

Well, I didn't get to Winnipeg, so, as promised, here's the beginning of Fred Winters' variant. But a few comments are needed first.

This is a big variant, with six pages of maps, 4 pages of rules and a list of space names whose length is as yet unknown, since I haven't typed it up yet. Now, I feel that to be usable a variant should be printed in the following fashion: the rules should be separate from the maps, and each map should be on a separate sheet. This makes it possible to put the original maps together to form a playing board (obviating the necessity of making copies) and keeps the rules separate for reference during the game.

Given these conditions, it will be impossible to get the entire game in one issue without producing a monster one (which I can't do, in view of the need to spread the workload over several weeks). The rules will be in this issue, possibly a sheet or so of maps. The remainder of the maps, plus the lists of space names, will be printed in subsequent issues. Collect 'em all, kids!

Also, Fred's title for the variant was "Colonialism", but since there are so many variants by that name, I changed it to "Colonial Winters", which means very little but is as good as any, right?

On to the games....

Ah yes, before I forget: Fred Winter wants to have a stab at GMing a postal version. It'd be worldwide (Fred is stationed in Greece). Contact him; his address is on p. 6.

Now on to the games....

Game 1979R, Spring 1902: DISCRETION BETTER PART OF VALOUR FOR ENGLAND, RUSSIA! RULANIAN ARMY COMMANDER SHRUGS!

Austria (Horst John): a tri-bud, s by a vie; a rum un (see below); f gre h; a ser s a rum.  
 England (Bernie Oaklyn, but see below): f lon-eng; f nth-hel; f nwy-nth; a edi-mos (impossible).  
 France (Margaret Gemignani): a ruh h, s by a bur (a ruh annihilated); a par-pic; f por-spasc.  
 Germany (Bob Albrecht): a kie-ruh, s by a bel & a mun; f hol s a bel; a ber s a mun; a den h.  
 Italy (Fred Winter): a tyr-pic; a tun-apu, c by f ion; f nap-tyr.  
 Russia (Alvin Smoliak): a mos & a ukr s f sev; f sev s Tur a arm-rum (nso); a bud-gal; f stpno-nwy, s by f swe.  
 Turkey (Sellick Davies): a arm-sev, s by f bla; a con s a bul; a bul s Aus a rum.

-Austria made his orders for A Rum conditional on codewords submitted by another player, failed submitted no order for the condition that the other player submitted no codeword, which is what happened. Thus there was no valid order for that unit.

-Bernie Oaklyn is travelling for five weeks as of June 29. Temporary replacement is Eric Ozog, 1526 N. Lawler Ave., Chicago, IL 60651, USA. Also, Bernie wants his phone numbers printed (they're unlisted). They are: (301)-384-0262 (with answering device) and (301)-384-0263.

-An extra long deadline this time, as I'll be away August 14-30. Fall/Winter orders are due Tues., Sept. 4.

Radolfzell: Yes, Joe Clark looks like Richard Nixon, but the U.S. embassy is in Tel Aviv - where is Canada's? ((Looks like it'll stay in Tel Aviv....))

### Colonial Winters

(A Diplomacy variant designed by Fred Winter, published with minor editing by John Leeder, July 1979.)

1. The regular rules of Diplomacy apply, except as modified below.
2. Armies must retreat when able. Unordered armies are retreated randomly.
3. Builds may be made in colonies. However, the total number of builds per year allowed cannot exceed the number of owned home supply centres. Furthermore, at least one-half of each type of unit (army or fleet) must be built in home supply centres. Units may be removed immediately after being built, if desired, in which case the player will play short until the next Winter.
4. Only a country with "sea superiority" may operate naval units normally. A player gains sea superiority by having more fleets than the second- and third-place powers combined. It is then kept as long as the player has more fleets than the second-place player. The following rules apply:
  - (a) The country with sea superiority may operate normally.
    - (i) In addition, if the power with sea superiority has maintained it for at least one full year, such that he has had more fleets than the second- and third-place powers combined, he may also make convoys through empty spaces, provided there are fleets at each of the points where the convoy begins and ends. Convoys by this means may be only the power's own units, and may be disrupted if any of the empty spaces is attacked.
    - (ii) In addition, if the power with sea superiority has a majority of the fleets on the board, none of his fleets can be dislodged without an extra support, provided they are at sea when attacked.
  - (b) The power with the second most fleets (and, where the first-place sea power does not have sea superiority, also the first- and third-place sea powers) operates normally except that fleet builds are limited to two per year, and convoys through more than one fleet, or involving a foreign unit, fail if any of the convoying fleets is attacked (whether dislodged or not - the situation is analogous to the cutting of a support).
  - (c) Powers with four or more fleets operate as in (b) above, and also must remove fleets before armies. Also, all dislodged fleets must retreat to a coastal province or be annihilated.
  - (d) Players with three fleets or fewer are governed as in (c) above, and also are limited to one fleet build per year.
  - (e) Players with only one fleet may not move it to a sea space unless that space is adjacent to a friendly supply centre. Also, all convoys are disrupted by a single attack. Players with only one fleet, when that fleet is in a sea space, are dislodged by a single attack, unless the attacking power has three fleets or less. However, if the fleet attempts to move out of a coastal space it may still stand off an equal attack by anyone but the power with sea superiority.
5. Victory is attained by having sea superiority plus a majority of the armies on the board.

