

by Russell Fox

1. All rules are those of the 1917 and 1971 diplomacy rule book, except where noted.
2. There are four types of units Government Armies, Government Fleets, Militia, Revolutionairy * Units, Revolutionairy Fleets.
3. Government Armies are the same as Armies in the regular Diplomacy game. They are abbreviated GA.
4. Government Fleets are the same as Fleets in the regular Diplomacy game. they are abbreviated GF
5. Militia are only usable for support orders. Any attack upon a militia will dislodge it (militia equal $\approx \frac{1}{2}$ an army). Militia can only be used in your own countries.
6. Revolutionairy Units may move only in areas of that players home country. How arevolutionairy unit moves is detailed later.
7. There are no revolutionairy Fleets.
8. Each provınce, except those with the capital symbol, are worth $\frac{1}{2}$ of a supply center.
9. Provinces with the Capital symbol are worth one supply center.
10. You do not gain supply centers per se, you annex them. ANNEXING is a seperate order. And it must be done in one turn. TO BE CONTINUED

Russell Fox
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SEE:

TO:

STANDBY.

Eric Verheiden, address below, standby for ITALY in 1975GK....

Civil disorder will standby for both positions in 1975HZ....

" " " " " the position in 1976BC

Eric Gerber, 4937 Topanga Canyon Blvd., Woodland Hills, CA 91364 for AUSTRIA in 1976DB.

Ron Kelly, #120, 225 Virginia Ave. SE, Washington, DC 20061 for JAPAN in 1975Xcv

Steve Cartier, Box 834, TUSTIN, CA, 92680 for AUSTRIA in 1976Acv.

CENTURION desperately needs standbys. If you desire to be placed on our list, which is as follows: Fujihara, Diehl, Kendter, Sr., Mann, Mueth, Weinstock, Watson, Clement, Kelly, Verheiden, Gerber please do so NOW! Its' worth the effort.

THIS IS CENTURION, a magazine of postal DIPLOMACY and related matters. Subscriptions sell for 10/\$3, 11/\$3 to new subscribers. The sub includes the mefee to ONE game.....Extra games are \$2, \$1 of which is refundable. Articles are generously paid for, at the rate of 2 for anything under 1 page, and 3 for anything over one page. Letters, especially on the SERRANO vs. PRIEST matter and THE SIMI FREEWAY matter would also be appreciated. PLEASE EXPRESS YOUR FEELINGS. Back issues are available for 20¢/issue. All but #7 ~~is~~ available ((are available)). CENTURION is published by CHIPUAHUA publications. Chipuahua publications will be putting out NEW ALBION, the magazine for Southern California. Subscriptions will probably be 10/\$3. It will be offset, and probably appear every six weeks.

SERRANO vs. PRIEST:

For those of you unaware of this, Los Angeles homeowners are having major problems with property taxes. This article directly concerns you. I'd like to hear YOUR OPINIONS on this.

Many of you may know how shcools are financed: at least in Los Angeles they are financed by property taxes. In the case SERRANO vs. PRIEST, this means of support has been declared illegal.

There are many reasons for this. Some say that this allows wealthy school districts such as Beverly Hills to have much better equipment and supplies, than say East Palo Alto((this school district was picked deliberately, more on this later)).

However, I cannot comment more on this for the moment. Maybe((???) more later on in this issue.

1976Acv addenda:

France owns 11scs. It does not get to build an extra unit. It has an A Bre((which has been unordered since Spring 1904). Turkey retreated A Mad OTB. Everything else there is A OK. Change Japan's orders to: JAPAN (Minton): b A KYO, A OSA, F TOK. also has F CAN, F SJA, F SCH, F ECH, F VLA, F KOR (9)

CENTRAL AMERICAN DIPLOMACY RULES
continued from issue #28
by Russell Fox

11. Units may be built in any province of your country, INCLUDING ANNEXED PROVINCES. Of course, ~~xxxxxx~~ provinces which are annexed may not be used for building in the same month in which they are captured.
12. The one exception to rule #11 is that for British Honduras units may be "built" off the board. These units DO NOT APPEAR ~~in~~ rightafter they are built, since it takes a while for them to get from wherever to British Honduras. For this ~~xxx~~ delay, see rule #13.

