judgement of plans in general.

There have been some good points brought out by the authors: in developing plans, you must have directives, a step by step development which you try to meet. If plans go wrong, you must develop other plans. But the authors' evaluation stops there.

Now, what does a perfect plan need for it to work well? The following is an analytical analysis of the perfect plan:

Definition: Perfect Plans are the best evaluation of strategic possibilities, adapted to the best tactical line-up to bring about the desired results, to enact and achieve strategic aims.

Note: No good commander is defeat-

ed by a first move: at most it increases offensive chances 10%, or the advantage of initiative over the defensive.

Note: The test of the best plan is its ability to work under the stiffest competition and the worst luck, and its ability to be adaptable in changing and adverse situations.

1. The first and strongly stressed rule is never underestimate your opponent. Conversely, don't overestimate your opponent. Play as if your opponent will use every loop-hole and trick in the book. Be thorough!

2. Never be over cautious or you will bog down. Never take chances; take calculated risks. Insure a degree of safety to supply lines, minor fronts, home, immediate rear; and at least a neutralization in the air war. You will have to take calculated risks in some areas; do so, but insure enough protection to keep it from being a tempting target for attack.

3. No plan will work well without the workings of the basic principals of war.

4. Plan for limited objectives. Make no mistake in what is wanted. Plan your work, work your plan!

5. Now, with objectives in mind, work out your perfect plan. Place units