

Juntas – An Overview

Buenos Dias! Welcome to sixties South America as the superpowers vie for influence across a little-known region called Anaconda Basin. Republics riven by revolution court the favour of the big boys and vie for international aid to better help their people. Or their politicians' Swiss bank accounts. Either is good.

Players will either represent the current leading light of a powerful family in the region or an interested party from overseas. In a nod to the original 'Junta' boardgame, the 'brother/sister-in-law' rule allows for family players to return quickly after unfortunate incidents with undiminished enthusiasm, even if they may need to work on building up their support again.



The interested parties will represent ambassadors (yes, there will be parties), men and women in panama suits and sunglasses (they will have a Christian name and possibly a business card) and representatives of Big Business (they will be there to secure right to oil, minerals and crops).

The countries and their families

The game focuses on four fictitious countries in South America, former colonies, with varying political structures at the start. These will include a military junta, a workers' paradise, a democratic republic and a constitutional monarchy (with a minor royal invited from the Iberian Peninsula after one too many elections in the space of a year). During the game this situation is likely to change through political and/or military action as players jockey for position.



The country leaders' main focus will be the ensuring sufficient aid for their citizens (and their Swiss bank accounts). Other government players will also be in it for personal gain, making the most of various opportunities to increase revenue through industrial development and international aid, but of course, who hasn't dreamed of being El Presidente or the Father of the People? The opportunity will arise, given sufficient planning and investment.

Within countries there will be opposition factions, either revolutionaries, monarchists or religious groups. They will be determined to seize and hold power, but must time any coups correctly. Secret police action and assassinations will be common. Wars between countries may occur, but there is little resilience in any nation's armed forces and posturing is mainly the order of the day. Long-running insurgencies, however? Well, they provide ample justification for increasing the military budget and giving the generals a stake in the game. Just one...more...counter-insurgency battalion.

As a family representative, if you are ever too closely identified with an unsuccessful ruling group you may choose to go into exile in a friendly neighbouring country or retire to Monaco for a time, where you may lick your wounds and access your funds in Switzerland more easily. Obviously you will still be able to communicate with the interested parties...

The interested parties

These are a mixture of politics, business and a bit of both. They need to maintain the balance of power at least and choose those who would help tip it in their favour if necessary. This may mean backing more than one side on occasion...

Ambassadors – you must build your country's reputation and secure the confidence of governments (as well as those who may replace them). This will lead to benefits for countries such as arms deals and the opportunity for promotion – who doesn't fancy Washington, London or Paris as their next posting?

Operatives – your 'nationality', allegiance and motives may all be movable feasts, but all recognise the hard currency and harder liquor that is associated with you. The result of all that investment? Well, just because nothing appears to be happening, it doesn't mean nothing is happening. At least that's what you can tell your boss.

Big Business – representatives of multi-national organisations, you want to get your hands on the abundant resources of the Anaconda at the best price possible and then make sure you're not paying all over again when the government changes in dramatic fashion in six months. Of course, if your rivals were to be in that unfortunate situation, then so much the better. Congratulations, it looks like you just made the Board.



Media

Whilst there is little interest in backwaters such as Anaconda in the press giants of the world, the region has its fair share of adventurers who find their dollars go a long way south of the border. The only question is, who will publish them?

- **'The Most Interesting Man in the World'** – a veteran journalist and writer, devoted to the search for truth about men and conflict. His best years are behind him, but his terse and direct style still holds appeal. His short stories sell well and he finds inspiration everywhere. *'For sale: Antique revolver, fired once'*.
- **'The Traveller'** – this writer is always looking to be on the move. What they are searching for or running from, no-one really knows, but their stories focus on the stories of the people and the landscape they inhabit. *'The journey, not the arrival, matters'*
- **'The Hedonist'** – Life is short and time spent researching is less time to enjoy new places, new people and old habits. Find the next cover for Rolling Stone or the interview article everyone reads Playboy for and ensure the readers are enthralled by your expose of the subject. *'The truth is never told during the nine-to-five.'*

Player Note – please be aware before confirming

Potential players are asked to prioritise roles and I will be casting based on these and the needs of the game. Although you may be coming with friends, due to the topic and theme, the intention is for players to make and develop alliances on the day, so you may not be teamed together.