



THE END JUSTIFIES THE MEANS

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The first new Diplomacy Magazine this August!

Welcome everyone to 'The End Justifies the Means.' This piece of propaganda is brought to you by James M. Briggs, PO BOX 6243, El Paso, TX 79906, USA.

I intend to run several types of games, just about anything that can be played by mail and that I have a copy of. TEJTM will also have a letter column, providing I get some, any news that may or may not be relevant, plugs, cartoons, quizzes, just about anything. Subscriptions will be 10 issues for \$4.00 for North Americans. Overseas rates will be cost of postage per issue to start.

Current games available are:

- DIPLMOMCY - 2 games available, 14 needed.
- MACHIIVELLI - Diplomacy variant set in Renaissance Italy, 8 needed.
- DER FUHRER - 1932 German elections recreated, 6 needed.
- RAIL BARON - Attempt to build a railroad empire, 6 needed.
- BOURSE - To be played in conjunction with first Diplomacy game.

Future games considered are: Alaric the Goth, Junta and En Garde! These will be played if enough interest is sparked and depending on how I can handle the other games.

Diplomacy, Machiavelli and Rail Baron are all available from the Avalon Hill Game Co. Der Fuhrer was published in 1976 and has since been out of print, therefore I have included a concise version of the rules in this issue. Also included are some modifications for play by mail (by yours truly).

For the benefit of those of you I have not met, written, called or vice versa, here is a short autobiography: I am a 24 year old Computer Programmer currently ~~doing time~~ serving in the US Army. The pay is lousy, but I go on a lot of trips courtesy of Uncle Sam. Right now I'm trying to attend Officer Candidate School because the pay is better (just kidding, but I'm still trying). I got into the Play By Mail hobby two years ago and have been a shadowy figure since then. Now I've decided to come out into the open and start publishing. Right now I am involved in several games of Diplomacy, two bourses, and a game of En Garde! Most of the Diplomacy games are from being called as a standby but I've yet to be eliminated from a game.

PLUG DEPT.

Anyone interested in conquering the Universe? Well GALACTIC EMPIRES just may be for you. This is a computer moderated play by mail game. The number of players seems to be unlimited, with players entering the game all the time. There are four empire types: Empire Builders, Star Merchants, Space Pirates and Xenophobes. If this is to your fancy, then contact GALACTIC EMPIRES, c/o Daniel Pierce, PO BOX 1005, Fairborn, OH 45324, USA.

I've been a collector of many things over the years, and Comic Books are among my tastes. I've made some good investments like starting my collection of 'Howard the Duck' at issue number 3, and some bad ones like discarding my 2 copies of the first 3 issues of 'Star Wars' (each). Star Wars #1 is currently worth about \$25, and the 3 issue set is worth about \$60. I paid 25¢ each for them. This all leads up to my next piece.

Comic books are an art form dating from the 1930's. Cartoons and Daily Comic Strips have been around a lot longer, but the first big name comics started then. Action Comics is the longest running title and it features Superman, who was introduced in the very 1st issue. Since then Superman has appeared in several different comic books, and has starred in many of them. Superman and Action Comics have reached over 600 issues each. Spiderman is Superman's greatest competitor. The big comic companies are DC Comics, who own the rights to Superman, and Marval Comics, who own Spiderman. These two companies have several 'Heros' who often visit each other. DC Comics also has several different universes which include Earth, Earth 1, Earth 2 and Bizzaro Earth. All the heroes on these worlds even visit each other from across the dimensions, and form super societies as well. Among all the 'Super' heros I have found only two that are not really 'Super'. These are Batman, a close friend of Superman, and the Warlord, a USAF pilot who flies to the inner earth through a polar opening in to a land of perpetual sunlight and savagery. Sort of remenicient of Burroughs' Pellucidar.

Some of the big name comics come and go, these include the perenial Blackhawk, leader of a World War II freedom fighter group which includes a German and a Japanese member. This comic has been discontinued at least twice, and resurected as many times. Even the Warlord, one of DC's biggest sellers was discontinued early in his career, only to be revived less than a year later because his audience demanded it.

