

CHARACTER DIPLOMACY - by Fred C. Davis, Jr.; 1986, 1988 and 1990

(Original NAVB CN: rm49/07. Changed in 1989 to rg06/07).

As a result of experience gained in running this game in BUSHWACKER (1987-1990), and suggestions from several players, a few modifications have been made in the rules, but not enough to warrant calling this "Character Dip II." The most significant changes are: Postponing the use of the special characteristics to Spring 1902, allowing units dislodged in a Spring season the option of Retreating or going OTB, CHANGING the name "Heaven" to "Hyperspace", and a few adjustments in the Character cards.

1. The rules of the 1976/1983 Diplomacy Rulebook will apply, except as shown below.
2. Each unit on the board will be dealt a Character card, which may give that unit some special characteristic or ability, such as extra strength or mobility. These cards are non-transferrable. They confer these powers only on the particular unit to which they are assigned. If a unit is removed from the board, the card is also out of the game. New cards will be assigned to newly created units. A complete listing of the Character cards will be found at the end of these rules.

The initial pack of Character cards includes 72 cards, covering 20 different types of units, including some cards which provide for ordinary units. Additional characteristics have been proposed by others, and some of these will be shown in a supplement at the end.

3. The characteristics of each unit will initially be known only to the GM and the unit's owner. The nature of each unit will be disclosed only in the course of the game, when special actions taken by a unit will reveal its powers. However, not every action taken will disclose a unit's power.

Players are, of course, free to confabulate on the characteristics of their various units as they conduct their diplomatic negotiations. This should add some spice to the diplomacy!

4. Dealing the Character Cards at the Start of Game

- a. GM will deal one card for each of the 22 units on the board at the start of a Regular game, following the guidelines shown below. (Note these cards could also be used in many variant games).
- b. No single Power may initially be dealt more than one card from each of the following categories: The combined sets of Cards #1 and #2 (Double-strength units), Card #8 (Hyperspace unit), #9 (Annihilator), #10 (Gasser), #11 (Hypnotist), #12 (Minelayer) or #15 (Cutter of Support orders). Should such an event occur, the GM will return the second card to the deck and draw another one for that unit. In addition, the GM must insure that each Power with three starting units is assigned one, and only one, Ordinary unit. Russia will have either one or two Ordinary units, depending on the luck of the draw.

It is important for the sake of negotiations that there be some Ordinary units on the board, but it would be a severe handicap to a 3-unit Power if two of its starting units were Ordinary.

- c. As certain cards specifically mention Armies and Fleets, ^{(#17 & 18),} the GM will have to initially assign A or F cards to such units, changing around the assignments within a country, if necessary. If such swapping cannot bring the country into compliance, the GM will bury the card(s) that cannot be assigned, and draw replacements. All the cards for one country should be assigned before moving on to the next one.

(New)

5. Subsequent Assignment of Character Cards

- a. As subsequent units are built, the GM will assign a Character Card to each. This will require a separate Winter season in Postal games. The players will report their builds in the Winter. The GM will then advise each of them privately, with their game report, as to which characteristic has been assigned to their unit(s). The GM may make up blank forms in advance, on which to show a country's name and a list of the cards assigned. It is advisable to show both the number and a brief name for each Character.
- b. The procedures in Rules 2 and 4 will be followed, except that all Powers entitled to at least eight units on the board may have two of the combined Cards #1 and #2 (Double Strength units) assigned to their forces, and two of Card #10 (Gasser). In addition, when there are no more than four Powers left in the game, each Power with at least 10 units on the board may have two Minelayers.
- c. No Power may ever have more than one Annihilator, Hyperspace unit, Hypnotist, or Cutter among his forces; or more than two Double-strength, Gasser or Mine-layer units. When older units are destroyed or removed, new units may be assigned such characteristics.

