

REBUS SIC STANTIBUS

VOLUME 1 NUMBER 4

MARCH 1976



the man of the month

Sir Edward Carson

REBUS SIC STANTIBUS

Published by the New England Society of Cynics, an unincorporated association, 65 Winter Avenue, Staten Island, New York 10301. Telephone (212) 727-0697

Publication is on a monthly basis. Annual subscriptions are available at \$4.00. Make all checks payable to the New England Society of Cynics. Exchange agreements with other publishers are welcome.

PUBLIC OFFICERS

Publisher and Editor Drew McGee
Gamemaster and Editor. Christopher McLenoan
Print Manager and Contributor. Arne Eastman



CONTENTS

GRAND TOURNAMENT DIPLOMACY, Miller Number, new standbys, commentary. 2
REGULAR DIPLOMACY, Houserules change 3
THE MAN OF THE MONTH, Sir Edward Carson, architect of Northern Ireland 4
AUNT VITKUNNA, advice column, satire. 6
LETTERS. 7
EDITORIAL, Northern Ireland. 7
NOTA BENE, deadlines, notices back cover

Rebus Sic Stantibus © copyright 1976, Drew McGee, Staten Island, New York 10301
All rights reserved. No part may be reproduced without written permission of the publisher. "Diplomacy", as referred to in these pages, is the registered trademark of a game manufactured by Avalon-Hill Corporation of Baltimore, Maryland.

GRAND TOURNAMENT DIPLOMACY

THE GAME SITUATION

The players are reminded that the deadline for submission of their ballots in the election of the kings of the various countries is APRIL 10, 1970.

Players are also reminded that your short autobiographical sketch should also be submitted with your vote. Many players have already sent in this material and have our thanks.

MAILER NUMBER

We have an official number: 1970 Dhd

NEW BLOOD

The following people have been added to the game standby list:

Charles Dufuis
6615 Yale, Apt. 921
Westland, Mich. 48185

Blair Cusack
1620-42nd Street, S.W.
Calgary, Alberta T2C 1Z5
Canada

David Staples
Historical Interpretation Organization
Post Office Box 651
West Fargo, N.D. 58075

A NOTE ON STANDBYS

"Standby" is probably a misnomer. Perhaps you should consider yourselves "Flag and Mercenaries" or "Bastard Princes". At any rate you should consider yourselves active participants in the game. After kings are elected you should contact them and persuade them to give you unit command assignments. Except in rare situations (see new rule below) it will be the kings who will take command position assignments.

A CHANGE OF THE CARULES

We are loath to change the rules once the game has begun. Nevertheless, one change will be made. We can't imagine how this could complicate anyone's plans at this stage of the game. The new rule will allow greater participation of the standbys who are anxious to get into the game. The rule concerning the dead prince has been changed to read as follows:

27. The Dead Prince.

(A) If a prince has suffered play death or has resigned, the Gamemaster will appoint a player on the standby list, if any, to the command of the units of such prince's principality. Such standby player will take command of such units as a prince of a principality.

(B) If at the time of a prince's play death or resignation, there are no players on the standby list, the units of his principality will stand in disorder.

AN INQUIRY ABOUT THE RULES

Question.

Please explain the difference between Papal recognition and Diplomatic recognition, and the significance of each.

Answer.

A grand duchy can be recognized, and thus have a king and be able to make builds, in two ways. For both it must have first elected a grand duke.

If all of the units of a grand duchy are commanded by players who do not command units of any other country, then if such grand duchy has a grand duke, it immediately becomes fully recognized by means of Papal recognition. If one unit of a grand duchy is commanded by a player who also commands a unit of another country, including another grand duchy or principality, then such grand duchy can not

receive Papal recognition.

A grand duchy which is not entitled to Papal recognition can nevertheless become recognized if a majority of the then in office kings send to the Gamemaster orders reflecting "recognition" of such grand duchy.

