

COAST-RUNNING VARIANT
Eric Verheiden

For this variant, the rules of Regular Diplomacy as outlined in the 1971 Rulebook will be used, with certain clarifications and one addition as described below.

Convoys: Rule XII.5 is deleted as unworkable and replaced with:

A CONVOYED ATTACK MAY NOT AFFECT THE CONVOYING FLEETS. If a convoyed army's attack would affect the outcome of an attack on any of its convoying fleets, however directly or indirectly, the convoyed attack does not take place and the army to be convoyed must hold in its original position.

This eliminates the so-called paradoxes which could arise with convoys under the regular rules. It is to be interpreted that no part of Brannan's Rule will be used under any circumstances; note the adjudication of the following example:

ENGLAND: F Lon (S) F Nth. A Yor-Holl. F Nth (e) A Yor-Holl.
F Helg (s) A Yor-Holl.
GERMANY: F Holl-Nth. F Bel (s) F Holl-Nth. (F Holl dislodged)

The unsuccessful supported attack on EF Nth does not stand off the supported convoy attack. However, if EF Nth were unsupported, it would be dislodged regardless of how many supports were given to the convoyed attack, as opposed to the convoying fleet. EA Yor would then remain in its original position.

Coast-Running: Any army situated in a coastal province may give up its move to protect (abbreviated 'P') a single fleet running the province's coastline(s). The fleet in question, if situated adjacent to a coastline of the protected province, may then move along that coastline to any (non-landlocked) space bordering on the given coastline.

Examples:

F Ion-WMed. A Tun P F Ion-WMed.
F Edi-Nat. A Cly P F Edi-Nat.

Multiple coast-running is possible with a string of protecting armies (unbroken). Further, coast-running is possible through all fleet-permeable land provinces (Swe, Den, Kie and Con) but not through double-coasted provinces (StP, Spa and Bul). Fleets may, however, run both coasts of a double-coasted province in the course of a single coast-running manoeuvre.

Examples:

F Tri-Ion. A Ven P F Tri-Ion. A Apu P F Tri-Ion.

F StP nc - E.C. A Nwy P F StP-EC. A Lon P F StP-EC. (The string of protecting armies is broken in the North Sea, so the move is illegal.)

F Bal-Nth. A Kie P F Bal-Nth. A Holl P F Bal-Nth.

F Rum-Gre. A Bul P F Rum-Gre. A Con P F Rum-Gre. (Legal, since F Rum may run both coasts of Bulgaria with fleet-permeable Con. between.)

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The restrictions on coast-running follow in general the lines of the analogous restrictions on convoys. In particular, coast-running attacks may be supported as regular attacks; if unsuccessful, the coast-running fleet is returned to its original space unharmed. Protection given by coastal armies may not be cut; however, if any army in a string protecting a coast-running fleet is dislodged, the entire manoeuvre is disrupted and the fleet may have no effect upon the province to which it was ordered. Ambiguous routes for coastal runs are handled in the same way as ambiguous convoy routes. Finally, coastal runs are subject to the rule quoted above for convoys (replacing Rule XII,5) with the words 'army,' 'Fleet' and 'convoy-' being replaced by the words 'fleet,' 'army' and 'protect-' respectively.

Examples:

IF Ion-WMed. IA Tun P IF Ion-WMed. FF Mid-WMed. (Both IF Ion and FF Mid end up in their original positions.)

RF Bla-Aeg. TA Con P RF Bla-Aeg. TF Smy (S) RF Bla-Aeg. AF Aeg (h).
(The Austrian fleet is dislodged.)

AF Alb-Aeg. AA Gre P AF Alb-Aeg. TA Bul-Gre. (Protection may not be cut.)

FF Pic-Nth. FA Bel P FF Pic-Nth. GA Ruh-Bel. GF Holl (S) GA Ruh-Bel.
(The FA Bel is dislodged, thus disrupting the coastal run.)

GF Helg-Bal. GA Kie P GF Helg-Bal. GA Den P GF Helg-Bal. EF Nth-Den.
RF Swe (S) EF Nth-Den. (GA Denmark is dislodged. The route of coastal run being ambiguous, the fleet does not move therefore.)

FF Mar-Mid. FA Spa P FF Mar-Mid. EF Por-Spa. EF Mid (s) EF Por-Spa.
(FA Spa dislodged. FF Mar is not allowed to cut the support of EF Mid and thereby to affect the outcome of an attack on its protecting army (FA Spa).)

It is my understanding that this variant is also scheduled for printing by Dave Staples, RR 1, Box 120, Fargo, N.D. 58102. If so, Dave may well decide to open a section, so interested parties might enquire of him.

Comments to me for publication here, or to the designer, Eric P. Verheiden Jr., 3245 S.W. 185th Ave., Aloha, OR. 97005, USA.

The Games Begin

Game 1973Tdu - Ancient Hebrew Kingdom - Fall 1998 Builds

East Manasseh (Biehl): NRR. Has: a naphtali, a zebulon, a tob, f sidon sea, f asher (5 - 1 short).

Gad (Klein): NRR, GM /r/ a moab. Has: a thebez, a reuben, a jabesh gilead, a ammon, a gilead (5).