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See Appendix COM – Trading with Scene-snitching Aliens Example

“There is more credit and satisfaction in being a first-rate truck driver than a tenth-rate executive.” – B.C. Forbes (founder of Forbes magazine)

“My father was a truck driver. That’s where it all started, and academically I was a disaster at school. My cousin got his name on the honor board; I, at Melbourne High School, I carved mine on the desk.”

– Lindsay Fox (founder of Linfox, Australian logistics company)

Trucking: Trucking is in-system trade between **alien colonies** owned by different positions.

- ✓ **Apostasy** only affects the Cargo Ship or Cargo Boats involved in the Trucking Transaction; it is not applied to the colonies (who may benefit in more than RPs, p. 1228, *ut infra*). See Aliency Apostasy, 3 Disruption, p. 283, *supra*.
- **Shanzhai Products:** Any activation of the Commerce Power for the purpose of Trucking *must first be checked to see if the colony obeys the Power Activation*. If the colony does not, the remainder of the Trucking activation is ignored; if this happens to the first Partner in the trade, it would be courteous to inform the second Partner before their next Regular Turn. If it happens to the second Partner – it is important especially for the second Partner to insure it doesn’t happen at their colony – the players will need to deal with the problem in-game.
 - ✓ Although Trucking using Cargo Ships or Boats arguably includes a Loading or Unloading activation, for game convenience *only the colonies are checked* to see if they comply with the Power Activation. Thus a ship that would fail to obey half the time due to inactive Constructural Elements, might be useful for Trucking activations.
 - ✓ Sending RPs via Trucking from a Conquered Colony is Looting (due to Loading)...
- **Flea Market:** The Commerce Power is activated for the purpose of Trucking for local trade between two non-sovereign colonies not requiring interstellar movement.¹
 - ✓ The Commerce Power may not be activated for the purpose of Trucking if the originating or target colony is involved currently in any Combat (including being Besieged).
 - ✓ The activation costs one Act.
 - ✓ The first position to activate the Commerce Power for the purpose of Trucking must also supply a Scene on their planet. Both positions do not need to supply a Scene.
 - In a Trucking Transaction between partners on the same planet, it is possible for the second partner to place the Scene used by the first partner. See Scene Snitching, 3 The Sidereal Stage, p. 124, *supra*.
 - ✓ It is possible to have one-sided Trucking Transactions where the first partner intentionally sends RPs to the second without expectation of reciprocation and without the second partner ever activating the Commerce Power for the purpose of Trucking Transaction. The conditions precedent (i.e. Scene and cargo unit conduit) *only need to be met on the first partner’s activation* to start the transaction.

- ✓ However, to be able to activate without costing a Scene, the second partner must *successfully activate* the Commerce Power for the purpose of Trucking using the same cargo unit conduit and targeting a colony in the same system on the Regular Turn in which RPs are received via Trucking Transaction from the first partner's colony. If for any reason this is not done (or if the Power Activation fails), then any subsequent Trucking Transaction activations will be as 'first partner' and cost a Scene.

The Trucking transaction is designed for *two positions only*; there is no provision for direct three and four- or more-way trading and passing RPs around a system between multiple positions by chaining Trucking Transaction activations is probably not cost effective. The Trucking Transaction necessarily applies only to local trade between two colonies owned by different positions (even if they have the same Native Population Type); thus Trucking is not intended for two colonies owned by the same position (see Carting activation instead, *ut infra*, p. 1229). Trucking crosses sovereign boundaries and that is the reason requiring a separate activation. Marketing cannot be applied to Trucking Transactions (see Marketing, 2 Commerce, p. 1193, *supra*).

- Planet Caravan: If the Trucking Transaction is between planets in the same system, *one* position must supply a suitable Cargo Ship or Cargo Boat *that is currently present in the system during the first partner's Regular Turn* to serve for the transaction, and that unit must be present during the entire transaction (cannot move way, retreat, or be destroyed) – that is, at least two Regular Turns – or the entire Trucking Transaction is cancelled. The first partner may designate a Cargo Ship or Boat belonging to the second partner (i.e. is owned by the owner of the target colony to whom the RPs are being sent) at the risk that the cargo unit is suitable and won't move away; it will be *assumed* that permission has been granted by the owner if RPs are being sent to them (game processing will not stop to seek permission).
 - ✓ It is not a bad idea to have some redundancy in Cargo Ships in case one or two are destroyed in combat, or for sedentary Carting and Transaction duties.

The designated cargo conduit must be able to hold, in RPs, the total amount of RPs designated for the Trucking transaction. The Cargo Ship or Cargo System Boat used will automatically Load the number of RPs sent and Unload the same number of RPs to the target Colony as part of the Trucking transaction, no separate orders are required for the Load/Unload.

- ✓ The Cargo Ship used for the Trucking Transaction may also Load or Unload RPs from its own colony(s) in the same Regular Turn but cannot leave the system before the Trucking Transaction is complete.
- ✓ A position engaging in Trucking must specify the amount of RPs sent from their colony to the other, which will be fully deducted from the position's Treasury and *half will count against the colony's GDP for the turn*, e.g., loaded on a truck and sent away. It is not possible to trade RPs that are not currently in the Treasury, it is not required that both parties reciprocate the same amount of RPs or that the second party reciprocate at all (*ut supra*). It is possible to send double the GDP if the colony only engages in Trucking (i.e. does not use GDP for anything else that turn) and the Treasury and conduit can handle it. It is also possible for the first partner to designate zero RPs to be traded away, starting the Trucking Transaction where they expect to receive RPs from the second partner (but still must provide the Scene, *ut supra*).