13. Also see rule #14. TABLE:
die roll on two six-sided dice.

2. Unit sunk on way to British Honduras by Loch Ness Monster. No one believes this however, so no news is ever told to the British player
3. British pound sunk so low that there will be a delay in building the fleet until the next building season. News of this reaches the British players in two turns
4. Mapmaker doesn't know where British Honduras is and left it off map. Will take extra 1-3 turns
5. British player forgot to send enough money for unit to be built. Unit will be normal strenght.
6. Storms at sea. Unit gets delayed 1-2 turns.
7. Peaceful journey.
8. Tarzana flu strikes ship and causes one month delay
9. Ship runs aground on Mini Barrier Reef causing everyone to laugh in hysterics. ~~xxxx~~ Causes oneturn delay.
10. ~~xxxx~~ British ship-builders on strike. Causes 1-6 turn delay.
11. British unit is smashed by King Kong and Son of King Kong. Two turn delay
12. Unit turns out to be an army which finds out that it doesn't know how to swim. Better luck next time!

14. Also see rule #15. TABLE
die roll on two six-sided dice.

2. Captain, ship, and Crew die of Muli-Muli-Mali tropical feaver.
3. Ship beamed aboard USS Enterpriese and the_n beamed down again one month earlier. ~~xxxx~~ Loss of one month time on voyage.
4. Mad Gamemaster sets eyes on ship and turns it into TWO shps. Double the size of the unit.
5. Mad Gamemaster sets eyes on ship and turns it into HALF a ship. Only half of the size of the unit reaches B_ritish Honduras.
6. PEACEFUL VOYAGE
7. PEACEFUL BOYAGE
8. PEACEFUL VOYAGE
9. Ship meets the fairy godmother and doubles. Double the size of the unit.
10. Ship meets the mean withh of the Northeast. The unitshrinks into half of the unit.
11. ~~Captain, ship, and crew die of Muli-Muli-Mali tropical feaver. Ship beamed aboard USS Enterpriese and then beamed down again one month later; one month delay.~~ Ship beamed aboard USS Enterpriese and then beamed down again one month later; one month delay.
12. Ship meets "invisible", also known as the "Anti-Muli-Muli_mali tropical feaver ship". Double the size of your ship.

15. Also see rule #16
die roll on two six-sided dice.

2. Unit captures loch ness monster. See capture of Loch Ness Monster rule. If Loch ness monster already captures, see "Montezuma's Revenge" rule.
3. British pound rose so fast that your ship is done two turns earlier than expected. Subtract appropriate two turns from time needed to get to B.H.
4. Expert mapmaker. Subtract 1-3 turns from time needed to get to B.H.
5. British player sent DOUBLE the amount of money needed. Double the size of the unit.

die roll

6. Friendly winds on your back. Unit loses 1-2 turns from time needed to get to B.H.
7. Peaceful journey.
8. Crew sites Tarzana and wants to move as fast as possible from Tarzana. Subtract one month from the time to get to B.H.
9. Ship sights enemy on Mini Barrier reef with A. Bomb and moves rapidly from the reef causing the ship to lose one hour in time.
- 10/ King plees for ship to be built. Causes 1-6 loss in months.
11. King Kong and King Kong's Son carry ship to B.H. causes two month loss in months.
- 12/ "I loveeeeeeeee Howard Huggins rule."
16. Use the following table to see how long a unit produced will take to reach British Honduras.

die roll on two six sided dice

2. Takes two turns
3. Takes three turns
etc....
17. Now, some of you may be a little confused....((so am I))so here's how you work the British Honduras reinforcements. First, you roll on table 16 to determine the time it will take for the reinforcements to arrive. Next, you roll on table 18 to determine WHERE they will come on. Then, you roll on table 19 to see((continued in rule 20))...

18. TABLE:

die roll on one six-sided die. If the result is.....

~~xxx~~ODDEVEN

roll a six sided die.

Roll a six-sided die.

