

LORD OF HOSTS

Is the official zeen of the Miller Number Custodian under the Covenant. In these pages will be found recategorized Miller Numbers and designators, and other numbers and designators as the need for them may require, game starts and results, occasional articles and editorials, and other related material intended to give information and promote interest in diplomatic games. The price for subscriptions and back issues will be cost plus postage, with allowance for losses and rounded up to the nickel so that Robert can produce additional copies. Offers to trade will be considered. Issues will be

published when there is sufficient material, but at least annually. Numbers are assigned on receipt of gamemaster's name, address, magazine or method of publication, year of game start, name of variant, game, or version (and other available information—if the variant is new or not yet categorized, please send a copy to aid in assigning a designator), and list of players/countries (indicate if the game is anonymous, or if certain players/countries should be suppressed in the game start); including a self-addressed, stamped envelope will help. Reprinting by variant banks or their staffs, or the staff of *Diplomacy World* by permission only; anyone else may reproduce an issue in its entirety or in part upon attribution, except for articles by other authors who herewith retain full rights to their own material. The late Miller Number Custodian was Julie Martin, 17601 Lisa Drive, Rockville, MD, 20855-1319, (301) 948-3146. The new Miller Number Custodian is Brad Wilson, PO Box 126, Wayne, PA 19087. The publisher of *Lord of Hosts* is Robert Sacks, 4861 Broadway 5-V, NY NY, 10034, (212) 942-3572. The MNC is associated with the Diplomacy Hobby Services division of the New York Game Board, the Registry of Projects, *Known Game Openings*, and the Orphan Games Project. © Julie Martin, 1990.

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Cover: Colophon; Table of Contents; Address

1-The Wonderful World of Variants; Letters

2-Designators; Explanation of Designator System

3-Miller Numbers Assigned

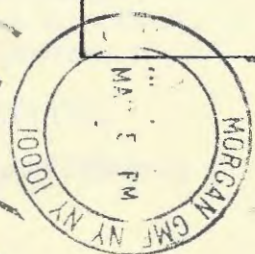
11-Poll Results

15-New Variants

5-Game Results

13-Variant Reviews

21- Afterword & Back Issues



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LORD OF HOSTS

WONDERFUL WORLD OF VARIANTS

1. This issue of *Lord of Hosts* will be my last. Effective immediately, the new Miller Number Custodian (under the Covenant, of course!) is Brad Wilson (PO Box 126, Wayne, PA 19087). As much as possible, I'm trying to tie up any loose ends this issue and leave him with a clean slate. I will forward any further requests or information I receive to him.

2. Financial report for 1989. Income: \$24.33 (\$19 Melinda Ann Holley Award, \$4.33 PDO Relief Auction, \$1 anonymous benefactor). Expenses: \$10.00 (postage). Well, well, what do you know, a Dip service that ran in the black. I will, of course, forward the balance to Brad.

LETTERS

Dave McCrumb (February, 1989) I was under the impression that the list you published for Melinda was a listing of her Diplomacy games, not her Gunboat games. The reason my listing is different from hers is that I don't have these players listed as playing in *any* Gunboat games. The way I understood her listing, this is her Diplomacy games, and she will use the *same system* for rating here 7x7 Gunboat games. This list should be compared to The Dragon's Lair. [oops]

I can't say much about the variants this time. The two by Hopcroft are ridiculous. I assume they are jokes. After all, how could you lose all your centers since nobody wants to take them? And what is press? Zarse and Geryk did a very funny parody. They took several games and blended them together in a funny format. It is almost playable. Also, I hadn't realized that I had drawn so much of their attention as to be included. The Northern Ireland variant is interesting, but that is probably because of my Irish ancestry.

I have only a few comments on the VITAL system. Rather than worry about adding in a +1 factor, why not do the calculation as $(1 - (\text{players above} / \text{total players}))$. Then a certain number of points can be added for a win or draw. For example: +1 point for a win and $(\# \text{ not in draw} / \text{total players})$ to give a final value ranging from 2-0. Most scores would fall below 1, but the idea for rating systems is usually to find out who is the best, not who is 53rd. Averages could be taken for all games. Concerning old games, reducing the percentage would be better. Let a game score count full value for 5 years, then at 50% value for 5 years, and then 10% value after that. Of course, this implies that somebody will go back every year and redo all the scores from 5 and 10 years ago. Likewise, the divisor must change from 1 to 0.5 or 0.1 games. Doing all variants would make this very time-consuming. Of course, with a proper chart and keeping up to date, time could be cut. An interesting idea.

Eric Brosius (September, 1989) Thanks for the sample *Lord of Hosts*. I enclose a check for \$1.50 for a sub (at one issue a year that should be a lifetime sub, almost!)

I sympathize with you over your Poll ranking. Of course, we just print what the voters send in and in some cases this leads to unusual results. Remember that only a part of the hobby votes, too. Of course I didn't vote for *LoH*, but from the issue you've sent, I decided it's worth subbing to. Actually I *do* hope you publish two issues this year.

I'm almost sure the "*Rebel* Rating System" includes *regular Rebel* games as well as Gunboat. She just used the same scoring system as for her RRGTS.

Re: "VITAL System"—I think one should be aware that any rating system for variants is likely to be overwhelmed by players in RRGTS—thus it's essentially a RRGTS rating system (unless you weight Gunboat games less than others). It would be interesting to get suggestions about how to handle this problem.

Also, I'd favor degrading old games at 5% a year—thus in this year's ratings, games from 1983 would count at only 70% value—to a subtraction system.

Finally, François Cuerrier listed the Runestone Poll results with all Canadian zeens in capital. *LoH* was also in caps. Was this just a typo, or what? (Just curious.)

[I'd say François hasn't got a clue, as usual, and confused *LoH* with the Canadian *Lord of the Boards*. [*LoH* is part of your *HoL* sub. Your check was added to your *HoL* sub.]

Don Del Grande Pardon me for asking, but just what is the definition of a "Diplomacy variant"? I find it *very hard to believe* that *Civilization* is worthy of a Miller Number designation. (The same applies to *Kingmaker* if that's considered a variant as well—and did I see *Kremlin* on that list?) The *only* things that Civ and KM have in common with Dip are multiple players and (in PBM, anyway) simultaneous moves. (Well, Civ has diceless combat as well, but it still isn't enough.) What's next—*Third Reich*? At least *Machiavelli* follows the basic Dip rules. (And don't worry about "Second Chance Dip"; I understand it has to be played *twice* before it gets one of the "covenant" designators.)

LETTERS continue on page 21

DESIGNATORS

Schedule of recategorized Miller Number

Designators

31 Jan 90

Category a	- Abstract
Category e	- Economic
ea	- Pax Britannica
eb	- Machiavelli (advanced)
ec	- Civilization
Category f	- Fantasy & Science Fiction
—	(except Tolkien)
Category h	- Historical European or European extended
ha	- Abstraction
hb1	- Atlantica I
hb2	- Atlantica II-R
Category m	- Map (except world or Europe)
ma	- Machiavelli (basic)
Category n	- Number of players or teams
na	- 3x3 teams
nb	- 5 or 6 man
nc	- 2 man less a power
nd	- Intimate
Category p	- Political by special rules
pa	- Parlement
pa2	- Kremlin
pb	- Slobbovia or Carthage
Category r	- Rule Change
ra	- Anonymity or Gunboat
rb	- Anarchy*
Category t	- Tolkien
ta	- Middle Earth
tb	- Mordor v the World
tc	- Lord of the Rings
td	- Third Age
te	- Downfall of the Lord of the Rings
Category w	- World
wa1	- Youngstown II/III/IV/V/VI
wb	- Colonia
wc	- Final Conflict*

*new designator

Policy—Designators cannot be assigned until the variant has been examined. Designators will not be assigned until the variant has been started a number of different times. Umpteen game starts of the same variant in the same year over a three-month period won't justify a designator. Designators may be assigned to games of historical importance, in order to complete particular portions of the categorized system.

Explanation of Designator System

by Rob't Sacks

Category "h" is essentially an historical map of approximately the same area as the Diplomacy board, or which includes the same area plus some mar [?]

"w" covers the entire world (or the old world)

"m" is placed on a different map (other than "h" or "w")

"a" uses no real map (intended for SF variants without site)

"e" ignores the map—the economics of the game are the salient feature

"t" uses a map of Middle Earth or one of Tolkien's other worlds in that series

"f" uses a fantasy map (other than "t")

"n" uses the standard map, but changes the number of players

"r" uses the standard map, but changes the rules

"p" ignores the map—the politics of the game are the salient feature

[I would also include under category "a" variants like Purest Dip and Minimalist Dip (see page 20).

[As MNC, I have given partial designators, that is, assigned categories only, to the following variants:

["a": Purest Dip

["r": Deviant Dip, Everybody Plays Dip, Runestone Poll Dip, Vacation Dip, Diplowin, Fog of War, Woolworth II-D

["h": Skinny Dip, Vandals!, Northern Ireland, Cline 9-Man

["m": Asian Dip, Apposition

[Full designators should probably be assigned to the popular variants Woolworth II-D and Cline 9-Man, at least, but I will leave that decision to my successor. Contrary to my original intention, I have been conservative about expanding the designator system, adding only six new ones in three years.]

A few general interest variant recommendations:

Variants & Uncles (James Nelson, 112 Huntley Ave, Spondon, Derby DE2 7DU). An all-around must.

The Yorkshire Gallant (Mark Nelson, 21B, The University, Claverton Down, Bath BA2 7JX) Worthwhile.

Comrades in Arms (Tom Swider, 75 Maple Ave, #A, Collingswood, NJ 08108) Good variety for players.

Dipadeedoodah! (Phil Reynolds, 2896 Oak St, Sarasota, FL 34237) An excellent place to play.

Maniac's Paradise (Douglas Kent, 54 West Cherry St, #211, Rahway, NJ 07065) Shows promise for players.