Even some of the Underground Comic books that were first introduced during the 60's as part of the protest movement have survived. The biggest names here are Zapp Comix, and Those Fabulous Furry Freak Brothers. Villians here are Norbert the Nark, and the Roach Riech. One of the Freak Brothers owns an Orange Tom Cat named Fat Freddie's Cat, and this feline often is the star of his own adventures. Marval comics even has a comic about an ornery clown, and DC has one about a bunch of animals called 'Captain Karrot and his amazing Zoo Crew'.

Comic collecting has become a major industry now, and many people buy comics for the investment purposes. Some titles can turn a 200% profit in less than 2 years. People come to conventions in much the same manor as Game Conventions. Aside from comic books, magazines, films, posters, and other pop art items can be bought and sold. The biggest Convention for comics is the San Diego Comic Con which takes place every year around the last weekend in July.

Well, so much for that; next up is my first quiz. These questions are from 'The Best Movie Trivia & Quiz Book' by Malcolm Vance.
Name the Stars who played these ^{EVER}detectives: 1) Nick Charles in 'The Thin Man'; 2) Philip Marlowe in 'Murder, My Sweet'; 3) Philip Marlowe in 'Farewell, My Lovely'; 4) Philip Marlowe in 'The Long Goodbye'; 5) Philip Marlowe in 'The Big Sleep'; 6) Philip Marlowe in 'Lady in the Lake'; 7) Philip Marlowein 'The Brasher Doubloon'; 8) Philip Marlowe in 'Marlowe'; 9) Mrs. North in 'Mr. and Mrs. North'; 10) Tony Rome in 'Lady in Cement'; 11) Sam Spade in 'The Maltese Falcon'; 12) Sam Spade, Jr. in 'The Black Bird'; 13) Flint in 'Our Man Flint'; 14) Matt Helm in 'Murderers Row'; 15) James Bond in 'You Only Live Twice'; 16) James Bond in 'The Spy Who Loved Me'; 17) James Bond in 'Casino Royale'; 18) Inspector Clouseau in 'The Pink Panther'; 19) Hercule Poirot in 'Murder on the Orient Express'; 20) Hercule Poirot in 'The Alphabet Murders'

Answers are due by September 5, 1983. Winners will receive 5 issues for most correct answers, 3 for second, and 1 for third.

DER FUHRER

BY ED KONSTANT

(c)1976 The Little Soldier

INTRODUCTION

DER FUHRER is a game-simulation of the last months of Germany's doomed Weimar Republic. It covers the critical period from mid-1932 to early 1933. During these months the struggling republic, pressured by internal and external political forces, tottered on the brink of collapse. During this time, a series of elections was forced, bringing Adolf Hitler's National Socialist (Nazi) Party to control of Germany's parliament. The last of these culminated in the naming of Hitler as chancellor, sounding the death knell for democracy in Germany.

Der Fuhrer is actually three mini-games in one. Each represents one of the three critical elections. The game does not go beyond the election that led to Hitler's coming to power because the Nazi Party peaked politically at this time. Nazi success at the polls afterward had the party failed to take government control when it did has been the subject of debate ever since. There is no provision for an extended game but this need not deter players from adding to its length should victory manage to elude them all.

Though the election campaign simulations in Der Fuhrer reflect the democratic process still alive in Germany at the time, major features of the game are the disrupting factors that led to the republic's demise. Campaign issues aside, players will discover the value of street mobs to break up other players' rallies, the use of the political smear and the threat of government political bans.

GAME LENGTH

Der Fuhrer is played over a series of election campaigns. Each campaign covers elections in 15 provinces or provincial areas. In essence, each election campaign is 15 turns long. A full game may last 15, 30, or 45 turns depending on how many election campaigns are needed to achieve victory conditions.

GENERAL COURSE OF PLAY

Der Fuhrer is basically a 6-player game. However, as few as 5 may play. Each player represents one of 5 major political parties: Nazi, Communist, Social Democratic, Nationalist, and Centre. A sixth player represents a group of small parties called Coalition for game purposes. In a 5 player game there is no Coalition player.