6. Certain geographical irregularities exist, as noted:

(a) Copenhagen: is accessible from the Kattegat. Also, fleets in Jutland and Goteborg may move to Copenhagen only if no enemy fleet is in the Kattegat and no stand-off exists there.

(b) Corners: Sicily, Trinidad, Hokkaido: These are considered as four provinces conin together at a point. Movement diagonally across the point is allowed, unless it is tried in more than one direction in the same season. Thus, Sicily to Naples and Tyrrhenian to Massina could not both happen on the same turn. Also, an army may block movement across the point, but such a block can be cut in similar fashion to cutting a support, and may be supported against. (Two armies blocking need two supports or cuts.)

(c) Five-pointed corner: This phenomenon, located in southern Africa, should be treated in the same way as a four-pointed corner (see 6(b)).

(d) Passages: Sea of Marmora, Lake St. Clair: These areas can best be thought of as tunnels. Example: Lake St. Clair borders on Lake Huron and Lake Erie, Ottawa and Detroit. But Detroit also borders directly on Ottawa. Lake St. Clair divides Detroit and Ottawa into double-coasted provinces. A fleet may move to the opposite coast only by going through Lake St. Clair. Movement directly from Detroit to Ottawa is allowed only by armies, in accordance with rules analogous to those in 6(a). Armies may also block fleets' passage, as in 6(b).

(e) In several areas, movement from one space to another can take place by two different routes. It is therefore permitted in such areas for units to exchange places.

(f) Azores: although entirely a sea space, unable to be occupied by an army, the space is a supply centre.

(g) Triple coasts: extend the rules for double-coasted provinces to those with triple coasts.

(h) There are several impassable areas in addition to Switzerland.

(i) Several provinces bordering on the North Polar Icecap are considered as coastal spaces even though they do not border on a sea space.

(j) The Mississippi River and the Thousand Islands are not spaces. Armies may freely cross them. Two armies, or a fleet and an army (but not two fleets) may exchange places as in 6(e). They are considered as coastal spaces, as in 6(i)

(k) There are no canals on the board.

(l) The South Pole and North Pole border on only two and three provinces, respectively. The South Pole is passable to armies only, and thus armies may reach it only by convoy. Fleets adjacent to the South Pole may support there even though they cannot move there.

(m) Armies may move between Anchorage and Kamchatka if no enemy fleet is in the Bering Sea and no stand-off takes place there.

7. Certain political irregularities exist, as follows:

(a) The following spaces spaces are defended by an army in civil disorder which may be supported and which is annihilated when dislodged: Siam, Ethiopia, Siberia, Bolivia, El Salvador, Greece, Copenhagen, Tibet, Montana, Venezuela, Uzbek.

(b) Panama and Columbia are defended by mutually supporting civil disorder armies, either of which is annihilated when dislodged.

(c) Rome is defended by an army which is annihilated when dislodged but may be dislodged only by an attack by a fleet supported by four armies. (The Church).

(d) The Azores are defended by a fleet which is annihilated when dislodged, but an attack on the fleet requires one more support than usual to dislodge it.

(e) India is owned by whoever has sea superiority. Its two armies need no supply centres, but may not move outside India. The owner uses India's supply centres as his own unless they are captured by a foreign power. Annihilated Indian armies reappear in unoccupied Indian supply centres. There may never be more than two Indian armies on the board. These armies are in civil disorder if no power has sea superiority.

(f) Belgium and Holland: when either country's neutrality is violated (i.e., a foreign unit enters its territory) the country reverts to the player with sea superiority (provided that player is not the one who violates the neutrality). The situation is analogous to India, except that the units may leave the country and when annihilated are not replaced. Also, if the European unit of either power has not been dislodged, it requires one more support than normal to dislodge it the first time. If no power has sea superiority, Belgium and Holland are in civil disorder.

(g) When a power has been eliminated, and another power occupies with armies all its home centres and owns all its colonial centres, the occupying power may use its home centres as its own. (This situation obtains only once; subsequent occupiers do not get this privilege.)

(h) A power with sea superiority may build at least one fleet per year in a colony or possession he owns, even if its home supply centres are owned or occupied by another power.

