

The Diplomacy Tribune

June 1991

Number 27

Wooden Ships & Iron Men

House Rules for Play-by-Mail Games

These House rules are a starting point to work from in devising a standard set of rules for Tribune games of WS&IM, they are not carved in stone. I need your input to make these games run smoothly & speedily while maintaining the enjoyment of the players.

1. **Rules:** Games will be played using the Advanced Game Rules with the all optional rules. If games are played that allow anchoring, a separate set of anchoring rules will be provided. Also additional rules covering the use of land forces, bomb-ketches, & land fortifications may be introduced in future games.

2. **Sequence of Play:** Once sides & forces are determined, board is set-up, & wind direction set, play continues in the following sequence;

a. Players mail in Full-Sail status, gun loads & move notations. [deadline 14th]

b. GM executes move orders, notes foulings, publishes board status by seperate mailing to players only.

c. Players mail grappling orders, boarding parties, & fire orders. [deadline 28th]

d. GM resolves grapplings, melees, &

firing, allocates damage, checks wind change, & unfouling, publishes board status for both halves of turn in Tribune.

Play continues with "a" until game's end.

Since this sequence requires two mailings per game turn, the turn around time for WS&IM games will be approximately 2 weeks. The first mailing deadline will be the 14th of every month while the second will be the standard Tribune deadline of the 28th of every month. Any variation of this sequence will be posted in the Trib. Only players will receive first mailing results from the 14th, but full results of both mailings combined will be published in the Trib after the 28th deadline for the benefit of non-playing readers.

3. **Communication:** Players will not be notified of whom any of the other players are until the game ends. Communications between players on the same side will be through the use of "Signal Flags." Each sides players will be provided with a "Code Card" to translate any messages into coded signals only players on the same side can decode using their code-card. These coded messages will be sent with orders due on the 28th, and will be printed in the Trib for all to see, but not necessarily read. No messages will be accepted for or printed with orders for the 14th.

4. **Rakes:** A firing ship will receive a rake bonus when any part of the firing ship occupies a hex directly ahead or astern of the target ship AND the firing ship is capable of firing a FULL broadside regardless of the target ship's ability to return fire.

MODIE GAMES

The Trib is currently looking for players for two variant games of Diplomacy, **Perestroika** & **African Diplomacy**.

Perestroika is a seven player economic variant where production units, called "blocks," produce income, used to purchase & maintain your armies & fleets and for purchasing new blocks to increase your income. Several players have already signed on, including Larry Cronin, the variant's designer.

African Diplomacy is a six player variant by Phil Reynolds. The game plays by normal Diplomacy rules save the map & the number of players. This is my first offering of this variant, so there are no player's signed on yet.

Currently the Trib is running four regular games & a *Gunboat* game. To keep the gameload from interfering with the Trib's boasted schedule, neither game will start until one of the current games has ended. To play in either of these games requires a current subscription to the Trib and a \$4.00 game-fee. The game-fee is refunded as a subscription extension per the House Rules. New subscriptions can be held until gamestart, but all fees will be due by the first turn's deadline.

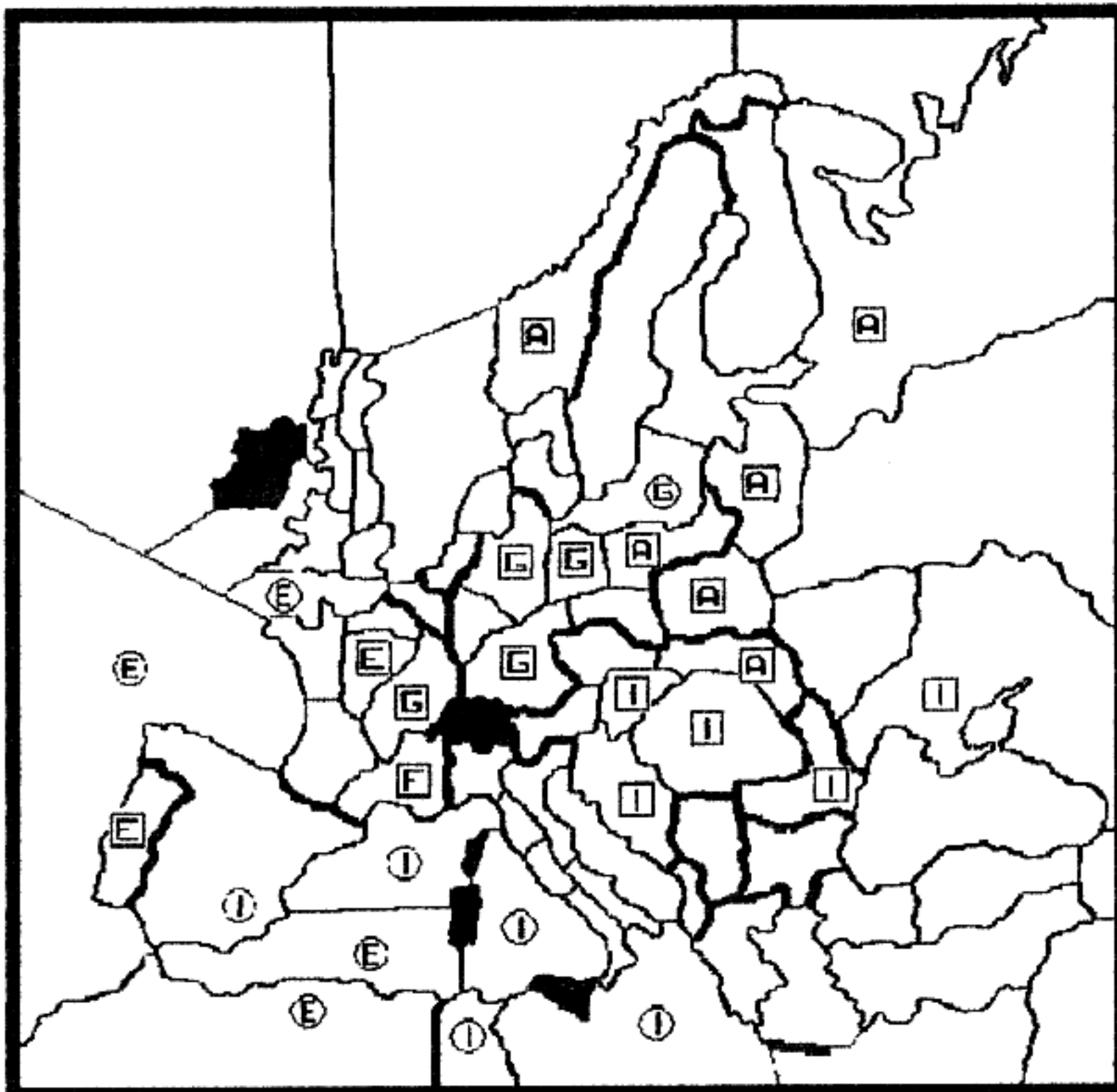
The rules for both variants can be found in this issue.