- “... doubtless some societies would be willing to receive inputs of goods without reciprocating through exportation, but this is obviously difficult to achieve in a world of shortages. Probably the contemporary society that comes closest to this is North Korea, as it lacks a market economy, and can afford comparatively few exports, as the goods of the sort it produces are generally needed at home. However, it does welcome inputs in the form of humanitarian food aid, and does receive such aid from a number of countries.” – Kenneth D. Bailey, “Boundary Maintenance in Living Systems Theory and Social Entropy Theory,” *Systems Research and Behavioral Science*, Vol. 25, Is. 5, pp. 587-597, January 7, 2009.
 - See longer quote in Social Entropy Theory excerpt, Entropy, *supra*.

For example, two colonies on the same planet are set to trade. The owner of the Galactic Firsters colony activates the Commerce Power for the purpose of Trucking, costing one Act and one Scene, designates the Last Laughters colony as the trade target and 15 RPs for trade. Those 15 RPs are deducted from the Galactic Firsters’ Treasury and half of the RPs count also against the colony’s GDP for the Regular Turn (rounded down). The owner of the Last Laughters colony on their next Regular Turn should activate the Commerce Power for the purpose of Trucking at the colony, costing just one Act, and designate how many RPs will be sent to the Galactic Firsters colony (if reciprocating).

- ✓ If the two colonies in the preceding example were on different planets, Galactic Firsters will need to also designate a Cargo Ship or Cargo System Boat that belongs to either party that is capable of handling the RPs sent and doesn’t move away.

Trucking obviously requires a considerable amount of pre-coordination and agreement through private player communications. The Concierge will not enforce any agreements between positions, it is up to them to execute as agreed or deal with the consequences in-game.

- Fairies Wear Boots: The actual RPs received by the target colony in the Trucking transaction is the amount sent plus 5% to 8% plus ½ RP per previous successful Trucking Transaction (rounded up) between the *same two colonies regardless of changes in ownership*, not positions (1 RP for a full round of reciprocal trade); the RPs will be available to the trading partners at the beginning of their Regular Turn *immediately after it was sent*, as if Unloaded from a Cargo Ship (that is, ‘enhanced value,’ see Cha-Ching, 2 Commerce, p. 1203, *supra*). Thus, they may be used in addition to the colony’s GDP for colony activities during the Regular Turn, including being loaded to a Cargo Ship. If not used, they are lost.
 - ✓ For example, Johnny Badhair² sends RPs to Babymetal in the first part of a Trucking Transaction; the enhanced RPs received will be available on Babymetal’s next Regular Turn and it will be incumbent upon them to reciprocate if that was the deal.
 - ✓ The RPs sent cannot simply be stored on the Cargo Ship used as a conduit, they must first go to the target colony and may be Loaded to a Cargo Ship in the same turn by separate activation of the Commerce Power for that purpose. Generally, Trucking Transactions are not directly useful to the positions outside the local system.
 - ✓ Because only *previous* Trucking Transactions between the same two colonies are counted, the current transaction doesn’t count, but will count the next time (i.e., in the reciprocation or just the next time RPs are sent, whichever is first). This could be a small benefit to going first and providing the Scene in a reciprocal trade deal.

- ✓ The first partner in the Trucking Transaction is taking a chance; they could get stiffed either intentionally or accidentally by the second partner, if reciprocation is expected (this is business, or maybe extortion, not love!), either through intentional failure to activate the Commerce Power for Trucking, or oversight or Power Activation failures or not transmitting the promised RPs (or not having the RPs in their Treasury). In this case, the second partner is unjustly enriched by receiving enhanced RPs without fully reciprocating or at all. This trade surplus or deficit is left to be dealt with in-game by the participants involved; it is a game/trade diplomacy issue.³

In addition, each position receiving RPs – if the other colony was of a different Native Population Type – has a 30% chance of receiving a Cultural Traits piece adjacent to the colony involved in the transaction – either a random Proficiency or a random Aspect Piece from the position’s Aspect List (a position will not receive alien Aspects) at the end of the Regular Turn if an open Monad is available. Finally, there is a 15% chance that an Intervention Potential or Intervention Potential Plus against the position *will be eliminated or generated*, 50% chance each, however, the position will not be informed if this occurs.