MILLER NUMBERS ASSIGNED

1989A/ra (Gunboat) Bill Hunter, *Carolina Command & Commentary*. Game nickname "Chiang Kai-Shek." —player list is confidential—

1989B/ra (Gunboat) Mark Lilleleht, *The Scribblerist*. Game nickname "BaNgwana." —player list is confidential—

1989C/ra (Gunboat) George Mann, *Son of Flip*. Game nickname "Mann Overboard." —player list is confidential—

1989D/ea (Pax Britannica) Robert Sacks, *Hansard*. Game nickname "PB4." GrB-Charles Lietz, Fra-Joseph Herb, G&AH-Edward Allen, USA-Daniel Scott Palter, Jap-Michael Turner, Rus-Arthur Bailey, Ita-David Boor.

1989E/te (Downfall of the LoTR) Mark Nelson, *The Yorkshire Gallant*. Dwarves-Domenic Barron, Elves-Lance Paine, Gandalf-Philip Coyne, Gondor-Jim Scisson, Rohan-Angela Southall, Saruman-Alan Howard, Mordor-Mark Davis, Umbar-George Buxton.

1989F/rb (Anarchy) Dick Martin, *Retaliation*. Game nickname "SPCA." Stephen Dorneman, Tom Nash, Phil Reynolds, Larry Cronin, Paul Boymel, Tim Moore, Brad Wilson, Bruce Reiff, Mark Larzelere, Dan Huffman, Keith Sherwood, Scott Beckett, Erik Hymel, Bruce Roberts, Jack McHugh, Ernest Hakey, Rich Dunn, Jim Burgess, Jeff Bohner, Shawn Erikson.

1989G/ra (Gunboat) Jason Bergmann, *Entropy*. Game nickname "Phenylalanine." —player list is confidential—

1989H/ra (Gunboat) Phil Reynolds, *Dipadeedoodah!*. Game nickname "Crazed Institution." —player list is confidential—

1989I/r.. (Fog of War) Phil Reynolds, *Dipadeedoodah!*. Game nickname "No Lullaby." A-George Mann, E-David Munzenmaier, F-William Phillips, G-Matthew Grasse, I-Bob Sweeney, R-Richard Weiss, T-Dave Wilson.

1989J/m.. (Asian Dip II) Phil Reynolds, *Dipadeedoodah!* Game nickname "European Legacy." China-Tom Nash, India-Gerald Todd, Indo-China-John Schultz, Indonesia-Ken Engler, Japan-Kate Robison, Persia-Will Phillips, Russia-Brad Wilson.

1989K/te (Downfall of the LoTR) Jason Bergmann, *Down at the Mouth*. Dwarves-Tom Nash, Elves-Brian Hogan, Gandalf-David Anderson, Gondor-Tim Stark, Mordor-Dwayne Douglas, Rohan-Cathy Ozog, Umbar-Tim Moore, Saruman-Craig Mills.

1989L/wc (Final Conflict) Tom Swider, *Comrades in Arms*. Game nickname "Dr. Jest." Aus-Bernie Oaklyn, Bra-David Anderson, Chi-Lane Hess, Pal-Scott Beckett, Rus-William Lydick, Saf-Douglas Kent, Usa-Nick Dowling.

1989M/ra (Gunboat) Jason Bergmann, *Entropy*. Game nickname "Telomere." —player list is confidential—

1989N/m.. (Apposition) Mark Nelson, *The Yorkshire Gallant*. Game nickname "Bio of the Space Tyrants." Mercury-Andrew Aitken, Venus-Mark Firth, Earth-Paul Willey, Mars-Anthony Dickinson, Xenophobes-James Nelson.

1989O/ra-1989U/ra (7x7 Gunboat Tournament) Mark Nelson, *The Yorkshire Gallant*. —player lists for all tourney games are confidential—

1989O/ra. Game nickname "Albion."

1989P/ra. Game nickname "Bellicus."

1989Q/ra. Game nickname "Courier."

1989R/ra. Game nickname "Der Krieg."

1989S/ra. Game nickname "Ethil the Frog."

1989T/ra. Game nickname "Frigate."

1989U/ra. Game nickname "Grafeti."

1989V/h.. (Cline 9-Man) James Nelson, *The Yorkshire Gallant*. Game nickname "Cline 9-Man V" or "Tom Dempsey." Aus-Jan Niechwiadowicz, Eng-John Breakwell, Fra-David Hewitt, Ger-Mark Nelson, Ita-John Wilman, Rus-Mark Firth, Tur-Richard Minson, Barb-Anthony Dickinson, Per-Andrew Aitkin.

1989W/te (Coolbop Downfall) Mark Nelson, *Eliminator*. Game nickname "Barazinbar." Dwarves-Dominic de Bechi, Elves-Anthony Dickinson, Gandalf-Paul Baker, Gondor-Mark Malone, Mordor-James Nelson, Rohan-John Walmsley, Saruman-John Breakwell, Umbar-Andy Wheeler.

1989X/nd (Intimate 1A) Mark Nelson, *The Yorkshire Gallant*. Game nickname "The Grudge Game." Ger-James Nelson, Fra-Mark Firth.

1989Y/nd (Intimate 1A) Mark Nelson, *The Yorkshire Gallant*. Game nickname "Son of Grudge Game." Aus-James Nelson, Rus-Mark Firth.

1989Z/ea (Pax Britannica) Mark Strouthes, *Comrades in Arms*. Game nickname "Mudnya." GrB-James Goode, Fra-Edward Allen, G&AH-Chuck Lietz, USA-Robert Sacks, Jap-Michael Turner, Rus-Chester Gates.

1989AA/ra (Gunboat) Tom Nash, *Been There, Done That*. Game nickname "Frank Thomas." —player list is confidential—

- 1989AB/pa2 (Kremlin) Robert Sacks, *Hansard*.
Game nickname "Kr2." David Anderson, Dave Boor, Roger Brandon, Dan Palter, Stuart Schoenberger.
- 1989AC/ra (Gunboat) Mark Nelson, *The Yorkshire Gallant*. Game nickname "Hannibal." —player list is confidential—
- 1989AD/ra (Gunboat) Tom Nash, *Been There, Done That*. Game nickname "Casey Stengel." —player list is confidential—
- 1989AE/pa2 (Kremlin) Tom Nash, *Been There, Done That*. Game nickname "Richie Ashburn." Jeff McKee, Ken Hill, Doug Winship, Ed Wrobel, Melodie Lutterbie, Jason Bergmann.
- 1989AF/wb (Colonia VI) Tom Nash, *Been There, Done That*. Neth-Vince Leamons, Port-Mike Morris, Spain-Stan Johnson, Otto-Bill Hunter, China-Tom Heffner, Aus-Fred Hyatt, Rus-Jim Shapiro, Fra-Doug Winship, Eng-Bob Aube.
- 1989AG/a.. (Purest Dip) Tom Nash, *Been There, Done That*. Game nickname "Warren Spahn." A-Phil Reynolds, E-Karl Hoffman, F-David Hambley, G-Jack McHugh, I-George Mann, R-Dan Hodel, T-Jim Shapiro.
- 1989AH/ra (Gunboat) Douglas Kent, *Maniac's Paradise*. Game nickname "In Control." —player list is confidential—
- 1989AI/ra (Gunboat) Douglas Kent, *Maniac's Paradise*. Game nickname "Pork Bellies." —player list is confidential—
- 1989AJ/ra (Gunboat) Douglas Kent, *Maniac's Paradise*. Game nickname "Polyester." —player list is confidential—
- 1989AK/ec (Civilization) Douglas Kent, *Maniac's Paradise*. Egypt-Paul Chinnery, Asia-Nancy Behrendt, Thrace-Mike Scott, Babylon-Ernest Hakey, Africa-Bill Becker, Crete-Geoffrey Richard, Assyria-James Stanger.
- 1989AL/pa2 (Kremlin) Douglas Kent, *Maniac's Paradise*. Bruce Reiff, David McCrumb, Bill Becker, Stven Carlberg, Garret Schenck, Tom Nash.
- 1989AM/r.. (Woolworth II-D) Douglas Kent, *Maniac's Paradise*. Ger-Bernie Oaklyn, Fra-Bruce Reiff, Spa-Arthur Shulman, Scan-Stven Carlberg, Eng-Shawn Erikson.
- 1989AN/ra (Gunboat) Jeff McKee, *The Metadiplomat*. Game nickname "The Giant Dipper." —player list is confidential—
- 1989AO/ra-1989AU/ra (7x7 Gunboat Tournament) Jeff McKee, *The Metadiplomat*. Tournament nickname "Enumerated Scalars." —player lists for all tourney games are confidential—
- 1989AO/ra. Game nickname "The First Amendment."
1989AP/ra. Game nickname "The Second Coming."
1989AQ/ra. Game nickname "The Third Reich."
1989AR/ra. Game nickname "The Fourth Republic."
1989AS/ra. Game nickname "The Fifth Dimension."
1989AT/ra. Game nickname "The Sixth Sense."
1989AU/ra. Game nickname "The Seventh Chord."
- 1989AV/ra (Gunboat) Jeff McKee, *The Metadiplomat*. Game nickname "The Unknown Comic." —player list is confidential—
- 1989AW/ea (Pax Britannica) John Boardman, *Empire*. Game nickname "PB-VI." GrB-Frank Schildiner, Fra-Michael Tsuk, G&AH-Scott Ruffing, USA-Michael Quirk, Jap-Eric Knapp, Rus-David Hollander.
- 1989AX/ra-1989AZ/ra (Triple Dip Gunboat Tournament) John McCleery, *The Metadiplomat*. Tournament nickname "Network." —player lists for all tourney games are confidential—
- 1989AX/ra. Game nickname "ABC."
1989AY/ra. Game nickname "CBS."
1989AZ/ra. Game nickname "NBC."
- 1989BA/ra-1989BG/ra (7x7 Gunboat Tournament) Jeff McKee, *The Metadiplomat*. Tournament nickname "Goo Goo Cluster." —player lists for all tourney games are confidential—
- 1989BA/ra. Game nickname "Zero."
1989BB/ra. Game nickname "Mounds."
1989BC/ra. Game nickname "Cadbury."
1989BD/ra. Game nickname "Twix."
1989BE/ra. Game nickname "Cherry Mash."
1989BF/ra. Game nickname "Chunky."
1989BG/ra. Game nickname "Milk Dud."
- 1990A/wb (Colonia VI) Brad Wilson, *Vertigo*. Game nickname "Nick Carraway." Aus-Doug Kent, Chi-Jack McHugh, Eng-Roger Cox, Fra-Fred Hyatt, Neth-Doug Acheson, Otto-Bob Acheson, Spa-Bernie Oaklyn, Por-Scott Beckett, Rus-Nick Dowling.
- 1990B/nb (Bud-Bop Dip) Tom Swider, *Comrades in Arms*. Game nickname "Audrey II." Diplomats From Hell: A-Doug Acheson, F-Bob Acheson; The Nags: G-Kathy Caruso, T-Jack McHugh; El Presidente and the Minister of Defense: I-Alan Camp, R-Roger Cox.
- 1990C/ra (Gunboat) Morgan Gurley, *Carolina Command & Commentary*. Game nickname "Johnny LaRue." —player list is confidential—

GAME RESULTS

1984Ugf20. "Firepower." (Final Conflict)

Zeen: *The Razor's Edge* (to Fall 2105), then *Comrades in Arms*. GM: Tom Swider.

