

Z 14 August 1971
ZOTHIQUE 39

This is ZOTHIQUE, a journal of experimental variant Diplomacy (the Aberration series). Map/Rule sets are as advertized in #38. There are no game openings. Players, subscribers, and traders may stand by for vacant positions under House-Rule 9. Subscriptions are 10/\$1. This is Pandemonium Publication #359, edited and published by Rod Walker, 5058 Hawley Blvd., San Diego CA 92116; telephone (714) 282-1921; member, NFFFGB, NFFFGB Diplomacy Division, IFW, IFW Diplomacy Society. Also a member, for the moment, of the so-called "Diplomacy Association", the John Beshara Fan Club.

WE'LL COMMENCE OUR JOURNEY AIRY

1. JOHN SEMAN has moved; see new address below.

2. ADDRESS CODES are still in use. Z- means you get ZOTHIQUE; P, player; T, trade; C, complimentary; S-, subscription (the number which follows is the last issue on your sub). Subscript X means "last issue unless you subscribe".

1971?cd -- NEW WAR THREATENS TO ENGULF ALTERNATE-WORLD EUROPE -- ABER. III
Winter 1900: Yess, Gollum fanssss, the time hassess come to put all those good Gollum-tricksssss to good use. You are:

BURGUNDY: Ken Counselman, 32 Avalon, Bedford OH 44146. //92037.
BYZANTINE EMPIRE: David Scott, c/o Mr. Morris, 9543 Poole St., LaJolla CA
HUNGARY: Peter Kelemen, 705 E. State St., Ithaca CA 14850.
IRELAND: Dr. Robert Keathley, Rte. 6, GolfCourse Dr., Elizabethton TN 37643.
ISRAEL: Robert Moshell, 3411 Lombard, Apt. 1, Everett WA 98201.
POLAND: Ben Zablocki, 1207 OceanPark Blvd., SantaMonica CA 90405.
SICILY: Richard Martin, 342 S. Harvard, Hemet CA 92343.
SPAIN: John Seman, 5386 Randall St., Cleveland OH 44146.
UKRAINE: David Ruzic, Box 225, Beverly Shores IN 46301.

SPRING 1901 ORDERS are due on a deadline which will be set in ZOTHIQUE 40. This will be on or about Tuesday, 7 September 1971. If you do not hear further from me, that is the deadline. You will be notified only if there is a change.

IF YOU DO NOT HAVE A SET OF RULES/MAPS OR A SET OF HOUSE RULES (15 June 1971 variety), write immediately. My records indicate you all do, but even a god can make mistakes.

Stand-by Players.

Under the provisions of House-Rule 9, the Gamesmaster announces the following priority lists for the Aberration III stand-by players.

1969Hcd

1. Labelle	4. Pandin	7. Moshell
2. Wrobel	5. Bell	
3. Tilson	6. Powell	

1971Fcd

1. Powell	3. Pandin	5. Moshell
2. Bell	4. Martin	

1971?cd

1. Pandin	3. Powell	5. Wrobel
2. Bell	4. Labelle	6. Tilson

Additions to these lists will be accepted; however, your chances of picking up a replacement position are very slim after #5 (but not impossible; people drop from s/b lists, too).

