

REBUS SIC STANTIBUS

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"Uneasy lies the head that wears a crown."

REBUS SIC STANTIBUS

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GRAND TOURNAMENT DIPLOMACY

Grand Tournament Diplomacy is a variant designed to appeal to the player who enjoys a game emphasizing diplomacy over military tactics. The politics of the game is played on two levels. The various powers, here representing groups of players, compete for control of Europe as in regular diplomacy. Within each country the players contest each other for control and for shares of the spoils. These two levels are, of course, intertwined. Just as the countries can change alliances, the individual players can defect to other countries, bringing their units with them. Players can even break off from the established countries and create their own. Add to this the possible complexities of inter-country alliances being cemented by having players command units of more than one country, and the game can add a new dimension to the postal diplomacy hobby.

If you decide to play this game, please keep in mind that the game is being playtested and that experimentation is to everyone's advantage. It is because the game is still being tested that subscriptions to players are offered at a reduced rate.

GENERAL BASIS OF THE GAME

1. The Participants.

The game begins with twenty-two players and a gamemaster. As the game progresses more players can be added and some may be eliminated.

2. Object of the Game.

The object of the game is to secure the highest possible position on the final place list. When one country gains control over eighteen or more supply centers the game ends and the gamemaster will rank the

players on the final place list. The first and highest position will be given to the king, grand duke or prince of the country controlling the most supply centers. The next positions will be given to the players who command units of the leading country according to the number of units of such country each player commands. The next positions will go to the kings, grand dukes and princes of the surviving countries according to the number of supply centers their respective countries control. The next positions will be given to the remaining surviving players according to the total number of units each player commands. Players who do not command units at the time the game ends will be ranked together in last place.

MECHANICAL VARIATIONS FROM DIPLOMACY RULES

3. Applicability of the Rulebook.

All rules of the 1971 diplomacy rulebook, as published by Games Research, Inc., will apply unless obviously superseded by these rules.

4. Treasonous Attack.

A unit of one country can attack and dislodge a unit of the same country if such unit is commanded by another player.

example:

Player A: French A Gas-Par
Player B: French A Bre S A Gas-Par
Player C: French A Par H

Underlined orders fail. The French army in Paris has been dislodged by other French units.

5. Treasonous Support.

A unit of one country can support an attack on a unit of the same country if

such unit is commanded by another player.

6. Treacherous Attack.

A unit of one player can attack and dislodge a unit commanded by the same player if such unit is a unit of another country.

example:

Player A: Italian F Tyr-Tun
 Italian F Ion S F Tyr-Tun
 Turkish A Tun H

Player A has indeed dislodged his own unit.

7. Treacherous Support.

A unit of one player can support an attack on a unit commanded by the same player if such unit is a unit of another country.

THE GAME OPENING

3. Country Assignments.

As soon as the gamemaster receives the names, fees and optional country preference lists from twenty-two or more players, he will assign the players to the various countries according to the preference lists and by lot. Players will be assigned to the countries in numbers equal to the number of units with which the countries begin the game. Players not assigned to any country will be placed on the stand-by list.

9. Opening Election of Kings.

After notification of the country assignments, the players of each country can elect a king. In such election there will be only one ballot and the gamemaster will publish all votes. Each player will have only one vote and can vote for only a player who is assigned to his country. If a player receives a majority of the votes cast and if he has voted for himself, the gamemaster will proclaim him king.

10. Initial Unit Assignments.

(A) In the countries where a king has been elected, the king will make the initial unit assignments. He will assign one unit to every player assigned to his country.

(B) In the countries where no king has been elected, the gamemaster will make the initial unit assignments according to optimal preference lists and by lot. Every player assigned to such country will be given a unit and will take command of his unit and its corresponding supply center as a prince of a principality.