It matters not how a grand duchy becomes recognized. Either method will give the new country all the status and power of an original country. Once recognized, it can make build orders through its king and can grant recognition to grand duchies.

COMMENTARY

Try to agree on a king for your country. The players who are in countries where no king has been elected will take over a position in the first gameseason as princes of principalities, to be chosen by preferences list to be consulted next turn. Soon-

er or later you are going to have to become part of a team.

All players should remember that you all should participate in your country's foreign policy. If you become a dutiful general, silently following your king's instructions, you will find this a dull game.

It might be useful for one player in each country to try to develop a special relationship with the players in another country, like an ambassador. Perhaps then communication can be maintained even in war since an ambassador can be understood to be fighting "for King and Country", and won't take the battle personally.

Such a plan might add an interesting aspect to the game: security. An ambassador who is too friendly with another country just might leak tactical plans in return for a promise of a position in the other country.

REGULAR DIPLOMACY

FIRST REGULAR GAME

The Boardman Number for this game has not yet been obtained.

As you know, the deadline for the first orders is APRIL 10, 1976.

Please send in your autobiographical sketch at the same time.

SECOND AND THIRD REGULAR GAME

We are disturbed that your games have

taken so long to fill. Unless you are participating in another game, you will receive this newsletter without charge until your games begin.

CHANGE OF HOUSE RULES

Add to rule 6, a new subsection (AA). (AA) Except in Grand Tournament Diplomacy Games, in the event that a player fails to send in orders for Fall or Winter 1901, the Gamemaster will have a non-participant send in substitute orders which shall be final.

THE MAN OF THE MONTH

The man of the month is the architect of present day Northern Ireland, Sir Edward Carson. A Dublin lawyer and Member of Parliament representing the British establishment stronghold in that city, Trinity College, he was the one man to most brilliantly and tenaciously fight the birth of free Ireland. On the whole he lost, but his success in Ulster we still can feel today.

The issue of "Home Rule" for Ireland was the raging issue of British politics in the three decades prior to the first world war. The British government had given autonomy to Canada and South Africa and was hard pressed to rationalize the hold kept on Ireland. The Irish bourgeoisie no longer felt that their destinies were improved by London control and were constantly using political pressure in the Parliament to gain home rule. The Liberal Party, at about the turn of the century, had formed an alliance with the Irish nationalists. The Conservatives were linked with the Irish Unionists, the then governing class of Ireland, opposing home rule.

A number of times Liberal governments in London had passed home rule legislation through the House of Commons only to have it defeated by the House of Lords. The Parliament Act of 1911 removed from the lords the power to defeat Commons legislation. They were left with only the power to delay implementation for two years.

After 1911 home rule seemed inevitable. The Unionist inheritors of the absentee landlords of potato famine fame had to take quick action if their position as final arbiters of Irish government.

Losing solidarity with large sections of the ruling circles of the Britain, the Unionists had to find some kind of alliance

with some segment of the Irish working class. The landlords had few ethnic or cultural ties in Ireland but were quick to discover their "religious" ties to the descendants of the Scottish settlers in the Province of Ulster.

The "religious" issues that were, and are, supposed to separate the Irish people, for all the nonsense about the Battle of the Boyne in the late 1600's, are largely a modern invention. Scottish Presbyterian peasants in Ulster, until the 1800's, were the most violently pro-republican and anti-British groups in Ireland. The Irish Rebellion of 1798, which proclaimed the first Republic of Ireland, was lead and armed by Irish Presbyterians. The leaders of the Irish parliamentary efforts to bring about autonomous Dublin government, Parnell and Redmond, were both Protestant Irish. The Catholic Bishops of Ireland, like their counterparts in the rest of the world, never supported resistance to authority. From 1800 on the landlords had pitted the Catholics and Protestant peasants against each other, trading one side against the other for higher rents. Any religious resentment in Ireland was a product of the Unionists.