During play, each player seeks to become Chancellor by having his party elect more delegates to the Reichstag than anyone else. Delegates are elected in a series of elections in 15 provinces or provincial areas. Mere election in a single campaign does not necessarily mean victory. Any of various results (see Victory Conditions) can produce a game winner.

VICTORY CONDITIONS

A player wins whenever his party:

1. Wins any single election campaign and, at the same time, has won at least 30 percent of the delegates elected to the Reichstag in that campaign.
2. Wins 2 consecutive election campaigns with any percentage of delegates.
3. Wins the last of the 3 campaigns and has accumulated more delegates than any other player over all the campaigns. Should a player lose the last of the 3 campaigns and still have elected more total delegates over the full 3-campaign game than any other player, he does not win.
4. Any other result means everyone loses. If you wish, theorize that President von Hindenburg re-establishes the monarchy.

AT THE START

Players choose, randomly or by agreement, which political parties they will represent. An order of play is then determined. It always starts with the Chancellor. At the start, only the Social Democrat player may be Chancellor. To become Chancellor, other players must win an election campaign.

Each player then chooses which of the 6 political platforms they will run their campaigns on. More than one player may choose the same platform. The platforms are: Conservative, Law & Order, Liberal, Pro-Labor, Socialism, Demagoguery (See Political Platforms for restrictions).

A die is then rolled by each player to determine how many Political Fund points he will have to spend in the election campaign. The result is cross-referenced on the Political Fund Table. EXAMPLE: The Social Democrat player chooses a Conservative platform. He rolls a 5. He has a Political Fund of 38 points.

After each player has obtained his Political Fund, the Chancellor rolls again, for Propaganda Points (Political Fund Table). Only the Chancellor may receive these extra points, which are used in the same manner as Political Fund Points.

Next, the Nazi and Communist players each roll a second time for Street Mob points, consulting the Street Mob Table for the result.

Each player may then secretly ~~convert~~ convert Political Fund points into Street Mob points, noting the conversion on paper. Street Mob points are bought with Political Fund points on a 1-for-1 conversion basis. In addition to S. A. and Worker Street Mob points, the Nazi and Communist players may buy extra Street Mob points.

Lastly, one player is chosen Elections Commissioner. His job is to keep track of the delegates elected by each party in the election campaign.

SEQUENCE OF PLAY

Der Fuhrer is divided into game-turns. Each consists of a separate election in a province or provincial area on the Election Map. There are 15 game-turns, one for each area, in an election campaign. A game may run from 1 to 3 campaigns, depending on when victory conditions are achieved.

Each game turn consists of these phases:

1. The Chancellor announces which of the 15 provinces an election will be held in.
2. Each player secretly chooses one of the 5 issues from his political platform.
3. Each player may choose other options (Street Mobs, Propaganda, Army, and Rally Ban).
4. Each player, starting with the Chancellor, reveals his choices, announces the issue on which he is speaking, rolls the die and consults the Political Platform table for results. The results determine how many delegates his party has elected in that province. EXAMPLE: A Conservative player speaking on Justice rolls a 5. He receives 4 delegates from the province in which this game-turn's election is being held.
5. Delegates elected by each player are now tallied. The player electing the most wins the province and receives extra delegates shown on the Election Map provincial area. EXAMPLE: East Prussia shows the numbers 4-2-1. The player electing the most delegates in East Prussia wins 4 extra. The player finishing second gets 2 extra, the player finishing third, 1 extra.
6. Return to Phase 1, repeating 1 through 5 until all 15 provinces have been

covered. The player with the most delegates at the end is elected Chancellor, perhaps winning the game.

NOTE: The election of delegates can be affected by special rules. See Political Fund, Propaganda, Street Mobs, Government Propaganda, Provinces, Army, Rally Ban, Issues, Action.

POLITICAL FUND

Each player has a Political Fund with which to run his election campaign. The size of the fund is determined by a player's Political Platform and a die roll. A 6-sided die is rolled and the result cross-referenced on the Political Fund Table, reading along the line listing the Political Platform chosen by each player.

The Political Fund is used basically for two things: Propaganda and Street Mobs.

