

CLAUDIAN DIPLOMACY

Quite recently I typed up a set of rules for a Diplomacy variant with the above title. I sent a couple of copies out to people and asked them to tell me what they thought. Below are the revised set of rules with a few changes and additions to the original set.

- 1) All standard Diplomacy rules apply, except where altered below.
- 2) The game begins in Spring AD 01.
- 3) Participating powers: England(Britons), France(Gauls), Germany(Teutons), Italy(Romans), Turkey(Phoenicians).
- 4) Russia plays no part and units may not enter Russian territory, ie. the Russian border should be considered as the edge of the board.
- 5) Austria is neutral and can be occupied.
- 6) Unit deployment in initial stages no different from normal game, except for Russia.
- 7) One army consists of 10000 men, however an army can be split up as desired, for example into 2 armies both 5000 strong. The smallest possible size for an army is 1000 men.
- 8) One fleet consists of 250 warships, each having a crew of 40 sailors and each being capable of conveying 20 soldiers. Thus a fleet of 250 warships can convey a total of 5000 men. Fleets can also be divided up, like armies, though the smallest possible size for a fleet is 50 ships.
- 9) The number of men in an army or ships in a fleet must be divisible by 5, without leaving any remainders.
- 10) Orders must be written thus: type of unit(area occupied)no. of men/ships - destination.

For example: A(Esp)2000-Rom,
F(MAO)100-MAO.

An example of dividing forces: a player wishes to divide his Roman army in Venice(10000 strong) by moving half into Apulia and the other half into Tuscany. So his orders would be A(Ven)5000-Apu,
A(Ven)5000-Tus.

- 11) Conflict: the numerically greater force wins, if both forces are equal a stand off occurs.

For example: Teutons A(Kie)5000-Ruh,
A(Mun)2500 s A(Kie)5000-Ruh.
Gauls A(Ruh)6000 at.

This would result in the Teuton attack succeeding.

A fleet counts as no. of ships x 40 when attacking a coastal army. A successful attack on a supporting unit (ie. it is dislodged from its position) completely cuts the support. However, if the attack is unsuccessful (ie. it does not actually dislodge the unit) it will weaken the support by however many men were attacking. For example: if a supporting army, 10000 strong, were unsuccessfully attacked by a weaker army, 2500 strong, its supporting strength would be cut down to 7500 men. Any no. of men (between 10000 and 1000 inclusive) in a province is counted as one army, as only one army can occupy a province at a time. The same sort of thing applies for fleets.

- 12) Builds: each army built consists of 10000 men and each fleet built consists of 250 ships. If an army 8000 strong occupied a supply centre in its own country in an Autumn turn, and that supply centre has been designated by a player to be the site of a build for an army, 10000 men will not be gained. Only 2000 will be gained as the maximum size of an army is 10000 men. The same sort of thing applies for fleets as the maximum no. of ships in a fleet is 250.
- 13) In every neutral supply centre there is an army 10000 strong. These armies stand every turn and represent an areas standard resistance against invasion. Once a supply centre is occupied by one of the powers, its army is

disbanded and is not reformed, even if the power in occupation moves out. This means that an army 10000 strong cannot move into a supply centre (if it still has its army) without support.

- 14) The victor is the player that first gains control of the board. To do this he must control at least 15 supply centres.

I'd like to thank Anthony Dickinson and John Breakwell for pointing out some gaps in the original set of rules.

There now follows a printed version of a recording I made when in conversation with the inmates of a lunatic asylum...

Andrew Hill: Do you think they'll repeat the radio adaptation of The Lord Of The Rings, 'cos I missed it - if they do be sure to give me a warning. ((Okay, I will. But I doubt that there will be another repeat for quite a while)) The book review was good. I've never read any of Harry Harrison's books, so I'll give one a go.

((Well, apart from his Rat series, I'd also recommend his Deathworld Trilogy.)) At last, someone with a bit of taste - of course, I'm referring to Richard Turner. The best of Madness' songs I think are the ones heard less often - esp. the ones on the 'Keep Moving' LP. Though slightly different to Madness, I've recently been getting into Jethro Tull. I've only got one record so far though - Songs From The Wood (has anyone out there got a spare cover for it?). ((Sorry, not me. It is a good album though, isn't it? If you like Songs then you'll almost certainly like Heavy Horses as well, which is also very 'folky')) Ralph Horsley, I did find the back cover completely tasteless and (to be honest) very bigoted towards gays. I don't like this kind of 'humour'(if it can be called that).

((Hmmm, maybe it was a wee bit tasteless. I don't really have anything against gays merely because they are gay. As long as they don't try to push themselves on people who aren't interested (as many straight men do to women), they should be left alone. The thing is, I had a big, ugly space to fill and it was the only thing available.))

Mark Mickelmann: I disagree with Mark Jones about aircraft, Andy clearly points out their usefulness. 1939 has made good use of aircraft. Tactical Support bombers can move about 3 provinces distance and support, and then return. Transport I doubt would work, a paratroop assault would probably work the same way as Tactical Support (hence no need) & whole armies couldn't be dropped into action. How about building a fleet of planes for transport requires 2 builds, can move 3 provinces but must land in an unoccupied (or friendly) province.

((That's an idea I hadn't considered.))

Phil Mason: Harry Harrison is one of the most original Sci-Fi writers with plenty of new ideas and quality story lines; his characters usually seem very realistic, especially his most famous Jim di Oris. On the minus side, his writing style, to my mind, is very tedious and dull and many newcomers to his books would probably be put off. A shame really, as they'd miss out on some nice, original features. I'd agree with you that the best books to start with are the Rat books, as they have nice straight forward story lines.

((I don't really find his style that bad - it just takes a bit of getting used to. I think the character of di Oris is so vivid and alive because the books are so funny.))

At present I'm a floating voter (more like drowning!) mainly because: 1) The Labour Party will continue this countries decline by doing the complete opposite to the Tories, which has been proved not to have worked, and they'll destroy this countries nuclear defence and power industry to boot. 2) The Tories are destroying the Welfare State and ruining education. They are also trying to place state control and censorship on anything they don't like. ((the BBC for example?)) and keeping a nice average unemployment level going. 3) The