6. One additional abstract space, called "Hyperspace," is added to the board. Units drawing Card #8 may move into "Hyperspace" on one turn, and then to any legal space on the board on the following move. However, units in Hyperspace may not lend their Support to any units anywhere on the board. (This area was originally called "Heaven," but there was some objection to the use of that term. This characteristic was adopted from Lew Pulsipher's "Black Angels" variant.)

Any number of units may simultaneously occupy "Hyperspace." The Annihilator, Gasser and Hypnotist cannot use their powers against any unit located there.

7. The first season in which a Power may use the special characteristics assigned to any of its units is Spring 1902. Thus, the 1901 moves will be exactly as in a Regular Diplomacy game. This equalizes all of the Powers' chances in the critical first year of the game.
8. The regular rules of Diplomacy apply if any unit is not using its special powers on that turn. A unit which is dislodged could not use its powers on that turn to prevent the dislodgement, if not so ordered initially, since it would be too busy retreating. The same applies to a unit being annihilated. No unit may retreat more than one space, even if it has the power to move two spaces. (A Double-strength unit, of course, requires an attack by other units with a combined strength of at least three to be dislodged). The GM may have to make some special rulings if some tricky cases come up.

9. Priority of Orders

- a. An order written for units holding Cards #9, 10 or 11 (Annihilator, Gas attack or Hypnotist) has priority over any orders written by the units they are attacking, or by other units trying to attack them. Thus, an order to put an adjacent unit into Civil Disorder by gas attack (Card #10) succeeds, even if that unit was ordered to attack the space in which the Card #10 Gasser unit is located. Even if the Card #10 unit is dislodged by attacks and supports from elsewhere, its order to put a specific unit into C.D. succeeds. (cont.)

9. a. (cont.)

An Annihilation order written by a Card #9 unit always succeeds, even if its move to an adjacent space would otherwise have been stood off.

b. The Order of Preference whenever the most powerful units meet in combat, and each tries to use its special powers, is as follows:

1. Annihilator (Card #9). Overrules all other units when annihilating a province
2. Hypnotist (Card #11).
3. Gasser (Card #10).

c. If the Hypnotist knows the special characteristics of an adjacent unit, it may order the unit to perform that type of move, except that it cannot order an Annihilator to blow itself up. However, if the Hypnotist is incorrect about the nature of the special powers of the would-be hypnotized unit, the order fails in its entirety.

10. To keep track of which characteristics belong to which units, each unit will be numbered. (i.e., 1A, 2A, 1F, etc.). Players must include the proper numbers for each unit in their orders.

Players may wish to check off the cards as they are played or otherwise appear, to keep track of what may be happening. Note there most likely still will be more Ordinary units on the board than those of any other type, since there are more cards in the deck for Ordinary units than for any other type. The standard deck contains 14 such cards. This number could increase if additional optional units are added. No less than 20% of the cards in the deck should be for Ordinary units, nor should the total ever exceed 25%.

11. The Caspian Sea is passable to Amphibious units (Card #3), to Armies allowed to cross one sea space without Convoy (Card #17), and all units holding Card #7 characteristics (Explorer units). (An A making this move will be presumed to be walking on water!). Also, a Converting unit (Card #6) may become a F and use the Caspian. The term "(ec)" must be used to designate an East Coast conversion by a Card #6 unit in Armenia or Sev. The Caspian Sea touches only Armenia, Moscow and Sevastopol.

12. The GM will report the destruction of mines by an Engineer unit/Minesweeper (Card #13) moving into a space, but will not report who laid the mine. An Engineer unit automatically destroys all mines placed in a space when it moves into it, so players do not have to write a special order for this.

13. When a total of 50 cards have been dealt, the GM will return all of the cards to the deck and reshuffle them, so some unit characteristics which may have been "used up" will be brought back into the game.

