

SWISS

VARIANT

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POSTAL GAMES: SWISS VARIANT: 1; REGULAR: 1-----MACHIAVALLISTIC

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House Rules--Rules followed will be the Allen Calhamer rules
together with the Diplomacia house rules. There are certain
rules which apply to the variants to be featured in this zine,
these rules will be published at the beginning of such games.

Miscellaneous--Yes, I know, I'm way behind schedule and every-
body will sue if this keeps up. But wait, nextish won't be this
late!----The Swiss Variant will not be the only form of Diplo-
macy featured, on the contrary, not only will regular games be
featured, but also any variant the editor feels will be liked
by the readers.----As an added feature, if you have any variant
ideas(pertaining to Diplomacy)of your own, send it in; we'll
try a game here at HQ and if we like it and feel that the read-
ers will too, we'll print it and give full credit to the orig-
inator.----To forstall questions, no, the Swiss Variant, in its
present form, is not entirely my idea. Thank go to Mike Dob-
son, in whose prescense I was silly enough to bring such a thing
up.

Game Fees--Game fees will be \$2.00 the first game and \$1.50 for
any following games.

Propaganda--There is no limit to the length of propaganda sub-
mitted, nor is there any form of censorship. Artwork may also
be submitted as propaganda, in fact, anything goes in this de-
partment.

Rate of Publication--The editor will try to put this zine out
between tri-weekly and monthly, but keep in mind that the ed-
itor not only goes to school, but also intends to put out a
genzine.

CALHAMER COME HOME, YOU'RE NEEDED!-----

Sign: T. L. O

FOR THE SWISS VARIANT--

1. Switzerland-Ireland-Iceland-the Republic of Greater Switzerland; Ireland and Iceland and Switzerland are considered as provinces and contain one supply base each.
2. Permanent hyperspace-linkages exist between the provinces of TROGS (THE REPUBLIC OF GREATER SWITZERLAND). These linkages cannot be invalidated by "Seperate" orders.
3. Switzerland is still impassable to foreign troops, however, TROG's troops can cross the Swiss border. The only way for foreign troops to enter Switzerland is by use of the hyperspace-linkages between the provinces making up TROGS.
4. Besides the usual "move", "support", "hold", and "convoy" orders which may be written during the Spring and Fall "movement" seasons, the person playing TROGS may also write two "Link" and/or "Seperate" orders per year--the other seven powers are allowed one "Seperate" order per year.
5. A "Link" order, unless "stood-off" by rule #3 below, has the effect of providing a hyperspace-linkage between the two provinces specified in the orders--such linkages taking effect at the end of the season, after all "move", "support", "convoy", and "hold" orders have been read. Thus, a piece cannot move through a linkage until the "move" season after the one in which the "Link" order was written.
6. Both Armies and Fleets can move through a linkage, no matter whether the province specified is inland, coastal, or sea. (This is the only way a Fleet can move into an inland province, i.e. by hyperspace.)--Note that a piece can also support through a hyperspace-linkage.
7. A "Seperate" order, unless "stood-off" by rule #3 below, has the effect of placing a "barrier" between the two provinces specified in the order--such "barrier" taking effect at the end of the "move" season, after all "move", "support", "convoy", and "hold" orders have been read (thus taking effect at the same time as "Link" orders written that season). This means that movement between the two provinces specified, during the same season the "seperate" order was written, is not affected by the order. Once the "seperate" order goes into effect, all possible "movements" concerning the specified provinces are balked. For example. In SPRING, 1901, the German player successfully orders "Seperate Berlin and Kiel". In Fall, 1901, then, an order "F Kiel (3) to Berlin", "A Berlin (3) F Kiel", "F Kiel to Berlin"

or "A Berlin to Kiel" would be invalid. The "Separation" order also cuts the province off from hyperspace.

8. A "Link" order may be "stood-off" by a "Separate" order written the same season and specifying the same two provinces. A "Separate" order may likewise be "stood-off" by a corresponding "Link" order.--Note that a "Link" order may be supported by another "Link" order written the same season and specifying the same two provinces; ditto for a "Separate" order.

9. Hyperspace-linkages last for one year, for example: the person playing FROGS writes "Link Switzerland to Albania" in Fall, 1901. This linkage would be established at the end of Fall, 1901, and last until the end of Fall, 1902. The same goes for "Separate" orders.

10. Hyperspace-linkages may be established for any provinces on the board except the North African Republic(see map). Provinces linked in both hyperspace and normal-space are called "doubly-linked" provinces and will require two "Separate" orders to "Separate" the two provinces entirely. The first successful "Separate" order breaks the hyperspace linkage; the second successful "Separate" order breaks the normal-space linkage.