(i) "Special build centres" are areas where a power may build armies above the number of builds allowed by the home supply centre count. A maximum of one build per year is allowed, unless four or more special build centres are owned, in which case three builds are allowed. They are: San Antonio for Texas, Sydney for Australia, Capetown for South Africa, Edinburgh for Britain, Delhi for India, Alexandria for Egypt, Incas for Inca Empire, Ottawa, Winnipeg and Vancouver for Canada, The Hague for Holland, Sacramento for California, Antwerp for Belgium, Kiev for Ukraine. All the provinces in the special build countries must be owned in order to build.

(j) Canada may build up to two armies, as per 7(i), but may still build one army provided she owns all three build centres and no more than one foreign unit is in the country.

8. The positions at gamestart are given below. Not every country owns all home supply centres or colonies at gamestart. Also, several units start in

civil disorder and must be mobilized. Mobilization is done by foregoing one build out of one's home supply centre count; this allows two units to be mobilized. (Exception: the player with sea superiority may mobilize three.) Only one build per year may be foregone for this purpose. Units are automatically mobilized when attacked.

England: 2 home centres ("HC"): London, Liverpool. Colonies: Halifax, Victoria, Capetown, Lagos, Melbourne, Delhi. Active: F London, F Liverpool, A Ottawa, A Delhi, A Sydney, and choice of two fleets on inactive list. Inactive (except two fleets): A Winnipeg, A Vancouver, A Lagos, F Halifax, F Victoria, F Guyana, F Falkland, F Singapore, F Trucial, F Capetown, F New Zealand, F Ceylon, F Alexandria, F Canton, (14 fleets, sea superiority).

F Gibraltar

United States: 5HC: Ohio, Boston, New York, Chicago, Philadelphia. Colonies: San Francisco, Louisiana, Columbia, Los Angeles, Denver, New Jersey, Detroit, Ft. Worth, Georgia. Active: F Chicago, F Boston, F Golden Gate, and choice of two armies on inactive list. Inactive (except two armies): A Denver, A Louisiana, A Minnesota, A New York, A Baltimore, F Columbia, F Virginia, F Alabama, F Washington. Owned: Missouri, Pennsylvania (7 fleets, 2nd place).

Germany: 6HC: F Kiel (wc), A Berlin, A Koln, A Munich, A Breslau, F Konigsburg. Colonies: Dar es Salaam, Wisconsin, Togo, Samoa. Active: A Dar es Salaam, A Wisconsin. Inactive: A Togo, F Samoa, A Windhoek. Colony unowned: Prague (3 fleets).

France: 4 HC: Paris, Brest, Bordeaux, Marseilles. Colonies: Bone, Dakar, Saigon, Oran, Quebec. Active: A Paris, A Brest, A Marseilles, A Quebec, and choice of one fleet from inactive list. Inactive: F Bordeaux, F Saigon, F Caledonia, F Madagascar, A Dakar, A Algeria, A Burgundy. (Correction: A Gabon is active as well.) Owned: Bone, Oran. (4 fleets, 3rd place).

Russia: 3 HC: A Moscow, A Kubyshev, A St. Petersburg. Colonies (all owned): Kiev, Omsk, Sevastopol, Volga, Vladivostok, Turkmen. Active: A Kiev, A Omsk. Inactive: F Vladivostok, F Sevastopol. Colonies unowned: Archangel, Railroad. (No fleets).

Austria: 4 HC: A Trieste, A Vienna, A Budapest, A Prague. Colonies: Cluj, Venice, Munich. (No fleets).

Italy: Rome, Venice, Genoa, Naples. Colonies: Somaliland, Sicily. Active: F Naples, A Venice, A Genoa, F Somaliland (2 fleets).

Turkey: 3 HC: A Constantinople, A Ankara, A Smyrna. Colony: Baghdad. Inactive: A Baghdad, A Benghazi, A Bulgaria (No fleets).

Mexico: 3 HC: A Aztec, F Veracruz, F Acapulco. Active: A Monterrey (2 fleets).

Brazil: 3 HC: F Rio de Janeiro, A Sao Paulo, A Brasilia. Active: F Natal. Colony: Portugal (2 fleets).

Chile: 3 HC: A Antofagusta, A Santiago, F Valparaiso (1 fleet).

Argentina: 3 HC: A Tucuman, A Buenos Aires, F Bahia Blanca (1 fleet).

Japan: 3 HC: F Tokyo, F Osaka, A Kyoto. Colonies: Formosa, Seoul, Sakhalin. (2 fleets).

China: 3 HC: A Shanghai, A Hankow, F Peking (1 fleet).

Transvaal: 3 HC: Durban, Johannesburg, Capetown. Active: A Rhodesia, A Durban, A Johannesburg (No fleets).

Sweden: 2 HC: F Stockholm, A Goteburg. Active: A Kjouen. Colonies: Greenland, Reykjavik, Oslo, Helsinki, Copenhagen (1 fleet).