Aus-Jeff Zarse (res F05), Tom Mainardi
 Bra-Dan Young (res F05), Brady Richter
 Chi-Ernest Hakey (dro W06), Jack McHugh
 Pal-Scott Cameron (res F05), Brad Wilson
 Rus-David Anderson
 Saf-John Crow (win)
 Usa-Mikel Petty

	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>
Aus	10	12	13	11	13	14	16
Bra	5	3	3	5	4	3	4
Chi	4	1	1	-			
Pal	3	1	1	-			
Rus	5	7	9	10	5	3	-
Saf	11	14	11	10	13	18	20
Usa	8	7	7	7	9	8	5

1985?/ec. "Beethoven's Last." (Civilization)

Zeen: *The Appalachian General*. GM: Dave McCrumb.

Egypt-Rick Dorsey (win)
 Assyria-Mark Frueh
 Italy-Bill Wulff
 Thrace-Mark Larzelere (res 8A), Jay Ouzts (res 11C), Paul Kelly
 Crete-Dave Bongard
 Babylon-Cecil Solomon (dro 7B), Jeff Zarse (res 8B), Alan Collier (dro 9B), CD

Country	Square	# Civ	Points	# Trade	Points	Treas	Total
		Cards		Cards			
Egypt	15	11	1410	6	157	0	1567
Assyria	15	11	1315	6	27	4	1346
Italy	13	11	1355	4	64	26	1445
Thrace	13	10	1070	3	28	0	1098
Crete	13	10	855	5	61	1	917
Babylon	13	8	705	0	0	18	723

1985Rrm39. (Vacation Dip III)

Zeen: *Bushwacker*. GM: Fred Davis

Aus-David Rice (res S13), Craig Reges
 Eng-Russ Wallace (dro S07), Fred Chang (draw)
 Fra-Brad Wilson
 Ger-Paula Dodge (dro W02), Bill Young (draw)
 Ita-Gary Floyd (res S04), Jeff Hoffman (dro F13), Dan Wilson (dro S15), Al Bargender
 Rus-Robert Cheek
 Tur-Paul Kenny (draw)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>	<u>17</u>	<u>18</u>
A	5	5	2	0	0	0	0	0	0	1	1	1	1	1	1	1	2	2
E	5	7	8	8	8	8	8	7	7	7	8	8	8	10	10	10	11	11
F	5	4	2	1	-													
G	4	5	5	7	8	8	7	9	9	11	14	12	13	10	10	10	8	10
I	3	4	5	5	5	5	6	4	4	4	3	3	2	3	3	3	2	2
R	6	5	7	6	5	5	6	5	5	2	-							
T	5	5	6	8	9	10	10	12	13	13	13	16	15	16	16	16	17	16

1987B/ra. "Kentucky." (Gunboat)

Zeen: *The Appalachian General*. GM: Dave McCrumb.

Aus-Eric Lanier (draw)

Eng-Rick Dorsey (res S01), Keith Evans (dro S02), Vince Lutterbie

Fra-Bob Addison (draw)

Ger-David Hood

Ita-Jason Russ (dro S05), Mark Lilleleht

Rus-Gary Arkoff (res F03), Melinda Holley

Tur-Jeff Hoffman (dro F07), Keith Burdette

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>
A	6	6	6	7	7	7	9	9	10
E	3	4	5	4	4	4	4	4	5
F	4	5	6	6	6	7	7	8	8
G	4	6	7	7	7	7	7	7	6
I	5	4	4	3	4	3	1	-	-
R	5	5	3	3	3	3	3	4	5
T	4	4	3	4	3	3	3	2	-

1987L/ra. "The Jackal." (Gunboat)

Zeen: *The Gamer's Zine*. GM: Earl Whiskeyman, Jr.

Aus-Phil Spera

Eng-Jeff Cornett (win)

Fra-Chisholm Gentry

Ger-Andy York

Ita-George Graessle

Rus-Jules Kennedy

Tur-Jeff Zarse

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>
A	4	4	3	4	4	4	4	3	2
E	4	5	6	8	10	12	13	15	17
F	6	6	8	10	11	11	12	9	8
G	4	4	5	3	1	1	-	-	-
I	5	5	4	3	3	2	1	1	1
R	6	6	4	1	-	-	-	-	-
T	4	4	4	5	5	4	4	6	6

1987Zrb32. "Shadowchasers." (Gunboat)

Zeen: *Rebel*. GM: Melinda Holley.

Aus-Garret Schenck (win)

Eng-Jack McHugh (dro S03), Jim Cappucci (dro S05), Gary Coughlan (dro F05), Jack Garrett

Fra-Steve Heinowski (dro F05), Rick Davis

Ger-Jacques Belanger

Ita-Dan Palter (res F01), Michael Gonsalves

Rus-Rick Kohman

Tur-Tom Engelhardt (dro F03), John Caruso

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>
A	5	6	6	8	10	12	12	14
E	5	4	2	1	1	1	1	1
F	5	6	6	6	6	6	7	9
G	5	5	5	5	6	7	7	5
I	3	4	5	5	6	5	4	3
R	6	6	7	8	5	3	3	2
T	4	3	3	1	-	-	-	-

1987ACcb19. "Shepherd." (Woolworth II-D)
 Zeen: *Appalachian General*. GM: Dave McCrumb.

Austria & Russia (s)-John Crosby
 Scandinavia & Balkans (s)-Jim Diehl
 England & Germany (s)-Chris Mattem (win)
 Spain & France (s)-Bill Wulff
 Italy & Turkey (s)-Neill Goltz

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>
Aus	3	3	2	3
Bal	2	2	3	2
Eng	4	5	6	7
Fra	3	4	5	4
Ger	4	7	7	8
Ita	5	3	2	1
Rus	5	3	4	2
Sca	2	1	1	1
Spa	4	5	5	5
Tur	4	4	4	6

1987ADrb32. "Poll Tax." (Gunboat)
 Zeen: *Appalachian General*. GM: Dave McCrumb.

Aus-Chris Kremer
 Eng-Gary Arkoff (dro S02), Paul Kelly (win)
 Fra-Vince Lutterbie
 Ger-Jeff Hoffman
 Ita-Keith Burdette
 Rus-Anthony Brooks
 Tur-Jason Russ (dro S03), Randy Gibson

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>
A	4	5	4	4	5	5
E	5	6	8	9	11	14
F	5	5	4	4	5	3
G	4	3	2	2	2	2
I	4	4	5	4	4	4
R	5	5	4	4	2	-
T	4	5	7	7	5	6

1988B/ra. "The Viper." (Gunboat)
 Zeen: *The Gamer's Zine*. GM: Earl Whiskeyman, Jr.

Aus-William Salvatore
 Eng-Rory Noble
 Fra-Phil Spera
 Ger-Andrew Whiskeyman
 Ita-Michael Puffenburger
 Rus-Charles Green
 Tur-Chisholm Gentry

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>
A	4	5	4	5	4	4	2
E	4	5	5	5	3	3	4
F	4	4	3	3	2	3	2
G	5	7	8	9	11	8	7
I	5	5	6	4	4	6	6
R	4	2	1	-	-	-	-
T	5	6	7	8	10	10	13

1988E/h... "Why Game." (Skinny Dip II)
 Zeen: *The Appalachian General*.
 GM: Dave McCrumb.

Aus-Jim Diehl
 Eng-Ken Gestiehr
 Fra-Jeff Suchard
 Ger-John Fleischman (dro F01), CD
 Ita-Jay Ouzts
 Rus-Neill Goltz
 Tur-Jeff Hoffman (win)

	<u>01</u>	<u>02</u>	<u>03</u>
A	3	3	3
E	4	5	5
F	3	3	1
G	2	2	2
I	3	3	3
R	2	-	-
T	4	6	8

1988F/ea. "PB-V." (Pax Britannica)
 Zeen: *Empire*. GM: John Boardman.
 Game ended in 1900-1904.

Great Britain: Peter Ashley (dropped 1880-1884);
 David Schwartz (win) 223
 Italy: William Watkins 209
 France: Jim McCarthy (dropped 1880-1884);
 Scott Cameron 195
 Germany & Austria-Hungary: Michael Quirk 173
 USA: Scott Ruffing (dropped 1892-1896);
 James Goode 141
 Russia: Jim Dudley (dropped 1892-1896);
 Michael Tsuk 134
 Japan: David Boor (resigned 1896-1900) 81

1988T/h... "Molotov." (Skinny Dip)
 Zeen: *Carolina Command & Commentary*.
 GM: David Hood.

Aus-Adam Meldrom
 Eng-John Crosby
 Fra-Brad Wilson
 Ger-Bill Hunter
 Ita-Marc Peters (draw)
 Rus-Tom Johnston (draw)
 Tur-Dave McCrumb

	<u>01</u>	<u>02</u>	<u>03</u>
A	3	2	1
E	3	3	4
F	3	1	0
G	3	1	1
I	4	7	9
R	4	6	7
T	3	4	2

1988Z/ra. "Zemba." (Gunboat)
 Zeen: *Perelandra*. GM: Pete Gaughan.

