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# SAPC #2

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This One's for You.

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*Would it be possible to get an extension on the census?*

## Editorial.

Welcome to issue number two of that great bastion [sic] of the South African diplomacy hobby - a circulation of fourteen and still rising! This here is the December 1992 Issue, and is probably somewhat late, since I am working away from home, and away from any computers whatsoever, for a couple of weeks at the beginning of December. Still, this will give me a chance to start earning the money I need for a much-needed 386 (which I intend to keep as far away from MS-DOS as possible).

Well, it had to happen - issue 2 and this zine is already facing a crisis. This one is of a financial nature. You will have noticed on the last issue that the printed price was R1 per issue, and that I pencilled in R1,50. This is because I understood at the start that I would have to pay 12c per page, but this was not to be. In fact I had to pay 12c per side. This was most distressing, and I hastily and without much thought upped the price to R1,50. If you do a quick calculation, however, and add the R1,20 for a ten side zine (which issue 1 was), and add 35c for postage within South Africa, you get R1,55 - more than the price I hoped to charge. Add to that an increasing circulation, the international readers who are largely getting their copies for payment in kind (which makes great reading - international zines are available for loan), and (hopefully) an increase in size as we start to carry more games.

Because of this, I would like to ask subscribers what solution they would prefer. You will notice that this issue looks crummier than issue 1, because it is produced at home, on my straining little XT, with Ventura Publisher 1.1 and a 9-pin dot-matrix printer. This is obviously substantially cheaper than the Ventura 4 laser-printed & photocopied version, and I will be able to keep the price to R1,50 for somewhat longer at this rate. However, I think the laser-printed ones are much better-looking, Ventura 4 is much easier to use for me and it's more convenient to be able to produce these at university when I'm there (ie if most people opt for the more expensive solution - which will take the price to about R2 per issue, they will probably be more timely) Please consider it and write in your suggestions.

Meanwhile, back to the subject of Diplomacy (that is what this zine is about isn't it?), the Email Diplomacy world has just had a serious shakeup. Ken Lowe, the administrator of the Washington Judge, the world's main automatic adjudicator of Email Diplomacy games, has announced that the judge is to fold. This has sent shock waves throughout the Email world, and the dipl-1 Diplomacy mailing list has been inundated with laments of how everyone should have been nicer to Ken and maybe he wouldn't have folded. At this point, while I wholeheartedly agree that Ken did great service to the Email Hobby, I think such considerations are totally irrelevant. The machine which runs Judge was becoming totally saturated, and slowing down in a serious way, and it was inevitable that things would have to change.

**DISCLAIMER:** Diplomacy is a trademark of Avalon-Hill for their game of International Intrigue. It is copyrighted by Avalon-Hill.

**COSTS:** SAPC is currently available for R1,50 per issue or R15 per year, published submissions, trades or whim. Playing costs an additional R5 refundable NMR insurance and credit with the zine. International subscriptions are available for \$1 US or 50p UK per issue. I accept foreign currency (notes only please, and don't tell the govt) I cannot refund overseas subscriptions, so non-South Africans do not need to pay NMR insurance.

*Hello Larry: 10 of your Census forms went out with this issue to S.A. fans. I enjoyed the insopack & am trying to recruit for your WWPDC. However, you didn't include rules, protocols, fees etc. Also, what of the things you sent (2xWD's 1xDW, some variants & info about states)*

*Can I keep, and what would you like back? - Hal*

The hope is now that more people will set up copies of Judge on the machines they administer, so that Diplomacy can become more distributed through the internet. There is already a judge in Durban, which was set up by Russell Vincent about a year ago.

I'll be updating you on the wonders of the Email world in the next issue, but for now, this issue contains a somewhat larger Letter Column, with at least one real letter in it, the results of the Spring season of Yak (ooh, the suspense), the first in a serialisation of the Diplomacy A.Z. and a Diplomacy Variant, kindly donated by the Brothers Nelson.

Well, it's now the 30th of November and I'm amending this editorial. The deadline for Game Yak is tomorrow, and so far I have received moves from one player. I dearly hope my Email/fax card/mailbox will be busy tomorrow, since I hardly want to print six NMR's for Spring '01. Recent news is that version 3.0 of the Diplomacy A.Z will be out soon.

That scintillating beast,

## The Lettercol.....

### Mark Nelson:

Since I remembered to bring the zine in today a few comments: (a) You didn't put a date on the zine! This is useful for archivists and Hobby historians. (b) You didn't put a deadline on the zine! This is very useful for players, or so I am told.