If the result is:

If the result is:

1. Cay Sea

1. Cay Sea

2. Cay Sea

2. Cay Sea

3. Cay Sea

3. Cay Sea

4. Caribbean Sea

4. North Pacific Ocean

5. " "

5. South Pacific ~~XX~~ Ocean

6. " "

6. Gulfo De Panama

19. TABLE

die roll on ONE six-sided die.

- 1, 2, or 3: Peaceful Journey
4. Roll on Table #13
5. Roll on Table #14
6. Roll on Table #15

20. ...if you have to use any of the supplementary tables(~~xx~~ 14-16). If you do, then ONCE(or one time) roll on these tables. If you should roll a "Peaceful Journey" than nothing happens. If, however, you get some other result add or subtratt this time from the base time (# rolled when using table #16). Then roll on table #19 until you get a "Peaceful Journey" result (either on table #19 or one of the supplementary tables.).

21. There is an error...all B.H. units must use these rules to be placed on the board (that's reinforcements.).

22. Capture of Loch Ness Monster Rule. Any B.H. unit which gets a "Captured the Loch Ness Monster" result when using table #15 will ~~xx~~ know the following. The Loch Ness Monster is just that. It moves like any other unit(s). However, since it was captured, it is under the control of the B.H. unit that captured it. It may release the monster. However, the monster, after it has been released is under NO ONE's control but the GMs. Here is how movement works It is done randomly by the gamemaster. Also, the Loch Ness Monster ALWAYS gets to move wherever it wants. Any units in a space that the Loch Ness Monster moves to are DESTROYED!!!! Also, if the Loch Ness Monster should move to a coastal province, it is considered settled and will remain there. Whenever

owns that province gets an automatic FREE UNIT!!!! However, if that unit is destroyed, it is NOT replaced.

23. Montezuma's Revenge Rule. This unit who gets M.R. will destroy any unit blocking its entrance into the game. If there are no blocking units, it will function ONCE, and only once (or until it is used, I mean it will always function as it, but once used, that's it) as the Loch Ness Monster, except that it's(the unit) movement is NOT random. However, it will work on ANY unit, including a BRITISH unit.

24. "I loveeeeeeeee Howard Huggins rule". If a British unit should possess this horrible weapon of terror, usable only once, he will follow the following details of use(usage): This is a mobile weapon. It may be dropped anywhere. If there is a unit in the province it is dropped in, that unit becomes x clogged in red tape/etc. and will be unable to move for 1-6 turns. If there is no unit there, then nothing happens(this is, of course, at the end of the turn).

25. TABLE: There is a 50% chance that any B.H. unit produced OTB will be a normal (1 strength) unit. There is a 50% chance that if it is not normal, it will be 2 times strength. There is a 50% chance that if it is NOT ~~xx~~ 2 times strength it will be 3 times strength....etc....

26. Rules 12-25 cover the British reinforcements.

27. The game begins in January 1982. January corresponds to Spring, February to Fall, March to winter; April to Spring etc.

28. ADDENDA on the B.H. rules. A loss of a turn means that the unit will get there ONE TURN QUICKER. A gain(delay) means that it will take one turn longer.

29. Victory Criterion is 12 units on the board. A militia counts as 1/2 a unit. Double, triple, etc units count as ONE unit.

30. Only fleets may be built off the board.

31. The Canal Zone is to be treated like Suez in the Youngstown Variant.

32. The following are the players in this game: British Honduras, Guatemala, El Salvador, Honduras, Nicaragua, Costa Rica, and Panama.

The above rules will be continued.

Have a good new year, and may it be as pleasant to you as I hope it will be to me.

Russell Fox's
CENTURION #29
5160 Donna Avenue
Tarzana, CA 91356
c/o Russell Fox...

See p. 6

Done on yes!

Sub PAY NOW
(or else)

Trade ✓

Sample _____

DEADLINE IS JANUARY 15, 1977
SEE PAGE SIX!!!!

Remember that there are no phone calls excepted before 7:00PM and after 10:00 PM.

