

Stop the Turtle Variant

I posted these in the older thread about players who "turtle" in their home system and then rush Saestor and win in one turn. I am reposting here so that it will generate an auto-post to other Amoeba Wars players and maybe get some feedback.

Option 1: I think a simple fix for this is limiting the number of systems you can take in a round. Call it a logistics limitation. You could make it a flat rate of 3 systems per turn.

Option 2: Same as above but you could base it on the number of production points you control at the beginning of your turn. The latter option encourages blitzkrieg players to at least expand a little and therefore expose themselves a bit and let the other players have more opportunities for attack.

Option 3: Same as ideas as above except that you can only take control of the number of production points equal to what you already control. Now that I have thought of it, I like this option the best. It prevents even two turn blitzes and makes people really have to consider controlling territory more than blitzkrieg. The downside would be that games might take a bit longer.

Based on the first three options, the next step then is to develop a Power Play card, something along the lines of "Supply Surplus, you may attack and control one system without it applying to your logistics points."

I think an additional rule to this variant would be that you could attack an occupied system even if you have exhausted the logistical points, but cannot take control of it. So, you could attack and destroy a nearby Amoeba or enemy ships, but would not be able to actually take control if you are victorious.

Option 4: Here's another, more complex fix I just thought of. It has very interesting tactical implications. Instead of each player making all their attacks and then the next player making all their attacks. Have each player make attacks in a round. Each person has a coin or other

indicator. Everyone secretly indicates if they will attack this round (heads or something). Then each player reveals their choice. Then everyone who indicated as much resolves an attack in regular turn order. This is repeated until a round occurs where everyone indicates they are not going to attack.

The kicker would be that if a ship/fleet is not able to trace an uninterrupted path back to the home system, it cannot attack. With the exception of the first round that a hyperspace fleet first enters an enemy hex.

This allows for a more simultaneous feel. I just came up with it, but never play tested it. It seems a bit ponderous and time consuming on the surface, but may actually play out differently. It might actually work better with the Dune variant above with allied victories.

Maybe an additional wrinkle to Option 4 would be that attacks would be resolved as per the original rules until someone declares rounds for that turn. That would allow early turns where people are just incrementally expanding to proceed smoothly. Then when people think they might have to get involved with other people's plans, they have the option of going into "simultaneous mode".

Option 4 is definitely not for the PB(e)M games!