THE GRAND DUCHY

11. Secession of a Grand Duchy.

In any season except Winter, three or more players, commanding units of any countries, can establish a new country by occupying any three supply centers and by ordering units occupying such centers, and any other units they wish to be units of the new country, to declare the independence of the new country by name.

example:

Player A: German A Den H, dec independent
 Scandinavia
Player B: German F Bal-Swe, dec independent
 Scandinavia
Player C: English F Nwy H, dec independent
 Scandinavia
Player D: Russian F Bot-Stp, dec independent
 Scandinavia
Player E: Russian A Mos-Stp

The Grand Duchy of Scandinavia is established. It has three centers and four units.

example:

Player A: French A Mar H, dec independent
 Greater Alinia
Player B: Italian F Adr-Ven, dec independent
 Alpine State
Player C: German A Bur-Mun, dec independent
 Greater Alpinia

The new country fails. The rebels can't agree on a name.

12. Internal Organization of the Grand Duchy.

In any season, the commanders of units of a grand duchy can elect a grand duke. In such election each commander will have one vote for each of his units of such country. If in any election, a commander receives a majority of the votes cast, and if he has cast at least one vote for himself, the gamemaster will proclaim him grand duke.

13. Home Supply Centers.

The first three centers occupied by the grand duchy will be its home centers. If in secession, the new country occupies more than three centers the gamemaster will chose which are to be home centers by lot.

14. Diplomatic and Papal Recognition.

(A) If in any season after the election of a grand duke, the grand duchy receives diplomatic recognition from a majority of the original and recognized countries, the grand duchy becomes fully 'recognized' and receives all the status and power of an original country and its grand duke becomes a king.

(B) If in any season after the election of a grand duke, the commanders of a grand duchy command units of no other country, the new country receives papal recognition from the gamemaster and receives all the status and power of an original country and its grand duke becomes a king.

(C) If the newly elevated king of a recognized country commands more than one unit of such country, he must, in the following Winter season, appoint new commanders to all of his units of such country except one.

THE PRINCIPALITY

15. Secession of a Principality.

In any season except Winter, a player can establish a new country by occupying one or more supply centers and by ordering the units occupying such centers,

and any others he wishes to be units of the new country, to declare the independence of the new country by name as a principality.

example:

Player A: French F Bre H, dec independent principality of Greater Eire
French F Eng-Lon, dec as above

The Principality of Greater Eire is born and Player A is a proud prince of a country with two centers and two units.

example:

Player A: Russian A War H, dec independent Poland

The new country fails. The declaration must include the word principality.

POWERS OF THE KINGS, GRAND DUKES AND PRINCES

16. Build Orders.

(A) Kings of original and recognized countries will make all builds. Grand dukes and princes can not make builds.

(B) In making build orders the kings will designate who is to be commander of the new unit.

(C) In appointing commanders of units a king can appoint any player in the game, including those who command units of his own country, those who command units of another country, and those on the stand-by list. No player can command more than five units of any country. No king can appoint himself to the command of a unit unless, at the time of the appointment, he commands no unit of the country which he leads.

17. Removal Orders.

(A) Only kings, grand dukes and princes can make removal orders.

(B) If at any time a country does not have a leader, is in a state of civil insurrec-

tion, or does not send in needed removal orders, the gammaster will make the removal by lot from among the units not occupying supply centers.

18. The Purge.

In winter seasons, the kings and grand dukes of countries with five or more units at the start of such season can replace the commander of one unit each year. Kings and grand dukes of countries with ten or more units can replace the commanders of two units in each year.

19. Diplomatic Recognition.

Kings of original and recognized countries will make all declarations of diplomatic recognition of grand duchies. Kings can make such declarations in any season and can withdraw recognition at any time until the grand duchy becomes recognized.

THE COUP D'ETAT

20. Civil Insurrection.

(A) The king or grand duke of a country in a state of civil insurrection can not make build or removal orders or purge commanders.

(B) In any season except Winter, two or more commanders of units of a country can bring their country to a state of civil insurrection by occupying two or all of their country's home supply centers (which ever is less) with units of such country and by ordering such units occupying such centers to declare civil insurrection.