It was the lingering resentment that Carson was to exploit so well. A brilliant propagandist and orator, Carson organized giant rallies in Belfast. In his speeches he invented amazing stories about "Jesuit" control over the home rule movement and decried that "Home Rule means Rome Rule". Just how Redmond was supposed to be planning to threaten the religious liberties of the Belfast working class was never explained. He was convincing enough in his condemnation alone.

Having whipped up sectarian feeling, Carson knew that mere agitation, even with

the few riots were produced, would not be enough to permanently break up domestic peace. Given time the force of Carson's argument was obviously so weak that the agitation would subside. Carson had to find a way to more permanently escalate the conflict. If he could change the mobs into armed camps the religious factions of working class Belfast would really have something to fear in each other and communication in an armed stand-off would be almost impossible.

In 1912 the Liberal Asquith government introduced the awaited Home Rule Bill. In that same year Carson, and his Belfast organizer, James Craig, organized the Ulster Volunteer Force, a clearly illegal private army of over 100,000 men. A British general was found to lead the training exercises. Money was raised in London to buy weapons. Carson traveled to Berlin to lunch with the Kaiser to arrange for the purchase of heavy German infantry weapons, including machine guns.

The Ulster private army succeeded in hardening sectarian lines. Fear drove the Ulster Protestants from the nationalist organizations in the province. A nationalist private army of 10,000 men was raised. The fear of open warfare delayed final passage of the home rule legislation until 1914. Implementation would be delayed for two years.

With the final passage of the bill, all would be lost if Carson's faction had indeed been dedicated to the legitimacy of Westminster. Of course, they were not. The struggle proceeded on undaunted.

Carson was not in fear of the law but he was concerned very much about the British army which might be called upon to enforce it. In what seems to be an amazing success today, the Unionists persuaded officers of the Regular British Army to sign a pact promising they would not fight if ordered to fight the Unionist forces. In effect, the British Army in Ireland had mutinied.

At that point Carson had won. The majority in Commons was not strong enough

to force home rule in the face of all the trouble that would ensue.

With war brewing in Europe, home rule was delayed supposedly until after peace in Europe, but probably indefinitely.

With the absolute defeat of the parliamentary efforts to establish an independent Ireland, the task of revolution fell on men other than middle class politicians. Carson's threat of force was countered by a principally working class group of organizations under the name of Sinn Fein.

With a nationalist force as ruthless and willing to use force as were the Unionists, the mere threat of force could no longer halt the independence of Ireland. The military arm of Sinn Fein, which was later to become the Irish Republican Army, was able to raise enough Hell in southern Ireland that a neo-colonialist "Home Rule" government had to be established in Dublin in order to appease Nationalist sentiment.

Carson also had to be appeased. At least part of Ireland had to be saved for the Unionists.

Carson had fought a brilliant battle to keep his class in control in Ireland. He was forced to withdraw to Ulster. In the withdrawal of the Unionists to Ulster Carson made his lasting contribution to Ireland today.

The Province of Ulster is nine counties large. Northern Ireland has but six. The purpose of the abbreviation was to include in the Unionist enclave only the largest area that would be clearly Protestant controlled. Consistently throughout the history of Northern Ireland, the population has been about two thirds Protestant and one third Catholic. This is a perfect ratio for instability. If the two populations were about equal, the control of one group over the other could not be assured. If the population of the minority had been significantly less they could not be feared. Their presence could not be used to bring about Protestant identification with the government.

When we reflect that the population of the counties of Londonderry, Tyrone and Fermanagh are clearly Catholic, the handiwork of Carson is clear. Northern Ireland

remains in a permanent state of mutual hostility and fear.

Sir Edward Carson deserves our salute. His work is clear genius.

AUNT VITKUNNA

Dear Aunt Vitkunna,

I recently subscribed to a new Diplomacy magazine, only to find its pages filled with idiotic advice columns, moronic horoscopes and half-assed editorials. Should I cancel my subscription now or hope such garbage disappears when the game press starts coming in?

