

REBUS SIC STANTIBUS

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REBUS SIC STANTIBUS

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Diplomacy is a board game, invented by Alan B. Calhammer, and manufactured by the Avalon Hill Company of Baltimore, Maryland.

GRAND TOURNAMENT DIPLOMACY

Grand Tournament Diplomacy is a variant designed to appeal to the player who enjoys a game which emphasizes diplomacy over military tactics. The politics of the game is played on two levels. The various countries are teams of players, who compete for control of Europe, as in regular Diplomacy. Within each country the players can contest each other for control and for a greater share of the spoils.

These two levels of play are, of course, intertwined. Just as the countries can change alliances, the individual players can defect from one country to another, bringing their units with them. The players can even break off from the established countries and start their own. Add to this the complexities of intercountry alliances being cemented by having players command units of more than one country, and GTD adds a new dimension to postal play.

Because of the fun of this game it was awarded the Variant of the Year prize in 1976. The rules have been re-worked to remove some of the unnecessary complexities.

If you decide to play, I'm sure you will enjoy this game. The players in 1976 Dhd all gave it rave reviews.

GENERAL BASIS OF THE GAME

1. The Participants.

The game begins with twenty-two players and a Gamemaster. A player may enter the game at any time by sending a request to enter and subscription fee to the Gamemaster, and by securing an appointment from the head of state of one of the various countries.

2. Object of the Game and Game Termination.

(A) The object of the game is to secure the highest possible position on the Final Place List.

(B) When one country gains control over eighteen or more supply centers the game ends.

(C) After the end of the game, the Gamemaster shall determine and publish the Final Place List. The first and highest position on such list shall be for the head of state of the country controlling the most supply centers. The next following positions shall be for the players who command units of the country controlling the most supply centers in order of the number of units of such country such players command. The next following positions shall be for the remaining players who are heads of state of the surviving countries in order of the number of supply centers controlled by their respective countries. The next following positions will be given to the surviving players in order of the number of total units of all countries such players command.

MECHANICAL VARIATIONS FROM STANDARD RULES

3. Applicability of the Rulebook.

All rules of the 1971 Diplomacy Rulebook apply except where in conflict with these rules.

4. Treasonous Attack and Support.

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

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

5. Limitations on Attack and Support Orders.

A unit commanded by a player can not attack or support an attack on a unit commanded by the same player.

THE GAME OPENING

6. Initial Country Assignments.

As soon as the Gamemaster receives the gamefees from twenty-two or more players, he will assign the players to the various countries according to optional preference lists and by lot. The 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.

7. Initial Unit Assignments.

After making country assignments, the Gamemaster will assign the players to the various units within each country. Such assignments will be done entirely by lot.

8. Initial Political Positions.

(A) The initial head of Government for England will be the commander of the army in Liverpool.

(B) The initial head of government for France will be the commander of the army in Paris.

(C) The initial head of government for Germany will be the commander of the army in Berlin.

(D) The initial head of government for Italy will be the commander of the army in Rome.

(E) The initial head of government for Austria-Hungary will be the commander of the army in Vienna.

(F) The initial head of government for Turkey will be the commander of the army in Constantinople.

(G) The initial head of government for Russia will be the commander of the army in Moscow.

POWERS AND LIMITATIONS OF THE HEADS OF GOVERNMENT

9. Build Orders.

(A) The heads of government of the various countries will make all build orders.

(B) In making build orders the heads of government will state the location and type of unit to be built and will appoint a player to command the unit.

(C) No head of government can be appointed to the command of more than one unit of the country of which he is head.

(D) No player can be appointed to the command of more than half of the units of any one country.

(E) No player can be appointed to the command of more than five units of any one country.

(F) No player can be appointed to the command of more than three units of any one country with less than ten units at the start of the Winter season.

10. Removal Orders.

(A) The heads of government of the various countries will make all removal orders.

(B) If at any time a country does not have a head of government, is in a state of civil insurrection, or its head of government fails to submit a removal order, the Gamemaster will make the removal orders by lot from among the units not occupying supply centers.

11. Redistribution Orders.

(A) The heads of government of the various countries will make all redistribution orders.

(B) The heads of government shall make redistribution orders in the Winter season following a season wherein redistribution becomes necessary unless redistribution becomes unnecessary by operation of build orders, removal orders, or purge orders.

(C) In making a redistribution order, the heads of government will appoint new commanders to the various excess units for which redistribution is necessary.