(C) Once a country is in a state of civil insurrection, it will remain in such state until all of the units of such country occupying home supply centers declare civil order.

example:

Player A: Austrian A Ser-Tre, dec civil insurrection

Player B: Austrian A Boh-Vie, dec civil insurrection

Austrian A Gal-Bud, dec civil insurrection

Player C: Austrian F Adr-Ven

Austria is in a state of civil insurrection.

example:

Player A: Austrian A Ser-Tre

Player B: Austrian A Vie H
Austrian A Bud H

Player C: Austrian F Adr-Tre, dec civil order

Player D: Austrian A Tyr-Vie, dec civil order

Player E: German A Boh S Austrian A Tyr-Vie

Player F: Russian A Gal-Bud
Russian A Run S A Gal-Bud

The revolt is crushed. The only Austrian unit in an Austrian home center has sided with the king. Most likely there will be purges.

22. Election of New Kings and Grand Dukes.

(A) In any season when a country is in a state of civil insurrection, the commanders of units of such country can elect a new leader. There will be an election in every season while the country is in civil insurrection and the gammaster will publish all votes. Each commander will have one vote for each of his units of such country. If in such election, a commander receives a majority of the votes, and if he has voted for himself with at least one vote, the gammaster will proclaim him king or grand duke.

(B) If the commander who is elected new king of a country commands more than one unit of such country, he must, in the following Winter season, appoint new commanders of all of his units of such country except one.

DEFECTION

23. Defection Order and Acceptance.

In any season except Winter, a player

When defect one or more of his units to another country if, in the same season, the king or grand duke of the receiving country declares acceptance of the disloyal unit.

example:

Player A: German A Hol-Bel, defects to France

Player B: German A Hol H

Player C (king of France): Accepts defection of German A Hol

The defection has taken place. Identification of the disloyal unit by its starting position is proper

PLAY DEATH AND RESIGNATION

24. Gamemaster Rulings.

If any player misses three consecutive seasons or falls behind in his subscription payments, the gamemaster may declare him out of the game, having suffered play death.

25. The Dead Commander.

The units of a player who has resigned or suffered play death can be immediately given new commanders by his king or grand duke.

26. The Dead King or Grand Duke.

(A) If a king or grand duke has resigned or suffered play death, the commanders of units of his country can elect a new leader in any following season. In such election the commanders will have one vote for each unit they command of such country. If a player has received a majority of the votes, and has cast at least one vote for himself, the gamemaster will proclaim him as king or grand duke.

(B) If a player who has been elected the new king of a country commands more than one unit of such country, he must, in the following Winter season, appoint new commanders to all such units except one.

27. The Dead Prince.

Units of a prince who has resigned or suffered play death stand in disorder.

THE GAMER'S HOROSCOPE

Are you having a tough time trying to decide if now is the right time to stab your ally in the back? Do you wonder if that fellow proposing alliance is really just trying to bring you to war with a peaceful neighbor? The stars know all and only our staff can interpret their mysterious language. The wise will partake of this gifted reading.

ARIES (May 21-April 19) The stars tell of a tendency to trust allies too much this month.

Remember that you are in this game all alone after all. They're all out to get you!

TAURUS (April 20-May 20) This is a good month to study the situation reflectively. If skillful you can bring the foolish players around you into your scheme. Avoid making enemies this month.

GEMINI (May 21-June 21) Trouble is brewing in your gamelife. Unimportant things

such as work, school or even family may interfere if you let them. Ignore them! Keep your eyes on the game.

CANCER (June 22-July 22) If you are low on builds this gameyear you will appear very weak to your neighbors. Next Spring they will be out to get you. Now is very much the time for a diplomatic offensive.

LEO (July 22-August 22) Your alliances are about to wear out. Your deals won't seem very attractive to you or your allies. Look for new deals. Think very carefully about any help to your allies.

VIRGO (August 23-September 22) Keep your eyes on the calendar! Absent mindedness is a problem this month. Also keep your eyes on your allies. If any one is a Cancer he will surely be out to nail you.

LIBRA (September 23-October 22) If your ally is really in trouble this month you should help him this month, but not too much. The stars do not show good signs for betrayal.

SCORPIO (October 23-November 21) Be very wary of offers to change alliances. Keep old friends this month.

SAGITARIUS (November 22-December 22) Now is a good time to re-establish contact with those on the other side of the board. Alliances with Capricorns will work out for a few months.

