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See Appendix ORD – Conversion & Pacification Examples

“To rule means to exercise power, and only he who possesses power can exercise it. This direct connection of power and rule forms the fundamental truth of all politics and the key to all history.” – Ludwig August von Rochau

Ambient Noise: Those who are powerless (or feel they are) are just griping cynically in the background of our civilization. The extent to which this is true and the form(s) it takes (e.g., agitation, inactive Constructural Elements in GGDM) is the measure of political stability.¹

Capital Colony: Each position which owns any colonized planet must have a capital. The Homeworld or a starting colony, or the first planet colonized by the position in the game automatically becomes the position’s Capital Colony; no Power activation is required. The capital is the source of remote authority, it is the central seat of the government, the administrative center, it is part of the identity of the population, and the emotional heart of the civilization.

- ✓ A Capital Colony is not a ‘specialized colony’ (see 4 Expansion, p. 925, *infra*) and a colony hosting the Capital receives no particular benefit; it does not require a Writ.
- ✓ A Homeworld has no distinction in game terms, it is considered a colonized planet. Thus positions that begin with a Homeworld must have it as their Capital Colony.

The first colony founded by Invader Primal State positions **must be** accompanied by a News Event declaring the location and Capital Colony status of the first colony. The Capital Colony of Homeworld and Lost Colony Primal States is already known at the beginning of the game, Outposters must announce their Capital Colony before the game begins.

Does the Capital Colony have a capital city? The game does not look at planetary surface details, but it should not be assumed that all Capital Colonies are like Isaac Asimov’s Trantor.

- **Capital Punishment:** The existence of a Capital Colony for each position is the normal assumption underlying the rules of this game. There is no extra benefit to having a Capital Colony, but that it allows positions to efficiently activate powers and direct the activities which are the result of the position’s Power Activations each turn (and do the things positions do in the game). On that basis then, it is the loss of the Capital Colony to conquest or destruction that has a special effect on the position: The loss of the Capital Colony results *in the disruption of the position’s Structural Government Title* (see World Powers Fall, 3 Government Titles, p. 616 and A House Divided, 5 Government Titles, p. 637, *infra*) and the position will also lose Acts or Scenes on the next turns as a result of government disruptions. Finally, an Intervention Potential Plus will be generated due to the disruption in the administration and centralized control from the conquest or destruction of the Capital Colony.

An IP+ (Intervention Potential Plus) *is not* generated for disruption of a Structural Government Title, which has no Conflict Checks, it is not considered a Disruption Event at a colony and cannot affect Constructural Elements, see Rousing the Rabble, 2 Disruption, p. 271, *supra*. So the loss of the Capital Colony will only generate one IP+ unless it also causes an Estate or Social Government Title to become disrupted at the end of the Regular Turn.

- **Fist Fights in Parliament:** As mentioned in 2 Constructural Elements, the *Capital Status* of the Capital Colony is disrupted if the Symbolic Constructural Element on the colony is inactivated for any reason. This *does not mean* that the colony ceases to be a Capital Colony or that the position does not have a Capital Colony. Rather, the symbolic image of the Capital

Colony is tarnished, loses prestige, or disputed such that, in addition to the inhibitions that accompany an inactive symbolic Constructural Element (for example, if Diplomatic Spaces were attached to the Capital Colony), one Intervention Potential Plus is generated each turn the Symbolic Constructural Element is inactive at the Capital Colony. A Special Bulletin may also be published, at the discretion of the Concierge, relating to the image problems.²

- ✓ This rule only applies to Capital Colonies; no other colony's political status is affected by whether or not the Symbolic Constructural Element is inactive.
 - ✓ Disruption of the *Capital Status* of the Capital Colony does not cause the Structural Government Title to be disrupted, because it is still a Capital Colony.
- Capitol Declaration: Each position may only have one Capital Colony at any time. A position would only need to declare a Capital Colony if the previous one is lost to conquest or destruction. A new Capital Colony must be declared on the Regular Turn following the loss of the old Capital Colony. There are two ways that a new Capital Colony can be declared:
- ✓ The first, preferable way, would be by an activation of the Order Power for that purpose, which must be accompanied by a News Event announcing the location of the new Capital Colony. By activating the Order Power, the position may choose the location of the new Capital Colony and avoid additional entropy.
 - ✓ If the position does not have enough Acts and Scenes to activate the Order Power, or chooses not to do so (the position is not required to do this *even if it can*), then the Concierge will choose and declare a new Capital Colony for the position, generate the News Event (as a Special Bulletin), and act pursuant to *Gone with the Wind*, 1 Government Titles, p. 582, *infra*, to restore the position's disrupted Structural Government Title. The Concierge will not provide an advance consultation on where he might place the Capital Colony if the position chooses not to do it, or what might happen as a result.

The baseline rule is 'one Capital Colony at a time.' This is largely for game convenience and sanity. History certainly suggests that in some cases, e.g., Rome and Constantinople, a polity might have two capitals. We all know how that worked out. But it might be possible by use of Writs in GGDM for a very large position to have two Capital Colonies; it might also help to avoid extinction, as Constantinople outlasted Rome by a millennia.