Disgruntled

what I'm trying to do. He has complained to the rest of the Diplomacy community that my editorials and features are too controversial. They have even been condemned as the "worst in the hobby".

Why should I put up with this? What should I do?

Bagged

Dear Bagged,

Since, as all should know, your publication is of outstanding quality, there is no reason why you should put up with this. Get even!

Firstly, you could follow the Reinsel school and simply bounce your critics out of your 'zine. Disrespect and childish criticism is not supposed to be the reward for your efforts. Everyone should understand that expulsion is your prerogative. Whether or not you refund the subscription money is entirely up to you.

Such a course of action is, however, a bit messy. The expelled subscriber is likely not one of great discretion and will make a noisy row. Use the Reinsel method only as a last resort.

Instead be more subtle. Print all letters of criticism. Let your intelligent readers see what you have to put up with. Thier respect for your charity should only increase.

If your foolish critic is a player in one of your games, enforce the deadline rule on him absolutely strictly.

Print a little commentary about the games in your 'zine. Point out the weak-

Dear Grunt,

It all depends on what your objectives are. If you're only interested in the mechanics of the play, you should just ignore this rot, especially any advices from anyone other than your dear Aunt V.

However, you should recognize that your publisher provides you with 9 or 10 pages of single space copy every month. The typing is equivalent to a twenty page term paper, maybe worse since its done on mimeo stencils. Anyone who does all this work just for the benefit of Diplomacy players must be some kind of nut, a masochist.

Cancel! Such an insult will give him a real jolt!

Dear Aunt Vitkunna,

A few months ago I began publishing a Diplomacy magazine. I enjoy publishing. It gives me a chance to explore some ideas on paper. Usually I try to be provocative. The Diplomacy community is a bit dull most of the time and I'd like to stimulate some player participation in something other than the usual "press".

At least one damned fool can't see

nesses of your critics tactical problems.

Print little features about your players. Then you will have a good chance to print the criticism other people have leveled against your critic, and you won't

seen to have stooped to such a low level.

Publishers just have to start showing their players just who has the power in this hobby.

Aunt Vitkunna

LETTERS

Mi-

Mostly liked your analysis of the Angolan situation. One glaring error, however, weakens the rest of your argument. You accept the validity of the U.S. gov't's public handwringing over the possibility of a Russian naval base along South Atlantic sea lanes.

First: So what?

Second: Russian already has a naval base along the South Atlantic sea lanes in Guinea.

Jim Bumpas
Libertarian

Dear Editor

I have to disagree with you about the intelligence of providing any money to any faction in Angola.

Before there should be any discussion about the morality or wisdom of a government policy, there should be discussion about its

practicality. The Kissinger/Ford proposal for financial aid to one faction is clearly unworkable. The proposal was for the United States to send an amount of money that was one tenth the amount that is being spent by the Russians. Such an investment is clearly a waste of money.

Phil McGee

Ed. Note: You win. We won't make any defense of government policy. It is now clear that it makes no sense at all.

Cynics,

Cynics you clearly are. I wonder just when you will have anything good to say about anybody.

I suppose you will laugh when the communists take over Angola.

Judson Blakely

EDITORIAL

Northern Ireland

The call so often heard for a stop to the fighting in Northern Ireland strikes us as a noble sentiment indeed. An inter-religious war, a throwback to the thirty years war, would be ridiculous if it were not tragic. It is exactly the irrationality of the conflict that makes us give up all hope for settlement.

As you know, the population of Northern Ireland is about 2/3 Protestant and 1/3 Catholic. British government reports and the history of that sad province for the past fifty years have shown that the local Stormont government is dedicated to a principle of subjugation of the religious minority. Gerrymandering of election districts has almost excluded Catholics from representation. Public housing has been

systematically allocated to Protestant families and has been denied to Catholics. Protestants hold almost all civil service jobs. Private employment discrimination has actually been encouraged by the local government. More than once Stormont Primiers have called on private employers to hire Protestant over Catholics.

