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REBUS SIC STANTIBUS

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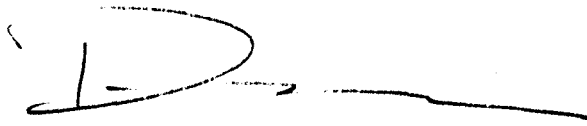
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ROD —

WHY HAVE I NOT HEARD FROM YOU FOR SO MANY MONTHS?



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GRAND TOURNAMENT DIPLOMACY

1976 Dhd

Fall 1906

FRANCE, H.R.E. LOSE TO REBELS, REDS SET
UP SATEL STATE IN CENTRAL EUROPE
BALKANS IN TURMOIL

Corsica

J. Machir F Tyr-Rom
F NAF-Tun
F Ion-Nap
F Gre-H
F Tun-Ion

European Peoples Democratic Republic

P. McGee acc. def. A Rum(NSO)
A Bul-Ser, dec. Central
European Associated Republic
(an independent principality)
F Aeg-Con, dec. as above
A Vie-Bud, dec. as above
F Den (S) A Swe, dec. as above
A Nwy-Stp, dec. as above
V. Tsao A War-Gal
A Swe (S) F Den
A Mos-Stp

Holy Roman Empire

R. Sacks (King with no unit)
D. Normand (A Mun retreat to Boh)
A Tyo-Ven
A Con-Smy
A Tri (S) A Boh-Vie
A Boh-Vie

France

H. Jordan A Par-Bre, acc. def. F Bre,
F Spa, F Iri (NSO)
C. Dupuis F Plo-NMR
F Eng-NMR
F Nth-NMR
C. Doehrer F Swe (no retreat)(surrender)

Supply Center Chart 1906

France

Par, Bre, Mar, Spa, Pot, Hol, Lon, Lpl,
Edi, Nwy (5-build 1)

Holy Roman Empire

Par, Nap, Ven, Tyn, Nth, Ste, Con, Smy,
Ank, Tri (4-even)

Austria-Hungary

Vie, Bud, Ser, Rdn, Set, Bal, Swe (2-even)

Germany

Kie, Bel, Den, Ber, Mun (4-remove 1)

European Peoples Democratic Republic

Mos, Stp, War, Swe (4-build 1)

Central European Associated Republic

Nwy, Den, Vie, Bul, Con (5-even)

Madiera

Spa, Por, Bre, Lpl (4-no builds pos.)

Moldavia

Rum, Sev (2-even)

Corsica

Rom, Nap, Tun, Gre (4-remove 1)

Germany

J. Kador A Ber-NMR
C. Doehrer A Ruh-NMR
A Mun-NMR
H. Jordan A Bel-Pic
C. Dupuis A Kie-NMR

Austria-Hungary

C. Doehrer (King without unit)
H. Jordan A Bud-Tri
A Ser (S) A Bud-Tri

Madiera

D. Klein F Spa (SC)-Por
F Bre-H
F Iri-Lpl

Moldavia

D. Klein A Sev-Arm
A Rum (S) EPDR A Bul (impos)

RULES CHANGES

I have been asked to reprint the rules. Frankly, I'd rather not use up the space in printing (or the time in typing) the rules in their entirety. The original rules were published in the December 1975 issue of Rebus (Vol. 1 No.1). People who heard about the game with that issue received the rules at that time. Players

who joined the game after that time received photocopies of the rules.

Since the rules were first published, many changes were proposed, but only three have taken effect. Players who joined the game after the effect of any rules changes were sent copies of the rules which included the changes.

The changes that have taken effect are as follows: (1) Rule 27, providing for the play death of Princes, was changed in March 1976 (Vol.1 No.4) to allow for standby players to take command of a principality should a Prince suffer play death. (2) In April 1977 (Vol.2 No.4), the trivial rule 19.5 was added, providing for the power of Kings, Grand Dukes and Princes to change the name of their countries, (3) In August 1977 (Vol.2 No.8) Rule 18.5 was added, providing for the abdication of Kings and Grand Dukes of the various countries. The rule is as follows, reprinted.

18.5 Abdication

In any season, the Kings and Grand Dukes of the various countries can resign from such positions by naming another player to take over such position with the following season.

The rule provides that in any game season a King or Grand Duke can make an order proving that another player is to be the new King or Grand Duke, and have such position beginning with the next season.

If any player has lost his copy of the rules, whenever published, you have only to ask for another copy of the rules. One will be sent to you - free.

Proposed Rules Changes

The rules changes that were proposed in the last issue have failed to win approval. Players felt that requiring control of all units would make the game drag out too long. It was also proposed that one player could establish a grand duchy and immediately make builds if he is not a member of any other country. This was also rejected as not in keeping with the value of "legitimacy and tradition" in history.

Instead, it has been proposed that Principalities may make builds if they receive Diplomatic recognition.