- Inside the Hyperspace Bypass: A position may choose to voluntarily move their Capital Colony during any Regular Turn by activating the Order Power for that purpose, and issuing a News Event declaring the move and the name *and political status* of the new Capital Colony. While the loss of the Capital Colony has dire consequences, moving the Capital Colony does not always have to be in response to military threat; clever players may find a way to make the movement of the Capital Colony a beneficial event.
- ✓ In addition to the activation cost of the Order Power to move the Capital Colony, the movement also costs 10 RPs from the Treasury.
 - ✓ Finally, the Capital Colony is not moved on the Regular Turn the movement is declared, but instead, the colony designated as the new Capital Colony gains that status on the following Regular Turn Cycle (even if the position submits no Actions, no Order Power activation is required to complete the process).

Voluntary movement of the Capital Colony does not require movement of populations between the old and new Capital Colonies (though the Concierge may reject the target colony due to ineligibility, below, and either cancel the move or choose a new Capital Colony).

- ✓ Rome was not the capital of the Roman Empire from the 3rd Century A.D. Milan and Ravenna in northern Italy were the last two capitals of the Western Roman Empire (after Rome became indefensible), and Constantinople was made the capital of the Eastern Roman or Byzantine Empire. The places that became later capitals of the Roman entities quickly grew in size, wealth, and importance, and later served as natural capital cities of other states (and religious and cultural centers) after the Romans.
- ✓ The Persian Empire had several palaces: Darius I built two massive palaces and frequently traveled through the empire, visiting local satraps or leading armies on campaigns. His personal guard, officials, supplies and servants formed a massive caravan. Although expensive, there were some political, military and administrative benefits to this arrangement, and the Persian Empire could easily afford the cost.

Though the Capital status of a colony is not technically an installation or enhancement, in some senses it can be treated as such, for example, that there is a Capitol sector on the colony planet which houses the buildings of government and probably a lot of secret stuff and very expensive equipment. Thus, it is then a target in Special Operations Black-ops (see 2 Special Operations, p. 1297 *et seq.*, *infra*) or Raids (see World in Flames, 4 Carriers & Fighters, p. 1083, *infra*) or Ground Combat (see 4 Combat generally), *infra*, which may be attacked and/or screened or protected as a target.

This process is designed to avoid disruption of the Structural Government Title due to not having a Capital Colony; when this process is followed, the position is not without a Capital Colony.

- ✓ “Although The Hitchhiker’s Guide fails to say whether Alpha Centauri’s planners used cost benefit analysis, they must have done. In all other respects, the practices of the Alpha Centauri planners and their earthling counterparts are identical. Throughout the Galaxy, it seems planners react to protesters in the path of their projects with the same dismissive irritation. Before energising the beams that vaporised Earth, the head of Vogon Constructor Fleet explained that: ‘all the planning charts and demolition orders have been on display in your local planning department in Alpha Centauri for fifty of your Earth years, so you’ve had plenty of time to lodge any formal complaint and it’s too late to start making a fuss about it now.’” – John Adams, “Vogon economics and the hyperspace by-pass – John Adams on a debate in which scientific uncertainty is being transformed into economic farce,” New Scientist, September 18, 1993 (reference to Douglas Adams’ Hitchhiker’s Guide to the Galaxy (1979)).
- Capital Eligibility: In any instance where the Capital Colony is either voluntarily or involuntarily moved, the new Capital Colony must be placed on a Friendly Colony within two turns’ ship movement of the old/current Capital Colony and the new Capital Colony must be connected so that it meets the requirements of the position’s Structural Government Title.
 - ✓ If there are no Friendly colonies available, then it may be placed on a Naturalized Colony, and if none are available, then it may be placed on a Converted Colony. As an absolute last resort, a Conquered Colony may serve as a Capital Colony.

- ✓ If the Capital Colony is not located on a Friendly or Naturalized Colony, then it must be moved to one as soon as one becomes available within two turns' movement range of the current colony.
- ✓ Placing the Capital Colony on a Conquered or Converted colony does not change the political status of the colony (*ut infra*).
- ✓ A Capital Colony is lost if located on a Conquered or Converted Colony that reverts.
 - See All Roads Lead To, 2 Government Titles, p. 595 *et seq.*, *infra*. As explained generally in the Government Titles rules, new Pathways will need to be formed on the Public Space, which may displace or cause loss of other objects and formations on the Public Space, so as to properly connect the new Capital Colony to the Government Titles.

There are no minimum population requirements for a colony to become a Capital Colony. Game mechanically, this is intended to insure ease of finding a new Capital Colony (and thus is a concession to playability); the only requirement is eligibility based on political status of the target colony. Realistically, consider that the number of people who live in most modern capitals and work in the national government offices there, is small in relation to the total population (e.g., about 250,000 or 7.56% of US government employees work in Washington, D.C. according to the city's Obama-era employment guide out of 300M U.S. population).