11. An order for a unit to "move", "support", etc., through hyperspace, must state this, otherwise the order will be taken as an order to move through normal-space and will be treated as such.

12. When two Armies enter the same province at the same time, they repel one another, regardless of whether the two Armies are traveling through normal-space or hyperspace(and, of course, even when one is traveling through hyperspace and the other through normal-space).

13. One must always specify the coast in moves concerning multi-coastal provinces, however, it should be noted that hyperspace-linkages involve whole provinces, not just sections. Thus, the order "F SPAIN (SC) supports A GASCONY through hyperspace" is a legal order(providing there is a hyperspace-linkage between SPAIN and GASCONY), while it would not be through normal-space. Note that a Fleet can support an inland action through hyperspace.

14. If two provinces are linked through hyperspace, only those two provinces are affected; ditto for "Separations".

15. A Fleet which is resting in an inland province as the result of a move through hyperspace, occupies that province and may be supported in holding that province through both normal-

space and hyperspace. However, such an "inland" fleet may not move or support from that province through normal-space, but may do so only through hyperspace.

16. An Army which is ordered to move to or support a sea-province through hyperspace has no effect on that province, except when it is unopposed. Thus, if an Army is ordered to support an action in a sea-province, the support order has no effect, and the Army stands; if an Army is ordered to move to a sea-province, and another unit is also attempting to move into that province, the Army has no effect, and the Army stands where it is; however, if an Army is ordered to move to a sea-province, and is unopposed in doing so, it succeeds in getting into the province and is immediately "drowned". (See rule #17, below.)

17. A unit may be willfully destroyed by:

- a. Ordering a retreating unit to "stand and fight to the death".
- b. Submitting either no order or an incorrect order for a retreating unit.
- c. "Drowning" an Army in accordance with rule #16, above.

~~A unit which is destroyed, either willfully or involuntary,~~ cannot be replaced by the building of a new unit in a home supply base until at least one full year has elapsed.

18. If two provinces which are regularly linked in normal-space are separated, they must be re-linked in normal-space before they can be linked in hyperspace.

19. Two TROGS Armies can exchange places through hyperspace, but not by moving through normal-space (nobody's pieces can exchange places through normal-space). Two units can also exchange places by one moving through normal-space, and the other through hyperspace.

20. Armies may not be conveyed through hyperspace.

21. The province of Switzerland may only be supported through normal-space by one of its own pieces (TROGS) and not by any other power. It can be supported through hyperspace by any player. For example: TROGS has a German alliance; Switzerland is attacked by a Franco-Italian alliance (through Ireland and Iceland), the "move" season before the TROGS player had written "Link Switzerland and Munich". If there is a German Army in Munich, it may support Switzerland. ~~Note, a non-TROGS piece can only support or move through a hyperspace-linkage with~~

TRoGS's million concept. This concept must be sent to the gameS-
master before any piece, other than TRoGS's own, tries to move
through a hyperspace-linkage.

22. If one of TRoGS's pieces is kept in hyperspace longer than
one year, it is considered "lost" in hyperspace. Each move-
ment season after a piece has been "lost" in hyperspace, the
gameSmaster will pick a province at random and establish a tem-
porary hyperspace-linkage between hyperspace and that province.
The piece "lost" in hyperspace must try to move to this pro-
vince, and if it is successful, it becomes a normal unit again
(being "drowned" if it lands in a sea-province); if the move
is unsuccessful, the "lost" unit remains "lost" untill the next
movement season, when the entire procedure is repeated. TRoGS
can have any number of pieces "lost" in hyperspace, however,
only one may try to leave through the temporary hyperspace-
linkage established for "lost" pieces. --Note that the temporary
hyperspace-linkage established for a "lost" piece, and the
movement of that piece through that linkage, occur simultan-
eously.

23. There will be a Winter, 1900, "build" season at the start
of the game, during which players must submit "build" orders
for all of their supply centers. A fleet may not be built in
an inland supply center during this or any other "build" season.

24. Except as stated above, the regular Diplomacy rules as
published by Games Research, Inc., and the Diplomacia house
rules apply.

"Virtu contro al furore
Prendera l'arme, e fia il combatter corto;
Che l'antico valore
Negli Italici cuor non e ancor morto."

or

"Virtue against Fury shall advance the fight,
And it in the combat soon shall put to flight;
For the old roman valor is not dead,
Nor in the Italian's breast extinguished."

The above is Canz. XVI, v. 93-96 of something or another quoted
in THE PRINCE.

