



Category: Economic, Wargame
 Mechanic: Area Control, Hex-and-Counter
 Players: 2-4
 Time: 90 minutes
 Age: 12+

Components:
 1 board, 1 track, 20 markers, 56 tiles, 137 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



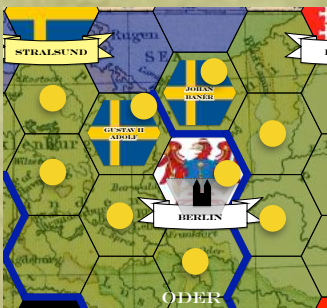
How do you win?

You win by influencing a certain number of cities or hexes.

How do you play?

The armies are represented by leaders rather than stacks of units and they spread their influence by passing hexes and conquering cities. Influenced hexes give movement advantages and influenced cities give supply to the army. The supply level will gradually affect the strength level - the more supply an army has, the stronger it gets.

The Conquest of Berlin



Cities are conquered through sieges. However, in time they will free themselves and the more they change owners, the more their supply value will fall, until only a ruin is left that is worth nothing.



The Revolt of Berlin



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

The challenge of Bellum se ipsum alet is to acquire and maintain supply and 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. 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.