Aus-Jim Diehl
 Eng-J. R. Baker (draw)
 Fra-Melinda Holley
 Ger-Greg Ellis
 Ita-Don Scheifler
 Rus-Jeff Zarse (dro F04), Steve Emmert
 Tur-Matt Kazur (draw)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>
A	3	2	2	2	1	-	-
E	4	4	6	7	8	10	13
F	5	5	5	3	3	2	2
G	6	6	6	7	6	5	3
I	4	4	3	5	5	5	4
R	6	8	6	4	3	3	1
T	4	5	6	6	8	9	11

1988AQ/pa2. "Krl." (Kremlin)
 Zeen: *Hansard*. GM: Robert Sacks.

Hard-Line Stalinists-John Caruso
 Red Army Militarists-Charles Lietz
 Lysenko Evolutionists-Scott Cameron (win)
 Commie-Pinko Socialists (Reform Expansionists)-Michael Turner
 Red Banner Comrades Association (Trotsky Internationalists)-Stuart Schoenberger

			<u>HLS</u>	<u>RAM</u>	<u>LE</u>	<u>CPS</u>	<u>RBCA</u>	<u>Final Position</u>
1. Party Chief	A Nestor	80+						Kremlin Wall
2. KGB Head	L Igor	65	5		1		2	66 Siberia
3. Foreign	P Iwan	61	7	1	7	10	10	64 The People
4. Defense	J Antonj	67	3	5	2	8		79+?C Foreign
5. Ideology	I Anatol	68	2		10	7	1	85+ Party Chief
6. Industry	O Oleg	62	8					Kremlin Wall
7. Economy	R Juri	59	6				8	64 Siberia
8. Sports	C Alexj	74			5	1	3	Kremlin Wall
Candidates	D Petr	73						s73? Industry
	H Nikolai	69	1	6	8		7	90 Siberia
	K Eduard	66	4	9			9	w66 Sport
	M Sergei	64	10	10				64 The People
	N Boris	63	9			4		63 Economy
The People	B Lech	75						76? Ideology
	E Karel	72				2		72 Candidate
	F Andrej	71			6			s86++ Defense
	G Diwan	70		2		3		70 Candidate
	Q Tigran	60		8	9		4	Kremlin Wall
	S Ludmilla	58			3		6	59 KGB Head
	T Mikail	57		7				57 Candidate
	U Wassily	56		3	4	5		56 Candidate
	V Natasha	55						55 The People
	W Leonid	54		4				54 Candidate
	X Boris	53						53 The People
	Y Ulan	52				6		52 The People
	Z Viktor	50				9	5	53+ Siberia

1988HLrb32. "V2." (Gunboat)

Zeen: *The Armchair Diplomat*. GM: Ken Hill.

Aus-Jeff McKee (win)
 Eng-John LePire
 Fra-Tom Nash
 Ger-Bob Aube
 Ita-Pete Jackson
 Rus-Michael Peachey
 Tur-Tom Heinze

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>
A	4	4	5	6	7	9	10	12	14	19
E	4	5	6	8	8	8	7	5	3	2
F	5	4	4	3	2	2	3	3	2	2
G	5	7	7	7	8	6	6	4	4	2
I	5	4	4	5	7	8	8	10	11	9
R	6	5	4	3	1	1	-			
T	4	5	4	2	1	-				

1988HMrb32. "V3." (Gunboat)

Zeen: *The Armchair Diplomat*. GM: Tom Heinze.

Aus-Steve Smith
 Eng-Don Picard
 Fra-Brad Miller
 Ger-Jeff Scharf (dro F09), Steve Smith
 Ita-Russell Blau (win)
 Rus-Tony Dousette
 Tur-Mark Walsh

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>
A	5	5	4	4	3	3	4	4	5	4	1	-		
E	4	3	2	1	-									
F	6	6	6	6	6	8	8	9	8	9	9	10	11	9
G	5	5	6	6	6	6	6	5	6	5	5	4	3	2
I	4	4	5	6	7	8	9	9	10	11	14	15	16	21
R	6	7	10	11	9	7	7	5	5	5	5	4	2	
T	4	4	4	1	-									

1988HNrb32. "V4." (Gunboat)

Zeen: *The Armchair Diplomat*. GM: Jeff McKee.

Aus-John McCleery
 Eng-Bill Christens-Barry (res S07), Bill Hunter
 Fra-Dave Lambert (dro F02), Steve Smith
 Ger-John LePire (res F04), Dan Cosley (dro S08), CD
 Ita-Bob Aube (win)
 Rus-Vince Leamons
 Tur-Harry Milliken

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>
A	5	4	4	4	4	6	8	9	9	9	8
E	3	5	6	7	7	6	7	8	9	9	9
F	4	4	3	3	2	1	-				
G	5	4	4	3	4	5	4	3	1	1	1
I	5	5	6	6	8	9	11	12	14	14	15
R	6	7	6	5	5	4	3	2	1	1	1
T	4	5	5	6	4	3	1	-			

1988HOrm26. "V1." (Revolution)

Zeen: *The Armchair Diplomat*. GM: Russell Blau.

Inland Empire {mun, rum, tri}-Michael Peachy
 Italy {den, bud, tun}-Jeff McKee
 Jerky {sev, con, nap}-Pete Jackson (draw)
 Malta {bre, ser, rom}-Mickey Preston
 Nornsland {bel, gre, nwy}-Bob Aube
 Rhineland {ber, kie, mar}-John LePire
 UNS {edi, hol, mos}-Mark Walsh (draw)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>
Inland Empire	5	6	5	-	-
Italy	3	2	1	1	-
Jerky	4	6	7	8	9
Malta	5	7	9	12	11
Nornsland	3	1	1	-	-
Rhineland	3	3	3	4	4
United Northern States	5	6	8	9	10

1989HJrb32. "V5." (Gunboat)

Zeen: *The Eccentric Diplomat*. GM: Tom Nash.

Aus-Jeff McKee
 Eng-Susan Welter (dro F08), CD
 Fra-Bill Hunter (draw)
 Ger-Mickey Preston, David Shultz (subst S07)
 Ita-George Rifle
 Rus-Tom Heffner (draw)
 Tur-Bob Aube

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>
A	5	5	5	6	7	7	7	5	2	1	-
E	5	3	3	2	1	1	1	1	1	-	-
F	5	5	5	6	6	8	8	9	11	14	15
G	5	7	7	7	8	6	6	6	5	2	2
I	4	3	3	2	1	1	1	-	-	-	-
R	6	7	7	7	8	8	8	10	12	16	16
T	4	4	4	4	3	3	3	3	3	1	1

1989HKrb32. "V10." (Gunboat)

Zeen: *The Eccentric Diplomat*. GM: Harry Milliken.

Aus-John Galt (dro F01), Patrick Grossman
 Eng-George Rifle (draw)
 Fra-Douglas Winship
 Ger-Jeff McKee (draw)
 Ita-Ken Hill
 Rus-Steve Carter
 Tur-Bill Hunter (draw)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>
A	4	3	3	2	1	-	-
E	5	6	8	8	9	10	11
F	5	5	5	7	5	3	1
G	5	5	5	4	5	6	7
I	3	4	4	4	4	4	2
R	5	5	2	-	-	-	-
T	5	6	7	9	10	11	13

1989ITrx24. "V6." (Duel!)

Zeen: *The Eccentric Diplomat*. GM: Russell Blau.

Fra-Steve Smith (win)
 Rus-Tom Nash

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>
F	5	7	11	11	15	17
R	5	7	8	12	12	13

1989IURx24. "V7." (Duel!)

Zeen: *The Eccentric Diplomat*. GM: Bob Aube.

Eng-Jeff McKee
 Rus-Russ Blau (win)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>
E	5	7	8	9	11	12	14
R	7	9	9	12	14	16	19

1989IVrx24. "V8." (Duel!)

Zeen: *The Eccentric Diplomat*. GM: Susan Welter.

Ita-Bob Aube
 Tur-Jeff McKee (win)

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>
I	4	6	7	10
T	5	9	11	14

1989IWrx02. "V9." (Intimate Dip)

Zeen: *The Eccentric Diplomat*. GM: Bob Aube.

Eng-Bob Nederlander (win)
 Rus-Susan Welter

	<u>01</u>	<u>02</u>	<u>03</u>
E	5	7	8
R	7	8	11

1989IXrx24. "V11." (Duel!)

Zeen: *The Eccentric Diplomat*. GM: Steve Smith.

Fra-David Schultz
 Rus-Susan Welter

Abandoned.

[All endgames listed from *The Armchair Diplomat* and *The Eccentric Diplomat* were Play By Electronic Mail games. Thanks to Jeff McKee for sending me this information. I note this because there has previously been discussion in Dipdom about whether PBEM games should get numbers and be rated along with PBM games. Brad will have to decide if he wants to give PBEM games numbers, and Dave McCrumb and Glenn Overby will have to decide if they will incorporate PBEM games into their respective rating systems.

[Thanks also to Dave McCrumb for sending me his endgame information. I hope Brad will get more cooperation on this from all GMs.]

Mondoj no. 28

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Mondoj #28: December 22, 1989...The Poll is over, the results are known; the will of the People is clearly shown.

1989 North American Variant Hobby Poll
Results and Commentary

THE WINNERS:

Best Variant Zine: Bushwacker (2nd: Comrades in Arms).
Best Variant GM: Fred Hyatt (2nd tie: L. Cronin and F. Davis).
Biggest Variant Personality: Fred Davis (2nd: Randy Grigsby).
Best Variant: Downfall (2nd: Woolworth).

THE BACKGROUND:

A total of 25 ballots were tabulated. I had to disallow a couple of ballots where, due to failure to follow directions, it wasn't possible to establish the qualification of the voter.

Up to six votes could be cast in each category (10 in the Best Variant category), although many cast only one vote, or skipped a category entirely. Votes were counted on a 10-7-5-3½-2-1 scale. If only one vote was received for a given candidate, this was simply listed without a point total; all candidates with two or more votes are ranked by point total in the final list.

THE COMMENTS:

Thanks again to the several publishers who reprinted information about the poll. Your help was greatly appreciated. I'm sending copies of this cycle of **Mondoj** to all of you, and to all of those who voted.