CAPRICORN (December 22-January 19) If your ally gets in trouble this month now is a good time to stab him. Convince him that all is lost and that you are only trying to keep your mutual sworn enemies from getting everything.

AQUARIUS (January 20- February 19) You may well be over-extended this month. Your flanks are in trouble. The neighbor who you have been forgetting is about to move.

PICES (February 20-May 20) Keep things going the way they have been so far. Take no risks this month.

THE MAN OF THE MONTH

With every issue a great man of diplomacy will be honored in this feature. One of the great men of modern times, a truly

brilliant industrial diplomat, was the founder of International Telephone and Telegraph, Sosthenes Behn. He never signed

or broke a treaty, but his life can still be an inspiration to all of us.

Behn began the building of the great empire with a tiny telephone company in Puerto Rico in the 1920's. He renamed the company ITT in order to confuse it with AT&T operating on the mainland. He firmed up his control of communications in the Caribbean by branching out into Cuba and then began his move on greater things.

Behn built up a front so as to give the impression to mainland bankers that his small island business was bigger than it was. He snowed the Morgan Guarantee Bank, no small feat, into giving him a loan for more than his net worth. Behn could then use his warchest to invade Spain. Bribing the right people and picking the right local operatives, he established the Compania Telefonica de Espania, the "national" telephone company of Spain. In series of smooth moves he obtained government aid and thus took control over all telephone operations in Spain.

The venture in Spain was so profitable that Morgan was glad to help Behn buy the major telephone manufacturing concern in Britain, Standard Telephone and Cables (STC). Again he used primarily local operatives and gave the impression that the British outfit was a local concern. The parent company, ITT, was mostly American owned but foreign control was subdued.

After Spain and England Behn moved to central Europe, to Germany. He formed the Standard Elektrizitats Gesellschaft (SEG), Germany being what it was, politics was in the thirtys very important to a growing business. Behn knew all this. In 1933 he met with Hitler. It was important to develop a good relationship with Der Feurrer. Behn explained that his position was to serve the state. He cleared membership on his board of directors of SEG with the Nazi government. Kurt Von Schroeder, soon to be a general in the SS, was the captain of

the German arm of ITT. Schroeder acquired an important subsidiary, Focke-Wulf, the manufacturer of the German bomber of that name. To keep the Riech happy, all jews were expelled form the ITT companies in Germany.

Back in Spain trouble was brewing. Germany, Italy and Russia used the Spanish Civil War to test weapons and tactics. Behn used it to sharpen his diplomatic skills. He moved to Madrid and regularly held banquets for the socialist and communist officials of the Spanish Republic. At the same time he obtained an agreement from Franco to keep his control over Spain. All during the war both sides moved their troops with ITT's phones.

Well practiced, Behn was ready for World War II. When Hitler invaded Poland all non-German companies were nationalized, but the ITT companies were not. They were declared officially German. Americans owned most of the stock of the parent company but Hitler had every confidence in Behn's loyalty. Behn met with Hitler and Goering in secret in 1940. Hitler then said that Behn was "his kind of man".

The British subsidiary had to be encouraged too. He returned to America so that he could sail to England on the Queen Mary and urge the boys to do their part of the manufacturing effort to lick Fascism.

During the war, since England was under the gun, ITT opened a manufacturing operation in the United States. With all these operations ITT was able to have its many subsidiaries make and operate communications equipment for both the Allies and the Axis. No matter who won ITT would be on the right side.

When the war turned against the Axis, Behn finally made up his mind. He became an advisor to the American army (he had been a Colonel in the U.S. Signal Corps in the first world war). He invaded Europe with the American forces. It was important

to do so, he had to be on the scene fast to make sure that his ITT companies in Germany were not expropriated.

Hitler thought that the ITT companies in Germany were fully German, but the final word came in 1967. ITT obtained twenty-sev-

en million dollars from the American government in compensation for property lost during the war. This amount included five million for the Focke-Wulf bomber plants that were destroyed by the allies during air strikes.