How many overseas readers do you have? I guess you won't be able to afford too many but I would suggest that you ask Per Westling (who an email address) and Cal White for trades.

I look forward to your version of the AZ. I have just got of my arse and started to do some work preparing the next release of this. It should be available in time for Xmas so put it on your shopping list!

I think you should put something in your COSTS section about overseas subbers. I presume that you will accept overseas currency sent through the post and that overseas subbers could sub for you to overseas zines in return for a sub to your zine?

Let me show my ignorance about South Africa: What is Pmb? One of the States?

I'm looking forward to reading issue Two.

### Hi Mark,

*Thanks for the LoC. On the subject of dates and deadlines, I have yet to see one on a copy of The General with a date on it, but I'll try & put one on the front here. Deadlines. Well, um, yes. That one I knew about, and it was hastily pencilled onto the front of every issue sent to a player. I'll try & contact Per and Cal. I haven't seen Per's zine (Lepanto-4-ever isn't it?) but I gather Northern Flame is the zine to read. Naturally, you will probably have finished version 3.0 of the A..Z before Version 2.2 is halfway through distribution 'sulk'. On the matter of costs, see page one. I hope it's reasonable. Oh yes. Pmb is short for Pietermaritzburg (saves more space than unix compress). It's a small city in the Natal Midlands, inland from Durban, which is full of civil servants, being the provincial capital, and it has a University which is where most of the readers of this noble publication lurk. (RE: readers - overseas readers make up about 1/2 of the circulation right now.)*

*Halfordius*

# Game Yak

## Moves:

Austria: F(Tri)-Alb, A(Bud)-Ser, A(Vie)-Gal  
England: F(Edi)-NWG, F(Lon)-NTH, A(Lpl)-Yor  
France: F(Bre)-MAO, A(Mar)-Spa, A(Par)-Pic  
Germany: F(Kie)-Den, A(Ber)-Kie, A(Mun)-Ruh  
Italy: F(Nap)-ION, A(Rom)-Tus, A(Ven)-Tyr  
Russia: NMR!  
Turkey: A(Con)-Bul, A(Smy)-Con, F(Ank)-BLA

## Supply Centers:

Austria 3/3 (Bud, Vie, Tri)  
England 3/3 (Lon, Edi, Lpl)  
France 3/3 (Par, Mar, Bre)  
Germany 3/3 (Ber, Mun, Kie)  
Italy 3/3 (Ven, Rom, Nap)  
Russia 4/4 (War, Mos, Sev, StP)  
Turkey 3/3 (Smy, Con, Ank)

## Powers and Addresses

**A** Keith Bowen 75 Orihi Road, Pelham, Pmb 3201. Tel 0331-68081  
**E** Richard Wilmot 14 Kelly Place, Montrose, Pmb 3201. Tel 0331-471345  
**F** Frances Taylor 226 Smal St, Vryheid 3100. Tel 0381-4420  
**G** Craig Moran 45 Doreen Crescent, Glenashly, Dbn 4051 Tel 031-522054  
**I** Wayne Truter 44 Langford Rd, Westgate, Pmb 3201. Tel 0331-67115  
**R** Cindy Venter PO Box 1315 Hillcrest 3650 Tel 031-7642819  
**T** Greg Lewis PO Box 100431, Scottsville 3209 Tel 0331-955597 (W)

**Deadline for next moves: 7 January 1993 (No rest for the Diplomat)**

# DIPLOMACY A-Z 2.2

*Contributed by Mark Nelson, 112 Huntley Avenue, Spaldon, DERBY, DE2 7DU ENGLAND or email  
amt5man@sun.leeds.ac.uk*

This is part 1 of a serialisation of the Diplomacy A..Z

VERSION 1.1 compiled for distribution by Mark Nelson

VERSION 2.0 compiled for distribution by Mark Nelson.

Proof read by Harold Reynolds (University of Toronto)

VERSION 2.1 printed & distributed by Per Westling in his Swedish fanzine Lepanto 4-Ever.

VERSION 2.2 printed and distributed by Halford Dace in SAPC.

## Introduction

Whenever a group of people are united by a common interest, it evolves its their own set of words and phrases. Sometimes these words make a transition into mainstream language, sometimes they remain understood only to a small number of like-minded people. Many people reading this document will know some jargon from their own fields which they use to describe their own world.