- ✓ Unused Enlightenment attached to the Trucking activation can be used for the first roll (Cultural Traits piece), but not for the second (Interventions) roll.
- Orientalism: There are two design reasons behind the receipt of Cultural Traits through Trucking transactions. First, the costs in Acts and Scenes weighs against the relatively low gain in RPs received as opposed to other actions the position could take. Second, planetary trade has led to cultural exchange, e.g., orientalism and re-orientalism provided cultural reflections like standing between two mirrors. There is more opportunity (in interstellar terms) for such exchanges between colonies that occupy the same planet (just like on Earth) or system, and actively engage with each other in trade. The secondary effects of Trucking transactions may also occasionally save some Government Titles from failing Conflict Checks and possibly becoming disrupted.
 - ✓ “Paradoxically, while Europe’s religious leadership lost touch with China, Europe’s leisured classes became infatuated with the East. Outward trappings of Chinese civilization became the rage. Porcelains, lacquerware, furniture, and the architecture of the pagoda and pavilion captivated Europe’s aristocratic tastes. Oriental flora and fauna were imported and came to adorn arboretums and zoos in London and Paris. Great atlases of China, India, and the Pacific were printed. Learned societies published papers on East Asian customs, and novelist gave birth to the Oriental tale. Except for the clergy, the West’s reception of China remained warm. ... In the end, Rome’s feud with the Jesuits provided eighteenth-century sinophilism with its genuine cutting edge. *Admitting the value of the East became a way of identifying what was wrong with the West.* By virtue of their image of the Orient, early Enlightenment thinkers, pro-Chinese and hostile toward Rome, created what they wished their Europe would become.” – Raymond Birn, Crisis, Absolutism, Revolution: Europe 1648-1789 (2nd Ed., 1992), p. 170 (emphasis added).

This is what came to be called Orientalism; upon the East, the West projected their ideals of paradise (often without realistic basis, similar to infatuation with a romantic interest, the very term that Birn uses) mixed with the exotic charm of Eastern art, ideas, and artifacts. The

concept later flowed into mid-20th Century counterculture movements that often embraced Eastern philosophies, beliefs, and rituals against the majority Christian norms.

- ✓ Cf. “The attempt to understand the loss of paradise is at the same time a grasping to comprehend current conditions and a philosophy of how a political society should be. Here then is another dimension to the study of collapse: it is not only a scholarly attempt to understand the past and a practical attempt to ascertain the future, but also, in many minds, a statement of current political philosophy (see, for example, Isaac [1971]).” – Joseph Tainter, The Collapse of Complex Societies (1988), p. 39.

Both Birn (1992) and Tainter (1988) express the same idea, that xenophilism and nostalgia for a past ‘golden age’ are inherently or inherently become a statement of criticism of the present and a wishful vision of the future.

“You’ve got bad eating habits if you use a grocery cart in 7-Eleven.” – Dennis Miller

Carting: Carting is the Power Activation of the Commerce Power used to transfer RPs directly between two colonies in the same system or same planet that are owned by the same position (the opposite of Trucking Transactions, *ut supra*). Conquered Colonies sending RPs via Carting are being Looted (see 3 Commerce, p. 1210, *supra*). Carting can only be used to transfer RPs. Carting is useful for two or more colonies to cooperate in constructing a ship at one colony that has a Shipyard (see Orange Cones, 1 Construction, p. 663, *supra*).

- ✓ It is possible, through conquest, for a position to own more than one colony on a single Balkanized planet of different native population types. This is especially good for Carting transactions (tribute?). There may be only one colony on each planet for each Native Population Type (see Lebensraum, 3 Taxation & Census, p. 321, *supra*).
 - ✓ Due to the order in which Power Activations are processed during the Regular Turn (see Clockwork Universe, 3 The Streams of Time, p. 90, *supra*), Carting activations will process before Construction Power activations at the receiving colony.
- **Donkey Cart:** Activation of the Commerce Power for the purpose of Carting requires one Scene located on one of the planets participating in the Carting or on the star. Scene snitching is possible (see 3 The Sidereal Stage, p. 124, *supra*), especially on Balkanized planets. Like the Trucking Transaction activation, it is only intended for two sovereign planets in the same system, and thus there is no provision for three-way movement of RPs and it cannot be used to move RPs to a non-sovereign planet or to a colony outside the starsystem. The Carting Power may be activated any number of times in the same system on the same Regular Turn to accomplish RP movement involving three or more planets, only one Scene is required to satisfy the requirements of any number of Carting activations in the same system in the same Regular Turn for all colonies owned by one position.
- ✓ This is similar to the use of one Scene at a colony to satisfy Loading, Unloading and Construction Activations in the same Regular Turn at that colony. See Construction Zone and Material Handling, 1 Construction, pp. 661, 664 respectively, *supra*.
 - ✓ The Concierge may note frequent one-way Carting in a system and take the position of the people on the ground in the *creative use of Interventions*; e.g., certain colonies may feel like “donor economies” to an empire from which they benefit little (see

quote about the War of the Sicilian Vespers, The Chain About Your Neck, 3 Order, p. 546, *supra*) or there may be a situation similar to Boudicca’s Revolt (see 3 Commerce, p. 1212, *supra*) where the Romans took 1/3 of their harvest and then sold it back to them at high prices. There may also be a cultural displacement involved, similar to the Zulus who were forced from a homesteader economy to having to work in mines and farms on land that had been taken from them (see discussions of the Zulus in Programming Dilemma, 1 Culture, p. 352, and The Chain About Your Neck, 3 Order, p. 546, *supra*) and then had to buy what they had produced in stores owned by whites. It is also possible that the receiving colony may develop opulence (see Cosmic Impracticality, 3 Entropy, p. 248, *supra*) and that an illusion of superabundance (next page, *ut infra*) may prevail at the sending colonies.