Deadline
all games
June 28th

Abe - 1989IB

Fall 1908



Due Next - Winter 1908 Adjustments

England

Units: F Wme, F Mao, F Ech, F Naf, A Por, A Par (6)

Cntrs: Lon, Lvp, Edi, Bel, Bre, **Por**, **Par** (7) Build 1

Germany

Units: F Bal, A Ber, A Mun, A Kie, A Bur (5)

Cntrs: Ber, Mun, Kie, Den, Hol (5) No Change

Russia

Units: None Cntrs: Swe (civil disorder)

Austria

Units: A Gal, A War, A Pru, A Liv, A Stp, A Nwy (6)

Cntrs: War, Mos, Stp, Nwy, Ser (5) Disband 1

Italy

Units: F Spa(s), F Gol, F Tys, F Tun, F Ion, A Sev, A Rum, A Bud, A Vie, A Tri (10)

Cntrs: Rom, Nap, Ven, Tun, Spa, Tri, **Vie**, **Bud**, Gre, **Rum**, Bul, Sev, Con, Anik, Smy (15) Build 3

France

Units: A Mar (1) Cntrs: **Mar** (1) No Change

England (Lachick): A Wal-Por, F Ech-C A Wal-Por, F Mao-C A Wal-Por, A Bre-Par, F Wme-Hold, F Naf-S F Wme

Germany (Armstrong): A Bur-S [E] A Bre-Par, F Bal-S A Ber, A Ber-S A Mun, A Kie-S A Mun, A Mun-Hold

Russia (Civil Disorder): No Units

Austria (Diehl): A Pru-Liv, A Sil-Pru, A Boh-Gal, A Stp-Nwy, A Mos-Stp, A War-Mos

Italy (Gorman): A Sev-Mos, A Vie-S A Tri-Bud, A Ven-Tri, F Ion-Tun, F Gol-S F Mar-Spa, F Mar-Spa, F Tun-Wme, F Tys-S F Tun-Wme

France (Sweeney): A Gas-Mar

The concession vote failed again with 1 for and 1 against of the 5 'yeas' needed to pass. No vote has been called for, so you can rest easy now.

Abe Press:

Rom-Tzar: You quit too soon-Moscow was yours!

Ber-Austria-In-Exile: Haven't you noticed a certain consistency in my moves? I mean, we're talking I have submitted the exact same orders for the defense of Munich year in & year out for I don't know how many turns. [Ber, Mun, & Kie

have been in those positions for 9 seasons.] Why don't you take a hint and do something rational, like defend yourself?

Rom-G/E/F: How transparent!

Aus-Ger: There, I've done as requested. Is this any less "silly?"

Germany: The following news items appeared in this season's issue of "The Sonata," a prominent newspaper of the German Federal Republic;

ROME: Nothing unusual. The Italian government again collapsed and was replaced by a new coalition.

PARIS: As part of Chancellor Beethoven's vision of a "New World Order" all the Frenchmen will be moved out of Paris and replaced with Englishmen in order to make things easier on the tourists. Negotiations still continue between Berlin & London as the two respective leaders continue to debate who should take control of the French nation. "We're trying to get THEM to take it." said Chancellor Beethoven.