This document is intended to be a self-contained reference to the world of diplomacy, almost exclusively the world of the snail-mail diplomacy hobby. Words found in this document fall into four main categories. They may describe the play of the game (names of openings, strategic concepts, tactical ploys), they may describe terms that arise in its adaptation to postal play (Press, NMR!, famous press bylines, GMing practice, scoring and rating systems), they may be terms which are associated with the hobby that has grown up around the play of postal diplomacy (organizations, special projects mostly never implemented!) or they may even just be words that hobby members use (variants and variant names).

Although this document is large (and getting larger!) one should not get the impression that the world of diplomacy is jargon-ridden and that you can't get by without knowing most of this document. This is far from being the case. In actual fact very few of the terms in this document are in general use and most of them are very easy to pick up.

Of the diplomacy openings, the only ones with wide currency are the Lepanto and Juggernaut. Most of the other ones have only been used by the person who invented them and quickly left common usage (if they were ever in it). If an unusual term is used it is almost always possible to work out its meaning from the context. As there is no universally accepted system of naming openings, the same opening may have more than one name; I've tried to cross-reference these. In the past, attempts to produce comprehensive lists of opening names have been prepared by Richard Sharp (for inclusion in his book "The Game of Diplomacy", used by him in his zine Dolchstoss and by several other British Publishers) and Adam Gruen (for a series of articles in DIPLOMACY WORLD on Openings that was never completed...). Richard based his names on a systematic method, modeled on that used by Chess players; this has been criticized as providing some dull names -- Mark Berch preferred to use 'Crimean Crusher' rather than Richard's 'Russian Attack'.

Most named diplomacy opening refer only to S01 moves, there are very few that also consider F01 options. Oddly the two that are in wide-spread use are more 'concept' openings whose ideas are for alliances lasting several years rather than one season, perhaps accounting for their continued usage.

There are a few terms that arise from adaptation to postal play. However some of these can be obscure and not always clear when used, but then that's what this document is for! It took me a long time to work out what a double deadline was. The first time it happened, the GM also asked all players to send in moves for the current and subsequent seasons, so I got the impression that a double deadline involved sending in a double set of orders for the deadline!

Probably the hardest set of words for any novice to come to terms with are those words that are to do with the hobby. These are often names of zines and people. When they are still active in the hobby it is usually possible to find more out about them, but if they are zines that are long folded or people that have long been absent from the hobby then this is a difficult thing to do.

Fortunately there are very few people who refer to old zines and old people in a regular manner. Only one or two zines like to dwell on the Hobby's past and if you're not interested and don't read these zines then you can enjoy yourself without caring who they were and what they did.

In a very real sense this document is not aimed at the diplomacy novice, you \*DON'T\* need to know any of the material herein! This document is really aimed at those people who are interested in the structure of the diplomacy hobby (or maybe just diplomacy trivia) and want to know more about the history of our hobby. And who knows, in reading this you may find a really good idea that needs to be resurrected...

Reading this document won't make you a Hobby History Wizard, but it's a good start...

here possible I have tried to ensure that every hobby term/name mentioned in one citation receives its own entry. For instance Version 1.0 was prepared by Richard Egan for publication in his zine Vien-na. We try to tell you who Richard Egan was and what his zine was like. This is to ensure that you really don't need to know anything about diplomacy lore and trivia to use and understand this document.

## **A Word about the Words**

Where do all these words come from? This is a collection of words that different diplomacy hobbyists have used at different times and in different countries. In order to make this document as complete as possible I've not restricted myself to only terms coming from one country, I've put everything in that I could find (sources are listed below in "HISTORY OF THIS PROJECT"). Depending upon which version of this document you are reading it may appear biased towards one country or another.

I've also added some entries of my own which are not in wide spread use but which express my own views on what the diplomacy hobby is really about, what we've done and where we going. As the compiler of this project I figure that I have the right to add my own views.

This document is also biased in that items can only be included if I know about them. If you think that I should have included something else then mail me some details and I'll consider putting it in for the next release.

The primary aim of this document is to define technical terms referring to the play of the game and define terms that diplomacy hobbyists might use. It is not intended to provide reviews of diplomacy variants or to act as a "Who's Who" of diplomacy hobbyists: these are projects which deserve their own files. I am also working on a file called "An A-Z of Diplomacy Variants" which I hope to release before long. Some diplomacy variants have capsule reviews, these are variants which are either mentioned elsewhere in the text (for example I have included variant jargon which often refers to diplomacy variants) or variants that I decided \*had\* to be included!