- Capitol Ships: GGDM makes no provisions for use of any sort of ship as the Capital of the position. It is not expressly disallowed, however, and may properly occur in the game possibly with the use of a Writ, one of the main issues being the required Pathways connecting the Capital to the Government Titles on the Public Space. Occasionally ships act as Capitals in space-opera fiction, in extreme circumstances, such as when a position has no ground colonies remaining (as in *Battlestar Galactica*). The space-adapted bioroid Abh race in *Crest of the Stars* and *Banner of the Stars* anime series, maintain an (apparently) immobile Imperial Palace in interstellar space which has grown into a vast fortified hub city (similar to *The Colony* in the later reimagined *Battlestar Galactica* series).
 - ✓ Even in science-fiction film where the sovereign person or group is shown on a ship, such as the Emperor on the Death Star in *Star Wars*, or the Minbari Gray Council on the dreadnought moving to First Contact with humanity, the position still has a large, urbanized Capital Colony on a planet (e.g., Coruscant in *Star Wars*), usually a Homeworld (e.g., Minbar in *Babylon 5*). The drawbacks to using a ship as the Capital of a position are obvious; as Robert Heinlein said in 1940, "Blowups Happen."
 - ✓ I do not believe it has ever occurred historically to any sovereign, though it is possible that it occurred in situations such as Ching Shih (the 'Pirate Queen') or William II de La Marck (admiral of the Sea Beggars) where a large non-sovereign or nationalist political organization was commanded from ship.
- General Howe in Philadelphia: If the original Capital Colony is conquered or destroyed before the transfer at the end of the Regular Turn, the position will not have a Capital Colony at the end of the Regular Turn, and the Structural Title will automatically be Disrupted, and then restored at the end of the next turn if the new Capital Colony survives.
 - ✓ If the movement of the Capital Colony is in progress, and the colony designated as the new Capital Colony is captured or destroyed before it becomes the Capital Col-

- ony, the movement of the Capital Colony is cancelled, and the old Capital Colony remains the Capital Colony. The 10 RPs are always subtracted from the Treasury in any case. A News Event will be required to announce the cancellation.
- ✓ If the movement of the Capital Colony is in progress and both the old Capital Colony and the colony designated as the new Capital Colony are captured or destroyed at the same time – well, do you still deny the universe is conspiring against you? – the position will obviously suffer the effects of being without a Capital Colony.
 - ✓ [Interview] “What is left for the Confederacy once they have lost Atlanta and Richmond, and Mobile, Alabama, and Nashville, Tennessee? What is left for the Confederacy? You can move the capital wherever you like. If the economic heart of the Confederacy is gone, then all you become is a rabble of rebels. So, once the 1864 election is over, Lincoln is still in power. Lincoln is determined to prosecute the war, and there is nothing that Robert Lee can do to win.” – Dr. Aryeh Nusbacher (Instructor at Sandhurst), Under Siege television series, Episode 3 (documentary, 2008).
 - This is a great example of the interaction of politics (the 1864 election) and military situation (the siege of St. Petersburg and Richmond).

“There are alligators in the swamp who are more mannerly than a few members of the criminal defense bar in Chicago.” – Scott Turow, One L (1977)

Moving the Swamp: Imagine that a President-elect who was born, raised, and lives in Chicago refused to move into residence at the White House. Despite the immeasurable symbolic power and convenience of being *the* resident of the White House, and intensely indignant media backlash, the President remains at his Chicago residence during the term in office, surrounded by extended family, friends, and loyal locals, and an army of Secret Service agents, arguing that Chicago is more representative of the United States than Washington, D.C., and more centrally located.

The most famous example of this type of situation is the 67-year period of the Avignon Papacy, where *seven French Popes* held court at the papal enclave of Avignon, France from 1309 to 1376, refusing to move to Rome.

But there is a stark difference between the two situations: The Pope is a monarch and his capital is wherever he holds court; whereas, only Congress can declare the capital of the United States and thus Chicago does not become the Capital of the United States by virtue of the residency of the President.

- **Capitalizing:** I seem to have acquired a habit of Capitalizing certain terms in GGDM (e.g. Original Populations, Colleges, Fundamental Realities, Concierge, Existential Void, etc.) as if to give them extra or official effect. Whatever the purpose of Capitalization (i.e. imposition of inequality, see Symbolic Constructural Element, 1 Constructural Elements, pp. 176-177, *supra*), it is quite likely that ggdm would be just as well without it. But I still want (as in mental comfort) to Capitalize game terms because I have been trained to think it Emphasizes their Importance:

- ✓ “[John] Hart recommended his readers to use a capital letter at the beginning of every sentence, proper name, and important common noun. By the 17th century, the practice had extended to titles (*Sir, Lady*), forms of address (*Father, Mistris*), and personified nouns (*Nature*). Emphasized words and phrases would also attract a capital. By the beginning of the 18th century, the influence of Continental books had caused this practice to be extended still further (e.g., to the names of the branches of knowledge), and it was not long before some writers began using a capital for any noun that they felt to be important. Books appeared in which all or most nouns were given an initial capital (as is done systematically in modern German) – perhaps for aesthetic reasons, or perhaps because printers were uncertain about which nouns to capitalize, and so capitalized them all.” – David Crystal, The Cambridge Encyclopedia of the English Language (1995), p. 67.³

✓ See also *Metaphysics of Presence*, 1 The Streams of Time, p. 74, *supra*.

The hollowness of this is revealed by the following admonishment from a federal judge:

- ✓ “Defendant ... is apparently a member of a group loosely styled ‘sovereign citizens.’ The Court has deduced this from a number of Defendant’s peculiar habits. First ... sovereign citizens are fascinated by capitalization. They appear to believe that capitalizing names have some sort of legal effect.... [Defendant] appears to believe that by capitalizing ‘United States,’ he is referring to a different entity than the federal government. For better or for worse, it’s the same country... The Court, therefore, feels some measure of responsibility to inform Defendant that all the fancy legal-sounding things he has read on the internet are make-believe ...”⁴

In fairness, the Court’s admonishment in this case was in regards to using ALL CAPS for certain words in legal pleadings, e.g., UNITED STATES instead of United States, as if they were different things, as if one was legitimate and the other, to which the Court belonged, was not. At least I haven’t done that yet. Yet.☺

“Beware, lest in your anxiety to avoid war, you obtain a master.”