England (Sweeney): F Edi-Nws

Germany (Diehl): F Den-S [R] FLon, F Lon-S [R] F Nth

Russia (Renner): F Nth-S [G] F Lon, A Yor-S [G] F Lon, A Liv-S A Mos, A Mos-S A Liv

Turkey (Schultz): F Tys-Gol, F Tun-Wme, F Ion-Tys, F Aeg-Ion, F Con-Aeg, F Smy-Eme, A Gre-Hold, A War-S A Ukr, A Ukr-S A War

Austria (Weiss): F Apu-Adr, A Tus-Pie, A Rom-Tus, A Tyl-S A Tus-Pie, A Mun-Hold, A Ber-S A Mun, A Sil-S A Mun, A Boh-S A Mun

Italy (Kirk): F Spa-Por

France (Reid): F Ech-Lon, F Wal-S F Ech-Lon, A Ruh-Mun, A Kie-S A Ruh-Mun, A Bel-Ruh, A Bur-S A Ruh-Mun, A Hol-S A Kie, A Mar-Pie

Barb Press:

Former Bud-Bud: Why former? I don't understand. Surely a little misinformation has not brought on this doubt. Excitement? Well, just a little, but no greed or insecurity I assure you.

Bud-Par: Some wierd moves there. Why fight with E/G/R rather than vs A/T? I have pledged to not end the game until your sc's are less than either G or R. Maybe you should try to ally with them-open up new diplomatic channels. Just a suggestion.

Fra-Ita: You can have Spain if you have the decency to support Mar.

Reserved Press for the True Bud/Austrian Emperor to Presswriter: My ally knows the winds of war are not blowing "South into Croatia" on my part, because I don't know where the heck Croatia is. Howabout defining the geographical region.

Due Next - Fall 1907 Moves

England (vanDok): F Cly-Lvp

Germany (Burgess): F Nth-Nwy, F Fin-Stp, F Swe-S F Nth-Nwy, A Den-S F Swe, A Kie-Hol, A Ruh-Hold, A Ber-Pru

Russia (Renner): F Nwy-S F Ska-Nth, F Gre-S [T] A Con-Bul, F Ska-Nth, A Sev-S A Mos-Ukr, A Mos-Ukr

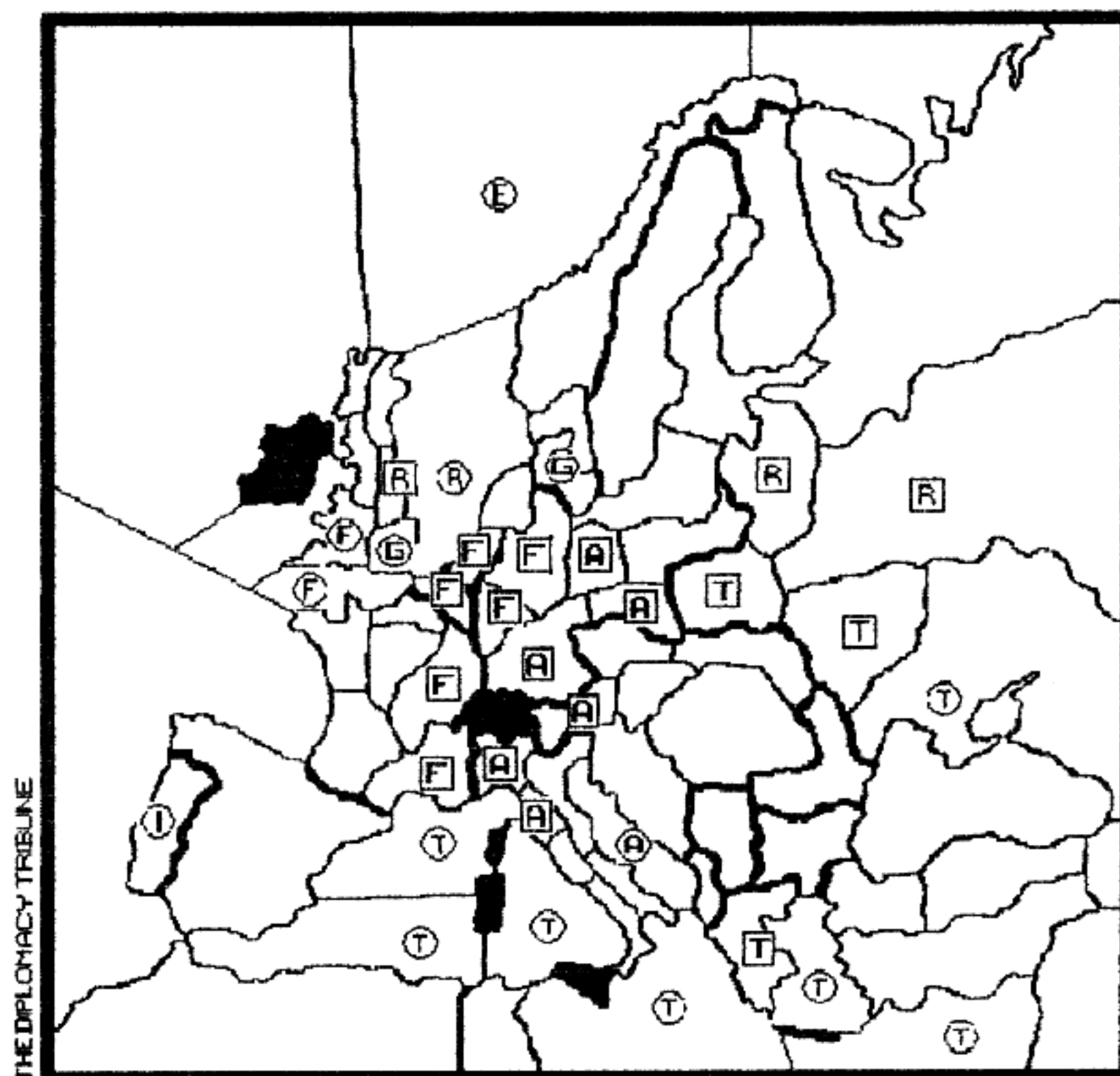
Turkey (Armstrong): F Ion-Adr, F Naf-Tun, F Tys-Ion [R>Tus, Rom, or Disband], A Alb-Ser, A Con-Bul