14. Retreats and Removals (Formerly Rule 15)

a. Following Spring moves, dislodged units for which no Retreat orders have been written will be retreated using Just's Right-Hand Rule. However, a player may specify with his Spring orders that any dislodged unit may be retreated OTB, or he may overrule the GM with his Fall orders, prescribing that a unit dislodged in the Spring should be retreated OTB instead of following the R.H.R. (The reason being that a player may wish to "trade in" his card(s) on dislodged units to get rid of an Ordinary unit, or one of no value to him, in hopes of getting a better card on the next round).

14. b. After the Fall moves, players will have the right to submit Retreat orders with their Winter adjustments. Any dislodged units for which no orders are received will be removed from the board in the Winter season. Players may write orders to have their dislodged units move to a specific province or "OTB."
15. Winter will always be played separately in Postal games, unless there are no new units to be built. Based on the number and types of units built in Winter, the GM will deal cards for these new units to determine their characteristics, and send each player a separate list for his new units with the Winter reports. As mentioned in Rule 14 above, a dislodged unit for which no Retreat is ordered is removed by the GM, and if the player failed to submit a build order covering this event, he will play short-handed for the following game-year.
16. Clarifications on the Play of Certain Character Cards (Formerly Rule 17)
- a. The Two-space Move (Card #4). This is ordered as a single move; not an impulse move. If the move to the first space is blocked, the second part does not take place. If two Two-space units are near each other, and the first has used a particular space for the first part of its move, and successfully moved on to the second space, the other such unit may occupy the first space for the second part of its move.
The first space is also available for Retreats by any units.
- b. The Annihilator (Card #9) is unstoppable only when it gives the order to "Annihilate (space name)". It can be stood off under the normal rules when making an ordinary move. The order to "Annihilate" may be given for the province in which it is located, or for any adjacent space to which it could legally move, including a move by Convoy if it's an A. Any alien unit in the space which is annihilated is also destroyed, but any unit ordered to move into the annihilated space is merely stood off.
- c. The Gas Attack may include sea spaces. An Army may gas an adjacent Fleet, and vice-versa, even if the unit cannot move there. (Card #10). A Gasser may attack a vacant SC owned by another Power on a Fall turn, to eliminate its economic support for the following year.

A unit placed in Civil Disorder by a gas attack cannot be dislodged on the same turn, since any unit attempting to move into such a space would be blocked by the gas. On the second turn, the gas has dissipated, so the unit in C.D. could be dislodged before it has recovered from the gas attack.
- d. A Cutter unit (Card #15) not only cuts up to two Supports by units adjacent to it for a unit trying to move into its own space, it can also cut the support of any adjacent unit which is supporting an attack into a space in which there is a unit which is receiving the Cutter's support.
- e. A Minelayer unit (Card #12) may retrieve its own mines, by returning to the space where it left one and specifying "Picks up own mine." It may not pick up any other mines, nor may any of the player's other units except the Engineer disarm the player's own mines. (Your own units are destroyed if they go into a space where you've left one of your mines). A Minelayer can place only one mine in any one space. However, two or more countries can mine the same space. Each entry by another unit would cause only one mine to explode, so a mine explosion does not guarantee that a particular space is now mine-free.

16. f. An attack by a single unit on a Double-strength unit (Card #2) which is supporting another unit will cut only one unit of support. If a Double-strength unit is attacked by two units, or another Double-strength unit, all of its support is cut.
- g. Units in Hyperspace (Card #8) may only move out from that space. They may not support any other units from there.
- h. If a player obtains a Free unit (Card #19), he may build another unit in the following Winter, if he still has a surplus SC. Since building an "extra" unit is a giveaway that he owns a Free unit, a player may wish to wait until later to do so, such as to suit a tactical need, or where he might otherwise have to make a removal. The GM will make no comments about the availability of such builds in the printed game reports.
- i. If two units try to jump over the same unit, or over Switzerland, at the same time, both moves would succeed.