Well.....I had to do something for a filler.

AID TO UNDERSTANDING THE MAP.

Norfolk, England: This supply base is not considered as a home base, and must be captured by occupancy. Norfolk connects to: London, Yorkshire, and the North Sea.

Morocco, North Africa: This province contains no supply base. Morocco connects to Mid-Atlantic Ocean and Algeria.

North African Republic, North Africa (abbreviated as N.A.R. on the map): Resident of the Gamesmaster, who has had to move from Switzerland as Switzerland is now an active power. Contains no supply base and is neutral and impassable; N.A.R. connects to Algeria, Tunis, and Western Mediterranean.

Algeria, North Africa: Algeria contains one supply base and borders on Morocco, Western Mediterranean, and N.A.R.

Sicily, Italy: Sicily now contains a supply base and is connected to Italy by land. Sicily, like Norfolk, is not a home base of Italy, but must be captured by occupancy.

I do not think the other changes need explanation.

GAMES*GAMES*GAMES*GAMES*GAMES*GAMES*GAMES*GAMES*GAMES*GAMES**

Game One of the Swiss Variant

Players:

Larry St. Cyr, Jr., 30 Frederick St., North Adams, Mass.
01247-----Owes Game Fees

Frank Lunney, 212 Juniper St., Quakertown, Pennsylvania,
18951-----Owes Game Fees

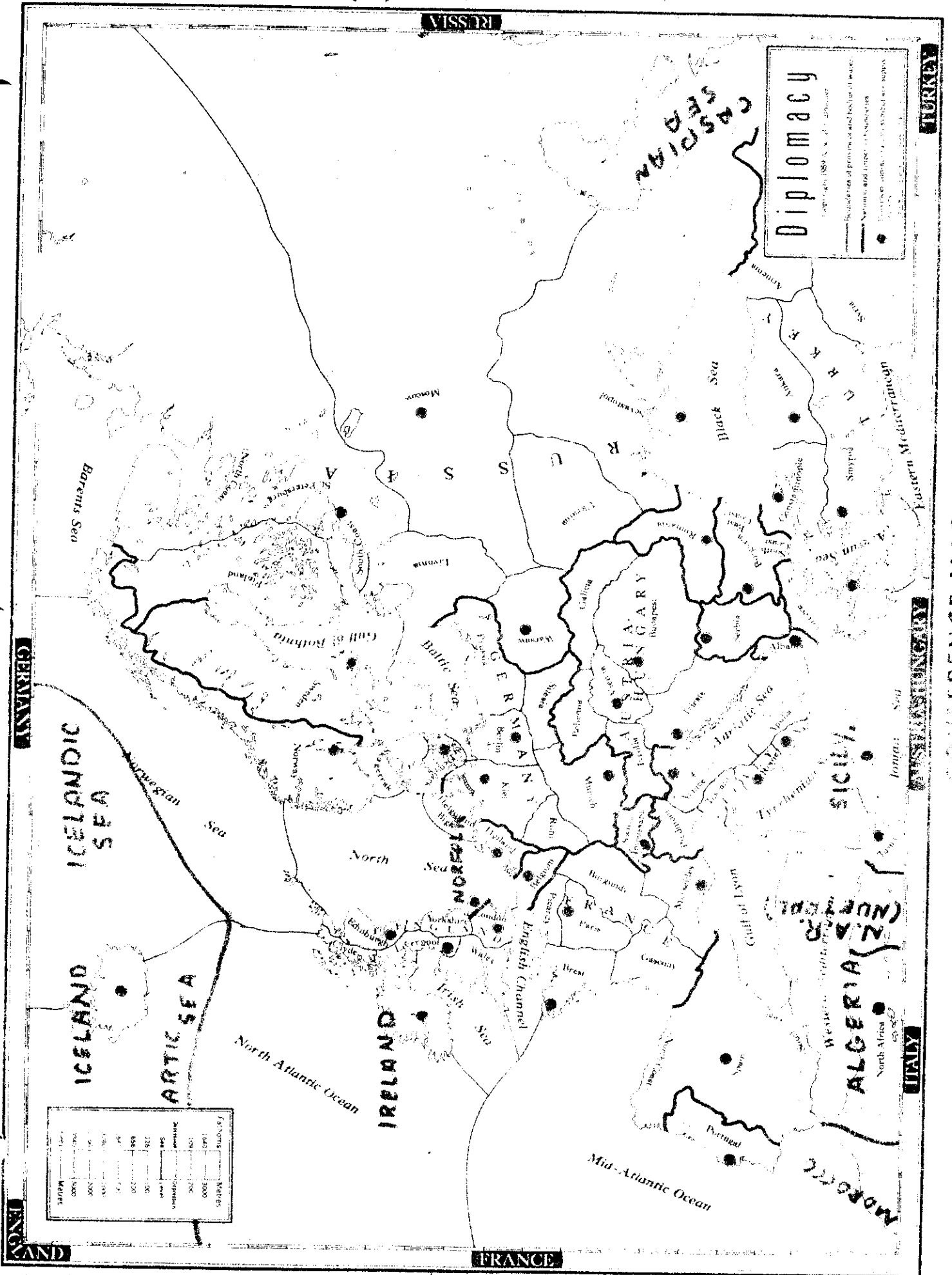
Donald Cowan, 1605 8th Ave., N.W. Decatur, Alabama
35601-----Paid