(D) If a head of government commands more than one unit of the country of which he is head, he shall redistribute the excess units.

(E) If a player commands more than half of the units of a country, or more than five units of a country, or more than three units of a country with less than ten units, the head of government of such country will redistribute the excess units.

(F) If a country is required to make redistribution orders and does not have a head of government, is in a state of civil insurrection, or its head of government fails to submit redistribution orders, the Gamemaster will select excess units by lot and will remove such units.

12. Purge Orders.

(A) In Winter seasons, the heads of government of the various countries may make purge orders, changing the command of units, if such orders will not require unit redistribution.

(B) In Winter seasons, the heads of government with more than six units, but less than eleven units, at the start of such Winter season, may appoint new commanders to three units.

(C) In Winter seasons, the heads of government with more than eleven units at the start of such season, may appoint new commanders to five units.

13. General Limitations.

No player may be the head of government of more than two countries.

COUP D'ETAT

14. Declaration of Insurrection.

If in any season except Winter, a unit of a country occupies a home center of a country at the end of such season and has made a declaration of civil insurrection, then such country is in a state of insurrection and will remain in such state until the end of a following season wherein there are no units of such country in its home supply centers or all such units occupying such centers have made a declaration of no insurrection.

15. Effect of Civil Insurrection.

In any season wherein a country is in a state of civil insurrection the head of government of such country may not accept defection orders and may not make build orders, removal orders, redistribution orders, or purge orders.

16. Election of Head of Government.

In any season wherein a country is in a state of civil insurrection, including the season wherein a declaration of civil insurrection is made, but not including a season wherein a state of civil insurrection is terminated, the commanders of the units of such country shall vote in an election for head of government.

17. Procedure for the election of Head of Government.

(A) In an election for the head of government of a country all commanders of units of such country shall have a number of votes equal to the number of units of such country each commands. Such commanders need not cast all or any of their votes, may vote for more than one player, and may vote for any player in the game.

(B) All votes will be public and the Gamemaster will publish all votes.

(C) In any election which occurs in a season following a season wherein the country was not in a state of civil insurrection, if a player receives a number of votes equal to more than half of the total number of units of the country, and if he is a commander of units of such country and has cast at least one vote for himself, he is elected the head of government of the country with powers effective at the start of the following season.

(D) In any election which occurs in a season following a season wherein the country was in a state of civil insurrection, if a player receives a majority of the votes cast, and if he is a commander of such country and has cast at least one vote for himself, he is elected head of government of the country with powers effective at the start of the following season.

SECESSION, NEW COUNTRIES

18. Declaration of Independence.

(A) In any season except Winter, a player can establish a new country by ordering one or more of his units to declare the independence of a new country, specifying the name of the new country.

(B) Any order of a declaration of independence must include the name of the new country and three supply centers which are to be its home supply centers. The three named home supply centers need not be occupied or owned by the new country, and may be home supply centers of another country. Such home supply centers can only be used for the construction of new units after they have been held to the end of a Fall season by units of the new country.

(C) The player whose units make a declaration of independence of the new country becomes its head of government.

(D) Units which declare the independence of the new country immediately become units of the new country.

19. Defection to a New Country.

A unit can be defected to a new country in the same season wherein its independence is declared.

DEFECTION

20. Defection Order and Acceptance.

In Spring and Fall seasons, a player can defect one or more of his units to another country by ordering such unit or units to declare defection to another country, provided that the head of government of the country to which the unit or units are defecting makes an order of acceptance of defection for each unit. Such an order accepting the defection of a unit must be made in the same season wherein the defection order is made.

21. Limitation of Defections.

If a head of state has made orders of acceptance of defection for ten units which do not in the same season defect, such head of state can no longer make orders of acceptance of defections.

PLAY DEATH, RESIGNATION AND ABDICATION

22. Play Death.

If a player fails to meet his obligations to keep up his subscription, or fails to submit orders for two successive seasons, the Gamemaster may remove him from the game, having suffered play death. Such removal from the game will be at the discretion of the Gamemaster, considering such factors as the number of standby players and the playability of the game.

23. The Dead Commander.

(A) If a player is a commander of a unit and has resigned from the game or suffered play death, the head of government of the country of such unit may appoint a new commander for such unit, if such appointment will not require unit redistribution.
(B) The appointment of a player to replace a commander can be made in the same season as his resignation or play death.