Austria (Johnson): F Rom-S A Nap, F Tri-Adr, A Nap-Hold, A Ven-Tri, A Tyl-Tri, A War-Mos, A Rum-Sev, A Gal-Bud, A Ser-Hold, A Ukr-S A War-Mos

France (Kirk): F Gol=Tys, F Wme-S F Gol-Tys, F Mao-S F Wme, A Spa-Hold, A Mar-Gas, A Yor-Lvp

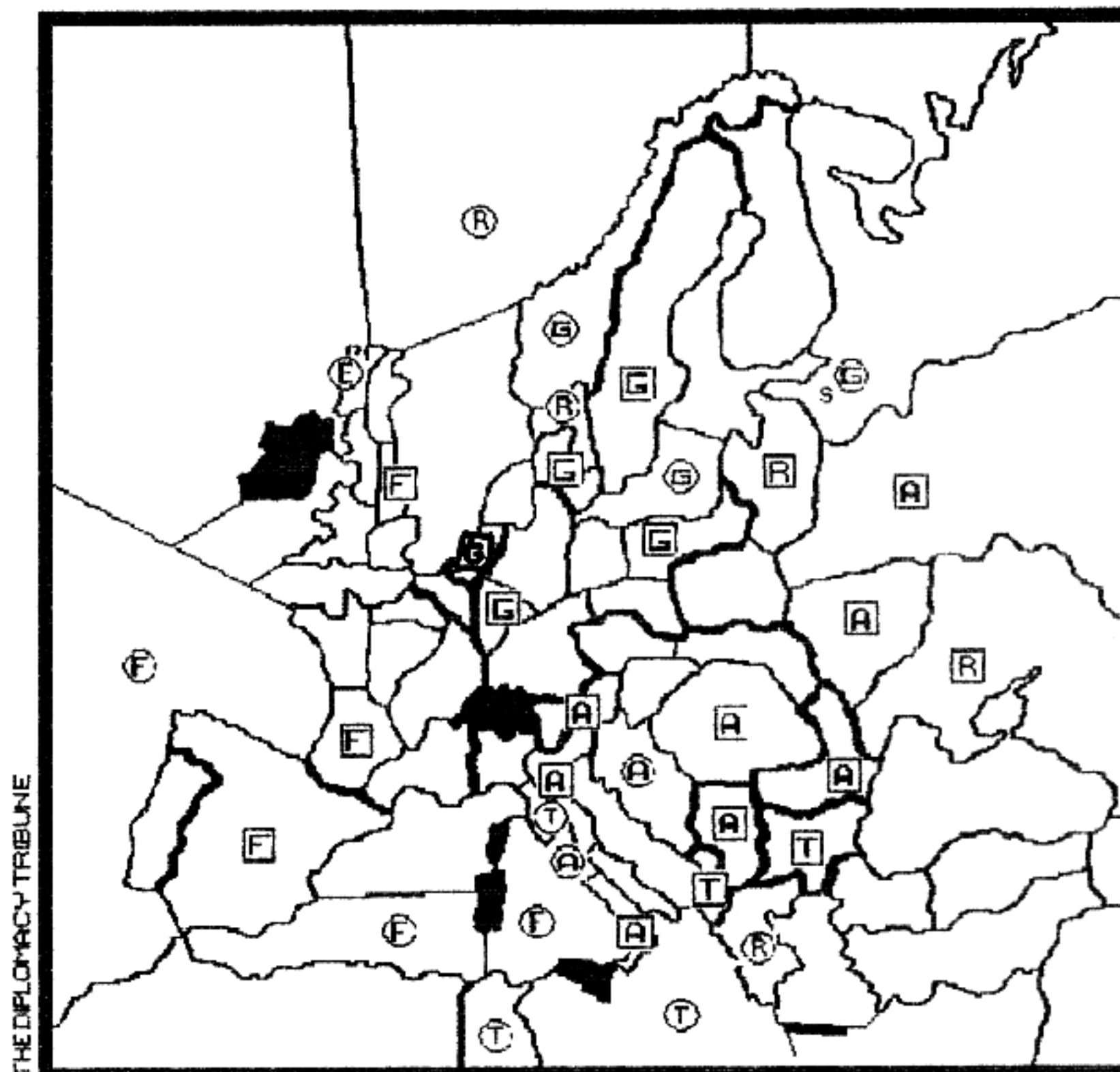
Barb - 1989IQ

Spring 1907



Carl - 1990HS

Fall 1905



England

Units: F Cly (1) Cntrs: Lvp (1) No Change

Germany

Units: F Nwy, F Bal, F Stp(s), A Swe, A Den, A Pru, A Ruh (7)

Cntrs: Ber, Kle, Den, Edi, Hol, Bel, Swa, **Stp, Nwy** (9) Build 2

Russia

Units: F Nws, F Ska, F Gre, A Liv, A Sev (5)

Cntrs: Sev, Gre (2) Disband 3

Turkey

Units: F Tun, F Tus, F Ion, A Alb, A Bul (5)