Similarly I have included capsule reviews of a few diplomacy zines and a few hobby personalities (and some people who weren't particularly well known). Again these entries are for people/zines mentioned elsewhere in the text (and are included for completeness' sake) or because I decided that they deserved to be included in this publication. As for a "Who's Who" I have dreams about producing one but I wouldn't count on my producing one...

In the following 'hobby' almost always means the snail-mail hobby, if we mean the email-hobby we say the 'email-hobby'.

Occasionally an entry will refer to you an article that was published. I have tried to restrict these references to zines such as DIPLOMACY DIGEST & DIPLOMACY WORLD, zines which have a plentiful supply of back issues. If the back issues are not available there \*will\* always be someone who has access to them. In theory it should always be possible to track down articles published in these zines. (In many cases I can supply you with either a copy of the article or tell you who can supply it to you.)

Finally, the first DIPLOMACY AZ was prepared by Mark Berch in 1980 and originally published in Diplomacy Digest #34-36 (April-June 1980).

## History of this Project

VERSION 1.0 was written by Richard Egan and originally appeared across several issues of Richard's English snail-mail zine VIENNA. To be exact: Entries for A-C Reprinted from Vienna 58 (August 1989), Entries for D-F Reprinted from Vienna 59 (September 1989), Entries for G-I Reprinted from Vienna 60 (October 1989), Entries for J-L Reprinted from Vienna 61 (November 1989), Entries for M-O Reprinted from Vienna 62 (December 1989), Entries for P-R Reprinted from Vienna 63 (January 1990), Entries for S-U Reprinted from Vienna 65 (March 1990), Entries for V-Z Reprinted from Vienna 66 (April 1990).

Entries denoted by :89-90 come from this series. This series has never been collected into one volume for general distribution before.

VERSION 1.1 In January 1992 Mark Nelson amt5man@sun.leeds.ac.uk retyped Version 1.0 for distribution by the email hobby and added a few clarifications. This are denoted by :Jan92 in the following. Version .1 was distributed through Danny Loeb's CHAPTER TWO, Eric Klien's ELECTRONIC PROTOCOL and a few copies were distributed to FTF hobbyists for comments. It went online at the University of Washington through 'judge' on February 1st 1991.

VERSION 2.0 This is based on Mark Berch's 1980 publication 'The Lexicon Of Diplomacy'. These entries are denoted :Jun80 It also contained various additions to Version 1.0., penned by a number of people. It was distributed through Danny Loeb's CHAPTER TWO and a few copies were sent to prominent UK hobbyists for their comments. It was produced by Mark Nelson amt5man@sun.leeds.ac.uk and finished at the end of April 1992.

Before distribution it was proof read by Harold Reynolds of the University of Toronto; anyone who has ever read anything of mine will join in my thanks for 'volunteering' for this heartless task. *[agreed ed]*

VERSION 2.1 This was produced by Per Westling for distribution through Scandinavizn diplomacy fandom in 1992.

VERSION 2.2 This is a serialisation by Hal Dace in his South African zine SAPC starting in 1992.

VERSION 3.0 Mark Nelson is currently taking a break from this project as \*even\* he has 'proper' work to do. He is currently working on "An A-Z of Diplomacy Variants Volume One" which is expected to be ready for email distribution soon.

Volume 3.0 will be based on Mark Berch's "Son of Lexicon" and is expected to be ready for email distribution around the end of 1992.

## Entry Explanation

An entry takes the form (\*\*)NAME (n) AB:time.

NAME is the name of the entry (?), (1) means that this is the first entry (2) the second etc. Where more than one definition exists I have listed them in decreasing age, so the oldest definition appears first. Some of these entries amplify earlier ones.

An entry which starts \*\*NAME is a diplomacy term that is mentioned elsewhere in this document but, at the time of distribution, has not yet had a definition written for it. It is therefore easy to (a) Compile a list of terms which need defining and (b) remove them from your copy of the source file should you so wish. If you are able to write a definition for any of these empty terms then the current administrator of this file (currently amt5man@sun.leeds.ac.uk) would like to hear from you!

AB is the person who wrote the entry (DC=Dave Cebula, DL=Daniel Loeb, MB=Mark Berch, HR=Harold Reynolds, MN=Mark Nelson & RE=Richard Egan and time gives the date of the review. I've used two figure years, so when we reach the next century the custodian is either going to have change these dates or use four-figure dates for entries in the next century. But I kinda figure that that will his problem, not mine!