24. The Dead Head of Government.

(A) If a head of government of a country resigns from the game or suffers play death the players who are commanders of units of such country shall vote in an election for head of government, to take place in the following season.
(B) In such election for head of government of a country all commanders of units of such country shall have a number of votes equal to the number of units of such country each commands. Such commanders need not cast any or all of their votes, may vote for more than one player, and may vote for any player in the game.
(C) All votes will be public and the Gamemaster will publish all votes.
(D) If, in any such election, a player receives a majority of the votes cast, and if he is a commander of such country and has cast at least one vote for himself, he is elected head of government of the country with powers effective at the start of the following season.
(E) If a head of government of a country resigns from the game or suffers play death and there remains only one commander of units of such country, such commander becomes head of government automatically, with powers effective in the same season or in the following season, at his option.

25. Abdication.

(A) The head of government of a country can appoint another player to be his successor as head of government, if such other player is a commander of a unit of such country in the previous season, and if such other player accepts the position in the same season. Such other player shall have such powers effective at the start of the following season.
(B) No head of government may abdicate in the same season wherein he resigns from the game.

UNCLASSIFIED RULES

26. Country Names.

(A) The head of government of a country may change the name of a country, effective with the start of the following season.
(B) The gamemaster may, at all times, reject any proposed name change or name for a new country.

27. The Dead Bandit.

If in the same season all commanders of units of a country and its head of government resign from the game or suffer play death, the gamemaster shall distribute the appointment of the position of head of government and the commands of the various units to the players on the standby list. Such distribution shall be done by lot.

GAME REVIEW

JUNTA, designed by Vincent Tsao and manufactured by Creative Wargames Workshop, Inc., 330 East 6th Street, Suite 1E, New York, New York 10003.

This is a game of enormous appeal to Diplomacy players. Everybody will enjoy it.

Like Diplomacy, it is a multi-player game, and can be played with from four to seven players. Each player represents a family among the aristocracy of a politically unstable country. Your goal is to make as much money in graft as you can. To do this you barter the military units you command, the members of the Chamber of Deputies you control, and your influence over the peasants or student rioters to demand your "share" of the annual budget.

One player is elected "President" by promising commands and the chance to head the hit squad known as the "Secret Police." He decides who gets how much of the budget each year to pay for each player's loyalty to the government, keeping, of course, a disproportionate share of the money for himself. Since there is just so much money to go around in the game, the "outs" who aren't getting as much money as the president and his cronies take to the streets of the capital in a coup d'etat to overthrow the government and install themselves as the new Junta with a president of their own.

As all this happens, all hell can break loose. In one game the students and dockworkers siezed government buildings to face down marching troops while the Presidential Guard and city police fought a last ditch effort to hold the city while the president negotiated for support with the commanders of the air force and navy, who had not yet committed themselves. In another game the first division battled the second division on the steps of the cathedral while the students were mashed by the "Christian Militia."

Usually, if a coup succeeds, the uncommitted players join in in the last hour and help hunt down the president as he dashes for the shelter of a friendly embassy, for fear of revolutionary justice. If the coup fails the leader of the rebels is taken out and shot (to return to the game in two turns).