The turnout wasn't great, but it's OK for a first-time effort. In fact, 25 votes as a percentage of the variant hobby is equivalent to 60 or 70 votes in a poll of the whole hobby; few polls get that much.

Your comments and the results will lead to a couple of changes in 1990. Expect to see a proper ballot form next time, for one. A Best New Variant category is almost certain to be included. Also, the GM category had very few votes compared to the others; most people just don't play a lot of variant games. I am looking at different ways to handle GMs in future polls.

Best comment by a voter comes from Cal White: "Too bad I decided to take this seriously...coulda had a lot of fun with the phrase 'Variant Personality...'.

To the guy who tried to pack the poll: Better luck next time...

Complete results are on the flip side. Thanks for your part in making this a success; I hope to hear from you in future years, too.

Results: 1989 North American Variant Hobby Poll

[Reprint permission granted for amateur Diplomacy hobby zines.]

<u>Best Zine</u>		<u>Best GM</u>		<u>Biggest Personality</u>	
Bushwacker	79	Fred Hyatt	47	Fred Davis	89
Comrades In Arms	48	Larry Cronin	30	Randy Grigsby	58
The Home Office	41½	Fred Davis	30	Lee Kendter Jr	45½
The Canadian Diplomat	37½	Bob Acheson	25	Tom Swider	39
Perestroika	37	Pete Gaughan	17	Fred Hyatt	30
Hagalil Hamaarvi	34½	Glenn Overby*	17	David Anderson	29
Get Them Dots Now!	23			Bob Acheson	14
Clandestine Activities	17½			Robert Sacks	13½
Dipadeedoodah!	17			Doug Acheson	9
Rebel*	17			Julie Martin	7
The Appalachian General	10½			Phil Reynolds	6

The star * indicates ineligible or questionably eligible candidates.

RECEIVED ONE VOTE--

Zines: Alpha and Omega, Been There Done That, Carolina Command and Commentary, Diplomacy World, Hansard, Perelandra, Retaliation.

GMs: Doug Acheson, Julie Martin, David McCrumb, Cathy Ozog, Gene Prosnitz, Phil Reynolds, Robert Sacks, Tom Swider.

Personalities: David Hood, Rob Lowes, George Mann, Alan MacMaster, David McCrumb, Jack McHugh, Bruce McIntyre, Tom Nash, Rod Walker*.

Best Variant

Downfall (Hartley Patterson/ts19)	53
Woolworth (Glenn Overby/cb16)	51½
Perestroika Dip (Larry Cronin/re17)	50
Colonia (Fred Hyatt/gh09)	49
Gunboat Dip (unknown/rb32)	17½
Mercator (Doug Wakefield/gpl8)	17
Abstraction (Fred Davis/cb30)	12
Fog of War (Phil Reynolds/rd22)	12
1885 (Fred Davis/hp03)	11
Abortion Dip (Glenn Overby/vc03)	11
Vandals! (Tom Swider/ar10)	11
Youngstown (Rod Walker/xm02)	11
Viking Dip (J. Ronson/pz03)	8
Atlantica (Fred Davis/oa01)	4½
Conquest of the New World (Lew Pulsipher/wc03)	4½

Designer listed is original designer; NAVB number shown is for the most representative version of the game. In general, votes for different marks of the same variant were added together.

RECEIVED ONE VOTE--Aberration III, Anarchy, Bidder's Dip, Character Dip, Cline 9-Man, Deviant Dip, Diplowin, Dual Space Dip, Everybody Plays Dip, Machiavelli*, Middle Earth Dip VIII, Narnia Wars, North America 2020, Northern Ireland, Nuclear Holocaust, People's Dip I-A, Runestone Poll Dip, Sea of Despair*, Song of the Night, Swiss Dip II, Vacation Dip, Vain Rats, World Watch Dip II.

VARIANT REVIEWS

The Words of a Co-Designer

An article by James Nelson on some of the design modifications incorporated into **Hardbop Downfall**.
[reprinted from *Variants and Uncles #19* (December 1989)]

Hardbop Downfall is a clone of Coolbop Downfall, which in turn is a clone of Definitive. Coolbop Downfall differs from Definitive in one *major* aspect, as well as having minor changes. Coolbop has a better spaced map—many of the Downfall maps have too many provinces in them, slowing both the ring search and the efforts to help Gondor. What Coolbop did was to reduce the provinces in the north, thus helping the Dwarves, Saruman, and the Elves' mobility, and hence their ability to alter events down south.

Hardbop Downfall has not changed in this respect. I still feel that the map is far superior to any of its predecessors. However what was found in two of the three completed games was that the Fellowship unit was moving far too fast. In fact, in one of the games the Fellowship had destroyed the Ring, winning, within eight moves of the start! In Coolbop we doubled the movement of the "Fe" unit and halved the number of provinces...so now in Hardbop, the "Fe" unit only moves one province a turn. It still does not take it long to get down to Mordor, but it has to hope that Gondor is still around...

...which is the major important change in Hardbop. Many people think that Gondor is the worst power in Downfall—it is said that Gondor is a hopeless country, a dead-end power, etc. Of course, in many cases a poor player makes a poor power poorer. For Gondor to have a chance in Definitive, all the good powers have to work together. The same will occur in Hardbop, but we have now made Gondor a more attractive power, without increasing his military units, which would be unrealistic. Because now, the Gandalf and Gondor powers are combined in one.

How will this affect the game? Firstly, I should point out that the Fellowship unit is now controlled by the Elves. A bad idea? No, it should encourage close cooperation between the Elves and Gondor, with obvious benefits to Gondor. Also, now Gondor has two options: if the "Fe" doesn't have the Ring, he can look for it, or Gandalf and/or the Ranger unit can beef up Gondor's military forces in an attempt to fend off the might of Mordor. As a single power Gandalf is, for most players, fairly boring. He has no military pieces and can do little. Gondor has no flexibility in Definitive—he has to defend. Two of the worst powers have been combined, and in their place is a power with a flexible set of options, which enhances the power greatly.

Another minor change with quite important implications is that the Ranger unit no longer passes through The Paths of the Dead to form a 2A. In many games, this 2A is blocked off by Mordor 2A's. Glover Rogerson introduced Erech—a province only the Ranger 2A could occupy—but all this meant was that an extra support is needed to keep it from passing through. Additionally, many a time it has been blocked off by Gondor's own forces! So, the solution? By making the 2A into a double-strength personality unit, Aragorn, *et al*, can now move to the front of the battle quickly and easily. He is no longer blocked by Gondor armies. Additionally, if

Gondor has been eliminated he is now of use to Rohan, if the two players can make an agreement (which all good powers should do!). He can continue to search for the Ring; he can continue to carry the Ring. Again, this adds to the flexibility of the previously most boring power.

What are the other changes then? Some modifications on the map were made as regards province borders. The most major one was moving the neutral center previously in Fld to Har. In three of the five games played of Coolbop Downfall, there was conflict between the Elves and the Dwarves over the ownership of Fld. However now the center is clearly an Elvish "center" (*i.e.*, similar to, say, the relationship between Norway and England). It should also encourage the Dwarves to head off in the direction of Ang/Gun and into conflict with Mordor.

The bottleneck of Imladris has been solved by making Iml adjacent to three provinces rather than the traditional two. There are too many province changes to note them all. Another fairly important one, which continues the idea of withdrawing some of the typical Elvish-Dwarvish tension, was to make Esgaroth not adjacent to both Ekh and Ere; now it is adjacent only to Ere.

There has been tightening up of the rules, and clarifications and modifications made on existing rules. An example: in one game, I was faced with a difficult decision because the Coolbop rules did not state whether the Fellowship unit could be (a) dislodged in a build season, and if it could was it (b) able to retreat, or was it (c) destroyed. I decided upon (a) and (c), some players protested, a discussion was held, and I reversed my decision (and two turns later it was destroyed in conventional fashion by Mordor—another turn and it would have been the Cracks of Doom for the Ring—that is what I call a close win!).

They are the major changes. How do these affect the powers?

Elves: They have certainly benefitted from the changes. They now have the Fellowship unit to play with and must use it to its full potential. The points of conflict between the Elves and the Dwarves have been reduced, which should make it easier to ally. As an extra incentive, there are two ready enemies: Sauron and Saruman.

Dwarves: They have not really changed, except for the benefits which go hand-in-hand with those of the elves, *i.e.*, a better working relationship with the Elves. I regard the Dwarves as the all-round best, strongest and hardest to eliminate, power, so they should always do well.

Gondor: Many of the changes in Hardbop benefit Gondor. In fact, I would go as far as to say that the reason behind the new variant was Gondor—take the changes away and you have a Coolbop I-R. He has many more options, including my favorite one: using Gandalf to hijack the Umbar A/F on the first move!

Rohan: Does not really change in Hardbop. It is essential that he has a good working relationship with Gondor. I don't think that Rohan can get really powerful in Hardbop, but he can help Gondor and expand slowly.

Saruman: Must now be more careful of the Dwarves and Elves. I don't really like Saruman, but he has to be there. The map changes in the north have helped him the games of Coolbop. I don't think he can afford to anger Rohan. An alliance with the Dwarves could be devastating.

Sauron: Despite winning two Coolbop games, Mordor is weaker than in Definitive! He has won through poor play, resulting in overwhelming victories (in the game he won by the skin of his teeth, he was doing extremely well on the military side).

Umbar: Again, not a power which is tremendously affected by the changes in Hardbop. Maybe with Gondor being slightly stronger he will have more options as regards his alliance with Mordor. As ever, Umbar has to play a waiting game.

You've Got the Whole World in Your Hands

A Review of Fred Hyatt's *Colonia VI*

by Brad Wilson

[reprinted from *Comrades in Arms* #27 (May 1989)]

One of the enduring variant designs is Fred Hyatt's *Colonia*, currently in its sixth edition. Unlike many variants, it has endured in many zeens and for many years. Fred's zeen *The Home Office* is substantially dedicated to *Colonia*, and others GMs like Bob Acheson, Lee Kendter, Jr, and Dave McCrumb also offer the design. There's a reason for its popularity: it's a solid, balanced, playable variant.