A New Variant!
GERMANY VS. THE WORLD

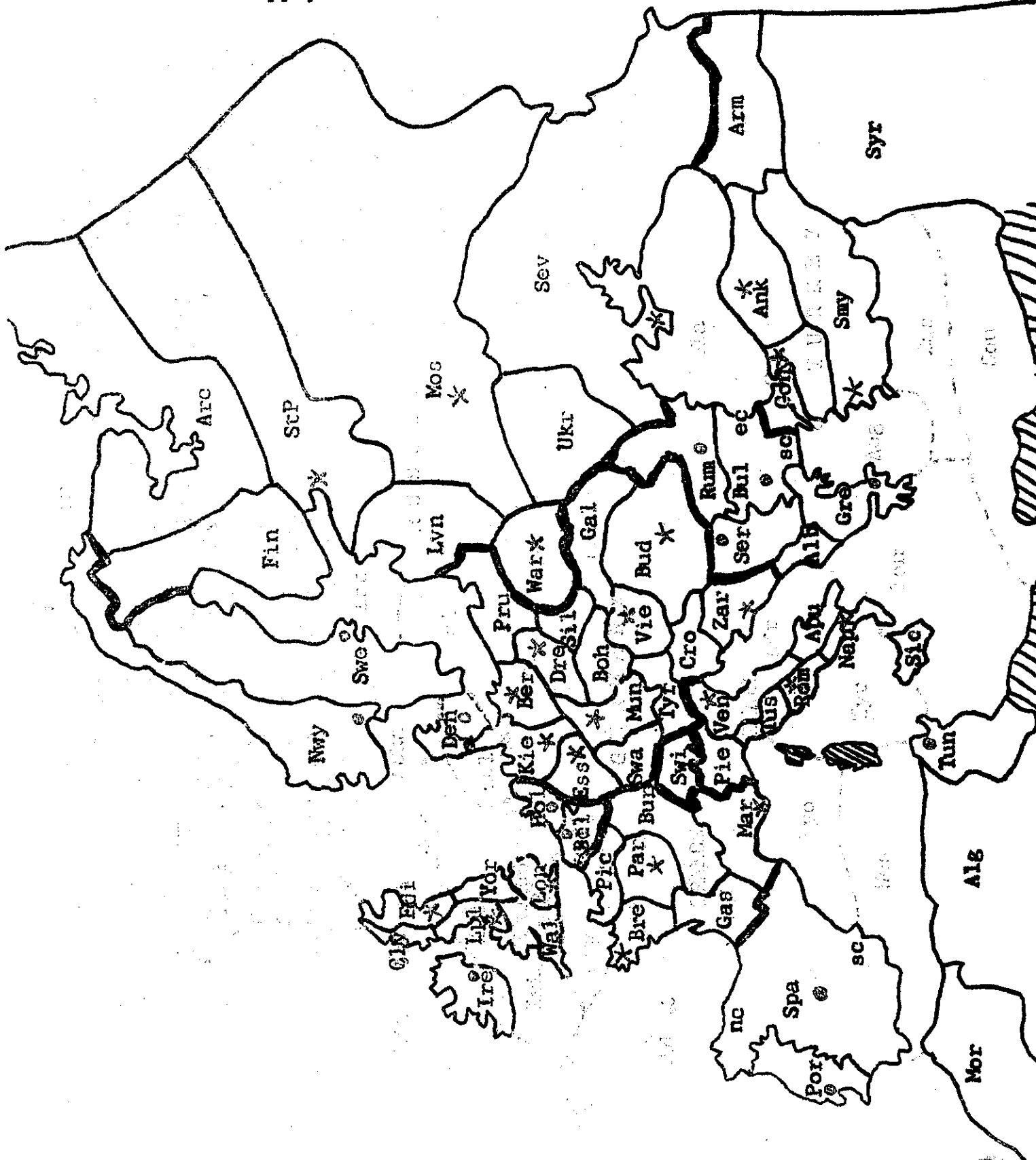
"Now you, too, can play the role of a power-mad Kaiser or the little man with a mustasche. From the wonderful folks who gave you ABSTRACTION, we offer you: 'Germany Vs. the World'."

Thus says Fred Davis, 5307 Carriage Ct., Baltimore MD 21229, to whom all questions, bouquets, brickbats, and bombs should be addressed. Fred is the very creative person who designed Aberration I, and its follow-on, Abstraction. Fred's new game promises to be a real little goody.