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(A complete listing of the powers of all of the Character Cards follows. Following this list of the original Character Cards, there is a list of other characteristics which could be added to the game. The best way to do this is probably to have the GM propose them, and have the starting players vote on them. Once a game begins, no further characteristics should be added. If additional cards are added to the list, with new numbers, an additional number of Ordinary cards (Card #20) should be added, to keep their ratio between 20 and 25% of the total.)

((Ideas for this variant have been borrowed by "Vacation Diplomacy" (rg04, formerly rm39) by Dan Kuszynski & Fred Davis, "Unplayable Card Diplomacy" (rg03, formerly rm32) by Stephen Agar, "Cosmic Dip II" (rg12, formerly rm42) by Russ Rusnak, the "Vain Rats" series by Richard Sharp et. al. "Blow-Up" (rm16) by Ron Brown & Nelson Millar, and "Black Angels" (xa01) by Lew Pulsipher. In the original version of this game, credit for the Invisible unit was given to several Hidden Movement games, such as "Kriegspiel," but that particular characteristic has been removed from this revision, as causing too much difficulty in adjudication of the moves. Borrowing from one source is called plagiarism. Borrowing from many sources is called research.)) **

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NOTE: If additional types of units are added, the following ratio should be maintained between the number of Ordinary unit cards and all other types, to maintain an approximately 20-25% presence of Ordinary units.

<u>Total No. of Cards</u>	<u>No. of Ordinary Unit Cards</u>
68-72	14
73-77	15
78-82	16
83-87	17
88-92	18, etc.

** I also wish to thank John D. Galt, who has devised a design called "Character Diplomacy II." Some of his ideas, and some of his rephrasing of the wording in certain sections, have been adopted here. The term "Explorer" is his, for example.

Types and Numbers of Unit Characteristic Cards: (Initial Total of 72 cards)
(Symbols explained below)

Card No. No.

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| <p>@</p> <p>{</p> <p>1.</p> <p>2.</p> <p>3.</p> <p>4.</p> <p>5.</p> <p>6.</p> <p>(New title) 7.</p> <p>* 8.</p> <p>* 9.</p> <p>@10.</p> | <p>2</p> <p>2</p> <p>4</p> <p>4</p> <p>4</p> <p>4</p> <p>4</p> <p>4</p> <p>6</p> <p>2</p> <p>2</p> | <p>Unit always moves and holds with a strength of <u>two</u>, but only supports with a strength of one.</p> <p>Unit is a <u>Double Strength</u> Unit for all purposes.</p> <p>Unit is <u>Amphibious</u>. Initially reported as an A or F, as owner chooses. Once its identity is disclosed, it's reported as an "Amp." For sake of clarity, it retains same no. (e.g. "2A" now shown as "2 Amp").</p> <p><u>Double Mover</u>. Unit may move <u>Two Spaces</u> each turn. If the second space is blocked, it moves just one space. (Can Retreat only one space).</p> <p><u>Jumper</u>. Unit may <u>Jump</u> over another unit, alien or friendly, similar to a Checker piece. Must land in a legal space for the type of unit involved. Includes a jump over a piece in Switzerland or Caspian Sea, if either of those spaces is occupied. The piece being jumped may carry out a Support or Convoy order, providing it does not prevent the jumping piece from moving, but <u>it may not move</u>, any such move order being converted to Hold. The jumped unit may also exercise any special powers it may have which can be done from a Hold order.</p> <p><u>Converter</u>. Unit may convert from an A to a F, or vice-versa, in Spring, Fall or Winter. If done in Spring or Fall, this is in lieu of any other move. If attacked, conversion does <u>not</u> take place, even if the space is successfully defended. Must take place in a coastal space.</p> <p><u>Explorer</u>. (New title). Unit may move to Crete, Iceland, Ireland, Sardinia, Sicily, Switzerland or Caspian Sea at will, using normal moving rules. (An A would treat Caspian Sea as a land space). Units may also move <u>directly</u> between Ireland-Liverpool, Sicily-Naples and Spain-N. Africa, and vice-versa. Convoyed A's may use the islands. These units may also Retreat to these spaces.</p> <p><u>Hyperspace</u> units. Units may move OTB to "Hyperspace," and then on any later move to any space that is legal for that type of unit (A or F). Any number of units may occupy Hyperspace simultaneously. Units in Hyperspace may not support units anywhere on the board. If dislodged, these units may also Retreat into Hyperspace.</p> <p><u>Annihilator</u>. Unit may destroy the province it is in, or any province it could legally move to (even if the move would otherwise be stood off). The unit is also annihilated, but the space remains <u>impassable</u> on the following turn. If annihilated space is a Supply Center, it loses that status for three moving turns after the turn on which the explosion occurred. Further, the SC is then considered unowned until recaptured. Any unit in the destroyed space, which does not successfully move out, is also destroyed. However, any unit which tries to move in on the same turn as the explosion is merely stood off. The order to Annihilate, when legal, always succeeds.</p> <p><u>Gasser</u>. Once every <u>3</u> moves, this unit may force any adjacent alien unit into Civil Disorder for <u>two</u> turns, by writing "(space) gassed" in lieu of any other move. (i.e., it Holds while taking this action). If the gassed space is a SC, and this is a Fall move, the Center loses that status for the following year, but remains owned by whoever owns it. (X-Rule 16.c. for further clarifications).</p> |
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Card No. No.