Since there is some value in distinguishing a principality from a Grand Duchy, and since the rules now provide that a new Grand Duchy with three players who are independent of all other countries can now make builds, I have drafted the following proposed rules changes;

(First Proposed Rules Change) The Grand Duchy

11. Secession of the Grand Duchy.

In any season except Winter, A player can establish a new country that is a Grand Duchy by occupying one or more supply centers and by ordering those units occupying such centers, and any of his other units he wishes to be units of the new country, to declare the independence of the new country by name as a Grand Duchy.

12. Defection to a Grand Duchy in the Season of Secession.

In any season except Winter, a player can defect one or more of his units to a Grand duchy in the same season wherein such Grand Duchy declares independence, if the Grand Duke of such Grand Duchy accepts the defection of such units.

13. Home Supply Centers of a Grand Duchy.

The first three centers occupied by a Grand Duchy will be its home centers. If, in the season of secession, a Grand Duchy occupies more than three centers, the Grand Duke shall declare which three occupied supply centers are to be the home supply centers in the season following secession. If the Grand Duke shall fail to make such declaration, the Gamemaster shall make such determination by lot.

14. Papal and Diplomatic Recognition.

(A) If a Grand Duchy receives diplomatic recognition from a majority of the original and recognized countries, such Grand Duchy becomes fully recognized and receives all

of the status and power of an original country, and its Grand Duke becomes a King. A Grand Duchy can receive such recognition in the season of secession.

(B) If a Grand Duchy has three or more commanders, and if three commanders of units of such Grand Duchy command units of no other country, such Grand Duchy receives papal recognition from the Game-master and receives all of the status and power of an original country, and its Grand Duke becomes a King. A Grand Duchy can receive such recognition in the season of secession.

(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.

Note: Of course, no principality, per se can ever make builds. But the rule would allow great flexibility for the players. I like this rule because it would help to introduce the politics of Diplomatic Recognition to the game.

Firstly, the four principalities now in the game could make builds if the were to receive recognition from three of the five original countries. (The H.R.E. and the E.P.D.R. have changed their names, but they're still Italy and Russia to us.)

More interestingly, this would allow the H.R.E. to establish a satellite state in Asia-Minor, able to make much needed builds there.

At one time Austria had Sweden, but obviously had to give it up because no builds could be made in the north. With this (continued on page 6)

FIRST REGULAR GAME

1976 BE

Fall 1907

England
R. Kelly

A Den-Swe
A Yor-Nwy
A Kie-Ber
F Nth (C) A Yor-Nwy
A Mun (S) A Kie-Ber (dis)
F Hol-Hel
F Bot-Fin
F Pru (S) A Kie-Ber

France
B. Normand

F MAO-H
F Tun-H
F Lyo (S) A Mar-Pie
F Wes (S) F Tun
A Mar-Pie
F Spa (SC) (S) F Lyo
A Ruh (S) English A Mun

Italy
J. Rogowski

F Tyr-Lyo
F Tus (S) F Tyr-Lyo
F Ion-Tyr
A Pie-Mar
A Vie-Gal
F Con (S) Austrian F Bla-Ank
F Nap (S) F Ion-Tyr
A Stp-H

Austria

D. Malmquist

F Adr-Ion

A Boh (S) A Sil-Mun
F Bla-Ank
A Mos (S) Italian A Stp
A Tyo (S) A Sil-Mun
A Ukr-War
A Sil-Mun

Turkey

(civ. dis.)

A Ank (surrender)

Russia

B. Sergeant

A Stp-NMR (surrender)
A Ber-NMR (surrender)

Supply Center Chart 1907

Russia

~~Stp, Nwy, Ber~~ (out)

France

Bar, Mar, Bre, Spa, Por, Bel, Tun (7-even)

Austria

Bud, Ser, Rum, Gre, Mos, Smy, Sev, Ank,
War, Mun, (10-build 3)

Turkey

Ank (out)

Italy

Rm, Nap, Ven, Con, Vie, ~~War~~, Tri, Bul,

Stp (8-even)
England
 Lon, Liv, Edi, Den, Swe, Hol, Kie, ~~Mun~~, Nwy,
 Ber (9-build 1)

Note: The proposed draw between France,
 England, Austria, and Italy has failed to
 win acceptance.

SECOND REGULAR GAME

1976 DG Fall 1905

Austria (retreat a Mun-Sil)
 C. Gibson A Bud-Vie
 F Alb-Ion
 A Boh-Tyo
 A Ser-Tri
 A Sil-Gal (dis)

Turkey F Bul (EC) (S) A Rum
 B. Normand F Bla (S) A Rum
 A Arm-Sev
 A Rum (S) A Arm-Sev

England A Stp-Mos
 R. Kelly A Nwy-Stp
 A Hol-Nwy
 F Bar (S) A Nwy-Stp
 A Liv (S) A Stp-Mos
 F Den-Bal
 F Bot (S) A Nwy-Stp

France A Ruh-Kie
 J. Machir A Kie-Ber
 A Bur-Ruh
 F Mar-H
 F Nth (C) English A Hol-Nwy
 A Ber-Sil
 A Mun (S) A Ber-Sil

Russia A Rum-NMR (surrender)
 C. Dupuis A Mos-NMR
 A Gal-NMR
 F Sev-NMR (surrender)