– Demosthenes

Glorious Revolution: What is the difference between an invasion and a foreign coup? When was the last time England was invaded? The traditional answer is always 1066 A.D., the year of the Norman invasion by William I.

However, in 1688 the Protestant stadholder of the Netherlands, Prince William of Orange sailed a Dutch fleet to England (*after* receiving an invitation and assurances from dissident elements) with an expeditionary force (i.e. invasion) of 463 ships and 40,000 men (of which 15,000 were land troops), and assumed the throne of England as William III, unseating his *father-in-law*, the Catholic King James II, the brother of Charles II, who was restored after Oliver Cromwell died and his son abdicated. William III’s efforts – The Glorious Revolution of 1688 – were assisted by high level defections from James II’s court – especially Lord Churchill and James II’s own daughter, Anne, who later became Queen of England in 1702 after William III died, and Queen of Great Britain in 1707 after the Acts of Union (possibly related to the failure of the Darien Scheme discussed in 4 Taxation & Census, p. 329, *supra*, and 3 Expansion, p. 911, *infra*).

- ✓ Queen Anne died in 1714, having outlived all of her three children (plus five stillborn and seven miscarriages), and by the Parliamentary Act of Settlement of 1701, German-speaking George, Prince-Elector of Hanover, was crowned George I, King of England.
- ✓ The point of the Glorious Revolution was that for the first time in history, Parliament decided who would be the next monarch of England. George of Hanover agreed that British troops would not be used in conflicts or dynastic disputes involving Hanover. England and Hanover had to be ruled as separate sovereigns by the same person.
- ✓ As a result of dynastic marriages and religious conflict, England (and Great Britain) did not have a native monarch – some didn't speak English – after 1688. There were protests about George's coronation in 1714-1715, much of it associated with Henry Sacheverell, the firebrand High Anglican priest and darling of the Tories, whose lavishly fêted progress through England led in part to the Riot Act of 1714.

“The heaviest penalty for declining to rule is to be ruled by someone inferior to yourself.” – Plato, The Republic (381 B.C.)

Choosing Not to Vote: Similarly in choosing not to vote, one has chosen to let others choose for them. There is a cost even to *the third alternative*, avoiding voting either for the lesser evil or the greater good by not voting.

- ✓ ‘Not to speak is to speak. Not to act is to act’ – quote of unknown origin frequently misattributed to Dietrich Bonhoeffer on Twitter and the internet. But still true.⁵ And it certainly seems like something he might have said if he'd thought of it.

Each time you choose not to vote, you make the votes of all those who did incrementally more powerful and influential on the outcome. If there are five voters, each has a 20% say in the outcome, but if one doesn't vote, each of the remaining four voters has a 25% say in the outcome. You are helping those whom you might disagree with get their way in the election. If there are three candidates, one of whom you dislike, that candidate wins with two votes of only four voted if the other two voted for the other two candidates. Whereas if you had voted for your candidate, it would have at least been a tie if the other voter didn't switch his vote.

- ✓ This issue in GGDM directly relates to end game procedures, see It was the End of History, 1 Resolution, p. 1456, *infra*.

Colony Politics: Colonies have four possible *political status* which govern their relationships. Colonies can be Friendly, Conquered, Converted, or Naturalized.

- **Identity Politics:** This is the area of identity politics; *us and them*, stories and circumstances can develop where some factions of the population could be more friendly and loyal to aliens, or to alien ideals, than they are to their own government. But in most cases, it can be assumed that populations prefer the company of their own kind and to be ruled by their own government, even if they radically oppose those currently holding power or yearn for independence from the interstellar or planetary governments.
 - ✓ “Perhaps it is time that we start to look to politics with a new approach. What did we learn from the last few years' elections? That people are aligning themselves under a new paradigm, which is not political in the sense we have used until now: it is called

IDENTITY. Voters now elect those with whom they identify, and support them because in fact they defend their identity, no matter what. They do not listen to contradictory information, which they dismiss as ‘fake news.’” – Robert Savio, “The Unnoticed Demise of Democracy,” Inter Press Service (IPS) News Agency, July 24, 2017 (emphasis in original).

- Friendly Colony: Friendly colonies are colonies composed of their owner’s Native Population Type, descended from the Original Populations. Friendly colonies are assumed to be completely loyal *for game purposes*,⁶ support the operation of fleets, and produce and grow at full potential, and may also be the site of Colleges and Institutes.
- Conquered Colony: When a Colony and/or Ground Combat ends with the surrender of the colony, the colony has no choice but to hope for the best.⁷ At that point, the colony becomes a Conquered Colony controlled by the attacker and passes to their possession; the former owner exerts no control over the colony and *may not exercise Taxation or Census Powers*.
 - ✓ See Over My Dead Body, 5 Combat, p. 1011, *infra*, for colony surrender discussion.
 - ✓ The newly Conquered Colony is removed from its previous owner’s Public Space and placed on the new ruler’s Public Space and connected subject to the Structural Government Title requirements.

