

CHINESE DIPLOMACY.

by T.A. McCloud 9/9/75

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The standard 1971 rules of Diplomacy are used with the following alterations.

- (1) Great Powers are: England, France, Germany, Russia, Japan, and the United States.
- (2) The goal of the game is to make the largest profit out of China.
- (3) There are no fleets, only armies, and no home centers or builds. Each Great Power has an unlimited number of armies off the board. Armies may be moved from off the board to SIBERIA, INDO-CHINA, or the PACIFIC OCEAN, at a cost of 5 k oz of gold; (Only Russia may use SIBERIA, Russia may not use the other two.) or from these spaces off the board at a cost of 5 k oz. Maintenance of an army costs 10 k oz of gold per year (including the year of entrance and of exit.) Annihilation of a unit is regarded as a loss of 50 k oz of gold. (Human lives are not counted)
- (4) There are no seasons, play is ordered by years starting with 1900. All retreats are made by the Gamesmaster at random. Armies may take possession of supply centers in any year. Possession of a gives a Great Power a profit of 20 k oz gold per year, (including the year of exit, but not of entrance.) Possession of a supply center by a Great Power is lost, not retained after an army leaves.
- (5) Chinese factions:
  - (A) There are three Chinese factions, Imperial, Kuomintang, and Communist.
  - (B) All Chinese armies are moved by the Gamesmaster at random, with support considered. However Chinese armies may not enter SIBERIA, INDO-CHINA, or the PACIFIC OCEAN.
  - (C) Imperials: At the start of the game each supply center is occupied by an imperial army, however the Imperials cannot build new armies and if one is annihilated, it cannot be replaced. The number of Imperial armies is reduced each year to match the number of remaining Imperial supply centers. (Removals are at random.) All Imperial orders are published in advance, so that all players know them. In 1911 all Imperial armies are removed.
  - (D) Kuomintang: Let Y be the year, K the number of Kuomintang armies to be on the board for that year. Then for 1911 to 1928,  $K = (Y - 1911)/3 + 1$ , fraction ignored. For 1929 to 1950 the number of Kuomintang armies is adjusted to the number of their supply centers. Kuomintang armies are built in supply centers chosen at random. Any foreign army in a chosen center is annihilated. Kuomintang orders may be published in advance, this is decided at random.
  - (E) Communists: Let Y be the year, let C be the number of Communist armies to be on the board for that year. Then:  $C = (Y - 1927)/1.3 + 1$ , the fraction being ignored. Communist armies are built in randomly chosen supply centers after the Kuomintang builds. Any Kuomintang or foreign army in a chosen supply center is annihilated. Communist orders are never published in advance.
- (6) Players may make unlimited payments to each other in k oz of gold. A profit and loss statement is published at the end of each year. Great Powers may go into debt as far as they like, but any player who sustains a net loss of more than 1000 k oz of gold is deposed as leader of his country, and the position may be offered to a new player. New players start with net zero.
- (7) The game ends in 1950, when the communists have all of the supply centers, or by agreement of the players. (China will become unprofitable long before 1950.)
- (8) Because of names like Kwangsi & Kwangtung, Kiangsu & Kiangsi, no abbreviations are allowed.
- (9) Any no. of armies may be moved into SIBERIA, INDO-CHINA, or the PACIFIC OCEAN with out conflict. Doing so never cuts support.
- (10) For these rules "random" shall mean "according to any system of probabilities chosen by the games master, announced or unannounced."

TAU CETI NOTES

YEAR	Imp.	Kuo.	Com.
01	17	---	---
02	17	---	---
03	17	---	---
04	17	---	---
05	17	---	---
06	17	---	---
07	17	---	---
08	17	---	---
09	17	---	---
10	17	---	---
11	---	1	---
12	---	1	---
13	---	1	---
14	---	2	---
15	---	2	---
16	---	2	---
17	---	3	---
18	---	3	---
19	---	3	---
20	---	4	---
21	---	4	---
22	---	4	---
23	---	5	---
24	---	5	---
25	---	5	---
26	---	6	---
27	---	6	1
28	---	6	1
29	---	6+	2
30	---	6+	3
31	---	6+	4
32	---	6+	4
33	---	6+	5
34	---	6+	6
35	---	6+	7
36	---	6+	7
37	---	6+	8
38	---	6+	9
39	---	6+	10
40	---	6+	11
41	---	6+	11
42	---	6+	12
43	---	6+	13
44	---	6+	14
45	---	6+	14
46	---	6+	15
47	---	6+	16
48	---	6+	17
49	---	6+	17
50	---	6+	18

For random builds Tau Ceti will draw a chit for each build. There will be 17 chits in all. The no.s drawn will correspond to the following supply centers-

01-Gungkiang	07-Shansi	12-Szechan
02-Kirin	08-Hopeh	13-Yunan
03-Idaopeh	09-Shamtung	14-Kwangsi
04-Lioning	10-Honan	15-Kwangtung
05-Kansu	11-Hupeh	16-Chekiang
06-Shensi		17-Kiangsu

For actions of ~~communist~~, Kuomintang, & Imperialist armies Tau Ceti will use the following-