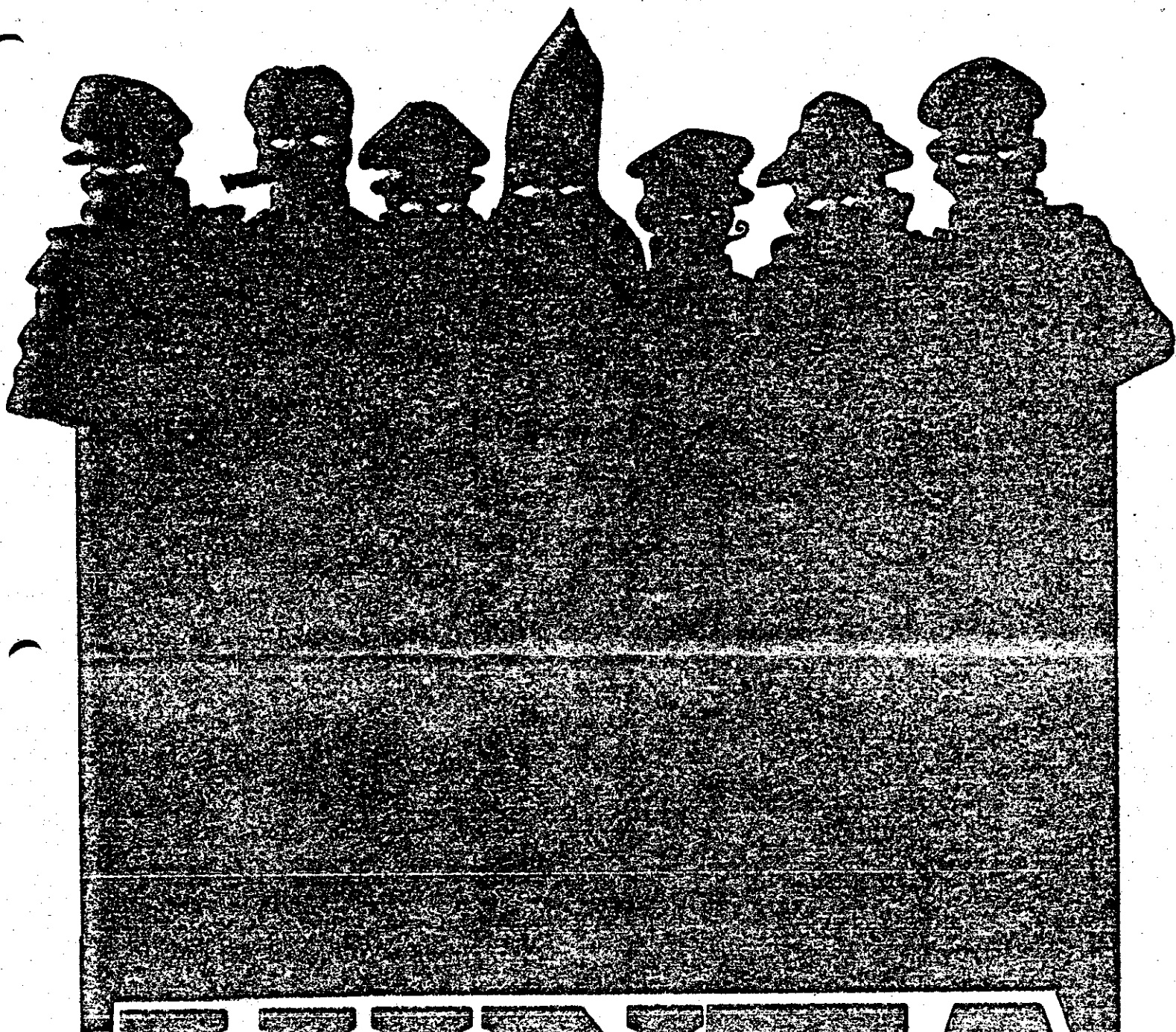
All players, even the player who is president at the time, live in constant fear of the secret police, who keep up a steady stream of assassinations to enhance their importance to the government and keep everybody off balance.

This is a very fast moving game, without the conference period features of Diplomacy. Usually it only takes about half the time to play as does Diplomacy. This makes the game much easier to organize for face to face play.

The players will also enjoy the cynicism of the roles they play in the game. Peacefull petitions, condemnations of repression by international refugee groups and newspaper editorial crusades all have no effect on the power structure. The players lie and steal, as in Diplomacy, and have their assassins ready to deal with their enemies.

The game also has some interesting things to say about the politics of the modern day unstable republic. At times the game can remind one of Allende trying to use his support by the people and luck at keeping the army divided to stay in power. Junta shows why Somozoa's stealing so much more than his share of the graft lead to his downfall. As a theoretical model of an unstable government, the game has been hailed by Edward Luttwak, a theoretician who should need no introduction to serious students of third world politics.

Eventually it will replace Kingmaker as the hobby's alter ego to Diplomacy, it's the best new game to come out in years.



