



Well, this is the gamemaster of Game II, Stevie Wonder, giving it to you straight from his crystal tower in the middle of Appalachia. Yes, you guessed it, Greene, New York is finally broadcasting its first Diplomacy game. Now, for the good news. This is the largest Mars Vigila in history! Yes, two whole pages devoted to Diplomacy! Now if you can read this, on to game II.....

THE COMBATANTS:

- Mark Weidmark, 528 Park Cr., Pickering, Ont. Canada
- ( My mother was a Canadian, ya know... )
- Lewis Pulsipher, 321A Twin Towers, Albion, Mich. 49224
- Andrew Phillips, 128 Oliver St., Daly City, Cal. 94014
- Jack Layh, RR 1 Box 399A, Yellow Springs, Ohio 45387
- Mark Falconer, Box 57, Alpine, N.J. 07620
- Richard Warnick, Box 1558 Hoya Sta., Georgetown University, Washington, D.C. 20007
- John J. Van De Graaf, 37343 Glenbrook Dr., Mt. Clemens 48045

THE COUNTRIES:

Pulsipher	f	r	g	A	i	e	t
Layh	E	F	t	r	g	a	i
Weidmark	F	t	e	r	i	g	a
Phillips	f	G	i	e	t	a	r
Falconer	e	g	I	f	r	t	a
Van De Graaf	R	f	t	e	i	a	g
Warnick	T	r	f	e	g	a	i

Selection was done so that the sum of the choices was the lowest possible number. Coin flips were made in case of ties ( such as between Phillips and Falconer in the case of Germany and Italy ). Four first choices is pretty good.

There will be a hefty time allotment for the first turn to allow for negotiation, etc. Spring 1901 will be due March 10, 1972, at noon ( here). Here mean Greene, New York, dum-dum.

HOUSE RULES

These rules apply for all Mars Vigila games in the future. They do not apply to game 1971V, which is under the adjudication of a different gamemaster.

I. Orders

A. Orders should include all moves, turn, date, and signature. Abbreviations to be used are Nth for North Sea, Nwy for Norway, Nwg for Norwegian Sea, and NAO for North Atlantic Ocean. There shouldn't be any confusion between Livonia and Liverpool ( neh-keh ). The turn is the turn in the game, the date is the date the turn was made. All turns must be signed with real names ( no Premier this or Emperor that ).

B. Late orders will be accepted if I receive them before Mars Vigila is typed up. If no move is received, all units are ordered to stand, unless there are general orders.

C. General orders may be sent in at any time. They should specify general strategies that the judge or gamemaster is supposed to follow when making up the player's moves. They should include times over which they apply, a signature, and the general strategies above mentioned.

the game, and a replacement substituted. One missed move is sufficient cause for the gamemaster to seek a replacement player and ask for a set of moves to be used in case the original player misses his move a second time. If no replacement can be found, then the country goes into civil disorder. Once a country has gone into civil disorder, it may not be taken over by a replacement of the original player. Units belonging to a nation in civil disorder are removed rather than retreated. They may be supported in position by other units of other nations. All units of a civil disorder nation stand; they may never move, support or convoy.

II. Press releases

A. Press releases may be sent in by anyone, even those who are not playing. If the release comes from the city given (that is, if the player presently presiding over that city wrote it) one set of parentheses are used. If the release comes from another source, then two are used. Examples: (Ankara) - The Turkish government today... ((Ankara)) - The French ambassador to Turkey was assassinated today through a strange coincidence.... (this is from a player other than the Turkish player)

B. Press releases without a city dateline are printed, but they will remain anonymous. That is, you can sign a name to them, but it isn't necessarily yours. Watch for city datelines for reliable press releases.

C. When this editor feels like it he will add headlines to games and press releases. He also reserves the right to delete any releases he feels are libelous, slanderous, or poor in content. (These will be the excuses when there isn't enough space for all.)

III. Moving

A. All rules for moving are based on the new rulebook, but where clarification is necessary, or a hiatus in the rules appears, these rules are to be used.

B. Victory is determined by having 18 units - not a majority.

C. Direct exchange of positions (including Coastal Guard) If two units are ordered, each to the space the other occupies, neither may move. However, two units may exchange places if either or both are convoyed.