FIRST CLASS FIRST CLASS FIRST CLASS

TO TO TO TO: Konrad Baumeister
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Hales Corners, WI 53130

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CENTRAL AMERICAN DIPLOMACY.....

33. Each player must have (in the starting units) at least one fleet and one army(GA and GF).
34. The first season is Winter 1900.
35. As stated in rule 27 the first moving season is January 1982.
36. Juigalpa rule. Through the province of Juigalpa there runs a very wide river which is passable to fleets. due to this the following ~~xxx~~ items should be noted:
 Managua is double coasted(wc and ec)(not on map).
 Leon is double coasted(wc and ec)(not on map).
 Managua(ec) borders Leon(ec).
 Fleets in Leon(ec) may NOT move to matagalpa, or Juticalpa
 Fleets in Juigalpa and Managua(ec) may not move to Puntarenas.
37. Reefs rule. Off the coast of Juticalpa there are treacherous reefs which make boating hazardous to your health(and life.). The following should be noted.
~~xxxxxx~~ Juticalpa is NOT double coasted.
 The following is a legal move(or moves): F Gulf of Honduras-Juticalpa,
 F Juticalpa-Corn Isl. Sea
 The caribbean sea does not border Juticalpa.
 The Corn Isl. Sea does NOT border the gulf of Hondruas.
38. Fleets in Tegucigalpa may ~~xxx~~ move to Leon.
39. Golfo de Fonseca does NOT border Leon.
40. Salinas Bay does NOT border Tegucigalpa.
41. the South Pacific Ocean borders Golfo de Panama.
42. Nicaraguan Canal Building rule.
 The geography of Nicaragua almost influenced the U.S. to build a canal there instead of through Panama. Due to this unique geography, the Nicaraguan player MAY build a canal, by use of the following rules.
43. Engineer units. Engineer units are equivalent to Militia in all respects, except that they may build canals. Only Nicaragua may have engineer units.
44. It takes ONE YEAR for an engineer unit to build a canal.
45. Canals may be built in any of two places:
 1. Through Managua
 2. Through Leon.
 It is recommended that you use Managua, because if you should ever build a canal through Leon, a new sea develops, called the Gulf of Leon(the black part inbetween Leon and Tegucigalpa.
46. If a canal should be built through Managua, than Managua is only one coasted and should be treated like Constantinople and Kiel.
47. Same With Leon(rule 46), except that fleets in Leon still may not move to Matagalpa.
48. Fleets ~~---~~ in Juigalpa may move to Leon(ec) but not to Puntarenas.
49. Everyone knows that Central America has one of the worst political messes in the world, with revolutions, counter revolutions, etc.
50. Due to this, there is a VERY GOOD chance that revolutionary factions will develop in your country.
51. There is a 1/6th chance per MONTH that some sort of revolutionary group will form in ~~xxxxxxx~~ a province. (roll for all provinces BUT your capital).
52. The GM does all rolling.

continued....

the people revolt and another time if they revolt (specifically) from the new players government.