- * 11. 2 Hypnotist. Once every other turn, unit may hypnotize an adjacent alien unit, and write orders for its move, in lieu of any other move. (i.e., it Holds while writing this order). The hypnosis lasts for only one turn. The GM will not identify the unit doing the hypnotizing, reporting this as a "Hold" order instead. (X-Rule 9.c. for additional clarification). If two Hypnotists try to simultaneously hypnotize one another, both orders will fail.
- # 12. 4 Minelayer. Unit may leave a mine behind in any province as it leaves it. If it fails to leave, mine is not laid. May retrieve own mines, but not those of any other Power.
13. 4 Engineer (A)/ Minesweeper (F). Unit can disarm any mines in provinces and sea spaces it enters. This is automatic. GM will report this event only to the unit's owner, who will not be told who laid the mine.
14. 2 Retreater (New). After any turn on which unit is not dislodged, it may voluntarily "Retreat" one space in any direction. SC's may be captured in this way. Owner simply sends in a "Retreat" order as if it had been dislodged. The Spring Retreat will be reported with the Fall orders; Fall Retreats will be reported with the Winter season.
- (Replaces In-
visible unit)
- * 15. 2 Cutter. Unit may cut up to two Support orders against it, including supports of any adjacent unit supporting an attack into a space where a unit is already receiving the Cutter's own support. While such cuts are automatic, owner may specify which supports are cut in complex situations.
- (Revised)
(New title)
16. 4 Special Mover. Unit (A or F) may move directly between Spain-North Africa, Albania-Apulia & Armenia-Moscow. If an A, it may move nonstop through (or over) Switzerland to a space on the other side (e.g. A Munich-Piedmont). If a F, it may similarly move nonstop from any space on one side of the North Sea to the other, or Greece to Tunis. These moves may be made regardless of the status of the skipped space.
17. 2 Convoyless Army. Army may cross one sea space anywhere without need of Convoy. Includes Caspian Sea. Theoretically a 2-space move, but may be done without regard for any units or mines in the intervening sea space.
- (Revised)
(New title)
18. 2 Superfleet. Fleet may jump directly from MAO-Ionian, MAO-Norwegian, Barents-NAO, Baltic-Skagerrak and Western Med-Eastern Med. Also, it may Support the landing of any Army it convoys, providing it is the last F in the Convoy.
19. 2 Free Unit. Once built, unit needs no S.C. to support it. It must be annihilated to be removed from the board (unless voluntarily removed). (Not dealt at start of game).
20. 14 Ordinary unit.

