

WILD N WOOLY



MAC

BREAKTHROUGH DIPLOMACY

1. SUBMARINE FLEETS may not convoy - they may co-exist in any sea area (while submerged) with any other Fleet of their own or someone else's or with any number of other Submarine Fleets. While they are submerged, their location is kept secret by the Gamesmaster. Any Submarine Fleet ordered to "move" is automatically submerged and stays submerged until it is given some order other than moving.
2. Airborne Armies may not be convoyed - they may move from anywhere to any vacant land province where no other unit is moving to or from on that turn (If stood off, they are removed from the game).
3. Surface Fleets may convoy Marine Armies in the usual manner and also by "carrying" one or two Marine Armies with them.

Take-Away Diplomacy

On any Fall move, you may take away another player's country by sending in a set of orders for his country which, provided that your own units held, would give his country more supply centers than his own orders would give him (providing that your units held).

In case of a tie, no one gets his country. A player is not allowed to send in a second set of orders for his own country to prevent someone from taking it over by creating a tie.

When you make a successful takeover, your orders count for your new position, and the units of your old position hold for that turn.

RED HERRING DIPLOMACY

Each player may build one extra unit each year which has no real power. The player must tell the Gamesmaster which unit is the fake and the Gamesmaster must keep its identity secret until the unit is involved in a conflict, at which time it is removed from the game. (If such a "fake" is ordered to provide Support or extra Support where it is not needed, it stays in the game and remains secret.)

Untill the "fake" Army or Fleet is forced to "fight" it moves about just like any other Army or Fleet and may even convoy and take control of Supply Centres when not opposed.

Power Diplomacy

1. Units may move through or Support through or Convoy through any province or area or provinces or areas which are vacant or occupied by one of their own units to, in, or from any province or area adjacent to any vacant province or area or province or area occupied by one of their own units in one move.
2. Units are not stood off nor allowed to retreat. At the end of each move, all units are removed from the game except those units which are in a majority in that province or area.
3. The Victory Criterion for this should be only 10 supply centers.

GHOST DIPLOMACY

1. You may Build in any Supply Centre you own, not just in your homeland.
2. Supply Centres may belong to any number of players. They are never lost.
3. Moves can be stood off only by opposing forces of more than twice their strength. (forces exchanging places are opposing forces)
4. No retreats are allowed.
5. Holding forces can oppose Holding or moving forces but Supporting forces are not Holding.
6. Support cannot be cut.
7. Units of any number of nations may occupy the same province. Any number of units may occupy the same province.
8. The Victory Criterion for this game is 34 Supply Centres.

Escalated Diplomacy

1. All countries automatically build units in all of their vacant home supply centres each year regardless of the number of supply centres they own. (The units built are the same as the unit there at the start of the game, thus England is required to take over the seas.)

2. No Retreats are allowed.

BLOOD BATH DIPLOMACY

same first two rules as Escalated Diplomacy and-

3. Spring 1901 Austria writes the orders for all 7 powers
- Fall 1901 Italy writes the orders for all 7 powers
- Spring 1902 Germany writes the orders for all 7 powers
- Fall 1902 Russia writes the orders for all 7 powers
- Spring 1903 England writes the orders for all 7 powers
- Fall 1903 France writes the orders for all 7 powers
- etc. each player in turn writes all the moves for his turn.

4. When a country is eliminated, that player no longer gets a turn.

5. Victory Criterion - 12 Supply Centres

Blood Bath Diplomacy is a Great in-person game! (It is never necessary to write anything!)

Stratego Diplomacy

Each army of each country is a Stratego piece instead of a regular army. The Gamesmaster must be told what each army is, but its identity is secret until it becomes involved in a conflict. No country is allowed to enter into a game any more of any particular type of unit than he would have in a Stratego game, i.e. only one Marshall, only one General, and only two Colonels may enter into a game for each country. The flag and the bombs may not enter the game.

The Higher ranking power is unbeatable no matter how much Support is given to the lower ranking power. (Incidentally, the identity of any Supporting units is kept secret)

Units of the same rank remove each other from the board.