The Monad occupied by the colony is not transferred with the colony (see Monad Imperialism, 3 Order, p. 561, *infra*), it remains available (but now unoccupied) in the original owner’s Public Space. Thus, conquest of colonies is *not* a means to expand the conqueror’s Public Space, but rather, will serve to fill the conqueror’s Public Space with **alien colonies** while expanding their sphere or footprint in Galactic Space. However, see Alienation and Alien Nation, 3 Order, pp. 560-561, and In Spite of Ourselves, 4 Order, p. 574, *infra*.
 - ✓ A Conquered Colony is *not* a Friendly Colony for the new owner and may not be used to support fleets (see Supporting Colony, 1 Movement, p. 840, *infra*) and may not be taxed (see The Taxman Cometh, 2 Taxation & Census, p. 306, *supra*) but may be Looted (see 3 Commerce, p. 1210, *infra*).
 - ✓ Further, the Conquered Colony will instantly *revert* to the control of the *owner of the Native Population Type* of the colony at any time the conqueror has no warships remaining in the system, or ground troops on the colony, regardless of whether or not the previous owner was the position representing the Native Population Type of the colony. However, if the colony was Naturalized by its previous owner, *it may first revert automatically to the previous owner and not to the owner of the colony’s Native Population Type* (this is a political situation on the ground subject to possible Concierge Interventions). The Concierge will make an of-the-moment judgment.
- Converted Colony: The Germans were welcomed as liberators by Ukrainian nationalists, the Japanese were similarly welcomed in French Indochina. For a month. The hopes of the French Revolution were carried to the subject masses across Europe on the point of bayonets:
 - ✓ “‘We come to give you liberty and equality,’ growled old Marshal Lefebre in a Franconian town. ‘But don’t lose your heads about it – the first person who stirs without my permission will be shot!’” – Lynn Montross, War Through the Ages (3rd Ed., 1960), p. 509.

Although the Philippines eventually were granted independence, the United States was not a great custodian; we did a lot of damage in the meantime, and it was not lost on intellectuals or the public that in 1899 we had put ourselves in the same position as the hated British in 1775. And for the Philippine Republic, they had simply traded the Spanish yoke for the American yoke. It was thus that by stages in 1902, 1916, and 1934, Congress passed legislation granting the Philippines increasing autonomy and a timeline to independence.

- ✓ Although the Okinawans have long resented Japanese rule, the United States was not welcomed as liberators. They would like us to leave too.

In order to make a Conquered Colony productive, it must be pacified, order must be restored, and the colony must be brought into the conqueror's economic system.⁸ This is the process called Conversion ('annexation without representation'), and there are two ways to convert a conquered colony, the long way and the short way:

- ✓ The short way is by either Orbital Bombardment or Pacification Combat (see Making War for Peace, 6 Combat, p. 1020, *infra*), both lasting one Combat Round, following the conquest of the colony, and will result in damage to the colony and the planet.
- ✓ The long way requires activation of the Order Power to attempt Conversion.

A Converted Colony will produce resources during Taxation by the new owner, will support the Operational Flight or Supply of fleets, and may build and do everything a Friendly Colony can, but the populations on Converted Colonies *do not grow* when the new owner's Census Power is activated and it will revert in the same manner as a Conquered Colony any time that the owner does not have a warship in the system and/or ground troops on the colony.

- ✓ Conversion also happens to be – not coincidentally – a legal term for certain similar acts that commonly amount to stealing. As used in this game, 'Conversion' of a colony refers mainly to the problematical transfer of acceptance of legitimate authority over a colony and/or transfer of acceptance of remote authority by the colony government and/or population. It is used mainly in the Roman Empire sense of obtaining long-term legitimate authority of conquered areas, while leaving local beliefs intact.
 - ✓ The term, as used in this game, also refers in part to the legal definition of civil conversion, which is a voluntary possession by one person inconsistent with the ownership rights of another. Conversion of a colony may also, but does not necessarily, imply forced religious conversion, forced change of social beliefs and morals, forced rearrangement of social and political structures, suppression of insurgencies, predatory business practices, enslavement of all or part of the population, winning hearts and minds, and/or co-opting and enrichment of local magnates depending on the story.
- Naturalized Colony: Sometimes called a 'domesticated pet colony,' the Naturalized Colony is a Converted Colony that has been in the possession of its current owner so long that it becomes completely friendly (or *mostly harmless*) and culturally corrupted (well, that's one side anyway) so that the colony becomes in all ways equal to a Friendly Colony, meaning that the population will grow during Census, it will produce Taxation and support the Operational Flight or Supply Limits of starships, and it does not require a warship or Ground Units present to insure loyalty. The only difference remaining between the Naturalized Colony and the Friendly Colony is the Native Population Type of the colony. A Naturalized Colony that is subsequently captured by any other player, including the owner of its Native Population

Type, becomes a Conquered Colony again, but if the owner for whom it was *last* Naturalized recaptures the colony, it immediately reverts to being a Naturalized Colony for that position.

- ✓ Fido (Latin, *to trust, believe, confide in*) as a generic, symbolic dog name originates as the name of Abe Lincoln's favorite dog. Fido was the first presidential dog to be photographed, but had to remain in Springfield, IL when Mr. Lincoln moved to the Whitehouse. Fido was killed by a knife-wielding drunk man in 1866, the year following the assassination of President Lincoln. Though few have ever known a dog named Fido, the national attachment to President Lincoln's legacy made the dog name symbolic of him. Information from Stanley Coren, "Why Are Dogs So Frequently Called 'Fido'?" Psychology Today, October 12, 2011.
- **Balkanized Colony Planets:** For the purposes of the political status of Balkanized Colonies, each population type present on the planet is treated as a separate colony (even if the assumption is that the populations are intermingled). Thus, one part of the population might be a Friendly Colony while the remaining population constitutes a Conquered Colony.