Where an entry has been revised, either the original date has been left (for a minor change) or the old date has been scrubbed and the new date put on instead (for a major change). Hence if you are given a particular version of this document there is no way you can work backwards and suss out what the earlier documents contained; but I can't see why you'd want to do this!

## Some Useful Addresses

If you want to know more about diplomacy and the diplomacy here are some addresses, and a date giving the last time that they were valid. The administrator of the diplomacy AZ should be able to give you more up-to-date information.

ERIC KLIEN: email Eric\_S\_Klien@cup.portal.com (Apr92)

Contact point for people wishing to play diplomacy by email, via his fanzine ELECTRONIC PROTOCOL (qv). Currently editor on matters relating to email for DIPLOMACY WORLD (qv).

DANEIL LOEB: LABRI, Université de Bordeaux I, 33405 Talence Cedex, FRANCE. (Apr 1992) EMAIL loeb@geocub.greco-prog.fr (Apr92)

Contact point for people interested in (1) email diplomacy and (2) Diplomats (qv).

MARK NELSON: 112 Huntley Avenue, Spondon, DERBY. DE2 7DU ENGLAND .4.92 EMAIL (until September 1993) amt5man@sun.leeds.ac.uk

Contact point for people interested in (1) Playing postal diplomacy (2) Diplomacy Variants (3) Hobby History (4) Diplomacy articles.

HALFORD DACE: 3 Rhodes Avenue, Westville 3630 SOUTH AFRICA. EMAIL: dace@shrike.und.ac.za, FidoNET: 5:7103/1.5

Contact people for people interested in Postal Diplomacy in South Africa, or seeing international zines.

## Entries

ABANDONED GAMES (1.0) :Jun80 Games which never come to a final conclusion. Causes include player disinterest (e.g.76ED), GM folding (73BE) (often these are connected) and games which never actually get started (77DS), or victims of infanticide.

ABSTRACT VARIANT (1) :Jun80 In these, geography is not supposed to represent any real area, or specific fantasy setting. Includes Space Station Ultra (Kendter), Ancient Empires (Boyer), Barebones, Jefferson Diplomacy (Nahler). Most are symmetric -- each player begins with an identical position.

ALBION (1) :Mar92 The first UK diplomacy zine, started in 1969 by Don Turnbull and published until issue 50 in 1974 (I think). Unfortunately the UK archives only hold copies 42-50 of Albion and we'd really like to track down 1-41... The games were soon moved into Courier and Albion was really a genzine covering wargames in general. Albion was the second zine to be published outside of North America (and the first by a non-American) and not surprisingly was the first 'international' zine having strong links with the North American hobby and running a number of international dip games.

ALL-WINE-AND-NO-VINEGAR (1) :Jun80 The theory of rating standbys whereby the standby is rated for the game only if it helps his rating (e.g.Brobdingnag).

ALIAS (1) :Jun80 Players occasionally play under other names for fun or to disguise gender or identity. Generally acceptable if GM is informed. The most famous involved "Eric Blake" allowing John Boardman to play two positions and win 1964C, and at least eight names used by Michel Feron in Belgium. Zines have been published under pseudonyms (FLD, Anubis).

ALPINE CHICKEN (1.0) :Jun80 A(Ven)-Pie, A(Rom)-Ven is a somewhat temporizing opening, generally seen as pro-T and anti-F. Both east and west options are preserved. See Konigratz Freakout.

AMAZON GAME (1.0) :Jun80 A game with, at least initially, only women. Two were started in Mid-western Courier, 1972FK (won by Carol Buchanan) and 1973BH.

ANARCHY (1.0) :Jun80 A family of variants which, in the ultimate form, each of 34 players start with one unit in one home center. Can be cut to 17 players with 2 home centers, etc.

**ANNIVERSARY ISSUE (1.0)** :Jun80 A special issue which need not fall exactly on the anniversary of a zines start, often double in size. The editor usually tries to get original articles from others to fill it, and may advertise for them. A classic was Pouch #53 (75 pages).

**ANONYMITY (1.0)** :Jun80 Don Miller's 1966 variant in which players do not know each other's identity, communicating only via press. Occasionally GMs have tried to act as a remaining point for direct mail ... even in one case to retyping! Some have reverted to regular games when identities became known.

**ANSCHLUSS (1.0)** :Jun80 Sharp's strategic notion that Germany should, in the early game, strive to keep Austria strong. Tactically, it entails F(Kie)-Den, with threat of F(Den)-Swe if Russia moves on Austria. Also A(Mun)H or standoff in Bur or Tyr, or even enters Tyr, and Italy is told that this unit will aid Austria if Italy attacks. See Interior Alliance.

