

Bellum se ipsum alet



Category: Economic, Wargame
Mechanic: Area Control, Hex-and-Counter
Players: 2-4
Time: 90-120 minutes
Age: 14+

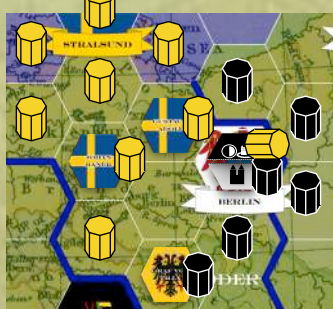
Components:
1 board, 1 track, 20 markers, 56 tiles, 150 tokens

What is the game about?



You play a commander during the Thirty Years' War, seeking to dominate Europe. Your army feeds by conquering cities but eventually the cities will revolt and leave your army starving.

The Siege of Berlin



How do you win?

At the Westphalian peace negotiations, victory points are awarded based on army size and opponent capitals reached during the war.

How do you play?

The armies are represented by leaders rather than stacks of units and they spread their influence by passing countryside hexes and conquering city hexes. They are maintained through a double supply system

The Conquest of Berlin



- ♣ Gain supply value from occupied cities.
- ♣ Gain strength value from influenced hexes up to the supply value.

City hexes are conquered through sieges but will eventually revolt and each new conquest reduces the supply value. Countryside hexes can only be used every second turn and may be permanently pillaged. Thus, the army must keep moving to feed.



The Revolt of Berlin



The battles are fought by betting a certain number of strength points. The highest wins but also loses the committed strength points.

The challenge of Bellum se ipsum alet is to acquire supply to increase the strength and then to use the strength timely and economically.



What makes the game special?

The unique mechanism of Bellum se ipsum alet is the relation between the strength of the armies and the diminishing supply values of the cities and the countryside. The players must find supply to get strength and use the strength before it is too late. This creates a relatively simple game that yet reflects the harsh realities of the war: feed the army or the war will feed on the army.