Once a player exhausts all his Political Fund points in an election campaign, he gets no more. However, if more than one election campaign occurs in a game, players roll to determine the size of a new Political Fund at the start of each campaign.

Political Fund points may not be accumulated, then transferred from one campaign to another. Players need not use their full Political Fund in a campaign but when that campaign ends, the surplus Political Fund points are lost.

PROPAGANDA

Propaganda may be used by players in provincial elections to increase their chances of winning larger numbers of delegates.

Propaganda is simply Political Fund points. A player starting an election campaign with 38 Political Fund points would have 38 Propaganda points to spend in that campaign unless he converted some of the fund into Street Mob points.

Propaganda points have one basic use: To increase the delegate election die roll. Each Propaganda point spent in a province increases a player's die roll by 1. EXAMPLE: A Pro-Labor platform player speaking on Jobs spends 3 Propaganda points in Bavaria (or some other province). He rolls a 6. Because he spent 3 Propaganda points, his die roll is increased to 9, meaning he has elected 6 delegates. Had he spent no Propaganda points, a die roll of 6 would have elected only 3 delegates.

To use Propaganda, players note on paper how many propaganda points they are spending in a game-turn.

Since Propaganda points are merely an extension of Political Fund points, they may not be carried over from one election campaign to another.

NOTE: A die-roll can never be raised higher than 9, regardless of the number of Propaganda points spent.

STREET MOBS

Street Mobs may be used by players to lower the die rolls of other players, thus decreasing opposing players' chances of electing delegates in a province.

Street Mob points are bought with Political Fund points at the start of each campaign. One Political Fund point buys one Street Mob point.

Each Street Mob point spent in a province can reduce a player's die roll by 1 (except against the Smear--see Smear). EXAMPLE: The Nazi Party spends 3 S.A. (Street Mob) points to try and cut down the die roll of the Communist Party player. The Communist Party player, running on a Socialism platform, rolls a 6 on the Social Welfare issue. However, the expenditure of 3 S.A. points by the Nazi player reduces this die roll to 3. Cross-referenced on the Socialism Political Platform Table, this gives the Communist player 3 delegates.

Street Mob and Propaganda points used by opposing players nullify each other. Naturally, excess Street Mob points (more than the number of Propaganda points used by a player whose political efforts are being mobbed) reduce the opposing player's die roll by 1 each.

To use Street Mobs, players must note how many Street Mob points they are spending in a game-turn and who they are being used against. They may use them against more than one player but individual Street Mob points cannot be split up--a point used against one player cannot be used against another.

Street Mobs may also have another use: To neutralize another player's Street Mobs. Players may opt to use Street Mob points in defense, each one cancelling out one spent by another player. This use must also be noted on paper.

Like Propaganda, Street Mob points may not be carried over from one election campaign to another.

NOTE: A die-roll can never be reduced lower than 0, regardless of the number of Street Mob points spent against the opponent.

GOVERNMENT PROPAGANDA

Unlike other players, the Chancellor receives extra Propaganda points, in essence, the propaganda apparatus of the government.

The number of extra Propaganda points he receives is determined by a die roll, consulting the Propaganda Points line on the Political Fund Table.

These extra Propaganda points may be spent in the same manner as Political Fund points, even to buy Street Mob points.

PROVINCES

The Election Map is divided into 15 provincial areas. Each has its own unique characteristics, reflecting such factors as population, geography, economy, and political leaning.

Some provinces may be more important than others to certain players because of the extra delegates they give a player winning that province. Some may be crucial to certain players, depending on their Political Platforms because of provincial issues that can give them one extra delegate that may be enough to place them in first, second, or third in that province.

Under the name of each provincial area on the Election Map, you will find a series of numbers and letters. The numbers refer to the extra delegates a player can receive for finishing first, second or third in the regular delegate contest. The letters refer to provincial issues that can give players one extra delegate if they are using that issue in that province.

PROVINCIAL DELEGATES

Each province can return extra provincial delegates to players finishing among the top three in a game-turn election in a province.

The number of extra provincial delegates varies from one province to another.

To determine the extra delegates available in a province, consult the series of numbers under the names of the provinces on the Election Map. EXAMPLE: Brandenburg has 18 extra delegates, designated by the numbers 10-5-3.