(2.0) :89-90 An alliance between Austria and Germany, usually started in 1901, in which the two powers agree to play as one to reduce their initial vulnerability as central (and surrounded) powers. Although they take their name from the annexation of Austria by Nazi-Germany in March 1938, Anschluss alliances are generally regarded as essentially pro-Austrian, with Germany using diplomatic leverage to discourage other powers - in particular Russia (with the threat of standing him out of Sweden in 1901) - from attacking his ally. The advantage for Germany is that it is statistically provable that the latter power is far less likely to win if Austria is eliminated early in the game.

**ARCHIVES PUBLISHERS SURVEY (1.0)** :Jun80 Walt Buchanan's survey of all present publishers, listed by order of when they started, plus addresses. Presently not being maintained.

**ARMORED DUCK (1.0)** :Jun80 Sharp's label for the player who, having been stabbed, will never again negotiate with the stabber. If he stabs, he will not negotiate with his victim, on the theory that the victim would never trust him again.

**ARRANGED STANDOFF (1.0)** :Jun80 An agreement whereby two players attack a given space with equal force. This may be done to keep a third party from entering, and as an expensive but safe way to keep a buffer zone open, e.g. a standoff in BLA in S01. Generally done in the most sensitive area mutually adjacent to the two pieces.

**AUSTRIAN ATTACK (1.0)** :Jun80 Russia's second most popular opening: A(Mos)-Ukr, A(War)-Gal, F(Sev)-Rum, generally means that Russia is confident he has a Turkish ally against Austria. A drawback is that the fleet in Rum is poorly placed.

**AUTOMATION** See DIPLOMAT

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## Small World II-R - A Diplomacy Variant.

*Created by Fred C. Davis, Jr., 1980*

A Seven or Eight player Game. This is a revision of Small World II, 1978.

1. All standard rules of Diplomacy apply, except as listed below.
2. There are eight Powers, covering the entire world. Seven Powers are normal. The 8th, Pacific Empire, is an optional Power, consisting of Australia, New Zealand and Japan. The Home Supply Centers for all Powers in an 8-player game are: (See Rule 14 for 7-player version)

North America: F New York, F California, A Texas

Africa: F South Africa, A Ethiopia, A Nigeria

China: F Canton, A Mukden, A or F Peking

Islam: F Arabia, F Egypt, A Persia



Russia: F Leningrad, F Vladivostok, A Moscow, A Samarkand, A Irkutsk

South America: F LaPlata, F Peru, A Brazil

Western Europe: F France, A Germany, A Spain, F Burma sustained by SC England.

Pacific Empire: F Japan, F New Zealand, F Sydney (Empire for short)

- 2a. Since there is no real world equivalent to this variant, the years will be identified only as '01, 02' etc. The first move is Spring 01. (The game may have a futuristic setting, with the players representing the 7 or 8 surviving power blocks in tomorrow's world. On the other hand, the game will also fit into the imperialistic era of 1901.)
3. There are a total of 48 Supply Centers, including 27 Home and 21 Neutral. The Victory Criterion is 24 Centers.
4. Two Neutral Centres, India and Hawaii, contain standing armies, which must be displaced before they can be occupied.
  - a. No Power or combination of Powers may attack India in year 01. Ownership of India gives the owner the right to build units there, as if it were a Home Center.
  - b. There is no restriction on attacking Hawaii on 01. Ownership of Hawaii gives the owner the right to build there, as if it were a Home Center.
5. Special Building Rights
  - a. Arabia, France and Leningrad are two-coasted provinces. Islam, Russia and Western Europe may make their initial Fleet builds on either coast of these Home Supply Centers, and do not have to disclose the locations of these fleets until the issuance of their Spring 01 orders. All subsequent F builds in these provinces must specify the coast on which they are being built.
  - b. China does not have to disclose whether it has built an A or a F in Peking until the issuance of its Spring 01 orders.
  - c. Turkey, when owned by Islam, becomes a Home Supply Center for that Power.
  - d. England is an integral part of Western Europe from the start, and may be used to build Western European units any time from Winter 01 onward.
  - e. Ukraine, Ontario and Sinkiang are not Supply Centers, but may be used as Build Centers by certain Powers. 1. Russia may build Fleets in Ukraine. 2. North America may build Fleets in Ontario (on Hudson Bay coast) 3. China may build armies in Sinkiang.
  - f. Burma is not a Supply Center, and is used only as the starting place for one Western European Fleet. No further units may reside there.
6. Canals. There are Canals between Egypt and Arabia, and between Colombia and Central America. Accordingly, Central America, Colombia and Egypt have only one coast. A Fleet may move from the Eastern Med. to the Red Sea (or v.v.) in one move, regardless of who occupies Egypt or Arabia. Likewise, a Fleet may move from the Caribbean to Gelapagos (or v.v.) in one move, regardless of who occupies Central America or Colombia, without having to stop on the mainland.
7. Moses Crossings (Direct Passage). Armies may cross without convoy between Spain and Morocco, Ethiopia and Aden, and Malaya and Indonesia. Fleets, therefore, may make the same moves; and support may be given by all units between said spaces. Existence of these crossings does not affect the normal passage of fleets between the Western Med and Mid-Atlantic, the Red Sea and Arabia Sea, or Bay of Bengal and South China Sea. It should also be noted that Germany touches Scandinavia, without affecting direct fleet passage between the Baltic and North Seas.
8. Convoy by Standard Diplomacy rules is allowed only if it covers the crossing of a single sea space. This convoy order will be called the 'Fast Ferry.'
9. All convoys involving the crossing of more than one sea space will be undertaken only by the formation of an 'Army/Fleet,' identical for the A/F rules for other Davis variants. (To be printed in the next issue)
10. Retreats and Removals