This is far from unheard of in human history; consider the Jewish Ghettos of European cities, or Greek and Turkish sections of Cyprus, the Gaza Strip, or any form of segregated housing, employment, education, or areas designed to gain the skill and work value of minority populations while keeping them socially and physically separated from the majority and inferior.
- **Pilgrimage to Earth:** A Homeworld has no special game qualities or distinctions merely from being a Homeworld (other than sentimentality). A captured/conquered Homeworld becomes a Conquered Colony for the conqueror and is treated as a colony for all subsequent purposes.
 - ✓ "Of course! Earth is old, her minerals are gone and her fields are barren. Her colonies are independent now, and filled with sober folk such as yourselves, who want value for their goods. So what else can old Earth deal in, except the non-essentials that make life worth living?" – Robert Sheckley, "Pilgrimage to Earth" (1957).

Governor Tarkin: *The Imperial Senate will no longer be of any concern to us. I have just received word that the Emperor has dissolved the council permanently. The last remnants of the Old Republic have been swept away forever.*

General Tagge: *But that's impossible! How will the Emperor maintain control without the bureaucracy?*

Governor Tarkin: *The regional governors now have direct control over their territories. Fear will keep the local systems in line. Fear of this battle station.*

– Star Wars, Episode IV, A New Hope (aka Star Wars, 1977)

Green Zone: The GGDM rules make the assumption – for game convenience – that fear of the return of conquering warships, orbital bombardment, and other reprisals, will be and are overcome by courage and the desire for freedom, thus allowing unguarded subjugated colonies to revert automatically.

Whether or not something like the Tarkin Doctrine might eventually keep Conquered or Converted Colonies from automatically reverting is a matter for the game story arc and the position players; it is not an assumption made in the game rules. Certainly, however, if the subjugated

colonies are to be kept in line by fear of planetary destruction, the conqueror will not keep Ground Units, or anything valuable, on the planet that might need to be destroyed.⁹

There is no set threshold for the size of the Ground Unit required to hold a Conquered or Converted Colony from reverting if no warships are present in the system. This is a gray area that could contemplate many factors, such as the hostility of the population (e.g., Insurgency levels resulting from Pacification Combat, see Fabrication of Order, 6 Combat, p. 1022, *infra*) and hostility of the Habitability Class of the planet to the occupying troops, the nature of the conquered native population type (culture and Fundamental Realities), time elapsed since conquest, actions of the conqueror, and so on.

It is certain that a small Ground Unit is more in danger of losing control of a colony than a larger one, and population to Ground Unit ratio is a good measure. Historically, occupiers who have lost control of a population are often buttoned up and hold out in a fortified area (such as a prison or cathedral) to await reinforcements or relief; in GGDM terms, this might mean the colony is liberated but the occupiers hold out in a Ground Base.

This is, as many others, an area more suitable for Special Operations Black-ops by positions, and Interventions by the Concierge.

- Asymmetric Conflict: At several points throughout GGDM, the idea is floated of possible revolts of colonies – mostly Conquered or Converted Colonies, sometimes Naturalized Colonies, and it is even possible (participants should not forget) that Friendly colonies may revolt if the story is ripe for it. All such situations, including insurgencies and partisan or guerrilla warfare against occupying forces (e.g., the French forces in Mexico or the French forces in the Papal States and Rome during the Second Republic and Second Empire), are asymmetric conflicts. This is a discussion which has come to the public consciousness due to U.S. Forces in Iraq and Afghanistan, but there are many other modern examples, such as the Viet Cong, FARQ, the IRA, the PLO, etc. Terrorism is the late 20th Century asymmetric conflict.
 - ✓ Not all insurgencies are effective, some turn out to be mere propaganda, e.g., *Werwolf* in Allied-occupied Germany in 1945 created far more fear than actual results.

The following The Network University should serve as a good primer for GGDM play:

- ✓ “So far we have been considering conflicts of interest between relatively similar parties. These are examples of symmetric conflicts (i.e. conflicts between parties with more or less equal resources). Conflict may also arise between dissimilar parties such as between a majority and a minority, an established government and a group of rebels, an employer and her employees, or a master and his servant. These are asymmetric conflicts (i.e. conflicts between parties with unequal resources). Here the root of the conflict lies not in particular issues or interests that may divide the parties, *but in the very structure of who they are and the relationship between them*. It may be that this structure of roles and relationships cannot be changed without conflict. In some views classical conflict resolution applies only to symmetric conflicts.

In asymmetric conflicts the structure is such that the top dog always wins and the under-dog always loses. The only way to resolve the conflict is to change the structure, but this can never be in the interests of the top dog. So there are no win-win outcomes, and the third party has to join forces with the under-dog to bring about a resolution. From another point of view, however, even asymmetric conflicts impose costs

on both parties. *It is oppressive to be an oppressor, even if not so oppressive as to be oppressed. There are costs for the top dogs in sustaining themselves in power and keeping the under-dogs down. In severe asymmetric conflicts the cost of the relationship becomes unbearable for both sides.* This then opens the possibility for conflict resolution through a shift from the existing structure of relationships to another.” – The Network University (www.netuni.nl), “1.9 Power: Symmetric and asymmetric conflicts,” (unattributed, undated), captured June 26, 2019 (emphasis added).