Some basics: *Colonia VI* is set in 1750, and its map is the entire globe. Nine powers—Austria, China, England, France, Netherlands, Ottoman Empire, Portugal, Russia, and Spain—joust for world domination.

This is *not* a game for those who don't like to pay attention. There are 134 supply centers and countless (almost) empty provinces. In that respect, it's like other "world" designs like *Final Conflict* or *World War IIIb*.

What makes *Colonia* different is that instead of having Great Powers spread all over the globe, which has the USA, Australia, and South Africa, *Colonia's* cockpit is Europe, with every power except China at least a marginal European power. But there isn't a mother lode of neutral centers in Europe. The centers are found largely elsewhere.

The "world" aspect of *Colonia VI* comes from the colonial centers. Every country except China has at least one "colonial" center; some powers have three. These are located away from the home power, and while often historical (France has Quebec, Netherlands Surinam, and Spain Mexico), are not strictly so (Ottoman has Brazil, England Ecuador, and Austria Florida). Any power may build in a colony (*i.e.*, you can build in a captured colony). The vast distribution of colonial dots (Portugal has Cape Colony (South Africa), Alaska, and Melbourne, for example) makes each Great Power take an interest in what's going on all over the board. This is truly a game where communication with *everyone* else is quite vital. For that reason, diplomacy in *Colonia* is critical.

Other rules are largely as in regular Dip, except that retreat from certain "island" centers may be convoyed, and that concession/draw votes are dependent on the *number* of dots owned: 99 are needed to pass any proposal. Therefore, this isn't a variant that requires the assimilation of lots of new rules. It *does* require the ability to think in global strategy, the ability to see how actions taken on one continent will affect others, the ability to write well and a lot, and the ability to use and deploy 20-plus units.

The game is well balanced—the Ottomans are perhaps the strongest power, Austria (what's new?) the weakest—and, in my experience, quite playable *if* you have the time to invest. If you're looking for a strong test of your tactical and diplomatic ability, *Colonia VI* is for you!

Some special interest zeens featuring only one variant:

Perestroika Newsletter (Larry Cronin, 5855 N Kolb, #6207, Tucson, AZ 85715) Featuring his Perestroika Dip.
Massacre by Treachery (Mark Larzelere, 7607 Fontainebleau Dr, #2352, New Carrollton, MD 20784) Intimate.
Niccolo (George Mann, 1701 NW 81st Way, Plantation, FL 33322) Number Custodian for Machiavelli stats.

NEW VARIANTS

Perestroika Dip (aka Investment Dip)

by Lawrence Cronin

Yes indeed, inspired by a need to restrain the relentless bloodthirsty ravaging encouraged in our world of regular diplomacy, a variant has been developed which may put curbs on this. Aha, you Vietnam era folks say, finally *Dove Dip!* Perhaps—but this game has a profit motive, something for folks of the 80s. Do I hear someone groaning “Yuppie Dip”? Well, economics and ambition certainly plays a part, but the key feature is more cautious militarism. *Prosperity* is a goal, a necessary ingredient to attain prosperity being *Peace*.

In honor of that New Wave politician of the East, Gorby Dip occurred to me. Followers of George Bush may prefer the name Wimp Dip, while those of a past era may smell Chamberlain Dip. Overall I hope we have a game that is both exciting and enlightening as a reflection of the latest in world politics. And now I hear John and Yoko singing “Oh we are saved, just give peace a chance....” Admittedly an economic variant, allow me to introduce a kinder and gentler dip—Perestroika Dip.

We use the *same board, tactics, nations, provinces, supply centers, and number of players*. The only rule changes are below:

Innovations involve an Economy and Infrastructure. “Building Blocks” are added to represent the infrastructure which in turn generates the economy. Each Supply Center in 1900 has four Blocks. These Blocks each generate a value of one Point each per year (four Points per supply center initially). A nation’s Points are totaled each year yielding a national budget. The budget can be spent each year on buying or maintaining fleets and armies (which cost four Points each), or it can be reinvested, *ie*, used to purchase more Building Blocks (which also cost four Points each) in any of the nation’s supply centers. Points not spent can be put in a treasury (described below).

Note: The investment scheme which underlies this is one that yields 25% on investments (Blocks) per year.

Starting Units: 1900 starts without any armies or fleets, but each supply center yields four Points each, and players decide how they want to spend it in Winter 1900. This version reflects the reality that some nations never had fleets and some did not have to militarize. Winter 00 and 01 are separate seasons.

Play otherwise begins as usual. In the fall of each year one Point is earned for each Building Block in each supply center possessed. The number of Blocks occupying any given supply center are signified by a number after each center’s name, *eg*, Lpl-5, etc. The sum total is the national budget. For example, if in

Fall 1905 England owns the following centers with their respective Blocks: Lpl-10, Lon-5, Edi-7, Den-3, Nwy-5, Bel-1, then the budget is 31 Points, which could purchase up to 7 new Building Blocks or maintain (or add) up to 7 armies and fleets (total = 28 Points) and still leave three Points to add to the treasury. Points in the treasury are added to the national budget the following year. To repeat, each army and fleet costs four Points per year. Points not spent on the military can be used to purchase Blocks (for four Points each) in any of the supply centers a player possesses. Those Points not spent are put in the treasury.

The Treasury can hold Points indefinitely and represents liquid assets. The Blocks reflect non-liquid investments. The liquid assets may also be loaned or given to other nations at any time. Repayment is as reliable as the word of other players.

The Transfer of Points from one player to another is accomplished by simply telling the gamesmaster that such and such is given to so and so, and may be done at any time. These may be gifts or loans. The gamesmaster publishes the amounts transferred each season along with the moves.

Overspending is not allowed. If orders involve overspending the orders written first are executed, while those beyond budgetary means are ignored. Thus the order of moves may be important.

Neutral supply centers put their income back into themselves as Building Blocks with extra Points going in the national treasury.

The Rubble Rule addresses the conquering of supply centers in battles. All warfare follows the usual dip rules. When a supply center is taken by another power without opposition by simply moving a unit in, the number of Blocks remain the same. But when it is taken in a battle, it suffers economically. Only one half the number of Blocks which were present remain (odd number rounded up). This is called the Rubble Rule. This applies only when a supply center is taken by force, overpowering another power, *ie*, there was resistance of any type.

National treasuries are not subject to the Rubble Rule. The treasury is located in the capital unless moved to another supply center. It is moved by simply telling the gamesmaster and costs one Point to do so.

Disbanding: To encourage peace and reflect reality, fleets and armies may be brought home at any time and disbanded in home supply centers only. This allows income to be spent elsewhere.

The Goal of the Game is for a nation to dominate Europe, of course. This is determined by having a budget equal to one half or more of all Europe’s combined budgets.

Go for it!

Comments from Dick Martin on Perestroika Dip: Ideas? Sure I got some ideas for you!

How about a voluntary Rubble Rule: the Looting Rule. This just means that any turn a unit spends in any center (except one of your home centers) it can destroy one Block and convert it to one unit for the Treasury.

Disbanding is pretty tough, why not make it adjacent to any home center, or have it cost something to disband units away from home.

I guess you can only build military units in home centers, still?

Why not let the players put Blocks in any land province? Or limit the increase to one Block per province per year?

Would variable strength armies and fleets, depending on how much you spend for them (four Points minimum, and lose strength if involved in battle—losses can be negated by spending from treasury) be too difficult?

There, that should be plenty enough meddling from me for one day.

Corner Diplomacy by Eric Brosius

Ever need one more unit to break a defense line? Ever lose a key unit for lack of a retreat space? Then Corner Dip's for you! Use the standard map and rules for Diplomacy except as follows:

1. The point where any three areas on the map meet is called a *corner*. Examples of corners are {Iri/Mid/Nat}, {Bel/Bur/Pic}, and {Aeg/Gre/Ion}. A unit in any area of the regular map may move to any adjacent corner. Thus a fleet in Eas may move to {Aeg/Eas/Ion}, {Aeg/Eas/Smy}, and {Eas/Smy/Syr} as well as to Ion, Aeg, Smy, or Syr. Units move, support, and retreat into and out of corners just as if they were regular areas.

2. A corner can hold either an army or a fleet. Armies may only enter corners which border land areas; fleets may only enter corners which border sea areas. An army may be convoyed into a corner that touches land, but a fleet in a corner may not convoy. (This does not hurt; no convoy route uses a corner as an essential link.) Corners do not block fleet movement between coastal provinces; F Kie-Hol is still legal despite the presence of {Hel/Hol/Kie}.

3. (Provinces with two coasts) Fleets may move between a coast and corners adjacent to that coast only.

The corners adjacent to Bul are {Bul/Gre/Ser}, {Bul/Rum/Ser}, {Bla/Bul(ec)/Rum}, {Bla/Bul(ec)/Con}, {Aeg/Bul(sc)/Con}, and {Aeg/Bul(sc)/Gre}.

The corners adjacent to Stp are {Bar/Nwy/Stp(nc)}, {Bot/Fin/Stp(sc)}, {Bot/Lvn/Stp(sc)},

{Fin/Nwy/Stp}, and {Lvn/Mos/Stp}.

The corners adjacent to Spa are {Gas/Mar/Spa}, {Mid/Por/Spa(sc)}, {Mid/Por/Spa(nc)}, {Gas/Mid/Spa(nc)}, {Lyo/Mar/Spa(sc)}, {Lyo/Spa(sc)/Wes}, and {Mid/Spa(sc)/Wes}.

4. Corners are not supply centers.

5. Switzerland is impassable, but not the five corners adjacent to it: {Bur/Mar/Swi}, {Bur/Mun/Swi}, {Mun/Swi/Tyo}, {Pie/Swi/Tyo}, and {Mar/Pie/Swi}. No corners border the board edge.

Designer's Comments: I believe corners will be used only occasionally. They never speed movement between regular areas, and units in corners have fewer movement options than units in regular areas. They do not even lengthen defensive lines. Corners will come into play primarily when more supports are needed to break a stalemate line or units wish to avoid annihilation. They should provide a more fluid game without changing the rules drastically. I suppose I should avoid suggesting "Corner Corner Diplomacy," where the corners have corners, and so forth.