Italy A Nap-NMR
 C. Mann A Ven-NMR
 F Tyr-NMR
 A Pie-NMR
 A Vie-NMR
 F Ion-NMR

Supply Center Chart 1905

Austria
 Vie, Bud, Gre, Ser, ~~Mun~~, Tri (4-remove)

Turkey
 Ank, Con, Smy, Bul, Rum, Sev (6-build 2)

France
 Par, Mar, Bre, Spa, Por, Bel, Kie, Ber,
 Mun, (9-build 2)

England
 Lon, Edi, Lpl, Nwy, Den, Hol, Swe, Stp,
 Mos (9-build 2)

Russia
 Mos, War, Sev, ~~Mun~~ (1-remove 1)

Italy Rom, Nap, Ven, ~~Mun~~, Tun, ~~Tri~~
 Vie (5-remove 1)

Note: There is a call for a concession to
 France.

THIRD REGULAR GAME

1976 IL Winter 1904

Turkey Build: none
 J. Rogowski Has: A Sev, F Eas, A Ukr,
 F Bul, F Aeg, A Mos, A Rum

England Build: None
 G. Bakich Has: F Den, F Swe, A Lon

Germany Remove: A Pru
 R. Enzler Has: A Sil, F Hel, A Liv,
 A War, F Stp (SC), F Edi,
 A Kie

Austria Remove: A Bud
 R. Kelly Has: A Ser

France Build: A Par, F Bre
 R. Vesneske Has: F Nth, F Lpl, A Bel,
 F Eng, A Nwy, A Gas

Italy Build: F Rom
 M. Berch Has: A Tri, F Tyr, A Vie,
 A Tyo, F Ion, A Bud,
 F Gre

PRESS

1976 IL

(Naples) To Whom it May Concern: I repeat; What kind of a draw are you interested in?

1976 Dhd

(Moscow) Official Propaganda

Greetings to All Oppressed Soldiers and Sailors of Europe:

The Supreme Soviet and the Soldiers and Sailors Soviet of the European Peoples Democratic Republic urge you to throw off your chains and stand as men, and declare your independence.

"The Holy Roman Empire is neither holy, nor Roman, nor an empire."

- Otto Von Bismarck

(I couldn't resist- ED.)

The old imperialist powers are coming to an end and the new order of free soldiers and sailors will be asserting itself.

You have nothing to lose but the parasite Kings who try to control you and everything to gain - including the right to do with your units what you would.

There is a momentum to Diplomacy, and when a power starts to shrink it continues to shrink. The only way for a soldier or sailor to protect his fleets or armies is to own the supply centers himself.

The Soldiers and Sailors Soviet will support the progressive struggles against imperialism and despotism, and will assist, as comrades, all soldiers and sailors who denounce imperialism and the old decadent order!

Don't wait to be the last. Arise!

GRAND TOURNAMENT DIPLOMACY

CONTINUED

rule, Austria could have made the build by establishing a puppet state of its own.

Obviously, it would be useful for France to have a satellite in Scandinavia or England so that units could be raised there, without a long transportation from France.

The "People" would, I should think, like to be able to build in Bulgaria.

With this rule the Kings of Europe would be able to swap recognition for favors on the battle field. They could also bargain to recognize each other's satellites.

What fun!

(Second Proposed Rules Change)

18.2 Royal Command Transfer.

In any season, Kings, Grand Dukes and Princes can appoint any player or players to the command of any unit or units commanded by such King, Grand Duke or Prince and belonging to the country of which he is leader.

Note: This is a good rules change. There is no reason why a sovereign should not be able to reassign his own units. Of course, a lowly commander should not be able to transfer command, he only holds command with consent of his lord.

Special Note: A rules change vote is not like a vote on a draw. If you do not respond to the question you will be presumed to have approved of the rules change.

Gamemaster Request

Another publisher is interested in running another section of Grand Tournament Diplomacy. The popularity of our game is growing.

But before a new section begins, I'd like to revise the rules. To do this properly I'll need your help.

Please send in your suggestions for changes in the rules, and your comments on what you like or dislike about the way the game is played.

NOTA BENE

1. The Deadline. The deadline for all games is December 14, 1977.
2. Conditional Orders. Players are reminded that they should write orders conditioned upon retreats made by other players.

When writing conditional orders, be sure to include a provision for the unit in question not being retreated at all, and the unit being removed from the board.

Build and removal orders should also be conditional. Often a country will have fewer builds than those listed on the supply center chart, or will have to make a removal because of a retreat being made into a center. When that happens I will disinclude the last build order on your list, considering it to be your least important build. If a retreat requires a removal, and you have not sent in a removal, I will remove a unit by lot, as provided in the rules and houserules.

3. Attention Robert Bryan Lipton. My name is Drew McGee, not Macgee. My ancestors were Ulster Irish, not Scottish.
4. Phone Numbers. There are times when it will be important for me to be able to get in touch with you by phone. Will the following players please send in their phone numbers.

Ron Kelly John Kador Chuck Doehrer
Richard Enzler George Bakich Curtis Gibson

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