- **Hot Dog Cart:** A Carting activation involving colonies on different planets also requires a friendly Cargo Ship (or Boat) to be in the same system at the *beginning* of the Regular Turn (i.e., not arriving at the beginning of the turn, see Long Jump, 2 Movement, p. 851, *supra*) and not depart during the Regular Turn (the rules are the same as Trucking Transactions). The Cargo Ship (the ‘hot dog cart’) designated must also have available cargo space remaining (and don’t forget the condiments!☺), but can be carrying RPs from other places and may also Unload or Load normally during the same Regular Turn that it is also Carting, and it is possible for one Scene to cover all of the activations if the Unloading/Loading and Carting all involve the same colony planet on the same Regular Turn (Donkey Cart, *ut supra*).
 - ✓ Only one Cargo Ship (or Boat) can be assigned to each Carting activation; the same ship may be assigned to multiple Carting activations, and each Carting activation may also use a different Cargo Ship (or Boat) if available. It’s a matter of RP capacities.
- **Golf Cart Handicap:** For the Carting activation, *only the sending colony* is checked to see if it obeys the Power Activation (the receiving colony says, ‘Hey, free stuff!’ and the Cargo Ship says, ‘Look, it’s just my job, don’t blame me!’). If it fails to obey the Power Activation, nothing is transferred, which may cause problems on the other end if the RPs are not available to the receiving colony’s GDP on that turn for Construction actions. Enlightenment may be used to reroll failed results if the sending colony has an active Epistemological Constructural Element (see Skool Tyme, 2 Constructural Elements, p. 190, *supra*).
 - ✓ Sometimes Enlightenment ‘grows’ out of the barrel of a gun, but be careful with that, see Getting Along, 3 Commerce, p. 1209, *supra*. If the sending colony is a Conquered Colony, no Power Activation check is made for Carting, on the flip side, the colony is being destroyed slowly by Looting. Newly Converted colonies can be problematic as they may have inactive Constructural Elements.
 - ✓ “I was out on the golf course, a guy came riding out in a golf cart and said, Did you know that Elvis died? And I just said, Well, there you go. It was like I had kinda been expecting it.” – Mac Davis (who wrote four hits for Elvis Presley).
- **Cheesesteak Vendors in Phili:** Regular Turns in GGDM have the paradoxical quality of being potentially infinite but definitely finite. Did I mention eigenstates previously? Effectively a Cargo Ship could transfer an infinite number of RPs between planets in-system in a Regular Turn, but on the other tenstical, the Regular Turn does end.

The Carting activation must specify the number of RPs the sending colony will attempt to transfer in-system to the receiving planet; the receiving colony must also be specified. Like

Taxation, it is theoretically possible for a sending colony to send RPs equal to what it would produce if taxed at that moment, but not more, unless a Writ or some other game device is used (see Red Planet, 2 Taxation & Census, p. 307, *supra*).

The number of RPs transferred from the sending colony to the receiving colony on a different planet is equal to the available RP capacity of the Cargo Ship (or Boat) used, as of the beginning of the Regular Turn (thus cannot be increased by Unloading Cargo at the same time, or decreased by Loading) times a die roll of 1-10 (i.e. 1d10). In concrete terms, the die roll represents the number of transfer revolutions accomplished during the Regular Turn – load, move to receiving colony, unload, move back to sending planet, rinse & repeat.

- ✓ If the amount of RPs transferred is less than the number of RPs to be sent, the Carting roll would be considered a failure for the purposes of triggering Enlightenment rerolls, even if only by 1 RP. The reroll result could be worse, or better. If Enlightenment has been assigned to this Power Activation and has not been used previously, it may be applied if either the sending colony or the Cargo Ship (or Boat) has an active Epistemological Constructural Element.

The RPs received through Carting are added to the receiving colony's GDP-limit for the current turn activities as if they were Unloaded from a Cargo Ship that same turn (see Gross Domestic Product, 1 Construction, p. 662, *supra*).

- ✓ Positions should plan for variable RPs received, in some cases, insufficient RPs will be available for Construction activities on the receiving colony that is counting on the Carting; in other cases, too many RPs will be received and will be lost if not used that Regular Turn (just like Unloading RPs from a Cargo Ship).
 - “The world is full of people who will help you manufacture tornados in order to blow out a match.” – Shaun Hick (author).

*“First, it led to planners to shift lands from grain to economic crops, such as cotton, sugarcane, and beets, and divert huge numbers [of] agricultural laborers into industrial sectors, fueling state demand for procured grain from the countryside. Second, it prompted the Chinese leadership, especially Zhou En-lai, to speed up grain exports to secure more foreign currency to repay debts to the Soviet Union and to purchase capital goods needed for industrialization. Finally, **the illusion of superabundance** made the adoption of the commune mess halls seem rational at the time. All these changes, of course, contributed to the rapid exhaustion of grain supplies.”*

– Dali L. Yang, [Calamity and Reform in China: State, Rural Society, and Institutional Change Since the Great Leap Famine](#) (1996), p. 65 (emphasis added) (about 50 pages of this book are available for free on Google Books)

The Illusion of Superabundance: Theoretically, it might be possible for a position to trade away more than its GDP in a Regular Turn through Trucking (either singly or collectively through multiple Trucking transactions) due to the fact that only half counts against the GDP.