The player electing the most delegates in the regular delegate race (the series of modified die rolls on the Political Platform Tables) gets the largest share of extra provincial delegates available in that province. EXAMPLE: The Nationalist Party player elects 6 delegates in the Brandenburg game-turn election. This is higher than the number elected by any other player. He then receives 10 extra provincial delegates from Brandenburg, giving him a total of 16 from that province.

The player finishing second receives the second highest number of provincial delegates available. EXAMPLE: The Nazi Party player elects 4 delegates in the same Brandenburg game-turn election as the Nationalist player. This is the second highest number of delegates elected there. He then receives 5 additional provincial delegates (noted by the second in the series of 3 numbers under Brandenburg), giving him a total of 9 delegates.

The player finishing third receives the third highest number of provincial delegates available. EXAMPLE: The Social Democrat player elects 3 delegates in the same game-turn in Brandenburg, the third highest total. He receives 3 extra provincial delegates, giving him a total of 6 that game-turn.

In the event of ties, in the regular delegate race, the tying players share the extra provincial delegates. Players tying for first place would equally share all the delegates available to the first and second place finishers, etc. If an odd number is to be split (i.e. 15) the leftover provincial delegate is not counted.

PROVINCIAL ISSUES

Game-turn elections in each province can be affected by provincial issues. There are 3 provincial issues in each province that can be used by the players to increase their elected delegates.

These provincial issues are designated by a series of abbreviations under the name of each province on the Election Map. These issues are the same as the issues used by the players to elect delegates but they vary from one province to another.

A player speaking on an issue in a game-turn that also happens to be a provincial issue gets one extra delegate that turn. EXAMPLE: A player speaking on issues of Versailles, Anti-Red, or Justice in Bavaria would receive one additional delegate that game-turn merely for speaking on one of those 3 issues. Had he used an issue other than one of those 3, he would not have received an extra delegate.

Provincial Issues are identified by these abbreviations:

V - Versailles
J - Jobs
AR - Anti-Red
FA - Fiscal Austerity
LR - Labor Reform
SW - Social Welfare
JU - Justice

ISSUES

Each Political Platform includes a set of 5 issues that players must speak on (use) during the game. No more than one issue may be used by a player in any game turn (provincial election). Since the selection of issues is secret, players may use issues also being used by other players in the same game-turn, providing they are part of his platform.

The use of issues is mandatory. Therefore, each player must use one of his issues per game-turn and only one. It is through the use of one of his issues that players elect delegates, rolling a die and cross-referencing the result along the issue line on the Political Platform Table.

Platforms and their issues are:

1. CONSERVATIVE: Versailles, Fiscal Austerity, Anti-Red, Justice, Smear.
2. LAW & ORDER: Versailles, Jobs, Anti-Red, Justice, Smear.
3. LIBERAL: Versailles, Labor Reform, Social Welfare, Jobs, Smear.
4. PRO LABOR: Versailles, Labor Reform, Social Welfare, Jobs, Smear.
5. SOCIALISM: Versailles, Labor Reform, Social Welfare, Jobs, Smear.
6. DEMAGOGUERY: Versailles, Anti-Red, The New Order, The Big Lie, Smear.

Some issues will gain players more delegates than others. However, this does not mean players may use the big vote-getting issues repeatedly. There are restrictions on the use of issues. They are:

1. Each issue on a Political Platform must be used at least twice in a 15-game-turn election campaign. EXAMPLE: A Liberal Platform player must use Versailles, Labor Reform, Social Welfare and Jobs at least twice each, some obviously more than twice.
2. EXCEPTION: The only exception to the above concerns the Smear. The Smear is not an issue as such and never has to be used. Of course, it may be used as often as desired up to a maximum of 7 times in an election campaign.

SMEAR

Because the Smear is not a pure political issue, players using it do not elect delegates. Rather, they take delegates away from other players.

The Smear always gains a player at least one delegate at the expense of another player. Propaganda points can be used to increase the Smear die roll, and the possibility of taking more than 1 delegate away from another player.