Spain: 2 HC: F Barcelona, A Madrid. Colonies : Cuba, Manila, Casablanca, Luzon. Inactive: F Cuba, F Manila, A Casablanca (which becomes active in Fall 1870) (3 fleets). ((Add A Cadiz, active in 1870.))

Minor countries: India: a39-46, A Calcutta, A Bombay. Holland: e23, o1-3, o6, 110, A The Hague, F Indonesia. Belgium: e24, f73-79, F Antwerp, A Leopoldville. California: n25-29, 90. Texas: n39-43. Australia: o9-14. South Africa: f59, f61-66. Britain: e2-8, 31. Ukraine: e91-94, 3, 10. Egypt: f 7-11, f41-43, 7, 11. Inca Empire: s19-20, s22. Canada: n2-12, n17-20.

9. The North and South Poles count as home supply centres for their owners.

10. The first gameyear is 1870. In postal play, if a country misses a season in 1870, its units hold unordered; no anonymous neutral orders are used.

Comments and questions should be directed to the designer, 1Lt Fred C. Winter, 393-54-1972, 19th USAFAD, APO New York, NY 09693, USA.

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1979R Press Continued:

London: "What is truth, Liebsen?"  
"Truth is not building fleet in St. Pete!"  
"I did not ask what is not truth..."  
"Did you say 'what is not truth'?"  
"Yes, that is truth!"  
"Well, if what is not truth, and that is truth, then what is not that!"  
"Russian player is not truth!"  
"This we know, this we know!"

To France from Somebody: Lay off Germany or else!

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Game 1977AP, Winter 1908: Draw vote results: 2 Yes, 2 No Vote. The question is still open; standbys and missing players please vote along with Spring orders. Austria stood pat; England built f lpl; France NRR, GM removed a bel, f pic; Italy NRR, plays 2 short. Standbys: for France, Mike Carroll; for Italy, John Lipscomb. All addresses in #252, but see Mike Carroll's COA in #256 (p. 1). Position and centre list are in #254, p. 1.  
Spring orders are due Mon., Aug. 13.

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Game 1977AM is delayed a week due to the possibility that missing orders were

sent to my old address. Game 1978Bip is delayed because I neglected to send Dan MacLellan a set of rules! Game 1978Gid will be played next week, as one player opted to continue on 3-week deadlines.

Late News Flash! Robert Sacks has resigned as Miller Number Custodian; new MNC is the previous Vice LNC, Greg Costikyan, 1675 York Ave., New York, NY 10028, USA.

Another Late News Flash! I have an unconfirmed second-hand report that ARRAKIS has folded. No details as yet. This is of course a sad day for me (although I may yet try to keep the zine alive) and somewhat ironic after what I wrote about it last issue in the Zine Poll commentary.

New Blood: Gary Howe, 2012 Sandra, Midwest City, OK 73110, USA

I think this needs printing:

Letter from Eric Roberge: On concerning the zines you sent me containing 77AR and AOC, they arrived late. Also on your decision to drop me from the game of 77AR, my zine(s) arrives at least one week, late, and so does all my mail, some times 2 weeks. Orders for 77AR were due on June 25th, my zines arrived on June 19th, I mailed them on June 21st. I'm sorry all I got to tell you on what to go on is my word.

((This is something of a problem. First of all, some people are going to say that I should give Eric special consideration because of his age (he's 14). I disagree, and I don't think Eric would want special treatment. Also, you can be sure that if I started allowing sentimental considerations to play a part in my GMing, half the players would start screaming and the other half would deluge me with reasons why they should get special treatment as well.

((My houserules state - Rule 15 - "If a mailing of mine is delayed reaching you, and you inform me before the next deadline, I'll delay the game in most cases. If you're aware of the normal deadline length of your game, and thus when you could reasonably expect to receive results, you should be able to judge when a mailing is late." Eric has never informed me that mail to him was habitually late. I assume him to have read and understood the houserules (Rule 18). So in the case of Eric's dropout in 1977AR I don't see that any redress is in order, as he never informed me of his problems until two seasons after his dropout. (In the particular circumstances of 77AR, I don't think Eric has lost much, as the position stands to be eliminated in the upcoming season. But this is an aside, and doesn't detract from the principle of the thing.)

((As for the continuing problem: first of all, if mail from Calgary is habitually taking up to 2 weeks to reach you, Eric, I think you had better inform the post office, as something is terribly wrong. In AOC, if you have not received your zine by two weeks after the deadline, let me know. Since all your negotiation in that game is by phone with Edmontonians, I think there's still enough time for you to function in that game. I wouldn't suggest taking on other games until the problem is cleared up. I might also mention that you didn't enclose AOC orders in your letter to me about this.))

Don't look for a big issue next time, as Marge returns from Ireland Monday afternoon....

CHIMO!