73. There is one other thing which must be dealt with--British Honduras ARMY reinforcements. B.H. can only get armies through the annihilation (or surrender rules immediately following) of units. Any unit so /a/ becomes a B.H. army in the following Winter type season.
74. No unit may retreat otb. Units may, of course, be annihilated (with the exception that the /a/ unit if was /a/ by B.H. (B.H. unit moved to the place which was formerly occupied by the /a/ unit) that unit surrenders.
~~X~~
75. Any unit may surrender IF DISLODGED to the player who MOVED into the place where the dislodged unit was. This unit can and will appear next winter type season.
76. Since adjustments will be thrown off by these "surrendering" units, use the table below to ~~xxxx~~ see what happens (actually it's a rule, but.....
77. If a player has x units which surrendered to him ~~and~~ he may or may not use them in subsequent Winter turns. Surrendered units may be built AT 0 cost in the first Winter turn following their surrender. ~~X~~ This gives you a lot of "weight". There is one note...Surrendered units in the first subsequent Winter turn have no affect on any other adjustments.
78. Surrendered units morale factor is LESS than that of any other type of unit which it corresponds to. Rather bluntly, a surrendered unit in a winning situation will play very well....but those in a losing situation STINK.. There therefore are MORALE tests done on all surrendered units (units which have surrendered on the following basis:
(roll three six sided dice)
- PLUSESSES:
- +1 any friendly units within 1 province (bordering). (up to 4)
 - +1 any friendly units within 2 provinces (only 1)
 - * +1 any friends within 1 or 2 provinces advancing (moving away from annexed provinces)
 - 2 +1 any enemy units retreating (moving away from you and your lines)
 - +1 any friendly units behind an enemy unit
 - +1 own unit advancing
 - * +1 unit to rear of own unit
 - +2 own unit is British
- MINUSES
- 1 each enemy within 1 province (up to 4)
 - 1 any enemy units within 2 provinces (only 1)
 - 1 friends within 1 hex retiring (retreating)
 - 1 any friends retiring
 - 1 enemy behind any friendly units
 - 1 being attacked
 - 1 for each support (no maximum)
 - 1 own unit retreating
 - 2 ~~any~~ any unit ~~with~~ (friendly) which has just had to retreat (through battle) (per unit...no maximum)
 - 2 being attacked by British
- (one other ~~xxxx~~ plus: +2 any enemy unit retreating (through battle) (no maximum))
79. Table on next page.
80. British units (or surrendered units to the ~~xxxx~~ British player) and British units which surrendered have 100% morale.
81. Engineer units which surrendeer will have a 25% chance of doing something incorrectly....

53. If in a province there should be a roll which allows the forming of a revolutionary group, the GM shall immediately name the group
54. From this time on, the revolutionary group will produce press releases (propoganda) at a growing rate and intervals and length.
55. Every month thereafter after a revolutionary group has formed, the GM shall make two rolls--one to see if another revolutionary group has formed. The other roll will be continged until the GM rolls a "1" or a "2".
56. When the GM rolls a 1, propoganda size is doubled.
57. When the GM rolls a ~~MAX~~ 2, the organization becomes daring and will either grow or become militarily active. To determine this, use rule 58.
58. Table. 1-3:Expand to any province, random determination
 4-6:Build revolutionairy militia unit.
59. Expansion can be in any direction. Expansion may even be into another country.
60. After expansion, the GM will continue to roll dice. 1=Propaganda rate increased. 2=Use rule 58.
61. Revolutionary units can only be formed through die rolls.(as in rule 58). Here is a table which shows there strenghtsL
62. Revolutionary Militia====+===== $\frac{1}{2}$ a militia// $\frac{1}{4}$ a fleet/army
 Revolutionary Army=====militia// ~~$\frac{1}{2}$~~ $\frac{1}{2}$ an army/fleet
 Revolutionary 2Army=====2militias//army/fleet
63. Once a revolutionary militia is formed, it takes 2 months for this militia to do something. (equiping, etc.) It will first attempt to seize any province by annexing it. It will then attempt to sieze another province.. When it siezes another province(~~xxxxxx~~) except the capitol) use rule #64, when it siezes the capitol see rule #65
64. Since the unit siezed a province it now owns two provinces and may build one Revolutionary 2Army. It still keeps the original militia.
65. Since the unit siezes the capitol((it must ANNEXE IT)) the civil government of the roiginal player fails, and 50% of all the government forces will defect to the revolutionary player, and AUTOMATICALLY the revolutionary player annexes 50% of all the provinces which he(the government) ~~is~~ owned. (That will be done by die roll 1-3 does, 4-6 doesn't). A_t this time ~~a~~ the militia which the revolutionary forces had started with will automatically disappear unless there are still some government forces left--it will disappear after the~~y~~ government forces due.
66. When the players change hands due to this, all revolutionary factions which had also developed will automatically cease to exist.
67. When the players change hands due to this,the "government" now becomes the revolutionaries, and all government units are downgraded to the revolutionary units which they correspond to.
68. These units also change to revolutionary units.
69. BRITISHHONDURAS IS EXEMPT FROM REVOLUTIONARY units(etc.) except for the following notes:
70. All expansion provinces will be affected and should use the revolutionary rules for expansion provinces(see below(72 on).
71. REVOLUTIONARY FORCES MAY NOT expand into British Honduras(except annexed portions.).
72. When a player captures and ANNEXES provinces, more peole get dissatisfied with the new government. For this, you roll twice. Once to see if

continued...

