

This is a "new" Variant, A Takeoff of Character Dip. I probably shouldn't use that title, but should invent a new title. Do you have any suggestions?

# batyville Gazette

Robb.

There has been some interest in **Character Diplomacy**. The **batyville** version of character dip minimizes the luck of the draw, and minimizes the work of the GM. All rules of regular diplomacy are valid except as modified by the following: I have tried to equalize the powers of each of the characters.

RG15/07

- A. There are seven possible characteristics.
- B. A unit may not have more than one characteristic. Each player establishes the characteristic of each unit as it is built.
- C. The characteristics are not secret.
- D. The game starts in the Winter of 1900 with the building of units (armies and fleets located as per the regular game) and specifying their characteristics.
- E. Each player must use all seven characteristics once before a second unit of any characteristic may be built, and so forth for the third one.
- F. There are nine characteristics, before play begins the players vote for which of the characteristics they want in the game. Each player has seven (7) votes. Each of the seven votes may be cast either for a characteristic or against one. A player may cast more than one vote for (or against) the same characteristic. [For example, one may vote +3 votes for the DM, -2 votes for the DA, and +1 vote each for the DS and JM.] the votes are tallied by the GM, and ties are resolved by selecting those occurring first in the list in item G.

G. The nine characteristics are:

- 1 **DM Double Mover** This unit may move up to two spaces.
- 2 **DA Double Attack strength** This unit attacks with double strength.
- 3 **DS Double Support strength** This unit supports with double strength. Cutting attacks against a DS reduce the ordered support by the strength of the attacker (unless the DS unit is dislodged).
- 4 **DH Double Hold strength** This unit holds with double strength (only if ordered to perform a holding type operation like hold, support or convoy).
- 5 **AM Amphibious** This unit can move onto any named sea or land space, and may convoy when on a sea space.
- 6 **JM Jumper** This unit may jump over any other unit, and if it successfully lands, will cause the jumped unit to hold instead of move. This will not affect jumped units ordered to perform a holding type operation like hold, support, convoy or hypnotizing.
- 7 **AS Airborne Support** This unit may support up to two spaces away, regardless of the terrain.
- 8 **RK Airborne (rocket-er)** This unit may move, on any Spring turn, to any named space allowed by its type.
- 9 **HH Hypnotist** This unit may write an order for a unit starting its move in an adjacent space. The hypnotizing order may utilize the target unit's special characteristic. The HH, when hypnotizing another unit, will be shown as holding. Two or more conflicting hypnotic orders to the same unit will negate the hypnotism, and the target unit will follow its owners original command.