Cntrs: Con, Ank, Smy, Bul, Tun (5) No Change

Austria

Units: F Tri, F Rom, A Nap, A Ven, A Tyl, A Bud, A Ser, A Rum, A Ukr, A Mos (10)

Cntrs: Vie, Bud, Tri, Ser, Rum, Ven, Rom, Nap, Mun, War, **Mos** (11) Build 1

France

Units: F Mao, F Wrme, F Tys, A Yor, A Gas, A Spa (6)

Cntrs: Par, Bra, Mar, Spa, Por, Lon (6) No Change

Donna Press:

Eng-Ger: I love those builds!!!!!! let me repeat that, I love those builds!!!!!! My friend, you have found an ally. That is making a big assumption that you want one. Please don't move your fleet into the North Sea. I meekly suggest you move it towards Russia.

Ger-E/R: I'll keep trying Den_Swe.

Rus-Tur: You're probably not a bad guy in real life either, your just sitting on the wrong side of the sea.

Mun-Con: Too much A/T cooperation could scare the rest of the board. 5 vs 2 is unpleasant.

Rom-Con: Yassuh.

Eng-Rus: I'm not going to move the obvious (F Nwy->Stp) please leave Nwy alone!!!

Ger-Rus: Why did you move to Pru - even in gunboat? Did you see the Turkish troops?

Rom-Par: F Mar? Why? Why?

Rom-Mos: What about Austria?

Eng-Fra: Interesting builds???????

Mun-Rom: I could quickly forget the Tyrolian gambit.

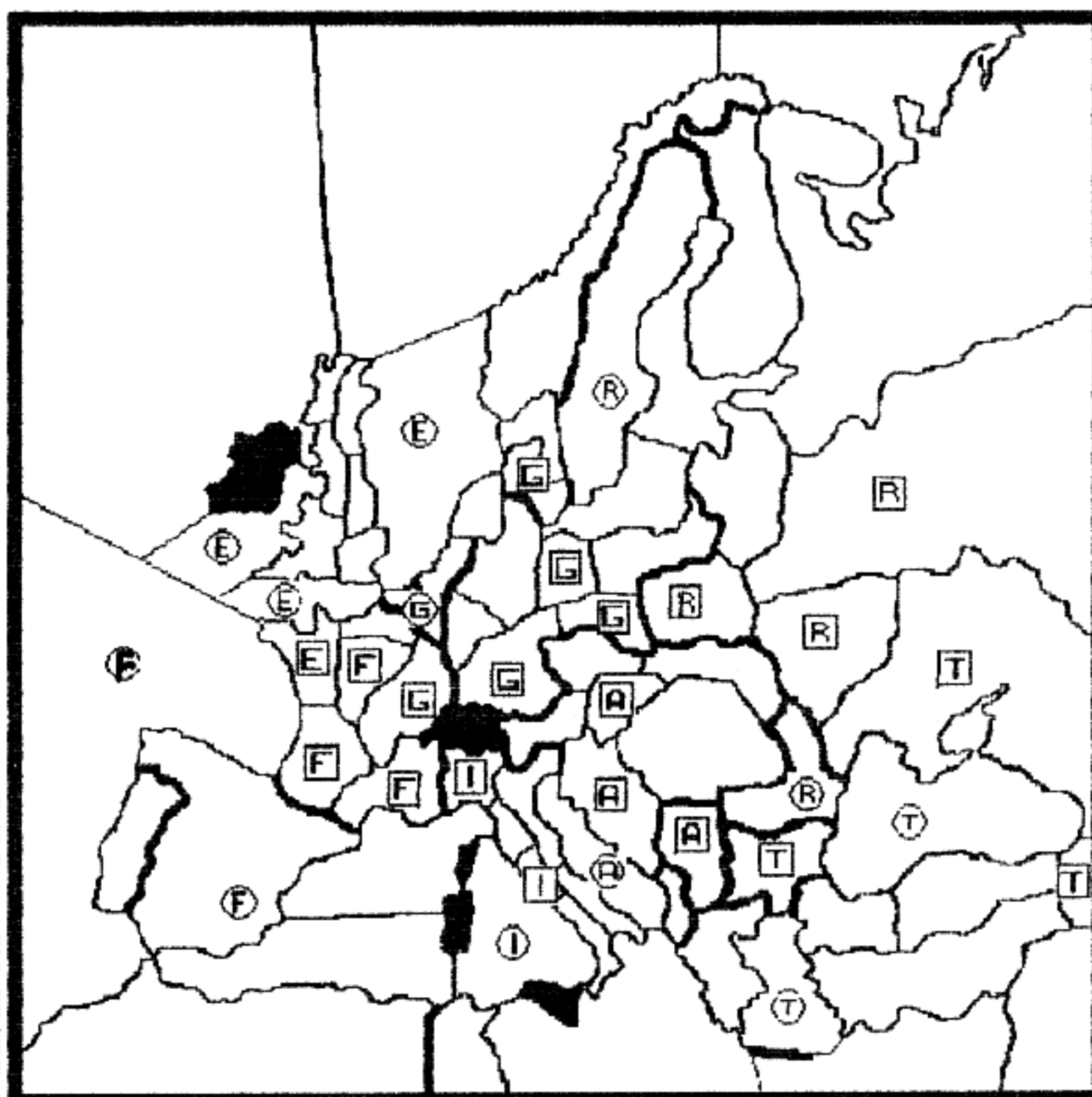
Carl Press:

Ger-Aus: I told you...but you did not believe me...I told you I would let you keep Munich for a couple of years...Those years are up and I'm going to take it back in 1906.