This is a grey area that the participants will need to decide to allow or disallow (see Red Planet, 2 Taxation & Census, p. 307, *supra*). This could be very useful in the short term, and could be a

subject for Specialized Colonies (i.e. Trading Posts) and Corporations or MegaCorporations (see 1 and 2 Corporations generally, *infra*) with supporting arrangements. There could also be long term adverse consequences on the colony (e.g., the Great Chinese Famine):

- ✓ “In Xinyang, people starved at the doors of the grain warehouses. As they died, they shouted, ‘Communist Party, Chairman Mao, save us.’ If the granaries of Henan and Hebei had been opened, no one need have died. As people were dying in large numbers around them, officials did not think to save them. Their only concern was how to fulfill the delivery of grain.” – Yang Jisheng, “A hunger for the truth: A new book, banned on the mainland, is becoming the definitive account of the Great Famine,” February 10, 2012, chinaelections.org.
 - This article exists in the original Chinese text on the Wayback Machine (aka ‘internet archive’⁴). The article’s English translation cited in the Wikipedia article, “Great Chinese Famine,” is no longer available on the internet as of January 19, 2019. It is certain that the Chinese government would like this article to disappear, but it has been preserved outside their reach in the original language, the important part is cited on Wikipedia.
- ✓ “Yang Jisheng, a long-time communist party member and a reporter for the official Chinese news agency Xinhua, puts the blame squarely on Maoist policies and the political system of totalitarianism, such as diverting agricultural workers to steel production instead of growing crops, and exporting grain at the same time. During the course of his research, Yang uncovered that some 22 million tons of grain was held in public granaries at the height of the famine, reports of the starvation went up the bureaucracy only to be ignored by top officials, and the authorities ordered that statistics be destroyed in regions where population decline became evident. ... Mao refused to open the state granaries as he dismissed reports of food shortages and accused the peasants of hiding grain.” – from Wikipedia article, “Great Leap Forward,” January 19, 2019.
 - During the Great Leap Forward and the subsequent Great Famine, ideology took precedence over practicality and reality. Minister of Defense Peng Dehuai wrote a private letter of opinion to Mao Zedong during The Lushan Conference (1959) urging him not to put ideology before economics. The private letter was circulated, and Mao Zedong took it as a personal attack on his leadership and, despite his previous statement of amnesty for any opinions stated at the conference,⁵ purged General Peng and his supporters. General Peng was forced into retirement and relocated to a suburb under constant guard. The disaster of the Famine snowballed into 1960 and 1961 as no one dared to report the truth to the well-fed leadership (who didn’t want to hear it anyway). In 1966, General Peng was arrested, humiliated, tortured as part of the radical Cultural Revolution that unleashed the fanatical Red Guards militia on the countryside. Peng was sentenced to life imprisonment for his ‘crimes’ and died in prison in 1974, Mao having personally ordered withholding of medical treatments.

This is a situation that participants might consider in GGDM in cases of radical Government Titles, Ideological Constructural Elements in allowing excessive Trucking.

*“Mercy sakes alive, looks like we’ve got us a convoy! ...
By the time we got into Tulsa Town, We had eighty-five trucks in all ...
Well, we shot the line and we went for broke, With a thousand screamin’
trucks, An’ eleven long-haired Friends of Jesus, In a chartreuse micro-bus.”*

– C.W. McCall (aka Bill Fries and Chip Davis), “Convoy” (1975)

Jumping Around in the Livingroom: I cannot possibly imagine the number of times I heard this song around my 8th birthday and into the summer after, I remember it was fun, I remember mimicking the CB conversations, jumping around the living room with my friends, pretending to drive a big truck. The song faded from my consciousness, but after seeing “Smokey and the Bandit” too many times in 1980-1981 (a totally idiotic movie, it was almost continuously played on HBO then), as a teen, I came to kind of hate the song.

My reasons for not liking the song, though not clearly articulated when I was a teen, are probably similar to the reasons I disliked *From Dusk Till Dawn* (1996): After I watched it – I realized that the movie tricked the viewer into liking very unlikeable characters: The main ‘heroic’ characters Seth and Richie Gecko are fugitive bank robbers, murderers, kidnappers and Seth is also a rapist. All in the first ten minutes of the movie. But they become heroic because they join with a pastor when confronted with the forces of hell? By the end of the movie, the viewer is made to forget the beginning of the movie. I didn’t buy into the transition and resented the sleight of hand attempted by the writers and directors.

In any event, I view the song now for what it was, a silly novelty song on the radio in my youth related to economic angst. I still don’t think much of the *Smokey and the Bandit* movies though.

“Blockade running seems almost as brisk as ever, the new class of blockade runners are very fast and sometimes come in and play around our vessels, they are built entirely for speed.”