The issues in Northern Ireland may appear to be civil rights, but they are clearly not. The issue began and remains British Imperialism.

All Ulstermen, of either faction or religion, consider themselves to be Irish and not British. The vast majority of Ulster Orangemen are descendants of Scottish settlers. But it should come as no surprise that, like Canadians and Americans, they have come to identify themselves with the country of their birth. To some extent, it is the recognition of the separateness and the Irishness of Ulster that required that the British government to give autonomous power to the Stormont government.

Prior to separation, Ulster was the industrial center of Ireland. No longer serving as a manufacturing center, Northern Ireland has economically declined to become the worst pocket of poverty in the British Isles. Northern Ireland is today a tremendous drain on the economy of the United Kingdom, costing millions more in public assistance than it ever produces in revenue.

The often voiced fears of "Rome Rule" and Catholic majority subjugation of a Protestant minority are obviously without foundation. The present and past Presidents of the Republic of Ireland have been Protestants. Protestants, if anything, are over-represented in government, business and the professions in the Republic. Unification would cause Ulster Protestants to lose their meager privileges to a greater share of the miserable Ulster economy, but the history of the Republic clearly shows that subjugation of Protestants is not a realistically expectable future for Protestants in the event of reunification.

To be sure Catholic Bishops have a

great deal of influence in the Dublin government. Divorce, contraception and abortion are practically impossible in the South. But non-Catholics, with the ease of travel to Britain, have never found these restrictions to be more than inconveniences. A unified Ireland would be pluralistic and these laws could then be easily repealed.

The point of all this is that the continuing partition of Ireland simply makes no sense! Not culturally, economically or politically, as far as the great majority of the people of Ireland are concerned.

Can it be that the Stormont leaders really believe their stories about "Jesuit conspiracies"? Can it really be that the illogic of the situation in Ireland escapes government and business leaders in Belfast, London and Dublin? We don't think so!

There can be no negotiation of the peace in Northern Ireland because there is nothing to negotiate. The Stormont government is without any moral authority. There is no middle ground. If there were to be an end to official and unofficial bigotry in Ulster the Stormont government would have no *raison d'etre*, and there would be every reason to turn the Unionists out.

An undivided and very large and poor working class in Belfast would be a very difficult group for any government to deal with. Especially if its leaders are the men and women now leading the I.R.A.

It is the instability of the situation which is the foundation of Unionist upper class power in Ulster. Religious hostility divides the working class and maintains the ancient class structure, the last vestiges of British Imperialism in Ireland.

The upper classes in Ulster have too many ties to their counterparts in England to be easily abandoned. If Dublin really wanted reunification much more could be done by that government to press for it. We fear that they are happy with an agrarian society and are not very interested in handling the problems of the Ulster poor.

For these reasons, there can be no peace, the war will only continue.

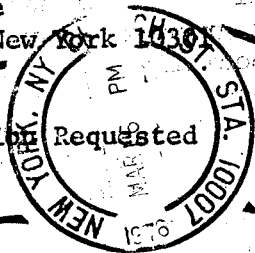
NOTA BENE

1. All players should consult this section in every issue. Herein you will find all information about deadlines, changes of player addresses, and other dry information that is of technical natures.
2. Once again the deadline date is APRIL 10, 1976. Please try to have any letter you would like to have printed, or any press release, in to the publisher a few days before the deadline.
3. Unofficial information has been received that the rights to "Diplomacy" have been sold by Games Research, Inc. to the Avallon-Hill Corp. What this will mean to our sport can not be determined.
4. In the next issue we will present a series of reviews of other publications. We regret that time and space limitations have prevented such an article so far.

REBUS SIC STANTIBUS

The New England Society of Cynics
65 Winter Avenue
Staten Island, New York 10307
United States

Address Correction Requested



ROD WALKER
1273 CREST DRIVE
EMERYVILLE, CALIF. 92024

FIRST CLASS MAIL