Com. Sta	Kuo. Sta	Imp. Sta	/ No. (10 sided die)
Sta	Sta	Sta	1
Sta	Sta	Sta	2
Sta	Sta	Sta	3
Mov	Mov	Mov	4
Att	Mov	Mov	5
Att	Att	Mov	6
Att	Att	Att	7
Sup	Att	Att	8
Sup	Sup	Sup	9
Sup	Sup	Sup	10
A&S	Sup	Sup	11
A&S	Att	Att	12

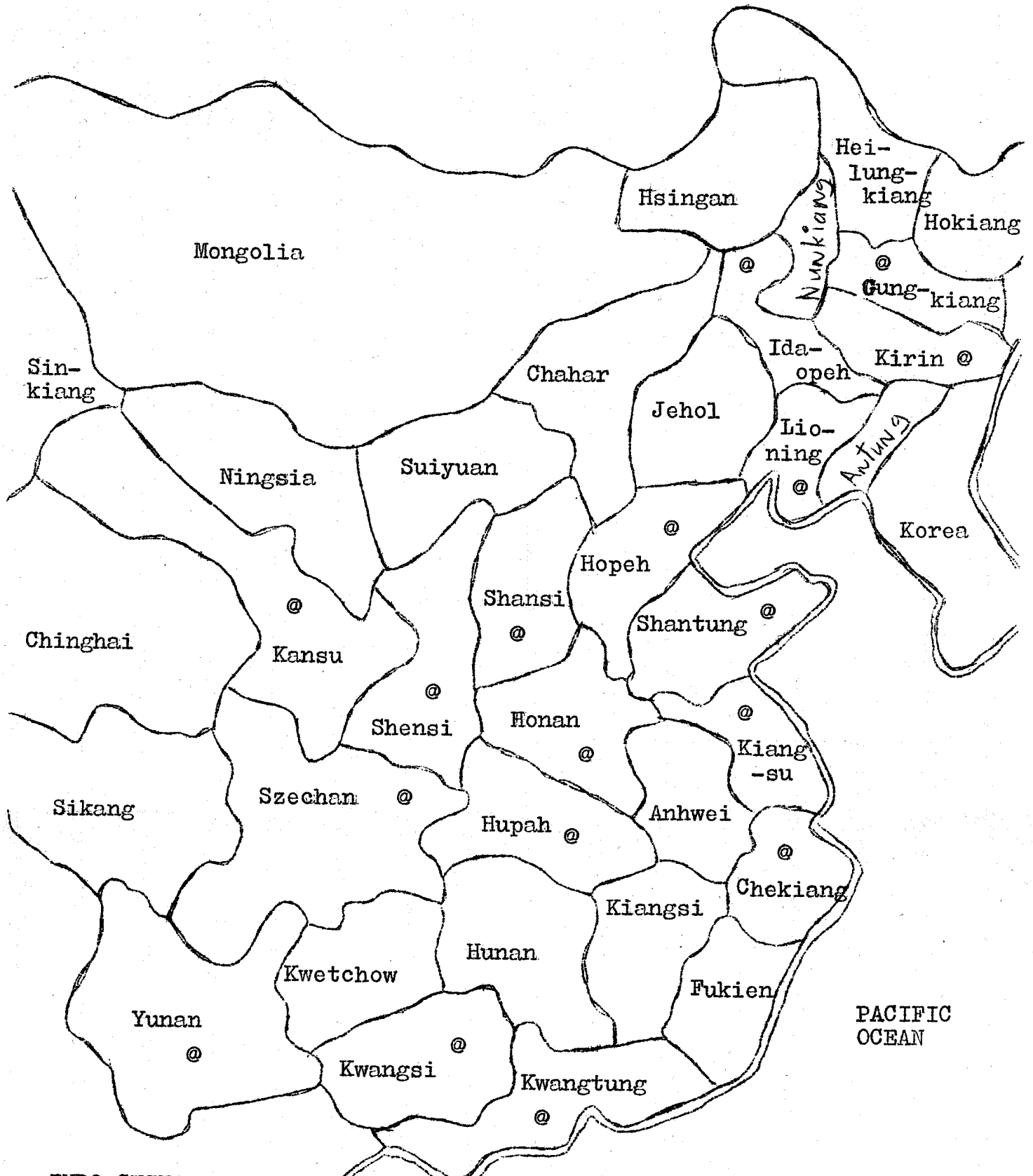
- Sta = Stand
- Mov = Move to empty space
- Att = Move to occupied space
- Sup = Support an attack or stand
- A&S = Unit attacks, nearby unit supports automatically.
- Add to die roll- +1 if foreign army adjacent.
- +1 if opposing faction adjacent
- 1 if no foreign or opposing factions armies within 2 spaces

Note that army gets Att and no army is adjacent, then it is taken as Mov. Chinese armies may support ANY other army, not just their own. Chinese units will not attack a space occupied by its own faction's unit. If Mov is indicated and all surrounding spaces are occupied, then take it as Att.

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Players should note that although the chinese have atleast 17 armies on the board at the end, they may not all be occupying supply centers. Many thanks to Dave Kadlecck who allowed me to publish this edition. L A DUNNING.

SIBERIA



INDO-CHINA

@ = Supply Center

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