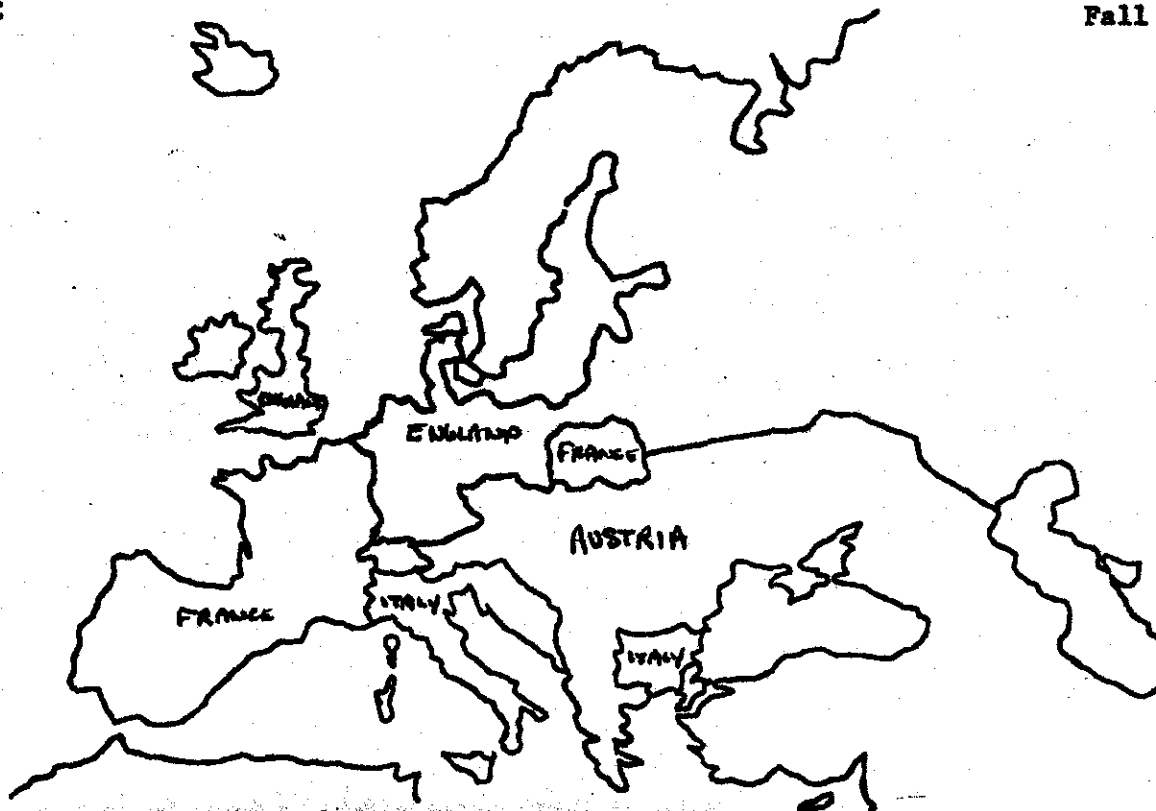
JUNTA

The game of power, intrigue, money and revolution.

REGULAR DIPLOMACY

1976 BE

Fall 1915



ENGLISH FLEETS JOIN FRENCH ALLIES IN THE SOUTH

France
B. Normand

A Bur (S) A Spa-Mar
F Mar-Lyo
 F Bre-Gas
 F Tun (S) F Lyo-Tyr
 F Naf (S) F Tun
F Lyo-Tyr
 A War-H
A Spa-Mar

Italy
J. Rogowski

A Pie-Mar
 F Tus (S) F Tyr-Lyo
 F Nap (S) Austrian
 F Ion-Tyr
 F Tyr-Lyo

Austria
D. Malmquist

A Tyo (S) A Boh
A Boh (S) A Tyo
 A Vie (S) A Gal
 A Gal (S) A Boh

England
R. Kelly

A Ukr (S) A Sev-Mos
A Sev-Mos
 A Rum (S) A Ukr
F Gre-Ion
F Ion-Tyr

F Mid-Wes
 F Eng-Mid
 F Ska-Nwy
 F Den-Nth
 A Kie (S) A Mun
 A Mun (S) A Sil-Boh
 A Ber (S) A Pru-Sil
A Sil-Boh
A Pru-Sil
 A Liv (S) French A War
 A Stp (S) A Mos
A Mos (S) French A War