- a. Retreats may be to a vacant space, if available. Players may not write a "Disanded" or "Off the board" retreat order. A unit will be forced off the board only if the GM can find no other move for it. (ie. Annihilation)
  - b. If a player fails to provide a contingent retreat order, or fails to submit a retreat order in the case of Winter adjustment orders, Retreats are made by Just's Right-Hand Rule. By this rule, the GM determines the retreat by moving the unit to the province immediately to the right of the "front" between the attacker and the dislodged unit. If this province is closed, then the unit is moved to the first province to the left. If that is closed, then to the second province to the right, and so on. (This will normally occur only at the end of a Spring move. After a Fall move, the players are expected to make their Retreats with the Winter adjustment orders.)
  - c. Removal of units in a Postal game will be made by the GM when a player fails to submit a removal order. The GM will remove the unit(s) which, in his judgement, would have the least effect on the course of the game, rather than the strict rule of Fleets before Armies. (Example: Removing an Army from an ordinary space instead of a Fleet from a S.C., when that S.C. could be occupied by another power's unit on the next move). However, dislodged units should always be removed first in "NMR" situations.
11. Indonesia, Japan, Newfoundland, New Zealand and Philippines are treated as "solid" provinces. Hawaii is treated as if it were a single island.
  12. Northern shaded areas are impassable.
  13. Coastal crawl is permitted where applicable (Leningrad-Scandinavia, Quebec-Nfld., Arabia-Aden, France-Spain).
  14. Special Rules for 7-Power game (Without Pacific Empire)
    - a. Japan becomes a Neutral Center with an Army in Place (like India). This Army must be displaced before Japan can be occupied. Ownership of Japan gives the owner the right to build new units there.
    - b. New Zealand and Sydney revert to ordinary Neutral Centers.
    - c. Antarctica and Hawaii revert to ordinary Neutral Centers.
    - d. Alaska, whenever owned by North America, becomes a Home Supply Center for that Power only.

### **Map Clarifications**

1. The spaces North Pacific, South Pacific, Bering Sea and Roaring 40's are shown on both sides of the map.
2. Afghanistan touches India. North Sea touches Baltic Sea. Germany touches Scandinavia. Bay of Bengal touches South China Sea.
3. Pakistan does not touch Sinkiang. Alaska does not touch Kamchatka. Peru does not touch Colombia. Eastern Med does not touch Black Sea. Turkey is on both sides of the Straits. 4. Every Home Supply Center except Moscow, Samarkand and Irkutsk is accessible by sea. 5. Abbreviations: B=Benelux. Gr.=Greece. K=Korea. M=Malaya. Nfld.=Newfoundland. St.L.=St. Lawrence Gulf. C.A.=Central America.

### **Optional Rule. (To be voted on by plays)**

The Victory Criterion (23 or 24 Centers) must include at least two Centers in each of the three areas of the Board. These are the American Group, Europe/Africa Group, and Asian Group.