Rules

1. GERMANY consists of eight supply centers:
 - a. Germany: 5 s.c. (Berlin, Kiel, Munich, Dresden, Essen*), 3 armies, 2 fleets. [*Fred calls the last "Ruhr", but since home supply centers are traditionally named after cities, I used the chief industrial center on the Ruhr.]
 - b. Austria: 3 s.c. (Budapest, Vienna, Zara), 2 armies, 1 fleet.
 - c. There is no differentiation between units; all are considered one country.
2. "REST OF THE WORLD" consists of 5 independent countries, 17 s.c.
 - a. England: 4 s.c. All fleets. Must keep 2:1 ratio of fleets over armies when making builds. Ratio need not be observed when units are lost due to annihilation or removals, but when building, England must build fleets when there are fewer than 2 fleets to every army (this ration applies only to English units, not to all units on the board). One English fleet is not on the board during the first move. It is placed in the Southern Mediterranean at the beginning of the second move.
 - b. France: 3 s.c. 2 armies, 1 fleet. Must keep a ratio of 2 armies to 1 fleet as described above.
 - c. Italy: 3 s.c. 2 armies, 1 fleet. Must keep a ratio of 2 armies to 1 fleet as described above.
 - d. Russia: 4 s.c. 3 armies, 1 fleet. Must keep a ratio of 3 armies to 1 fleet as described above.
 - e. Turkey: 3 s.c. All armies. Must keep a ratio of 3 armies to 1 fleet as described above.
3. The total number of supply centers is 37. The victory criterion is 19 units on the board.
4. The following changes are made to the Standard Board (see map):
 - a. Germany: Dresden (s.c.) and Swabia are added.
 - b. Austria: "Trieste" is divided into Croatia (north half) and Zara (s.c.) (south half).
 - c. England: Ireland (s.c.) is added.
 - d. Italy: Sicily is added. Armies may move between Naples and Sicily without convoy.
 - e. Russia: Archangel (Arkhangel'sk) is formed of the northern half of St.Petersburg. Although Archangel is not a supply center, Russia may build fleets there provided he owns St.Petersburg.
 - f. "North Africa" is divided into Algeria and Morocco.
 - g. Below Ionian and Eastern Mediterranean is added Southern Mediterranean. It also borders on Syria, but not Tunis.
5. The Powers may place their units in any space in their respective home territories at the start of the game. Italy may place a unit in Sicily. England may place a unit in Ireland, which is not a home supply center but is owned by England at the start of the game. Optional Rule: The

Note: * Home Supply Center
o Neutral Supply Center



players may negotiate the placement of units prior to this turn. [I would suggest that this rule is mandatory for postal play. --RW]

6. Switzerland is passable, but is defended by a Swiss Army, which cannot move. If dislodged, it is annihilated. As with any other unit in civil disorder, it may be supported in place by any player.

7. The first move is "July 1914" or "July 1939" [placement of units is "June"], depending on whether you wish a WWI or WWII scenario. Build/removal ("adjustment") periods are September, December, March, and June.

8. An "Alliance Victory" may be achieved by any two "Rest of the World" Powers. However, such an alliance cannot win without first totally eliminating Germany. Germany cannot join with any other Power in an Alliance Victory, although he may, of course, have allies.

9. CONVOY. Convoy of units over a single body of water may be accomplished as in regular Diplomacy. Convoy may not occur over more than one body of water in this fashion. Convoy may also occur "piggy-back", as outlined below.

a. On a given move, an army in a coastal province adjacent to a fleet in a body of water may be placed aboard that fleet, which becomes an A/F. The A/F may on the same move go to another body of water and may then also disembark the army. Or the fleet may, on successive months, move to other bodies of water, carrying the army.

b. An A/F can remain intact for 3 movement months; if the army is not disembarked at the end of the 3rd month, it is annihilated. Thus, an army which boards a fleet in October 1914 must disembark at or by the end of February. The fleet is not affected by such an annihilation.

c. An A/F counts as a single fleet in combat. It cannot convoy another army by any means. It can exist only in a body of water. It cannot move intact to any province, but may support units in, or moving into, coastal provinces.

d. Embarcation is successful even though the A/F is ordered to hold or is prevented from moving. However, the embarcation will fail, and the army remain in its original province, if the fleet is attacked and/or dislodged.

e. Failure of a disembarcation order does not affect the A/F; however, if the fleet had been ordered to a different body of water on the same move, that order fails.

f. An army which has disembarked may re-embarc on the same fleet on the next move. A fleet may not simultaneously disembarc one army and pick up another, nor may it move into a body of water and then pick up an army (all embarcations are made at the beginning of a move).

g. In lieu of any other move, a fleet may support the move of an army it is disembarking [A Lyo-Mar, F Lyo S A Lyo-Mar].

h. If an A/F is annihilated, both units are removed.

i. If a player with an A/F on the board must remove units, he may not remove the F without removing the A, and, ipso facto, must remove the army before the fleet. [Note: All of the above are a rephrasing of the convoy rules of Abstraction, which rules apply to this game by Mr. Davis' direction.]

10. Otherwise, standard Rules of Diplomacy apply, using the Pandemonium Press House-Rules plus the Coastal Crawl.

11. Optional: A 5-man "WWI" game can be made by adding Turkey to Germany. A 5-man "WWII" game can be made by adding Italy to Germany.