The Smear can never have its die roll reduced by the use of Street Mob points. Thus, the die roll is always at least 1.

Players using the Smear against each other receive only 1 delegate each in that game-turn regardless of the die roll results.

To use the Smear, players note on paper whom they are smearing (limited to one opponent per game turn) and how many Propaganda points are being spent on the Smear.

THE CHANCELLOR

The Chancellor is the single most powerful player in the game. This power, of course, can be limited by poor die rolls giving him relatively few Political Fund and Government Propaganda points.

The Chancellor can do several things other players cannot:

1. He determines the order in which provincial elections are held during a 15-game-turn election campaign and may leap from one province to another in any order desired.
2. He receives extra Government Propaganda points because of his position.
3. He may call out the Army to protect himself from Street Mobs in any province (see Army).
4. He may attempt to ban other players from activity in any province, thus possibly denying them elected delegates (see Rally Ban).
5. He may take Action on specific issues, thereby gaining extra delegates (see Action).

ARMY

The Chancellor may use the Army to protect himself in a provincial election against Street Mob points.

It costs the Chancellor one (1) Political Fund point each time he uses the Army for such purposes. He can use additional Political Fund points to increase his die roll when using the Army, each point spent increasing the die roll by 1, up to a maximum roll of 8.

The results of use of the Army can be found on the Army Table. The die is rolled and the party using the army cross-references his roll along the line indicating which party in power is making use of it. EXAMPLE: A Nazi Party Chancellor would obtain a result of 6 on a die roll of 3, a Communist Chancellor would obtain a result of 3 on a roll of 3, any other Chancellor would obtain a result of 5 on a roll of 3.

The result obtained is the number of Street Mob points being used against the Chancellor that are cancelled out. Thus, a Social Democrat Chancellor rolling a 3 would be able to cancel out 5 Street Mob points directed against him that game-turn.

RALLY BAN

The Rally Ban is a weapon the Chancellor may use in any game-turn. It may be used as often as the Chancellor desires, providing he has the resources to spend on it, and against as many players as desired. He does not have to use the Rally Ban.

If successful, the Rally Ban wipes out a game-turn election for any player against whom it is being used. All Propaganda and Street Mob points allocated that turn by a player who has been banned are lost and that player receives no elected delegates. He loses his turn, at cost of spent points. However, the issue on which he was speaking counts toward the mandatory usage of each issue at least twice.

If not successful, the player on whom the ban was attempted plays that game-turn normally. In addition, he receives 1 extra delegate, this being taken away from the Chancellor in that province. If the Chancellor elects no delegates in that province, the player he tried unsuccessfully to ban still receives the extra delegate.

The Chancellor may use the ban in any game turn on as many players as desired. To use the Rally Ban, the Chancellor must:

1. Spend 1 Political Fund point for each player he is attempting to ban.
2. Note on paper the players he is attempting to ban.

To determine whether a Rally Ban is successful, the Chancellor rolls a six sided die and cross-references the roll along the line whose party he represents on the Rally Ban Table. EXAMPLE: A Nazi Party Chancellor rolls a 6. He successfully bans the Nationalist Party player. The same roll would have resulted in a successful ban for all other Chancellors except a Communist Party Chancellor. He needs a 7 to ban another player in a province.

The Rally Ban die roll can be increased by spending Propaganda points. Each point spent increases the die roll by 1.

The Chancellor must roll the die once for each player whose party he is seeking to ban in a game-turn.

ACTION

Action is a play the Chancellor may use to obtain 1 extra delegate in each province in which he uses it. Action is a voluntary play.

Action is a representation of the government taking steps on a political issue and catching the other parties unaware, or trying to. Theoretically, it could be increasing or decreasing unemployment benefits on the issue of Jobs, freezing prices and wages on the issue of Fiscal Austerity or speaking with the French or British on the issue of Versailles.

To use Action, the Chancellor merely chooses as his issue in a game-turn one which he feels no other player will use that game-turn, then declares Action.

If no other player is speaking on the same issue in that game-turn, the Chancellor's Action has caught everyone unawares and he receives 1 extra delegate.