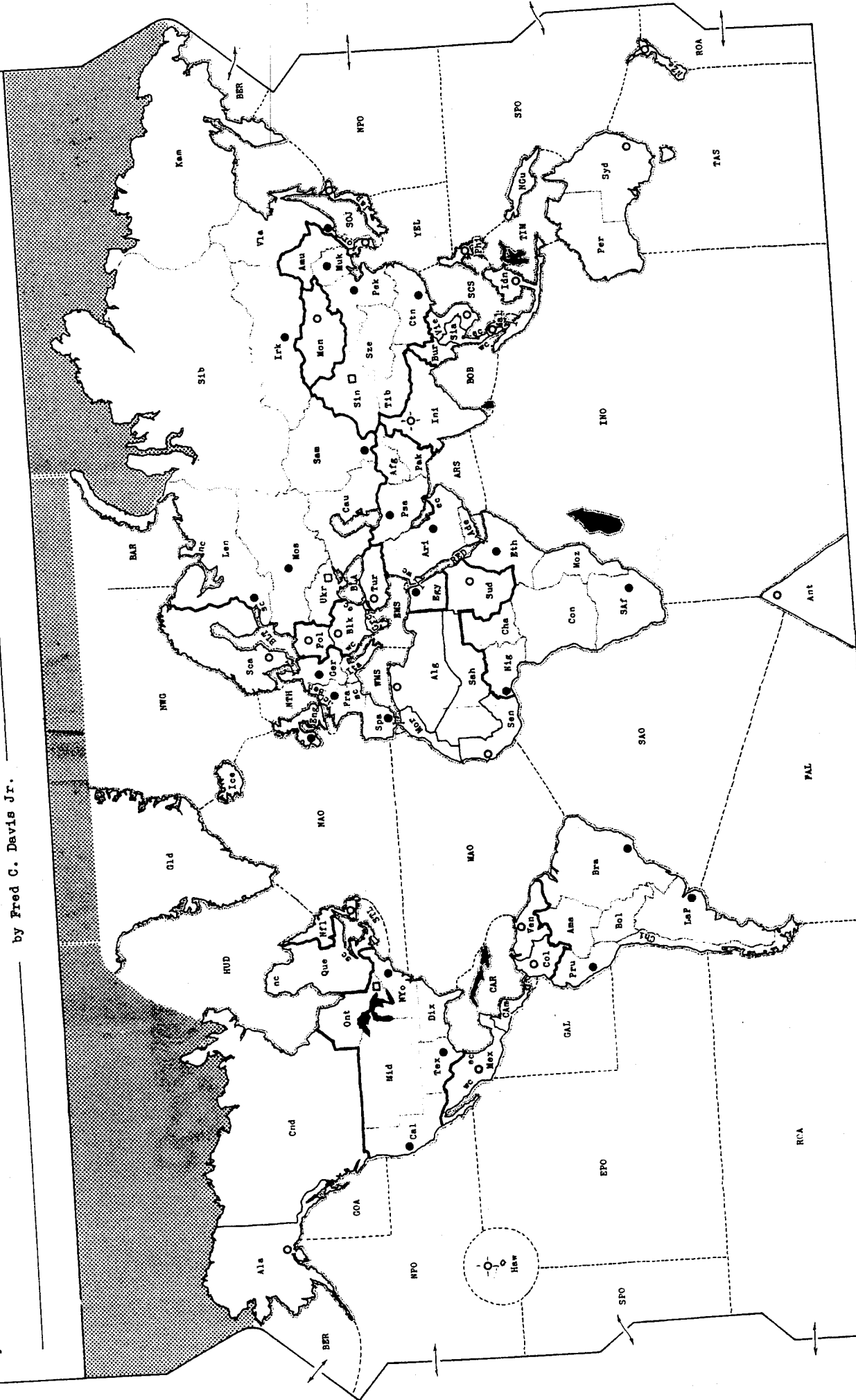
Clarification: Hawaii is in the American Group, Arabia and Antarctic in the Europe/Africa Group, Persia, Sydney and New Zealand in the Asian Group.

*[Let it be known: A waiting list is being opened for an 8-player game of this variant. Let me know if you want to play.]*

# Small World IIR

by Fred C. Davis Jr.

- Home Supply Centre
- Neutral Supply Centre
- Supply Centre with standing army
- Built Centre (not a supply centre)
- National Frontiers
- - - Province Boundaries
- ~ Coastlines
- ~ Sea Area Boundaries
- - - Direct Passage
- Impassable (or unnamed)



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