79. die roll is inbetween:

	A	B	C	D	E	F	G	
Results are as follows:	-2	-1	0	1	2	3	4	#1
#1--unit disbanded.	-1	0	1	2	3	4	5	#2
#2---unit retreats towards capital with ferocity. Gets to every space ita attempts to move to!	+2	2	2	3	4	5	6	#3
	3	3	3	4	5	6	7	#3
	4	4	5	5	6	7	8	#4
#3--HALTs. may not move or suport or convoy.	13	13	13	13	12	12	12	#4
#4--Nothing (all right)	14	14	14	14	13	13	13	#5
#5--100% morale next testing period.	16	15	15	15				#5
#6--ADVANCE for 1-3 turns towards the enemy. Will move through any unit in way (that's friendly unit) and attacks at 1½ strenght at the enemy. Only GM knows for how long the unit will advance.	17	16	16	16	14	14	14	#6

§ The classes are A-G= the place your country is in now.

82. The GM will not ~~xxxxxx~~ reveal the results of the die rolls. you's will find out soon enough!
83. At the second time its winter(or that sort of season) every unit which had surrendered get s arating. If ODD, unit is now normal (and you've got to have to pay for it). ~~xxxxxx~~ Otherwise, continue on....
84. Surrendered units will contineu to fight like so until an odd result is obtained during a Winter Season.
85. The GM should not reveal when the B.H. reinforcements will get on the board---not even to the B.H. player.
86. Surrendered units do not count as "units" in the victory criterion.
87. Units are noted as follows:
 GA government Army GM government MILITIA
 GF " Fleet GE " Engineer
 RA revolutionary Army RM revolutionary militia
 RE " EngineerR2A 5 " double army
 An "S" before the unit indicates that this is a surrendered unit.
 Esample:
 Cosa Rica loses an Army to Panama(surrender) This new unit is built in David. This unit is ~~GA~~ SGA-C/GA ~~Raxix~~ David
88. For British Honduras, fleets which surrender are automatically changed ~~xxxx~~ into a ~~xxx~~ ~~xxx~~ british fleet which issent for equipment...use the tables to see when it arrives. Armies become British armies with the only exception being that they must wait until the next winter type turn to come on. THEY MUST BE PAID FOR though.
89. Black press (no matter what zine its in) is allowed--do to the nature of this game.
90. This game is copyright 1977 by Russell Fox-----all rights reserved.

I'd really like to get a playtest game of this going. I have one volunteer. PLEASE, VOLUNTEER. Rules are in issues #28-#30(this issue) while the one page map is in #27.

One more rule(that should be two rules:

91. Engineer units cost 1 whole sc.
92. Engineer units may be used for building canals, and other sort of works, including the foloowing:
 Public Works--increases value of S.C. 1/8 of a s.c. a turn.
 Any other project approved by G.M.
93. Any Engineer unit working has a 1/3 chance of "going on strike". If there should be such a strike, add 1/2 a s.c. starting next turn(after the strike is ended) for their cost for all

CARIBBEAN

SEA

CAY
SEA

GULF OF
HONDURAS

JUTICALPA

CORN
ISLS.
SEA

MATAGALPA

TUMANDA

SALINAS
BAY

GULFO
DE LOS
MOSQUITOS

SAN JOSE
ALAJUELA

GULFO
DE
NICoya

IMPASSABLE

FLORES

QUEZALTENANGO
GUATEMALA

IPAZA
STR. ANA ROSA

BAYA DE LA TROPICA

SAN SALVADOR

G. DE FONSECA

MURUBAGOS

(NORTH)

PACIFIC OCEAN

(SOUTH)

GULFO DEL PARIEN

CHIMAN

GOLFO DE PANAMA

AVIERO

DAVID

GULFO DE CHIRIQUI

GULFO DE NICoya

OCEAN