Due Next - Winter 1905 Adjustments

Donna - Gunboat

Spring 1902



England: F Lvp-Iri, F Nwy-Nth, F Ech-S A Pic-Bre, A Pic-Bre

Germany: F Hol-Bel, A Bel-Bur, A Den-Swe, A Kle-Ber, A Ber-Sil, A Mun-S A Bel-Bul

Russia: F Swe-Den, F Rum-Bul[e], A Pru-War, A Ukr-Sev, A Mos-S Ukr-Sev

Turkey: F Bla-S A Sev, F Smy-Aeg, A Sev-Hold, A Ank-Arm

Austria: F Tri-Adr, A Bud-Tri, A Ser-S [T] A Bul-Gre, A Gal-Vie

Italy: F Ion-Tys, A Tyl-Pie, A Rom-Hold

France: F Por-Mao, F Mar-Spa, A Spa-Gas, A Par-Bre, A Bur-Par

Due Next - Fall 1902 Moves

Gamestart!

Ed - 1991V

Austria: John Kakritz

England: Gill Bates

France: Lee Kendter

Germany: Jim Diehl

Italy: Mike Gorman

Russia: Dave Schubert

Turkey: Dave Ayres

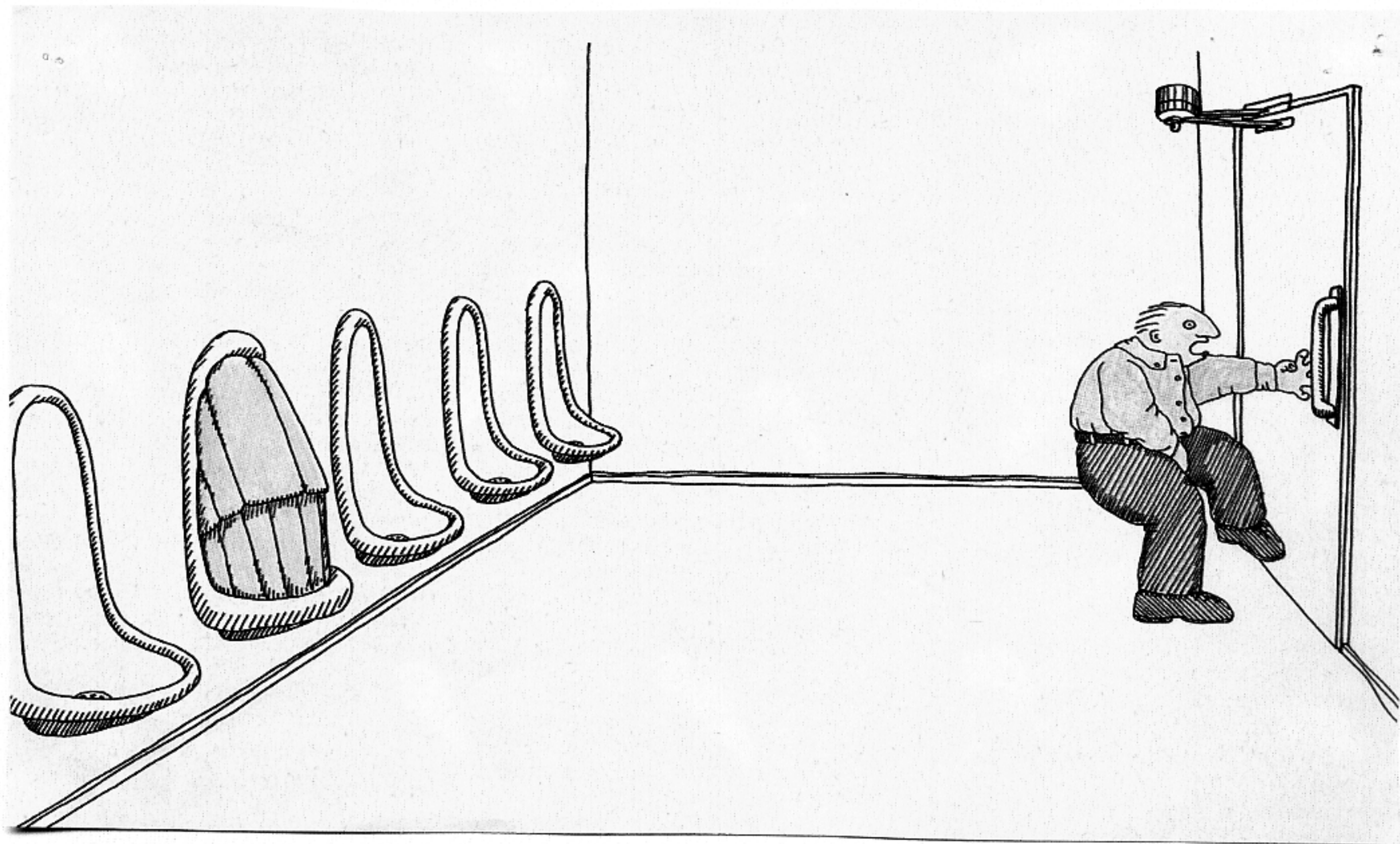
Spring 1901 orders are due with this deadline as well as all gamefees.