However, each player also speaking on the same issue as the Chancellor in a game-turn in which he is taking Action is, in essence, speaking against his Action. They then receive 1 extra delegate each, the Chancellor does not get an extra delegates.

NOTE: Action cannot be used in conjunction with these issues:

1. The New Order
2. The Big Lie
3. Smear

POLITICAL PLATFORMS

Players are restricted to one Political Platform in an election campaign. They may not switch from one platform to another in the same 15 game-turn campaign.

However, players may switch platforms at the start of each 15 game-turn election.

Though most platforms may be used by various players, there are some restrictions. These parties may use these platforms:

1. NAZI: Conservative, Law & Order, Liberal, Pro-Labor, Socialism, Demagogury.
2. COMMUNIST: Liberal, Pro-Labor, Socialism.
3. ALL OTHER PARTIES: Conservative, Law & Order, Liberal, Pro-Labor, Socialism.

POLITICAL FUND	1	2	3	4	5	6				
CONSERVATIVE	20	25	30	34	38	42				
LAW & ORDER	16	21	26	30	34	38				
LIBERAL	15	20	24	27	30	33				
SOCIALISM	14	17	20	23	26	29				
PRO LABOR	12	15	18	21	23	25				
DEMAGOGUERY	10	12	15	20	25	30				
GOVT. PROPAGANDA	4	6	8	10	12	14				
STREET MOBS	1	2	3	4	5	6				
S. A. (NAZIS)	15	18	20	22	24	27				
WORKERS (REFS)	9	12	14	16	18	21				
RALLY BAN	1	2	3	4	5	6	7			
NAZI						B	B	B		
COMMUNIST								B		
OTHER							B	B		
ARMY	1	2	3	4	5	6	7	8		
NAZI	2	4	6	8	10	12	14	16		
COMMUNIST	0	1	2	4	6	8	10	10		
OTHER	1	2	3	5	7	9	10	12		
CONSERVATIVE	0	1	2	3	4	5	6	7	8	9
VERSAILLES	1	1	1	1	1	2	2	2	2	3
FISCAL AUSTERITY	0	1	1	1	2	2	2	2	2	3
ANTI-REF	1	1	1	2	2	2	3	3	4	4
JUSTICE	1	1	1	2	3	4	4	5	6	6
SMEAR	-	1	1	1	1	2	2	2	2	2
LAW & ORDER	0	1	2	3	4	5	6	7	8	9
VERSAILLES	1	1	1	1	1	2	2	2	2	3
JOBS	1	1	1	1	2	2	2	2	3	4
ANTI-REF	1	1	2	2	2	3	3	4	4	5
JUSTICE	1	1	2	3	4	5	5	6	6	7
SMEAR	-	1	1	1	1	2	2	2	2	3
LIBERAL	0	1	2	3	4	5	6	7	8	9
VERSAILLES	1	1	1	1	1	2	2	2	2	3
LABOR REFORM	1	1	1	2	2	2	3	3	3	4
SOCIAL WELFARE	1	1	2	2	2	3	3	4	4	5
JOBS	1	1	2	3	4	5	6	6	7	7
SMEAR	-	1	1	1	1	2	2	2	3	3

SOCIALISM	0	1	2	3	4	5	6	7	8	9
VERSAILLES	1	1	1	1	1	2	2	2	2	3
JOBS	1	1	1	2	2	2	3	3	3	4
LABOR REFORM	1	1	2	2	2	3	3	4	5	5
SOCIAL WELFARE	1	1	2	3	4	5	6	6	7	8
SMEAR	-	1	1	1	1	2	2	2	3	3
PRO-LABOR	0	1	2	3	4	5	6	7	8	9
VERSAILLES	1	1	1	1	2	2	2	2	2	3
SOCIAL WELFARE	1	1	2	2	2	2	3	3	3	4
JOBS	1	1	2	2	2	3	3	4	5	6
LABOR REFORM	1	2	2	3	4	5	6	7	8	9
SMEAR	-	1	1	1	1	2	2	2	3	3
DEMAGOCUERY	0	1	2	3	4	5	6	7	8	9
VERSAILLES	1	1	1	1	1	1	2	3	4	5
ANTI-REF	0	1	1	1	1	2	3	4	5	6
THE NEW ORDER	0	0	0	1	2	3	4	5	6	8
THE BIG LIE	0	0	0	1	2	6	8	10	12	15
SMEAR	-	1	1	2	2	2	3	3	3	3