John Cunningham, 1428 College St., S.W. Decatur, Alabama
35601-----Owes Game Fees

Dick Rieter, % Colonel Glenn C. Rieter, HQ 2nd Wca. Wg.
(Om Box 166), APO New York, N.Y. 09332--Owes Game Fees

Thom Holaday, 7 Carlton Road, Wellesley, Massachusetts
02181-----Paid

THE SWISS VARIANT MAP



REFERENCE MAP

ITALY

POLAND

TURKEY

GERMANY

FRANCE

RUSSIA

ICELANDIC SEA

ICELAND

ARTIC SEA

IRELAND

NORWAY

SWEDEN

DENMARK

GERMANY

POLAND

CZECH REPUBLIC

SLOVAKIA

HUNGARY

CASPIAN SEA

BLACK SEA

SICILY

ALGERIA (NORTH AFRICA)

MOROCCO

MID-ATLANTIC OCEAN

NORTH ATLANTIC OCEAN

NORTH SEA

ENGLISH CHANNEL

NETHERLANDS

BELGIUM

LUXEMBOURG

FRANCE

SPAIN

PORTUGAL

IRISH SEA

WELSH SEA

SCOTLAND

SCOTLAND

SCOTLAND

SCOTLAND

Gerald White, 4004 S.E. Pine St., Portland, Oregon
97214-----Paid

This Game needs one player.

Game One of Regular Diplomacy

Players:

Gerald White, address above,-----Paid

Donald Cowan, address above,-----Paid

Dick Rieter, address above,-----Paid

This game needs four players.

Both of these games needs replacement players on hand as some of the people may drop out.

Son of Miscellaneous: This zine will also try to feature articles on Diplomacy, as well as related subjects--such as weapons and the art and history of warfare. This, however, depends on You, the reader, for if you do not send in material there will only be a spattering of wordage, done by me. So, if you have, and want to see in print, any such material, send it in! Any person that sends in material gets a reduction in the Game Fees of the next game he gets in.-----Want ads will be run for people, Free!

WANTWANTWANTWANTWANTWANTWANTWANTWANTWANTWANTWANTWANTWANTWANTWANTWANT

Any Issue of AMRA-----editor

Marvel comix (the older the better)-----editor

Material on W.C. Fields (quick! Needed for term paper)--ed.

Lovecraft material, IP's and Galaxys---Donald Cowan, willing to pay reasonable prices, address listed in games.

*Players for ATTAQUER-----Donald Cowan. This is a new Diplomacy zine here in Decatur. So, I'm all behind it.

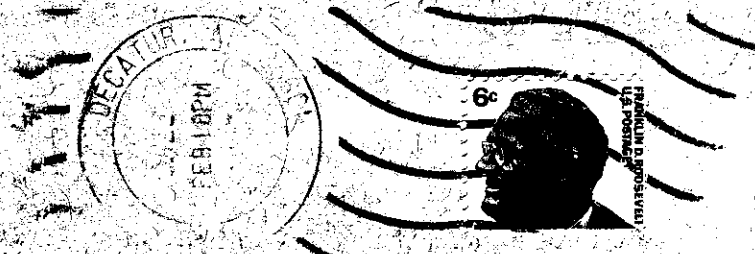
NOTE*NOTE*NOTE*NOTE*NOTE*NOTE*NOTE*NOTE*NOTE*NOTE*NOTE*NOTE*

The low game fees last only for the first three issues!!!

The Swiss Variant is free to all participants in games being played within. Others may buy individual copies for 10¢. Subscription rate is 10 for a dollar. Address code: S-1 and S-2 = sample copies one and two; T = trade; Z = subscriber-any number following this is the number of the last issue of your subscription; P = player in game within; Y = last issue, unless you do something.

THE SWISS VARIANT

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