Seeing Is Believing by Eric Brosius

Use the standard rules for Diplomacy, except as follows:

1. A Gamemaster must run the game and adjudicate the moves.

2. When reporting the results of a move, the GM never reports the orders submitted, but only the *resulting position*. Players may disclose their orders to one another, but need not tell the truth.

3. After a Spring or Fall move, the GM lists all dislodged units, but does *not* list their legal retreat areas. A dislodged unit's owner must indicate the retreat area as usual. If the retreat chosen is not legal, the unit is annihilated. The GM then lists the new positions after retreats and before the next turn is played.

4. Winter build are played as usual; the GM lists the positions of all new units built.

Designer's Comments: These rules are written for a FTF game with a GM. Postal GMs can combine seasons using conditional orders. If seasons are combined, orders for a season may be made conditional on the position on the board at the conclusion of any preceding season (but not on the orders for a preceding season, which the player would not know). This will work with either the American or the European system.

The GM must take extra care to avoid errors, since the players cannot usually detect them.

This variant gives players more latitude in

negotiations; if a move fails, you may be able to deny making it. If my stab fails, you may not know, and I can try again later. Of course, one can deduce quite a bit from the positions alone, especially near your own units, but questions will often remain. (I suppose another advantage is that the game will take up less space in a zeen!)

Bud-Bop

by Tom Swidre

[from *Comrades in Arms* #29 (August 1989)]

This Diplomacy variant is dedicated to some of the fun folks at CanCon '89.

1) This is a game for three sets of partners. When you sign up for a game, you must sign up in pairs. It is suggested that each buddy (or "Bud") sign up individually and state who is his bud.

2) The buds will be placed in one of three pairs of countries as follows: G/T, I/R, F/A.

3) England is never a player in this variant, which should make Paul Kenny happy. All its units stand in civil disorder and are disbanded if dislodged.

4) The game plays like regular Diplomacy except that a single win is impossible. Only partnerships can win.

5) If a stalemate occurs or the players do not wish to continue playing, victory goes to the buds who control the most supply centres. If two pairs of buds control the same number of supply centres, then victory goes to the side whose weakest bud has the most supply centres. Example: I/R have 4 and 12. G/T have 8 and 8. If the game stalemates or is concluded, G/T would win. If G/T had 16 and 0 (*i.e.*, Turkey was eliminated), I/R would win.

Scavenger Hunt Dip

by Mark Lew

[from *Perelandra* #71 (September 1989)]

When a player's unit enters a space on the board, the player is said to have "collected" that space. First player to collect every space wins. Of course, one way to win is to get eighteen and wipe out everyone else and collect at your leisure. A shorter and potentially more interesting variation is to cut down the requirement—say, collect any sixty-four spaces, or, my suggestion, collect one space in each country.

Bi-Plane Diplomacy

by Stven Carlberg

[from *Perelandra* #71 (September 1989)]

It starts the same as regular Dip, but at the end of 1902, a third option is added to the usual two of building armies or fleets: the "bi-plane" unit. These are built as usual in players' home centers. They are

ordered from space to space like regular units, except that they can be ordered *twice* on each turn, and are not limited to land or sea except as below.

There are some other little details. Well, big details. A bi-plane cannot take possession of a supply center, though it can support the move of another unit to take possession. The two orders given a bi-plane are consecutive; if the first order fails, the second cannot be attempted. For example: Russia B War-Gal & B Gal-Vie; Austria A Bud-Gal, A Vie-Boh. Thus, even though Vienna is left vacant, the bi-plane's move there does not succeed because his first order, the move to Galicia, was bounced.

However, the bi-plane has one additional capability, the flight *over* an occupied space, which can be bounced only by another bi-plane attempting to fly over the same space. Over-flight may only be ordered on the first of the two orders for a turn; the bi-plane must be ordered to land on the second order of the pair. Thus, for example: Russia B War over Gal & B Gal-Vie; Austria A Vie-Boh, A Bud-Gal. If the bi-plane's intended landing space is unavailable (in the example, say the Austria A Vie is ordered to hold), then both parts of the paired orders fail and the bi-plane remains in Warsaw.

Let's see, one afterthought. A bi-plane should not be able to "land" in water. It can support a fleet (holding or moving) in a water space, and it can fly *over* water on the first of its pair of orders (just as it can fly over an enemy-controlled land province where landing is impossible), but it can never end the turn at sea. Also, bi-planes cannot be convoyed.

Note that the stricture against the second of the paired orders being attempted if the first has failed also applies to support orders. Thus, if Russia B Gal S A Ukr-Rum & B Gal-War; Austria A Bud-Gal, A Sil-War, the Austrian A Bud cuts the bi-plane's support for the move to Rumania *and* prevents it from undertaking the second part of its orders, thus leaving Warsaw undefended. A bi-plane forced to retreat is ordered only once, not twice, and cannot use the overflight option. Like any other unit, it may be disbanded instead of retreating.

[Note: some underlines were changed from the original published article to make the adjudications fit the accompanying text.

[Obviously, this variant needs some more thought. It is not explained, for example, what would happen if the unit is ordered to fly *over* for its first move and support for second move, which should be legal "air support," I would think. It is not clear exactly when the bi-planes' orders are being executed; Stven apparently wants their two consecutive moves *both* to be simultaneous with regular moves, which is kind of a weird time perception. But this could be the basis for the development of an interesting variant.]

"BIZARRO TIME TRAVEL DIPLOMACY"

by David Perlmutter

I don't think I've never heard of a game filling so quickly. I think it shows that Milton Bradley made a huge mistake when it discontinued this fine effort. I know some of you pooh-poohed my decision to purchase the rights and turn this game into a Diplomacy Variant, but you are surely eating crow now. I am currently negotiating with Donald Trump. There's talk of a T.V. Movie...But enough of that.

"BIZARRO TIME TRAVEL DIPLOMACY" is based upon a premise first suggested in Steve Cooley's novel Obsidian And Iron which dealt with the possibility of the Herman Goering Panzer Division being transported in time back to pre-Conquest Mexico.

The questions raised by this well-written and tensely plotted book were numerous. What would be the impact of Panther tanks on cotton and parrot feather armor? Can high grade petrol really be synthesized, as it was in Von Braun's theory, from the pond scum of Lake Mexico? Would a Fuhrer directive be operable through a time corridor?

Mr. Jack McHugh ripped off the concept for his disastrous game design Axis & Aztecs. With his blundering he did to Fictional History games what Heaven's Gate did to westerns. Yet, I think, heh, heh, the "time" is right for an expanded version of the basic idea - what if armies and peoples of different time periods had been sent forward or backwards in time and met at one particular time period. Well, why not Spring 1901?

"BIZARRO TIME TRAVEL DIPLOMACY" is played on the regular Dip board. We will be using the revised 9th edition rules that I distributed. These include Prep Supply, Prep Air, Prep Mech, Prep Spear Phases, Prep Eagle Interdiction Die Rolls, Political cross Prep Phases and Prep Animal Sacrifice Production Spiral.

The players are:

MONGOL HORDES:

Mr. Bruce Linsey, PO Box 126 Wayne, PA 19087
3 A Mos, A Sev, A Ukr, A Livon

AZTEC EMPIRE:

Mr. Steve Cooley; 3551 Casmania Dr. Palmdale, CA 93550
2 A Por, A Spa, F Tun, A Gas, F Bre

HERMAN GOERING PANZER DIVISION:

Ms. Julie Martin; 17601 Lisa Drive, Rockville MD 20855
10 A Bur

ODIN AND A FEW OF HIS CLOSEST FRIENDS:

Mr. Tom Swider; 75 Maple Ave., Apt-A Collingswood, NJ 08108
A Naf, F Cre, A Sic, A Apu, A Mar, A Cor, F Sar

*Just last week
Swider and I
paid a visit
to Jack's house*



CAESAR'S LEGIONS:

Mr. Mark Singer, 13 Prinz |||
Albertstrasse, ARE
Germany WE4-78
A Mun, A Boh, A Tri,
A Ven, A Tyr, A Bud. A
Pie, A Rom

'BIZARRO TIME TRAVEL DIPLOMACY' (cont)

NAPOLEON'S ARMY AT BORODINO:

Mr. Brad Wilson, 4224 Osage Ave.# 28, Philadelphia, PA 19104
2 A Lvp, F Edi, F Yor, A Lon, F Wal, A Pic, 3 A Par

DELTA FORCE:

Mr. Fred C, Davis, Jr., 3210-K Wheaton Way, Ellicot City, MD 21403
2 A Gre, A Alb, A Rum, 2 A, 2 F Bul

10,000 TYRANNOSAURUS REX':

Mr. Bob Olsen, 6818 Winterberry Cir, Wichita, KS 67226-1253
6 A Syr

ZULU IMPIS:

Mr. Tom Mainardi, 45 Zummo Way, Norristown, PA 19401
F, Nwy, 4 A Swe, 3 A Den

NAGUMO'S FLEET AT PEARL HARBOR:

Mrs. Kathy Caruso, 29-10 164th St. Flushing, NY 11358
F Iri, F, Eng, 6 F Ska

HELPLESS, SMALL, FLIGHTLESS BIRDS:

Mr. Jack McHugh, 280 Sanford Rd. Upper Darby, PA 19082
1/2A Bel

Victory Conditions are slightly modified: "Whoever is the first player to crush Jack McHugh's country and leave him whimpering and broken in the dust wins."