A Letter!!

Two polite request find my response pouring out of the inkwell onto this paper & hopefully into your column. First, congratulations on the nice zine; Second, keep it so; Third, I'd be very curious to hear/read a dialogue on what the other player's significant others believe about PBM Dip. My interest is aroused because mine believes it increases my paranoia, decreases her trust of me, she resents my playing & thinks that when we discuss anything I'm using the strategies of Dip in our conversation. I guess I have stabbed her once or twice (I have 2 kids, anyway.), but come on! What are some other's experiences? - Rich Weiss

Origins '91 July 4th - 7th

I'll be there, will you?



Perestroika Diplomacy

The following are the rules for 'Fran' as it will be played in the Trib, based on the rules for *Perestroika VI*, by Larry Cronin.

1. The game is played, in all respects, as in Diplomacy with the addition of the following rules governing unit production and economics.

2. The game begins with Winter 1900. There are no units on the map and each supply center, including neutrals, have one Block. Blocks represent industrial capacity, and produce Points. Points represent industrial output and are used like currency. The total number of blocks a nation possesses is its Gross National Product (GNP) for that year. Blocks should not be confused with points.

3. Following Fall retreats, a number of points equal to the nation's GNP at that instant, is added to the nation's treasury. In Winter points are 'spent' to buy or maintain armies and fleets and/or buy new blocks. In Spring and Fall points may be loaned, given, or traded to other players.

4. New blocks may be built in Winter at a cost of 2 points each. Blocks do not need to be maintained. A block may be built in any supply center owned by the player, not necessarily home centers. Military units cost 1 point each to build, but may only be built in a home supply center. Additionally, military units must be maintained at a cost of 1 point each, each Winter. Maintenance is figured before new construction takes place.

5. There are limits to the number of blocks that can be

built each Winter. No more blocks can be built than half the nation's GNP (fractions rounded up), additionally, no more blocks can be built in one supply center than are already there.

Example: Germany has a GNP of 15 so can build no more than 8 blocks ($1/2$ of 15 GNP). If, for instance, Munich already contains 2 blocks, no more than 2 new ones could be built there.

6. Points are kept in a Treasury. Unspent points remain in the Treasury until spent or all the nation's supply centers are lost, (the player is eliminated) at which point the Treasury simply disappears, and is lost.

7. Loans & Gifts are made in the Spring & Fall by notifying the GM of the amount and to whom to give it to. The GM will deduct the points from your treasury if you have them and deposit it into the treasury of the player you designated. The GM is not responsible for enforcing any repayment arrangements you may have made in regards to loans.

8. Players may designate points to be given to another player as "Trade." In this case the receiving player has twice the amount you designated deposited into his treasury. e.g.: If Germany "trades" 3 points to Italy, Italy receives 6 points in its treasury.

9. Orders are executed in the order they are written. If the treasury runs out before all orders are executed the rest are ignored. Partial orders will be filled partially.

Example: Turkey has 7 points in its treasury and orders the following, in this order:

Trade 2-Ita, 2-Ger, 2 Aus, Give 2-Fra, 2 Eng

The GM would give Italy, Germany, and Austria 4 each, and France 1 point. The treasury is spent so the second point to France and the 2 to England are ignored.

10. Neutral countries automatically spend accumulated points on new blocks, any unspent points are left in its treasury which is lost when/if the neutral is conquered.

11. When a supply center is attacked it loses as many blocks as there are units attacking plus those supporting the attack. Defending support for a holding unit does not count, nor do cut supports. Units moving into friendly supply centers, unopposed, do not cause block loss, but a self-stand-off between friendly units would.

12. In the Winter, any army or fleet anywhere on the map may be ordered disbanded if no armies or fleets are ordered to be built. This does not include units that are retreated off the map.

13. The winner is decided by unanimous concession of the remaining players stated in the form of a vote. The winner is not required to vote. No vote = No.

AFRICAN DIPLOMACY

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I designed this game for no other purpose than to give one a break from the usual European struggles. Well, that and I like creating Diplomacy variants. And I like maps — a lot. I know there are a few Diplomacy variants set in Africa that already exist. I have yet to look at them, so I cannot make any comparisons or judgements. However, examining my variant I see that there is great potential for play. Each power has its strengths and weaknesses, as in regular Diplomacy. Certain spaces and supply centers are strategically located between powers, sure to be the sights of much debate and conflict. Ultimately the game will be won or lost depending on the alliances made and broken. That is essentially what any Diplomacy variant requires.

I am not a historian, but I am an amateur cartographer. Thus the map is pretty true to Africa as we know it today. Of course in real life, Ethiopia, Ivory Coast, and Zaire are hardly major powers, unlike Libya, Saudi Arabia, and South Africa, and they may never be. I suggest that the variant takes place in the year 2000. I don't expect things will change so much in the next ten years, but, if nothing else, the number is easy to remember.