The Spy is only successful against the Marshall. (Unlike Stratego, the Spy can be successful when holding)

If you don't have a Stratego set, the order of rank is as follows:

- | | | |
|-----|------------|--------------------------------------|
| 1. | Marshall | one to a game |
| 2. | General | one to a game |
| 3. | Colonel | two to a game |
| 4. | Major | three to a game |
| 5. | Captain | four to a game |
| 6. | Lieutenant | four to a game |
| 7. | Sergeant | four to a game |
| 8. | Miner | five to a game |
| 9. | Scout | eight to a game |
| 10. | Spy | one to a game (defeats the Marshall) |

There are no retreats allowed.

Casino Diplomacy

This is a sort of economic (or anti-economic) game. It requires 28 players. Each country has a General, a Commodore, a Bursar, and a Diplomat.

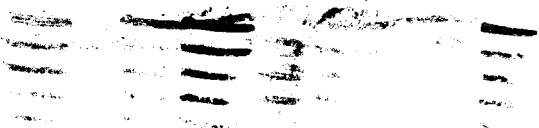
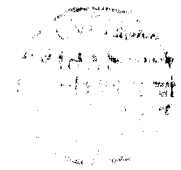
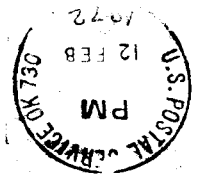
1. There is no limit to the number of units that may occupy any area on the board so long as they belong to the same country. Under no circumstances may two units belonging to different countries be in the same area or Province.
2. Ships of one country may not convoy Battalions of another country.
3. At the start of the game, there are eight Battalions where the Armies are in regular Diplomacy.
4. At the start of the game, there are sixteen Ships where the Fleets are in regular Diplomacy. (In strength, one Ship is equal to one Battalion.)
5. Only the Generals may give orders to the Battalions. Only the Commodores may give orders to the Ships. Only the Bursars may build new units. And all units are allowed to give Support to other countries' units, or cross borders (heavy black lines surrounding and separating the 7 powers) only with the Sanction of the Diplomat for their country. (Sea areas and neutral or abandoned countries may be entered without the Diplomat's Sanction.)
6. On each Fall turn (at the end of the turn) the Bursar is given 10 chips for each Supply Center owned plus ten additional chips for each of his home supply centers owned, less one chip for each unit his country has on the board and five chips for each new unit he builds.
7. In case of Bankruptcy, units are not removed, but may continue to fight on even without supply, however no units may be built until the deficit is restored. The Bursar may not build any units on credit.
8. No retreats are allowed. Dislodged units are removed from the game.
9. The Diplomat may refuse to accept "supply" from some other countries' captured home supply center. On each turn, where the Diplomat refuses the "supply" of a given supply center, twenty chips go to the original owner of that supply center, regardless of who may have owned it in the interim.
10. Chips may be exchanged between the Bursars by means of Stud or Draw Poker and the Gamesmaster will so transfer these chips on his records but only up to the current amount owned. The Gamesmaster will not support the payment of any gambling debts. If you let another Bursar play for more chips than he has, that is your fault.

Wild 'n Woolly Diplomacy

1. Rules of new rulebook apply, except that only one set of orders may be submitted each turn by each player and that one set of orders will apply to all four of the games that the player is in of the group of eight games
2. Fourteen players are assigned in different combinations in a group of eight games where each player plays the same position in each of the four games he is in and each player must submit exactly the same orders for all four games regardless of the differences in positions of his units.

IF we can publish regularly, we may publish some games, tho not necessarily any of these weird variants. IF we do publish games, the game fee will be; one press release with each Spring and Fall move.

For the moment, everyone has a temporary free subscription. Several people have Permanent free subscriptions. For those who must pay, there will be five issues for one dollar. But no hurry about that, you can always get a couple of issues by asking.



7918 Alpha Rd
Dallas, Texas 75240



Stephen V. Cartier
c/o Dan Alderson
6720 Day St
Tujunga, Calif., 91042

Jeff Key
Apt. 1 D
4611 North Pennsylvania
Oklahoma City
Oklahoma 73112