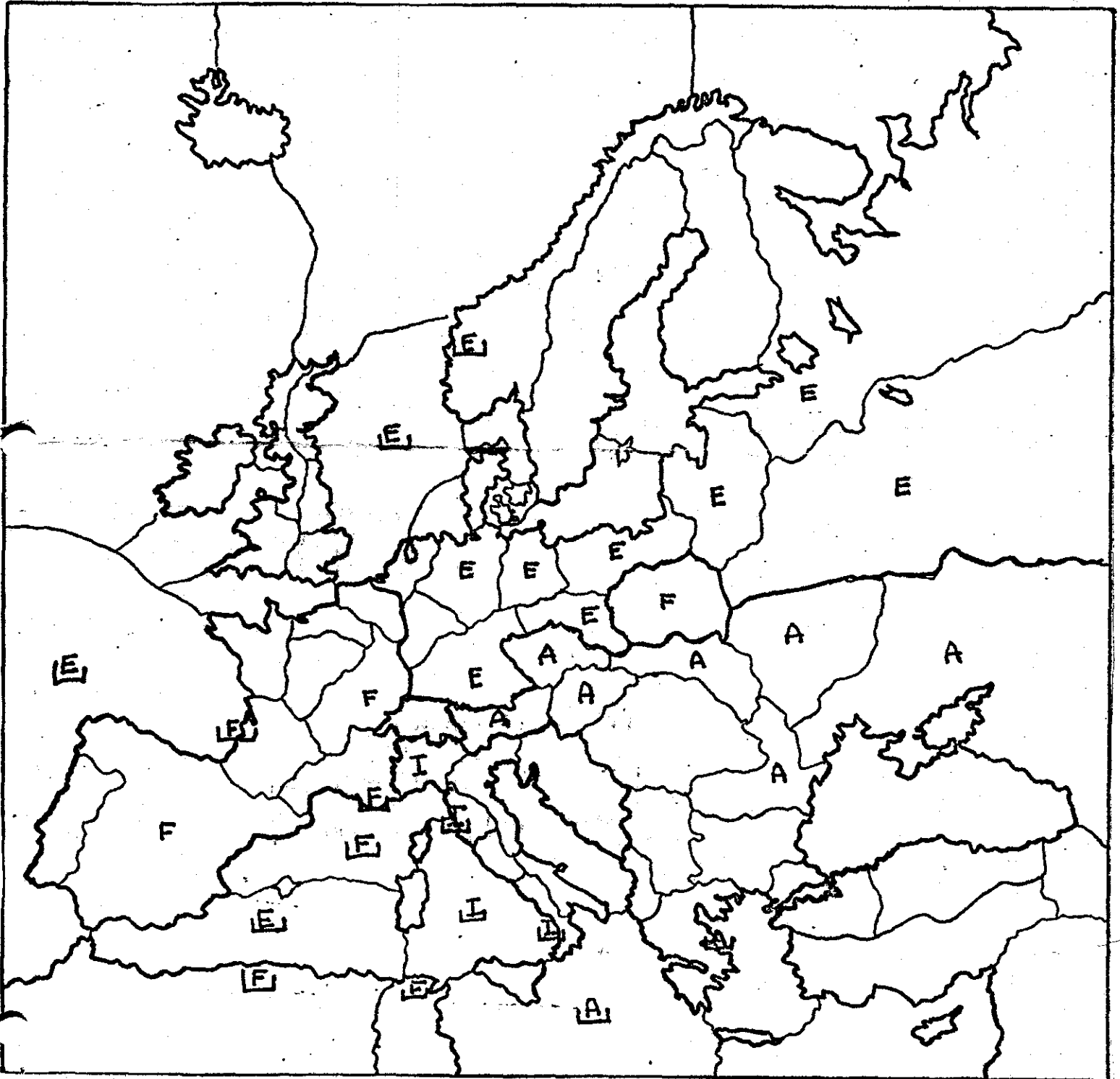
Special Notice.

There are two tie proposals before the players. All players should vote for the issue. A player who does not vote will be considered to have voted "NO" on both.

(Proposition #1) A four-way tie. England-France-Italy-Austria

(Proposition #2) A three-way tie. England-Austria-France, with Italy conceding defeat.

Situation Map Fall 1915



Supply Center Chart 1915

France

Par, Mar, Bre, Spa, Por, Bel, War, Tun (8-even)

England

Lon, Lpl, Edi, Den, Swe, Hol, Kie, Nwy, Ber, Stp, Mun, Mos (12-even)

Austria

Bud, Vie, Ser, Rum, Smy, Sev, Ank, Con, Gre (9-even)

Italy

Rom, Ven, Nap, Tri, Bul (5-build 1)

NOTA BENE

1. Deadline. The deadline for Winter 1915 orders in 1976 BE is December 19, 1979, at 8:00 P.M. Eastern Standard Time.
2. Players in 1976 BE should write to the Gamemaster at his residence address, 100 Belmont Place, Apartment 3-F, Staten Island, New York 10301.

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