The 6 Great Powers, Their Home Centers, and The Initial Setup:

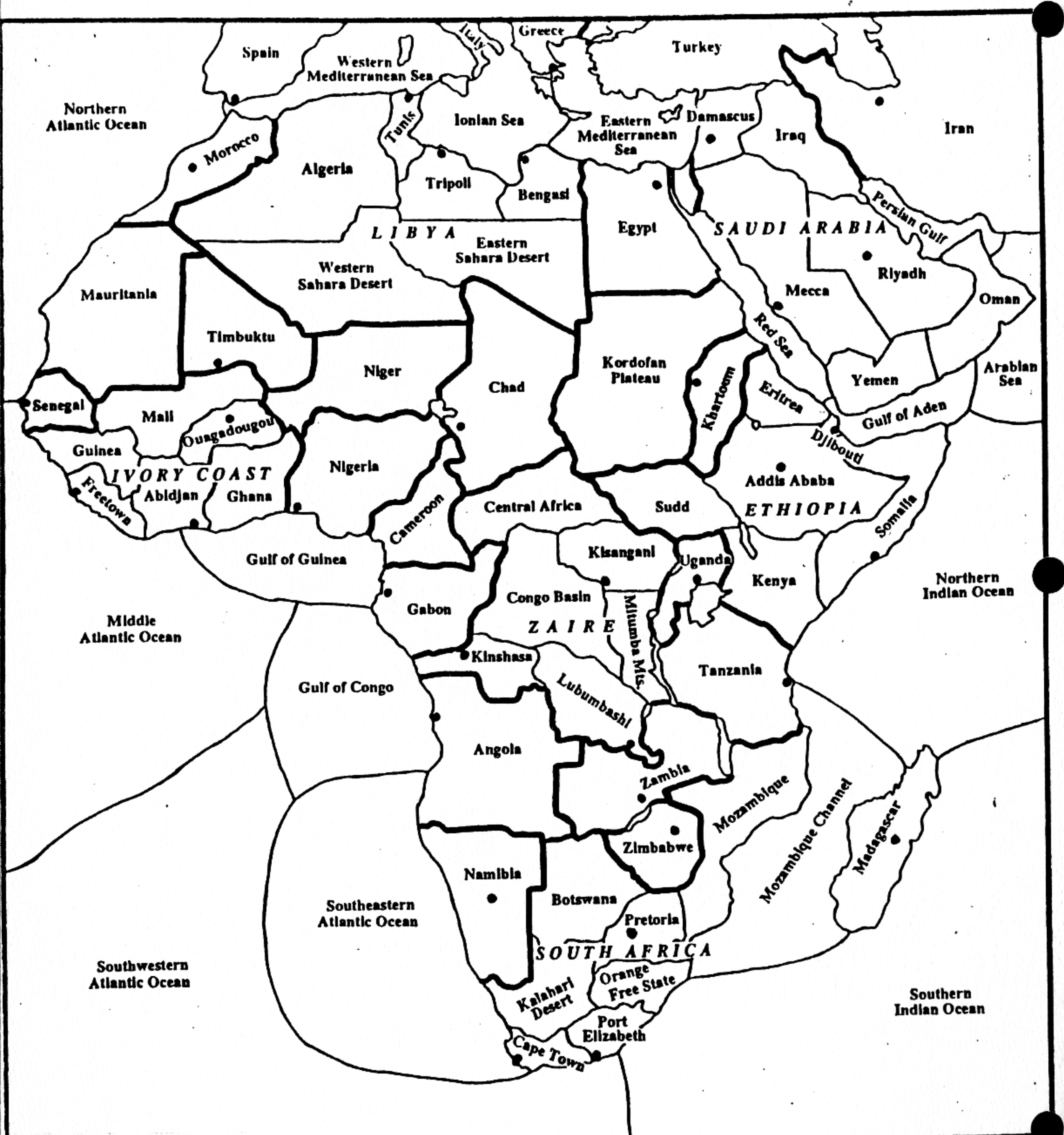
Ethiopia (Blue):	A-Addis Ababa, A-Djibouti, F-Somalia
Ivory Coast (White):	A-Freetown, A-Ouagadougou, F-Abidjan
Libya (Green):	A-Bengasi, A-Tripoli, F-Tunis
Saudi Arabia (Yellow):	A-Riyadh, F-Damascus, F-Mecca
South Africa (Red):	A-Pretoria, F-Cape Town, F-Port Elizabeth
Zaire (Black):	A-Kisangani, A-Lubumbashi, F-Kinshasa

Neutral Supply Centers:

Angola	Khartoum	Spain
Chad	Madagascar	Tanzania
Egypt	Morocco	Timbuktu
Gabon	Namibia	Uganda
Greece	Nigeria	Zambia
Iran	Senegal	Zimbabwe

Special Notes of Interest:

- The normal rules for Diplomacy are applicable, except where noted below. The map is really all that is different. The mechanics of the game are identical.
- The victory condition is to control 19 of the total 36 supply centers.
- Only spaces that are named may be entered. Other spaces, such as lakes and islands, are purely for decoration and should be considered impassable.
- The Suez Canal in Egypt is handled similarly to the Kiel Canal in regular Diplomacy. Thus a fleet in Egypt can legally move to any of the following spaces: Bengasi, Eastern Mediterranean Sea, Damascus, Mecca, Red Sea, and Kordofan Plateau.
- Greece *does* border Turkey. It *does not*, however, border Italy.
- Mauritania *does* border the Western Sahara Desert.
- Djibouti *does* border Addis Ababa, Eritrea, Somalia, and the Gulf of Aden.
- Addis Ababa *does not* border the Gulf of Aden.
- Tanzania *does not* border the Mitumba Mountains.
- Mozambique *does* border the Orange Free State.



AFRICAN DIPLOMACY

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