

rb 52/07

By Mick HAYTACK
(BLOODSTOCK)

Completely insane Diplomacy houserules

- 1) Bloodstock Diplomacy houserules will apply with the following additions and exceptions.
- 2) Each season you may only write orders for half your number of units (rounded up). i.e. in Spring '01 each country may order 2 units only. These are known as primary orders.
- 3) For each unordered unit a player possesses he may write one order for a foreign unit (but not more than 1 order for the same unit). These orders may be orders to move, stand, convoy or support, but when supporting or convoying a unit of a different nationality, this nationality must be written. eg. French F(ENG) c English A(Wal) - Bre. These orders will be known as secondary orders and will be published along with the players normal orders.
- 4) Each unit will attempt to obey the most popular order, in the event of a tie the unit will attempt to obey a primary order, if there is one. In the event of a tie between two or more secondary orders the unit will stand. Any unordered unit will stand.

EXAMPLE Spring '01

	Primary	Secondary
<u>ENGLAND</u>	F(NWG) - NTH <u>F(Lon) - ENG</u>	Italian A(Ven) - Pie
<u>FRANCE</u>	F(Bre) - MAD A(Par) - Pic	English F(Lon) - Yor
<u>GERMANY</u>	F(Kie) - Den A(Ber) - Kie	English F(Lon) - Yor
<u>AUSTRIA</u>	A(Vie) - Gal F(Tri) - Ven	Italian A(Ven) - Pie
<u>ITALY</u>	<u>A(Ven) - Tyr</u> F(Nap) - ION	Turkish A(Smy) - Syr
<u>TURKEY</u>	A(Con) - Bul F(Ank) - BLA	Russian F(Sev) st
<u>RUSSIA</u>	A(War) - Ukr F(St P) - GOB	<u>Austrian A(Vie) - Boh</u> German A(Mun) - Bur

These moves are given to show the game mechanics only.