D. Beleaguered Garrison - If two equally well supported units attack the same space thus standing each other off, neither may move.

E. Gilliland situation - If a player orders a unit to move to a space occupied by another unit of the same power, that move will not succeed if the occupying unit fails to leave that space. The order would still be valid for other purposes, however, such as standing off an equally well or less supported attack on the same space by units of another power.

Example: ENG F Den-Kie, F Nth-Den, F Hel S F Nth-Den  
 GBR A Ber-Kie, F Ska-Den, F Bal S F Ska-Den

Ex 2 ENG F Iri S Eng-Mid, F Eng-Mid, F NAO S Eng-Mid, F Mid-hold

note: the opposite ruling ( Chalker Rule ) will not be used.

F. Self-Standoff-Rienhardt Gambit: A country can stand itself off by ordering two or more equally well supported attacks on the same space. However, if one of the attacking units has more support than the other, it would succeed ( regardless if the additional support was given by a unit of the same country or not ).

Ex #3 FRA A Par-Bur, A Bel S A Mar-Bur, A Gas S A Par-Bur, A Mar-Bur GBR A Ruh S Mun-Bur, A Mun-Ber

Ex 4: AUS A Ser-Bud, A Vie-Bud RUS A Gal S Aus A Ser-Bud

G. The Key or Swenson Rule: A Unit which is ordered to move and is stood off may not be dislodged by any unsupported attack from elsewhere. The Key or Swenson Rule, which would permit this, is illegal and not used.

Ex 5 ITA A Ven-Pis FRA A Mar-Pis AUS A Tri-Ven

H. Konig's Rule: If two units are ordered to the same space and one of them is dislodged by a unit coming from that space, the other unit may make the move.

Ex 6 TUR A Bul-Rum RUS A Rum-Bul, A Ser S Rum-Bul, A Sev-Rum

I. Miller's Rule: A unit ordered to support in a given space and is dislodged by an attack from the space into which it is giving support, then its support is out.

Ex 7 GER A Ber-Pru, A Sil S Ber-Pru  
RUS A pru-Sil, A War S Pru-Sil, A Bal-Pru

J. Exceptions: Phillips Dilemma; Walker Solution: An attack on the space occupied by the last convoying fleet may stand off an equally well supported attack on the same space by another fleet even though the attacking unit is dislodged by the convoyed army. X

Ex 8 FRA A Spa-Nap, F Wes O Spa-Nap, F Tyr O Spa-Nap  
ITA F Nap-Tyr, F Rom S Nap-Tyr TUR F Ion S F Ion-Tyr,  
AUS A Apr S FRA A Spa-Nap F Ion-Tyr  
note: ITA F Nap is dislodged

K. Self-Dislodgement prohibited: An order by one country which supports an attack by another country against a space occupied by one of the first country's units does not permit a move dislodging that unit, but may be valid for other purposes ( such as standing off an attack by a third power ).

L. Ambiguous Convoy Order: If the orders as written permit more than one route by which the convoyed army could proceed, the army is then convoyed by ALL fleets as listed in a convoy chain. If any of the fleets are dislodged, the army fails to move.

Ex 9 ENG A Lon-Bel, F NCH O E Ldn-Bel, F Eng O A Lon-Bel  
FRA F Bre-Eng, F Iri S F Bre-Eng  
note: Eng F Eng is dislodged; A Lon cannot move.

M. Reinseel/DeShare Rule: If a fleet ordered to convoy is dislodged during the move, the army to be convoyed remains in its original province and has no effect on the province to which it was ordered.

N. If a convoyed army attacks a fleet which is supporting a fleet which is attacking one of the convoying fleets, that support is not cut by the convoying army.

Ex 10 FRA A Spa-Nap, F Lyo & F Tyr O Spa-Nap  
ITA F Nap-Tyr, F Ion S Nap-Tyr, F Tun S Nap-Tyr  
ION NAP ION

O. The ~~Water~~ Rule: In attack on the last convoying fleet from the space being attacked, if equally well supported as the convoyed army's attack, does not dislodge the fleet but does stand off the army.