- **Mess from Planet Naupactus:** Sometimes pacification and conversion can mix with insurgencies (see Fabrication of Order, 6 Combat, p. 1022, *infra*), war, invasion, refugees, and Balkanization of worlds (see Lebensraum, 3 Taxation & Census, p. 321, *supra*) for a complex, heady brew of political and military intrigue (in this case, the Third Messenian War):
 - ✓ “During the same war and after the capitulation of the Spartans besieged in Sphacteria, the Athenians installed a garrison in Pylos composed of Messenians from Naupactus. Thucydides underlines that they had hoped to exploit the patriotism of the latter in order to pacify the region. Though the Messenians may not have triggered full-blown guerrilla warfare, they nevertheless pillaged the area and encouraged helot desertion. Sparta was forced to dedicate a garrison to controlling this activity; this was the first of the ἐπιτειχισμοί / epiteikhismoí (‘ramparts’), outposts planted by the Athenians in enemy territory. The second such outpost was at Kythera. This time, the Athenians set their sights on the helots of Laconia. Again, pillaging and desertion did occur, but not on the scale hoped for by the Athenians or feared by the Spartans: there was no uprising like that which accompanied the earthquake.” – from Wikipedia article, “464 BC Sparta earthquake,” captured July 4, 2019.

The “Messenians from Naupactus” were refugees, rebels who had fled and were settled by the Athenians at Naupactus, also the site of a surprise Athenian naval victory in 429 B.C. following the defeat of the Helot Uprising after the Sparta earthquake of 464; the rebels returned to be used as Athenian local garrison forces in the area they had previously fled. *See?*

“They were eventually assimilated by the Romans, and ceased to exist as distinct people ... By 82 B.C., the Roman dictator Lucius Cornelius Sulla conducted an ethnic cleansing campaign against this most stubborn and persistent of Rome’s adversaries and forced the remnant to disperse. So great was the destruction brought upon them that it was recorded that ‘some of their cities have now dwindled into villages, some indeed being entirely deserted.’ Samnites were granted Roman citizenship, and they were quickly absorbed into the Roman society.”

– from Wikipedia article, “Samnites,” captured October 17, 2018 ¹⁰

Fate of the Samnites: In space-opera fiction, the ecumenopolis Trantor (Asimov, Foundation) was reduced to a few hundred farmers farming open soil spots in the parks surrounding the former imperial Palace and the University grounds. The simple farmers called the remaining scholars of the University “scowlers.” This is ‘collapse of complex societies’ 25 years before Tainter. The reduction and abandonment of urban centers is consistent with Joseph Tainter’s signs of societal collapse; the Samnites eventually suffered a societal collapse inflicted by losses in various wars (possibly Pacification Combats in GGDM terms) against Rome. Although pacification –

conversion and naturalization – does not benefit from societal collapse of the losing population, it is possible and should be borne in mind by the Concierge and players.

Some people think that militant expansionism is inconsistent with the concept of a Republic, largely because of what happened to the Roman Republic. But the situation of the early Roman Republic (e.g., the Social War, Samnites) bears at least superficial similarity to the expansion of the United States across the continent, except that the disparity of forces was much greater in favor of the United States, just as the situation of the Cossacks being encroached by Imperial Russia reminds somewhat of the historically parallel situation of the Native Americans. Some people also believe or have believed in the past that democratic, socialist or communist republics would not make war on each other, leaving war as existing only between democratic and totalitarian states. I'd like to sell you a bridge in Antarctica.

The Ostrogoths (and many other 'barbarian invaders') suffered the same fate as discussed in *Shattered States*, 5 Government Titles, p. 640, *infra*. To wit:

- ✓ “All three peoples [the Ostrogoths, Visigoths, and Vandals] disappeared from history, and with them vanished the last cherished traces of Roman military skill in the West. Only the ruins of broad highways and frontier *castella* testified to the legionary past as the Dark Ages settled down over Europe. Another cycle had been completed...” – Lynn Montross, *War Through the Ages* (3rd Ed., 1960), p. 93.¹¹

*“Paranoia strikes deep,
Into your life it will creep,
It starts when you're always afraid
Step out of line,
The man come and take you away!”*

Buffalo Springfield, “For What It’s Worth” (1967)

Endnotes.

¹ Citation: “The story of Mike Pence in a lot of ways is the story of the religious right, a story of the kind of compromises of principles, standards and values that they’re willing to make to basically attain political power.” – McKay Coppins, MSNBC, December 5, 2017.

² Commentary: In 1854, Virginia Democratic Congressman Henry A. Edmundson was arrested by the House Sergeant-at-Arms for assaulting Ohio Republican Congressman Lewis C. Campbell during a debate *on the House floor*.

- ✓ On May 22, 1856, Edmundson accompanied South Carolina Democratic Congressman Preston Brooks and South Carolina Democratic Congressman Laurence M. Keitt, in an infamous caning assault on Massachusetts Republican Senator Charles Sumner *on the Senate floor* two days after Sumner had made a sexual-innuendo laced anti-Slavery speech in the Senate (e.g., what would Southern men do without slave women?). Mr. Keitt brought a pistol *onto the Senate floor* and brandished it during the attack to keep everyone away.
- ✓ Congressman Brooks challenged Massachusetts Republican Congressman Anson Burlingame to a duel with rifles (despite the anti-dueling laws passed after Alexander Hamilton’s death in a duel with Aaron Burr), which Burlingame accepted, but Brooks backed out. Burlingame was a known rifle expert.
- ✓ Brooks resigned his Congressional seat, but was elected again; then died unexpectedly in January 1857.
- ✓ Congressman Keitt was censured by the House for his part in the caning attack, later in 1858 (after Brooks had died), he got into a fist fight *on the House floor* with Pennsylvania Republican Congressman Galusha A. Grow, which turned into a *brawl* involving 50 Congressmen.