– Rear Admiral David Dixon Porter, USN, letter to War Department (American Civil War) cited in [Stark’s History and Guide to the Bahama Islands](#) (1891)

Blockade Running: Blockade Running (aka blade running) in GGDM occurs when Cargo Ships attempt to Load or Unload, Log Ships attempt to transfer or receive anything, or Colony Ships attempt to Load or Unload populations at a colony planet during any Regular Turn in which the target colony is engaged in an ongoing Colony Combat (whether Besieged or not, see 3 The Sidereal Stage, p. 124, *supra*).

The Blockade Running situation lasts only during the Regular Turn, but the ships involved, if they cannot depart during the Regular Turn, will be ‘retreated’ to the colony planet and automatically join the Colony Combat on the next Combat Round (where they may thereafter attempt to stay or retreat, be Combat Screened, etc.).

- ✓ Unlike normal Power Activations for the purpose of Load, Unload, or Ship Supply, or Loading or Unloading Colony Ships, when a Blockade Running situation occurs, *before resolution*, each ship must be checked to see if it obeys the Power Activation (or in the famous words of Han Solo, “Look, I ain’t in this for your revolution, and I’m not in it for you, Princess. I expect to be well paid. I’m in it for the money.”). If the

ships obey the Power Activation, each ship that does will then make the Blockade Running attempt. If and when they arrive, any second checks at the colony are performed to see if the colony does (and is able, considering the circumstances) to obey the Power Activation. If so, the Loading, Unloading or Transfers can proceed. If Enlightenment has been assigned to the Power Activation (one of the benefits of arriving at the end of the previous Regular Turn by Short Movement), it may be applied to the rolls to see if the ships or colony obeys the Power Activation, but may not be applied to the Blockade Running attempt, *ut infra*.

There are many timing issues in GGDM that can lead to these situations, for example, non-warships arriving at the end of a Short Movement (which arrives before the beginning of the next turn) to find their destination colony under attack. As Besieged Colonies cannot act as Supporting Colonies (see 1 Movement, p. 840, *supra*), the ships may have no choice but to try to reach the colony (*ut infra*), or if they have sufficient OSL, they may leave for another destination. The ships may also be carrying things vital to the colony defenses and need to reach the colony to deliver the goods, and thus risk running the gauntlet, ordeal by fire.

- Round The World With Rubber Duck: Any order to Load, Unload, or Transfer, *regardless of ship ownership*, anything to a colony under attack in Colony Combat will invoke the Blockade Running procedures, the actions will not be resolved until and unless the ship successfully runs the blockade. Log Ships may not use Combat Resupply procedures at a colony (see 4 Movement, p. 868, *supra*). A ship that successfully runs the blockade to the target colony may still fail to execute the order to Load, Unload, or Transfer due to inactive Constructural Elements (see Power Off, 2 Constructural Elements, p. 193, *supra*). A ship that successfully runs the blockade is automatically resupplied, that is, the colony is able to act as a *Supporting Colony* (see 1 Movement, p. 840, *supra*) for ships that reach orbit.
 - ✓ Blockades only apply to the colony involved in a Colony Combat; running is not necessary to reach colonies on Balkanized planets that are not under attack.
 - ✓ Blockades cannot be ‘turned off’ voluntarily, the local commanders will enforce a security exclusion zone (like in the Falkland Islands War) to isolate the target.
- Cab-over Petes Don’t Float: These rules do not apply to Colony Ships that are Landing on a planet where a Colony Combat is in progress against a colony already on the planet. As there can be only one colony of each Native Population Type on a planet (see Island Motes, 4 Expansion, p. 921, *supra*) any Colony Ships carrying population of a colony that already exists on a planet can only Load or Unload or move on after being resupplied. Thus any Colony Ships Landing at the site of an ongoing Colony Combat are likely not involved in the combat, unless they are the attacker’s ships. There is some grey area there for judgment, but the process in that case (the attacker would be considered extremely aggressive in doing this) could be treated like landing Ground Units (see Dropping In, 4 Combat, p. 991, *supra*).
- Crashed the Gate Doin’ 98: Blockade Running attempts are resolved separately for each ship. The resolution process is a simplified Fighter attack with two *sorties* lasting one Combat Round. The attacker(s) in the Colony Combat *does not need to activate the Combat Power* and the attacking warships will respond automatically to Blockade Running attempts. Only warships and Fighters involved in the Colony Combat will participate in the Blockade Running attempt. The defenders will know already how many warships and Fighters the attacker has present and will be able to generally know the odds of success in advance; it might

be possible for the defender to improve the odds by certain attacks in the Combat Round just before the Regular Turn is processed. The Blockade Running attempt is resolved as follows:

- ✓ The base value ('total cost' per Laying Keel, 3 Construction, p. 675, *supra*) of all warships of the attackers in the Colony Combat is totaled and 25% of the value is treated as 'Fighters'; remember that Carriers are also warships. To that is added half of the value of the Fighters belonging to the attacking side in the Colony Combat.
- ✓ The total is then reduced by half the total RP value of the Fighter Complements belonging to the defenders in the Colony Combat. Further, half the value of any warships at the colony planet (having retreated there previously, see Ship Zipped, 3 Combat, p. 982, *supra*, or ran the blockade) are subtracted from the attacker's 'Fighter RPs' to arrive at the value of the Fighter Complement that will attempt to block.
 - For example, the base value of three warships attacking the colony is 200 RPs total, which is reduced to 50 RPs for the Fighter Complement. The attackers have no Fighters, their Carrier was destroyed in a preceding Ship Combat in System Space. The colony has 20 RPs of Fighters remaining, and a small 20 RP warship in orbit that retreated to the colony at the end of the Ship Combat that the defenders lost. The defending Fighters subtract 10 RPs from the attacker's total and the warship is an additional 10 RPs subtracted, so that the value of the 'Fighter Complement' attempting to block *each runner* is 30 RPs.
- ✓ After the calculations, the 'Fighter attacks' are resolved in two sorties, each at half the value of the whole, against *each* blockade runner. The attacks are resolved as normal, with Effectiveness Rolls, but the Fighter attacks *do not* receive the bonus for being a Concentrated Attack (as they normally would, see 2 Carriers & Fighters generally, *supra*, for Fighter attack procedures) and the runners do not Close-in Defense Fire.
 - Continuing the previous example, *each* ship attempting to reach the colony will be subjected to two Fighter attacks at 15 RPs each. The ships attempting to run the blockade will not execute any Close-in Defense Fire.

Thus, the attackers in a Colony Combat will never suffer losses from Blockade Running attempts. The entire risk is on the runners:

- ✓ If a ship attempting to reach the colony is Engaged, but not destroyed, the Blockade Running attempt is aborted and the runner retreats to system space. If the second attack on the runner is successful, it becomes a hit and the runner is destroyed (see A Hurt, 2 Carriers & Fighters, p. 1056, *supra*) unless the runner can take more than one hit due to technologies. If no attacks against the Blockade Runner are successful, the ship reaches the target colony safely and executes (or attempts to) its Regular Turn actions as if no combats were in progress. Everything is just peachy. For Molly.
- ✓ As Enlightenment cannot be used to force an opponent to reroll a successful attack, they will be no use in Blockade Running. As the attackers in the Colony Combat are responding automatically to the attempt, the position players will not have an opportunity to decide whether or not to use Enlightenment. Thus Enlightenment will not be a factor in Blockade Running.

- ✓ All combat shifts apply to resolving Blockade Running, including Era differentials. As blockade runners are most likely civilian ships, shifts in favor of the attackers will be applied for civilian targets.

Any ship or unit that is capable of Ambush Mode does not need to run the blockade to reach the target colony. They just slip by the attackers and are resupplied if they reveal.

- ✓ There is a tremendous range of technologies and doctrinal templates that could be developed to assist both sides in a Blockade Running situation or make Blockade Running unnecessary.
- About to Put the Hammer Down: Any ship at a *planet* (not in system space) that is owned by the defenders in an ongoing Colony Combat, that initiates interstellar or interplanetary movement or movement to system space during a Regular Turn, must first successfully run the blockade pursuant to the Blockade Runner procedures above. If the result is Engaged, the unit retreats back to the planet. If no attacks on the unit are successful, it escaped and may initiate the movement.
 - ✓ The rules for initiating interstellar or interplanetary movement to escape out of a Blockade are the same as the normal rules for the Power Activation that is used to initiate the movement (or in the case of interplanetary movement, the normal Movement Power activation is used). Each ship seeking to run out of the blockade must check to see if it obeys the Power Activation and the colony may act as a Supporting Colony for the second roll if the first fails. Enlightenment may be applied to the rolls if the ship or colony (as appropriate) has an active Epistemological Constructural Element, but cannot be applied to the Blockade Running attempt (*ut supra*).
 - **C-3PO**: Sir, the odds of successfully navigating an asteroid field is approximately three-thousand-seven-hundred-twenty to one! **Han Solo**: Never tell me the odds! ... **C-3PO**: Sir, the odds of surviving a direct assault on an Imperial Star Destroyer are precisely-... **Princess Leia Organa**: Shut up! – Star Wars Episode V: The Empire Strikes Back (1980).

“Trade relations between the two blocs increased substantially during the era of détente. Most significant were the vast shipments of grain that were sent from the West to the Soviet Union each year, which helped make up for the failure of kolkhoz, Soviet collectivized agriculture.”

– from Wikipedia article, “Détente,” November 20, 2019

How the Cold War Ended Cold: I heard a figure when I was young that the average American farm produces enough food to feed the farmer and 120 other people per year.

Whatever the number, crop yields per acre have skyrocketed and in addition to industrialization of meat production (i.e. factory farming, intensive animal farming, some consider it an ethical shame of modern times), it reached the point where the U.S. government began paying millions of dollars per year to farmers *not to plant crops* to reduce the excess on the market. And we still had enough to annually export millions of tons of food to the Soviet Union during Détente.

- ✓ There is a feedback loop: Excess food on the market drives the prices down, farmers plant more to keep their income up, which adds more excess to the market, driving

the prices even farther down... The government sought to stabilize the market prices by setting price minimums, buying up excess for the military and government economic support programs (e.g., the picture of Ronald Reagan holding up government cheese) and dissuading farmers from planting more and more by propping up their income with subsidies. And by shipping millions of tons to the Soviet Union.