72 Total No. of cards in regular game

- * = No Power may ever have more than one such unit on the Board at a time. (Annihilator, Hypnotist, Cutter or Hyperspace unit).
- @ = Power may have two such units if entitled to at least 8 units on the board. (Double-strength units and Gasser).
- # = Power may have two such units if entitled to at least 10 units on the board, and there are only four or fewer Powers left in the game. (Minelayer).

(End of Regular Rules)

Additional Proposed Unit Cards (Suggested by various players)

(Use 2 each of circled) (Numbers in parentheses show recommended number of each card added to deck)

- X1. Exchanger. Unit can exchange places with other units owned by the same Power, plus other player's units if that player writes the same order. Either move may be stood off by an unsupported attack, causing the exchange to fail. (2 or 4)
- * X2. Move First. This unit moves first, and thus can enter a space in which a standoff would otherwise occur. (2, not more than 1 for any Power).
- * X3. Thief. Can steal the power of an adjacent piece before movement occurs (via the GM). Unit acquires the stolen power, and is no longer a thief. The other piece becomes an ordinary unit. Thief may not use his new power until the next turn. (2, not more than 1 for any Power).
- * X4. Disbeliever. Can "disbelieve" the power of an adjacent unit, causing that unit to lose its power for that turn. Disbeliever must correctly guess the character of the unit to be disbelieved. Effective against all units except Annihilator (2, not more than 1 for any Power).
- X5. Super Supporter. Supports with strength of 3, holds with strength of 1, moves with a strength of 0. (2 or 4).
- * X6. Air Unit. Can support any action two spaces away, even if over water if an A, or inland if a Fleet. (2, not more than 1 for any Power).
- X7. Fleet supports the landing of any Army it convoys, providing it is the last F in the convoy. (2 or 4). ((Adopted into the game, as part of Card 18))
- X8. Unit's support orders are cut only if this unit is dislodged. (2 or 4).
- X9. Unit can support another unit in place provided the second unit's move fails. Also, it can be supported in place by any other unit if its own move fails. (2 or 4).
- X10. Redeplier. During Winter, unit can move up to two spaces through unoccupied spaces. It cannot capture a new SC this way, and cannot end this move in any SC owned by another country. (2 or 4).
- (This has been adopted) X11. Retreater. After any turn in which unit is not dislodged, it may voluntarily "Retreat" one space in any direction. May capture SC's this way. Owner simply sends in a "Retreat" order as if it had been dislodged. (2). ((Now Card 14))
- X11. Special Engineer. In addition to picking up mines, it can set up border defenses, which add one to the defensive strength of any unit holding that space. Must Hold while setting up the defenses, and any attack on the Engineer foils the attempt. These defenses may be established only on one or two of the province's borders, which must be specified. Borders include seacoasts. (2).

((There were several other suggestions made, but I felt that they were either too hard for the GM to adjudicate, or otherwise unsuitable for the game. People can suggest new ideas almost without limit, but consideration must be given as to whether a new unit may be too powerful or make the game too complicated. There is a limit to how many different types of units can be used in any particular game.))

In ranking the pieces, the following Order of Priority is recommended: 1. Move First, 2. Thief, 3. Disbeliever, 4. Annihilator, 5. Hypnotist, 6. Gasser, 7. All others.

It will be necessary to add cards for any of these characteristics to the deck. If all of these cards were added to the maximum number suggested, there would be a total of 34 new cards, for a grand total of 106, plus 8 new Ordinary cards, for 114. Each of these proposed new cards may be voted upon separately by the players for each game.

CHARACTER DIP - BUSHWACKER GAME

Assignment of Characteristics to Players' Units:

Country: _____ Season: Winter

The following Characteristics have been assigned to your Units:

<u>Space:</u>	<u>Character Card No.</u>
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_____	_____
_____	_____
_____	_____

Fred C. Davis, Jr.
GM

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_____	_____

Fred C. Davis, Jr.
GM