✓ Mr. Keitt died serving the Confederate Army at the Battle of Cold Harbor (1864).

³ Citation: From <https://english.stackexchange.com/questions/10522/capitalisation-of-nouns-in-english-in-the-17th-and-18th-centuries> (February, 2011). See also, <https://english.stackexchange.com/questions/209045/what-purpose-does-capitalization-serve-in-english-today> (November 2014).

⁴ Citation: *United States v. Kenneth Wayne Leaming*, 12-cr-5039-RBL, U.S. District Court for the Western District of Washington, as cited in Wikipedia article, “Sovereign citizen movement,” captured October 12, 2018.

⁵ Citation: See excellent article by Prof. Warren Throckmorton, “The Popular Bonhoeffer Quote That Isn’t in Bonhoeffer’s Works,” August 25, 2016, on his personal site, www.wthrockmorton.com.

⁶ Commentary & Clarification: Originally “Friendly” colonies were called “Native” colonies – I found a remaining reference to Native Colonies when final editing the combat rules on July 4, 2018. At some point, I thought it would be a problem calling them Native colonies – at the least because of the Lost Colonist Primal State, and changed it to Friendly Colony. Friendly Colonies are completely loyal *for game purposes* as long as the legitimate authorities at the colony are loyal to the interstellar government and remain legitimate to the population, military and servants.

⁷ Citation & Commentary: **Deleenn**: They fight bravely. They cannot harm our ships but they continue to try. **Morann**: Whether they fight or not they know they will die anyway so really is this bravery or simple desperation. – Babylon 5 movie, “In the Beginning.”

✓ The surprise Minbari surrender during their overwhelming final attack on the Earth in which they were assured of victory is one of the central elements of Babylon 5 television series. It is never explained what would have happened if Earth had surrendered first, the emphasis is on humanity’s resistance to the end. But there are three options: 1) Minbari occupation of Earth or something similar, setting up a Centauri-Narn-like situation; 2) Genocide of humanity or forced evacuation of the Earth population; or 3) Earth retains sovereignty, but is cowed, controlled, restricted in exploration and expansion, course of development is altered. Conversely, the Minbari ‘surrender’ – a deliberate inaccuracy because “surrender” sounds far more dramatic; inaccuracy and exaggeration are at the core of drama – was effectively a unilateral armistice and withdrawal (imagine if the United States had surrendered to Japan after the atomic bombs were dropped and agreed to mediation), no conditions were imposed on the Minbari (other than the Babylon 5 project): The Earth was not in any position to impose.

⁸ Commentary: Reading recommendation; when I was young, the best Earth-occupation-by-alien-conquerors story I read was Timothy Zahn’s The Blackcollar (1983). It turned out that the Ryqril, the conquering aliens, were primitive warriors who obtained technology from others, the barbarians-with-the-bomb trope. I later found the sequel, The Backlash Mission (1986), at a used book sale in the late 1990s. I was not aware that he had written a sequel. It takes place at everyone’s favorite mountain fortress, Cheyenne Mountain Complex. These might be a good movie.

⁹ Commentary & Citation: Note that during the Dominion War, the Dominion orbital bombarded a Cardassian world inflicting 800 million casualties in an attempt to obtain submission of their former ally who was beginning to resist being peacefully occupied and used by the Dominion. In this, Syria is somewhat in the same position, being in part peacefully occupied by their ally, Russia, upon whom the existence of the Assad regime depends (similar to South Vietnam in the 1960s). George Takei suggested that the Dominion War was the polar opposite of Roddenberry’s vision of Star Trek (i.e. it went off the rails, jumped the shark) while other opinions suggest that the end of the Cold War, Babylon 5, new writers and audience, and series ideological and optimism fatigue played into the darker, morally ambivalent drift of DS9. Information from Wikipedia article, “Dominion War,” October 26, 2018.

¹⁰ Commentary: Wikipedia article cites to, quoting: “Edward Togo Salmon (1967). *Samnium and the Samnites*. Cambridge University Press. p. 30.” Linked to p. 30 of the book on Google Books.

¹¹ Commentary: Montross seems to be following the opinion of Charles Oman, Dupuy & Dupuy disagree:

✓ “Oman suggests that the Franks had learned nothing from their centuries of contact with the Romans so far as weapons, discipline and tactics were concerned, and that their successes were due simply to their extraordinary vitality, and to the degeneration of military art among their enemies. There is undoubtedly much to this; yet it cannot be the complete answer. There is evidence that Clovis was able to instill some discipline in his fierce warriors, and that he was an admirer of the Roman military system. His armies were small, and apparently he was outnumbered by his foes in many of his campaigns – particularly against the heavy cavalry of the Visigoths. He could not then, have been victorious without a greater degree of organization and tactical control than Oman would suggest.” – Dupuy & Dupuy, Encyclopedia of Military History (2nd Rev. Ed., 1986), p. 168.