The core of Détente was food sales to the Soviet Union to make up for their poor system. All the rest was containment and deterrence around the edges. I personally remember hearing regular mentions about this on the evening news growing up: Détente, grain shipments, arms control.

- ✓ “Nixon and his national security adviser, Henry Kissinger moved toward détente with the Soviet Union in the beginning of the 1970s. They had hopes that the Soviets would, in return, help the United States extricate or remove itself from Vietnam. People then started to notice the consciousness in which the American politics started to act with.” – Wikipedia, *Id.*, citing to Richard Rhodes, *Arsenals Of Folly: The Making of the Nuclear Arms Race* (2007), p. 61.
- ✓ “At the same time, the Jackson-Vanik amendment, signed into law by Gerald Ford on 3 January 1975, after a unanimous vote by both houses of the United States Congress, was designed to leverage trade relations between the U.S. and the USSR, making the United States’ involvement dependent upon improvements of human rights within the Soviet Union, in particular allowing refuseniks to emigrate; it added to the Most Favoured Nation status a clause that provided that no countries resisting emigration could be awarded this status. This provided Jackson with a method of linking geopolitics to human rights.” – Wikipedia, *Id.*

Food sales to the Soviet Union accomplished four goals:

1. Propped up domestic prices by soaking our excess harvest off the domestic market.
2. Prevented the Soviets from going to war to obtain food, which could easily slip into a nuclear exchange or a wider conventional war.
3. Made the Soviets dependent upon us, if they went to war with us (or tried to take the oil fields of the Middle East) they would lose their food support – and the Soviet leadership was well aware of what hungry angry mobs can do because that is what brought the Bolsheviks to power in 1917.

Tom Clancy used this approach in his famous 1983 novel *Red Storm Rising*. Except that he used oil refining and terrorism as the trigger because it was sexier than food and perhaps because the Soviets would run out of gas before they ran out of food (especially if they went to war with us using up their military fuel supply!). In the book, the Soviets needed to win decisively in three months or less and they needed to attack NATO in Europe to distract NATO from being able to intervene decisively against their drive to the Middle East oil fields.

4. Thus, as a side issue, it also insured the domestic stability of the Soviet Union for 20 more years which was important because they had a huge arsenal of nuclear weapons:
 - “When the Soviet Union collapsed in 1991, the worry in the West was what would happen to that country’s thousands of nuclear weapons. Would ‘loose’ nukes fall into the hands of terrorists, rogue states, criminals – and plunge the world into a nuclear nightmare? Fortunately, scientists and technical experts in both the U.S. and the former Soviet Union

rolled up their sleeves to manage and contain the nuclear problem in the dissolving Communist country.” – Clifton B. Parker, “Why the Soviet nuclear arsenal stayed secure as the nation collapsed,” engineering.stanford.edu, August 4, 2016.

- There was a period of time during the collapse of the Soviet Union when we did not know who had the nuclear launch codes. It would only take a couple of radicals with the launch codes to retaliate against NATO or to cause an incident that would ‘reunite’ the Soviet Union against the West.

As I have argued previously, the inefficiency of human economic systems probably prevented the Cold War from ending in thermonuclear apocalypse: The Soviet Union collapsed from its own absurdities. There were people then who railed against détente, and would do so now in historical hindsight; it is said that Ronald Reagan’s rhetoric rejected détente and hastened the collapse of the Soviet Union. But détente gave time for the containment strategy to work.

This argument is not ignoring the controversy of the 1980 Grain Embargo by the United States against the Soviet Union. Though the Soviets arguably *came out the better for it* and the U.S. economy suffered, the Soviet need to import additional grain from South America still points to the central problem: Had the Soviets invaded Western Europe or the Middle East, they would have been cut off from all grain imports, including from South America. They did not have the power projection ability to invade South America to regain their food supply source, they would have needed to compensate by overrunning Iran and Iraq. Roll the dice.

“From 1965 to 1974, I served the best possible apprenticeship for an actor. I learned firsthand how a truck driver lives, what a bartender does, how a salesman thinks. I had to make a life inside those jobs, not just pretend.”

– Brian Dennehy

“The woods are lovely, dark and deep, But I have promises to keep, And miles to go before I sleep, And miles to go before I sleep.”

– Robert Frost, “Stopping by Woods on a Snowy Evening” (1923)

Endnotes.

¹ Citation: Funny truck-driver quotes: 1) “My teacher told me that nobody would ever pay me to look out a window ...he was wrong.” 2) “Your pickup can tow 10,000 pounds. That’s cute.”

² Citation: Johnny Badhair is the cover illustration for Epic Magazine Issue No. 33, December 1985.

³ Commentary: The game design philosophy here is minimum game mechanical entanglements between positions. The deal is not between game mechanics, but between positions, facilitated by minimal mechanics necessary.

⁴ Citation: <https://web.archive.org/web/20120210190821/http://en.chinaelections.org/newsinfo.asp?newsid=18328>.

⁵ Commentary: This would be called a bait and switch. I am sure it does not have a complimentary term in any language. But when you are the authoritarian ruler of a country backed by fanatical ideologues, and the army leader, with whom you have been friends for 30 years, begins to question you ... you can probably do whatever you need and get away with it. In the name of the revolution.