Ex 11 FRA A Spa-Nap, F Lyo & F Tyr O Spa-Nap, A Ion & A Apr S Spa-Nap  
ITA F Nap-Tyr, F Ion S Nap-Tyr, F Tun S Nap-Tyr

P. Dislodged units may not retreat to spaces vacant due to standoff nor to the space where the attack came from. If no space is available for retreat, that unit is disbanded (removed from the board - (off)).

Q. If two or more units may retreat to only one space, they are all disbanded unless only one of the units was ordered to retreat and the other(s) are ordered to disband (off). In that case, the one unit ordered to retreat may do so. Retreats may not be supported or convoyed.

For any situations which have not been foreseen, the gamestar will either use his own judgement to decide the moves or will order all units to hold.

IV. Procedure

A. All abbreviations currently accepted will be used. Abbreviations for the Nor groups has already been given. For all others the first three letters of the province name, generally, are used.

B. Builds made on coastal provinces with two coasts ( i.e. St. Pet. ) must specify which coast they are built on. If not included the unit may neither move, support, or convoy during that turn. It simply holds.

C. Moves which fail will be underlined. A Den-Mos  
Moves which succeed will remain un-underlined. A Den-Swe

D. There will be a builds turn after every fall turn. Gains and losses will be done the following way. Gained center: SWE ( in capitals ). Lost center: ~~SWE~~ ( crossed out ). Provinces which do not change hands will remain

the same: Swa. Where it applies, the word Home will be used instead of listing the three or four home centers of that country.

E. Retreats will be termed dislodged, and will appear thusly A Ber-Sil ( d --, Mun, Kie, Pru, ~~Sw~~ ) where the provinces listed indicate optional retreat routes. The player dislodged must send in immediately his retreat and the players it concerns will be contacted by the GM; via carbon copy.

F. If a player's unit is dislodged and has no retreat route, it is annihilated. This is written A Ber-Pru ( d/a ).

G. Symbols used: MS - mutual support, C - Convoy, S - Support, B - Build.

Additions and/or deletions may be made from issue to issue, so be sure to be on the lookout for them. House rules will not be reprinted. These are for all games other than 1971V.

Now, to plug a few zines I have seen around that I like or that I owe some plugs to:

SMUT\* - a fine rotten mag put out by Pete Weber ( an excellent Diplomacy player - I wonder how he can write all those letters? ) 417 East Hatcher, Apt. #2, Phoenix, Arizona 85020. Subs are 8 for a buck, and game fee \$4 with the usual discounts. Not riotously funny, and the artwork isn't too bad, but personally I like it. ... But who am I to judge?

ANTARES - a Diplomacy rating zine that comes out quarterly. I suggest you sub for only a buck. From Kurt Labella, 146 Elm St., Saco Maine 04072. Looks like a worthy effort, and who knows(?), you might see yourself in it some day.

Neophyte & Liaisons Dangereuses - 1806 Richmond, Chicago, Ill. 60647. Small, yet near the heart of the IFW, so useful. Also has several games ( which is more than I can say for MV! ). Game fee \$4 with only a 50% reduction for N3FGDD. Also Origins of WWII.

DIPLODEUR \* From Box 134, Whippany, N.J. 07981 - Bob Johnson. Wildly stencilled, outspokenly radical and scathing, and lacking in any real content, but useful to see what people who are thinking out there think. Anyway, it is also on the lower order of quality printing ( but still not as low as MV! Oh well, ... ). So get it and be informed!

BLOOD AND IRON \* Available from Lewis Pilsipher, 321A Twin Towers, Albion, Mich. 49224. Subs 8/\$1. I understand this mag carries mostly Origins games. Anyway, it is the most colorful and easiest read of the three mags I've seen, though small ( but what do you expect ). Fine printing.

MARCUS - New from "Mad" Mark Weidmark. Absolutely atrocious illustrations and worse writing. But what can you expect from Canadians? See his address earlier this issue. I suggest you sub at 10/\$1.50 just to appreciate the other good zines you have by contrast ( really, it's worse than I've described - but you won't believe it til you see yourself! )