AUNT VITKUNNA

The Advice Column for Diplomacy Players

Dear Aunt Vitkunna,

I have been having a great deal of trouble with a player in one of my games. The game is approaching a critical stage and the leading player is setting this guy up for a good stab in the back and then will easily go on to win the game. The stooge just won't listen to reason. He says that he made a firm pact with the leading player for the two of them to split the board fifty-fifty and that I'm just desperate because I know I can't stop them. The leader has 15 centers and this dummy has but 9.

What can I do? He won't even answer my letters.

Up Against It

Dear Up,

This is the kind of thing that happens when irresponsible publishers send out flyers on wargaming mailing lists. Diplomacy is now polluted with a very small but still annoying group of junior high school, Avalon-Hill, pimple-faced, deadhead-chumps. You're just going to have to get rid of him, fast. I assume that you can't force him off the board so try the 'you cheatin' mo'fuggar' gambit.

This kind of chump usually writes little terse notes on postcards or on pages ripped out of his spiral bound notebooks. Practice a juvenile scrawl and then forge a letter supposedly written by the chump on paper used by the fool. Claim to all that you recieved the letter from the game leader as if you got it by mistake. "Confront" the leader and the chump with the letter. Complain to the gamemaster that the leading player is a fraud, that he and the chump are the same person.

All this will cause much consternation and bitterness. The leading player will be forced to attack the chump in order to clear his reputation. You will have forced the change in alliances that you want.

As an honorable player of diplomacy you can be proud of yourself and will have done the diplomacy community a very great service. By permanently ruining the enjoyment of the game for the deadhead you can go on to win the game and he can go back to computing 'defense factor odds' on hex spots.

Aunt Vitkunna

If you have a problem in one of your games and could use Aunt Vitkunna's kind of aid, please write to her in care of Rebus Sic Stantibus.

EDITORIALS

AN INVITATION

Now that you have been able to read the pages of this introductory issue of Rebus Sic Stantibus, we do hope that you will subscribe. We will publish on a monthly basis, which is a bit slow for some players, but will enable us to produce a publication on a methodical timetable. We have made application to the NYMPA to obtain game insurance and will provide game coverage as soon as possible. Every effort will be made to provide an enjoyable publication for all.

You might find that our style is a bit lighthearted, even satirical, but no one should take offense. Aunt Vitkunna's jabs can be a bit sharp we know, so any answer will be published. We can take a joke too.

For game openings and deadlines, please see the next article.

THE SUPREME COURT

The joys of publishing include the ability to be opinionated in print. Politics of real life will not escape our comment.

Prezidunce Ford seems to have wised

up a bit in his recent nomination to the Supreme Court. The good Judge Stevens is not at all famous, but perhaps that is the way it should be. The judiciary is no place to be a 'star'. Scholarship and respect for the law are all we should demand of our appellate judges. Judge Stevens appears to have all these qualities.

Ol' One Tit seems to be a bit upset that her husband did not give full consideration to hip/waist girth ratio in making the nomination, but fortunately such downtrodden and oppressed hostesses of the Washington cocktail party circuit do not run the country yet.

THE C.I.A.

The word has come out from Senator Church that the CIA was of bad intention but not action in the political murders of Lumumba, Diem, Schneider, Allende, etc.

We trust that no diplomacy players are going to buy this rot. It's just too strange that those who the CIA wanted to get rid of just happened to die by other means.

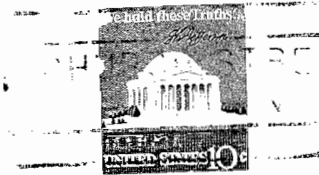
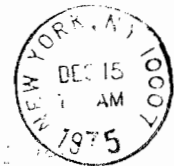
Real heads of state should take heed of the warning on our cover of this issue, "Uneasy lies the head that wears the crown".

NOTE BENE

Rebus Sic Stantibus will publish a game of Grand Tournament Diplomacy and four games of regular Diplomacy. Players in GTD can subscribe at a rate of \$2.50 for an annual subscription and can play any number of games in this publication. Those in regular games can play with a regular annual subscription @ \$3.00, with a fee of \$1.00 for each additional game. Deadline for game entry will be January 3, 1976. Houserules in next issue.

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