PROVINCES	ISSUES	DELEGATES
BADEN	V LR J	3-2-1
BAVARIA	V AR JU	8-4-2
BRANDENBURG	J LR SW	10-5-3
EAST PRUSSIA	V AR JU	4-2-1
HESSE-NASSAU	LR SW JU	6-3-2
HANOVER	LR SW J	4-2-1
MECKLENBURG	V AR JU	3-2-1
OLDENBURG	V SW J	3-2-1
POMERANIA	V FA JU	3-2-1
RHINELAND	V LR SW	6-3-2
SAXONY	LR SW J	5-3-1
SCHLESWIG-HOLSTEIN	V FA J	3-2-1
SILESIA	LR SW J	4-2-1
THURINGEN	LR SW JU	3-2-1
WURTEMBERG	V JU SW	4-2-1

DER FUHRER

BY ED KONSTANT
(c)1976 The Little Soldier

MODIFICATIONS FOR PLAY BY MAIL
BY JAMES BRIGGS

GAME LENGTH

the game length will be 15, 30, or 45 turns as specified. Each turn will be played separately.

AT THE START

Players may submit a list of choices or preference. Order of play will always start with the Chancellor (Social Democrat player for the first campaign), then follow this sequence: Nazi, Communist, Social Democrat, Nationalist, Centre, Coalition.

All die rolls will be conducted by the GM. The game announcement sheet will have all requirements prior to the first election completed. Players need to submit their orders for the number of Street mobs they wish to purchase, and orders for the first election. In order to save a turn, the first election of any campaign will always be East Prussia.

The GM is the Elections Commissioner.

SEQUENCE OF PLAY

Sequence of play is altered as follows:

1. Each player will write down which of his 5 issues he will use in the given province.
2. Each player will write down which options he intends to use, as well as the number of Propaganda and Street mob points to be used, and who they will be used against (Street Mobs, Rally Ban). Chancellor determines if he will call out the Army.
3. Chancellor writes down which province will be the scene of the next election.
4. Send orders to GM.
5. GM will then conduct phases 4 and 5 as per the sequence of play in the face to face game.

POLITICAL FUND

The Political fund will be reported each turn. This number will also include the number of Street mobs purchased. The number of Street mobs will be recorded individually on your game results sheet.

PROVINCES

In the Event of an NMR by the Chancellor, the following will be the order of Elections: East Prussia, Pomerania, Mecklenburg, Thuringen, Schleswig-Holstein, Baden, Oldenburg, Silesia, Hanover, Wurtemberg, Saxony, Hesse-Nassau, Rhineland, Bavaria, Brandenburg.

GAME RESULTS

The game results will be sent to players and will include the results of the election, the total number of delegates won and by whom, the political fund totals, and anything relevant to the last election (such as street mobs used against whom, propaganda, which issues used, etc). The sheet will also state when the next deadline is, and in which province the next election will be held.

I'd like to take this opportunity to congratulate Kathy Byrne for assuming the responsibility of becoming the new Boardman Number Custodian. While I've had little contact with Ms. Byrne, from what I've seen and heard, I believe she will fill the roll admirably.

I'd like to thank Steve Arnawoodian for mentioning that I should start Publishing, and Gary Coughlan for helping to spur me on. Hey guys, how about an E-R-A draw in 1981-IX?

Initially there will be no Game Fee or NMR deposit. Depending on how you guys do out there will determine if these fees will be imposed upon later game starts. I trust that most of you are reliable enough that we won't have to worry about these formalities.

DIPLOMACY is a registered trademark of a game played in the movie "The Mouse That Roared" in which a tiny Alpine country declares war on the United States of America, and wins the war. The game played in that film has absolutely nothing to do with the game invented by Allan Calhmer which is currently copyrighted by the Avalon Hill Game Co.

enclosure - Game Map

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