Suggested Further Reading:

SCORTCHED POND SCUM, Paul Carrel

GREEN PARROTS, BLACK DEATH, Charles, Prince of Wales

ODIN IN MANHATTEN, Tom Swider

OBSIDIAN AND IRON, Steve Cooley

E-SPACE, TITTIES AND BLUE EYE MAKEUP, Madonna

OF SYNCRETIC TIME DIALATION

Cooley

NEW EVIDENCE OF NAZI

MEXICO, Debbie Gibson

SHUT UP JACK., Kathy Caruso

SHUT UP JACK, PLEASE!,

JACK, FOR GOD'S SAKE WILL

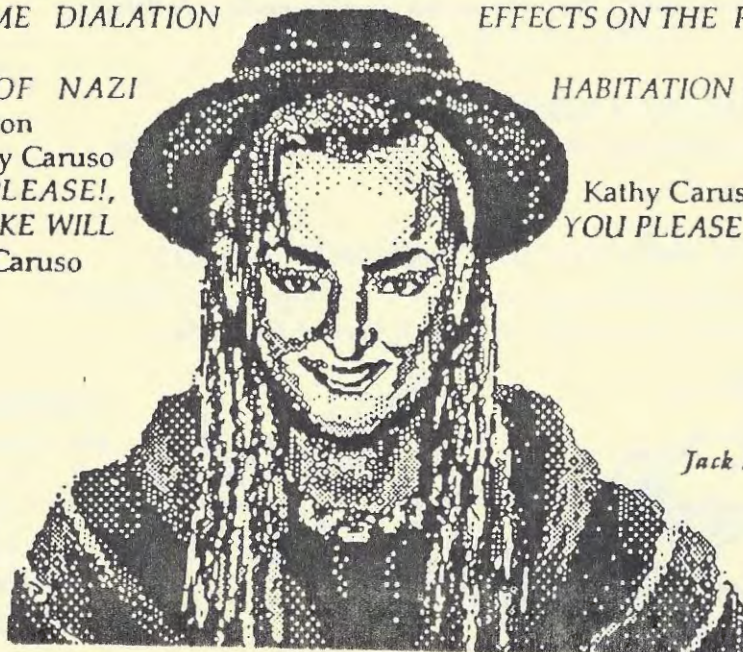
IT THIS TIME, Kathy Caruso

EFFECTS ON THE PANTHER TANK, Steven

HABITATION IN PRE-CONQUEST

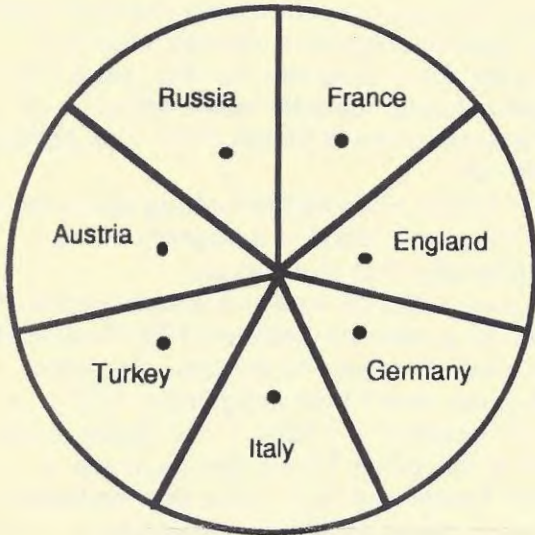
Kathy Caruso

YOU PLEASE SHUT UP, I REALLY MEAN



Jack McHugh, as his friends see him.

[I think the following two variants are interesting because they show two slightly different views of the same basic idea, which results in two quite different games.]



Purest Dip

[from *Been There, Done That* #10 (November 1989)]

The rules are simple. The rule book applies except when otherwise stated below. Each player starts with an army in their single province. An army (there are no fleets nor sea spaces in the game) in any province can move to or support to any other province on the board. A dislodged army must disband; there are no retreats. You may build in any available SC you control during a Winter season. Voted draws need not include all survivors. Victory criterion is control of four centers during a Winter season. NMRs will be handled by all units holding.

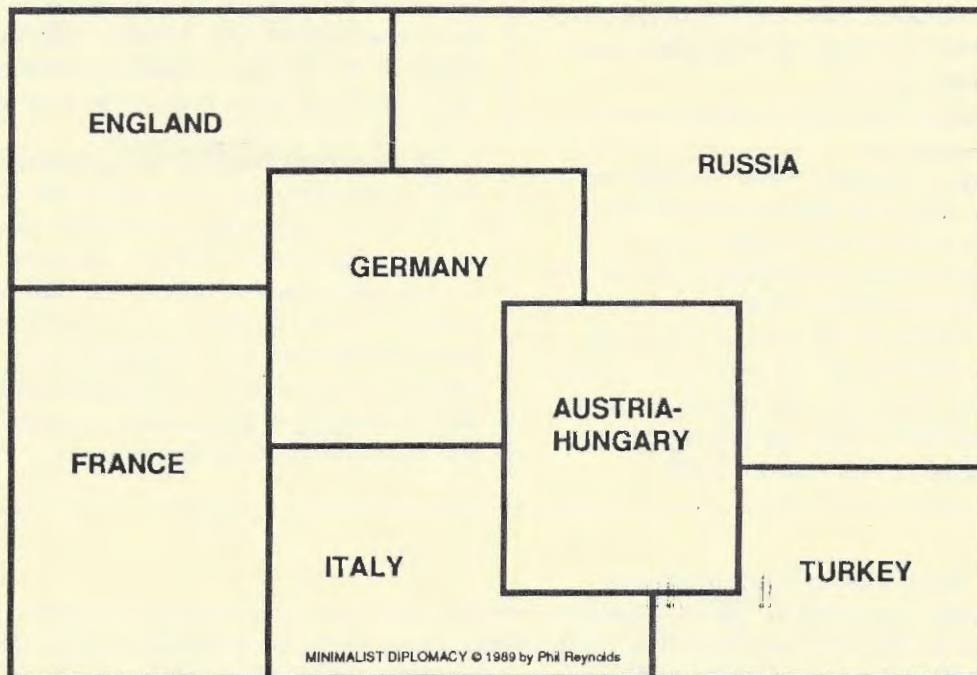
Minimalist Diplomacy

© 1989 by Phil Reynolds

[from *Dipadeedoodah!* #6 (July 1989)]

All rules of normal Diplomacy apply, except where noted below.

- Each country begins the game with an army in its home space. Only armies are used (*ie*, there are no fleets).
- Adjustments in the fall of each year are handled normally, except that no country may ever build more than one army in a given year (since each country has a single home supply center).
- Three-letter abbreviations of countries can be used in orders. Examples: A Eng-Fra, A Rus S German A Ita-Aus.
- There are no retreats. A unit that would normally be dislodged is automatically disbanded instead.
- Victory conditions: *elimination of all enemy units*. Draws are not allowed, since the game ends only when one country has units remaining on the board.



Designer's Observations (on Minimalist Dip): One interesting feature of this variant is that countries differ in their number of neighbors. England, France, and Turkey have three neighbors each. Russia, Italy, and Austria-Hungary have four each; Germany has five neighbors. I would think these facts alone make Germany the most difficult country to play, but only extensive play will prove such a statement.

It is highly likely that at least one player will be eliminated on the opening spring turn, since retreats are not allowed. Thus, the actual diplomacy process may reach a new high as players try to reduce the likelihood of being eliminated in one fell swoop. Long-lasting alliances will go by the wayside, as immediate gains play a more strategical role in survival. All in all, things should get pretty chaotic, depending on the temperments of the players involved.

Nuclear Destruction

by Mark Nelson

[from *Northern Flame* #18 (December 1989)]

This Diplomacy variant is © copyright 1990 Mark Nelson. It may not be distributed by the UKVB, period, or by the NAVB whilst *The Yorkshire Gallant Vol 6 #1* remains in print.

This game attempts to provide a more realistic simulation of nuclear warfare than other nuclear dip games.

1. The 1971 rules of Diplomacy apply, except where modified in the following.
2. Each player starts the game with three nuclear missiles, except for Russia who has four. These are placed in any of the player's home provinces. These may be different provinces, in the same province, or a combination of the two, *ie*, England may place two missiles in Cly and one in Lon.
3. Missile placements are secret and are never revealed to the other players.
4. The game starts in January 1990. Orders are of the form M(xty)-gfy. Missiles have unlimited range and automatically hit their target—there is no defense. The target province is completely and utterly destroyed. If you have a conference map, you may colour it in black, because for the rest of the game nothing lives or may be built in that province, or even move to that province. Any missiles which are in that province and have not been fired are destroyed.
5. February 1990 is a build season. Each

remaining supply centre counts one point, each remaining non-supply centre counts one-half a point. For every point a player has, he may build new missile in any home province. Excess points may be carried over. Again, multiple builds are allowed.

6. The next season is March 1990, with builds in April 1990, etc.

7. The winner is the last remaining player on the board, or the player who has a majority of the remaining build points in the game.

This game could be seen as a simplification of other existing games, for instance, FTF Nuclear Dip and the various Nuclear Dip designs. If anyone fancies a game, then I'd be delighted to GM it. Despite its appearance, I believe that diplomacy is enhanced in this game. I have also managed to strengthen Austria and Italy, since they no longer have to worry about the Ven/Tri problem!

LETTERS continued from page 1

[Hey, George Mann is absolutely positively sure that Machiavelli is *not* a Dip variant. The main thing I have looked for in classifying games as variants is negotiation. If negotiation is a significant aspect of the game, it is well on its way to being a variant. Civ has in common with Dip not only multiple players and simultaneous moves, but also negotiation, similar rules for movement, similar resolution of combat (no CRT here!), a similar map—in short, Civ is very much like Dip, so I have classified it as a variant. If you happen not to agree, that's your prerogative.

[Kremlin is a case of a variant of a variant—in this case, Kremlin is a variant of Parlement, which is in turn a variant of Dip. After a while, a variant of a variant of a variant (...) may not resemble the original game much at all, yet, I think, still remain a variant. Again, Kremlin has a significant amount of negotiation (at least, it does the way we play it), so I have classified it as a variant.

[I have *not* classified Kingmaker as a variant, so I don't know why you're arguing about that. I would, however, be interested in hearing an argument presented as to why KM *is* a variant.

[A game doesn't have to be played exactly *twice* to receive a designator—as a matter of fact, twice would probably not be enough either. I have assigned complete designators to games I feel have been played enough to demonstrate a general and continuing interest in the game.]

AFTERWORD

And so ends my final issue of *Lord of Hosts*.

I am pleased to have assigned 62 Miller Numbers over the past year and to report 25 game finishes.

Additional copies of this zeen are available from Robert Sacks for 5¢ plus postage, as are copies of New Series #1-5. Old Series #1-5/6 are available for 20¢/issue plus postage; #7-12 for 25¢/issue plus postage.