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\*\*\* It's lucky I print that bit in the opening blurb about articles not necessarily expressing the point of view of the editor, since there are a number of points in the above on which I disagree with John something awful.

Without going into too much detail, I would defend the victory conditions of situation 4, disagree completely with the 'cannon-fodder' tactic described in situation 6, fail to understand the argument in situation 7 (I obviously have an earlier edition than John), argue with John about the rules for engineers (can a unit of engineers always dismantle a mine-field in 6 minutes flat?) and wonder why situation 12 should be condemned because the 'wrong tactic' had been employed.

However, this should give food for thought for PanzerBlitz owners.

djt \*\*\*

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COLD WAR - A Diplomacy Variant.

by Rod Blackshaw.

\*\*\*Note from the editor. Rod asked me not to include this as an entry for the competition, since he has used a few rules from Fred Davis' Abstraction. The map for the game is included in your copy of ALBION - it's there somewhere, if you look hard enough. The map contains the usual abbreviations for provinces; however, I sent back Rod's original map without having had the sense to take down the full titles of those provinces with which I was unfamiliar - my apologies. Most of them are obvious. Tro is Tromso, Osl is Oslo, Gda is Gnydia etc. However I can't recall, off-hand, what Bod is, or Brn. A spot of map-hunting should reveal the answer. If there is time or space, I will include a full list later this issue. djt \*\*\*

Scenario.

The Second World War is over. Germany is shattered into two halves. The American presence there is strongly felt, being the only real defence against the Russians who are poised to sweep into Eastern Europe. France and England are recovering from the crippling effects of the war - neither is in a position to counter the Russian threat. Italy is anxious to impress herself upon her new-found allies in the West.

Comments.

The idea of using this period first came to me after reading the rules of Abstraction, the first time round, that is. Although basically realistic, it has a 'what if?' flavour. The U.S.A. is the only power present in West Germany, Russia is behind her own frontiers, Turkey is no longer considered as an effective force and Italy seems to have recovered remarkably well.

Most of the action takes place in Central Europe, an area that literally teems with supply centres. This is mainly between Russia, U.S.A. and Italy. With England pushing in the north it would seem as if Russian defeat is inevitable, but France provides an interesting potential back-stabber and has to be watched carefully. Also it is easy for the U.S.A., with her units

coming in from the western edge of the board, to slip in quickly. No-one can really afford faith, and mistrust is high. Thus a situation arises where four powers, who might at any moment break out fighting amongst themselves, have to stop a very formidable Russia.

### Rules.

All normal rules of Diplomacy are to be followed, except as below.

1. There are 5 players - Russia, England, France, Italy and U.S.A.
2. There are 40 supply centres, giving a victory criterion of 21 units.
3. First move takes place in Spring 1946; subsequent moves occur twice yearly.
4. A/Fs may be used, using the rules in Abstraction and Atlantica.
5. Convoy by standard Diplomacy rules is also permitted.
6. Initial placement for the 5 great powers is:-  
England: F(London), F(Liverpool), F(Edinburgh).  
France: F(Brest), A(Paris), A(Marseilles).  
Italy: A(Venice), A(Rome), F(Naples).  
Russia: F(Leningrad S-C), F(Odessa), A(Lvov), A(Moscow).  
U.S.A.: A(Hamburg), A(Munich), EITHER A/F(Central Atlantic) OR A(Ruhr) and F(Central Atlantic).
7. U.S.A. has two supply centres in the homeland. Builds take place here and on the Spring move a Fleet or Army/Fleet may move directly into the CAD. These supply centres cannot be attacked.
8. Although Alsace is part of France the supply centre still has to be captured to gain a build. When captured, it may be used for builds (i.e. French units may build in Alsace providing the supply centre is under French control).
9. Hamburg contains a canal system to enable passage by fleets from one coast to another.
10. Armies may move between Sicily and Naples, and between Denmark and Stockholm.
11. Air Support. Armies may give air support to land provinces. Fleets may never give air support.  
When giving air support an army can carry out no other function.  
Air support acts like normal support, but it takes place over an intervening territory. E.g. Gdansk can support Hamburg over East Germany.  
Only one intervening territory can be crossed in this manner.  
It doesn't make any difference to the air support whether or not there is a unit in the intervening territory.  
Air support can be cut just like normal support.

The air support rule is experimental, and I would be interested to see how it works out.

Rod Blackshaw.

