

RM75/07

Cabinet Diplomacy II

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(This is a clarification and a modification of Cabinet Diplomacy by Steve Doubleday.)

- 1) Unless stated otherwise, the 1976 Rules for Diplomacy are in effect.
- 2) **Abstract:** The basic idea of Cabinet Diplomacy II is that a given power is run by a cabinet of three players—the Head of State, the General of the Army, and the Admiral of the Navy—each with his own exclusive powers and responsibilities.
- 3) **Beginning the Game:** Players can sign up as teams, designating who will play which of the three cabinet positions, or individually, in which case the GM will create teams and assign positions randomly.
- 4) **Players' Identities:** A player is always informed of the other players in his cabinet. Generals and Admirals are known only to their respective Head of State. Thus, a General (Admiral) should be in contact only with his Head of State, his counterpart Admiral (General), and the GM. A Head of State is always informed of the other Heads of States (or vacancies, if such occur). When writing press, a Head of State should refer to military commanders and other Heads of States only by their titles or pseudonyms. To an outside observer, a game of Cabinet Diplomacy II should appear to be a Gunboat game, where players' identities are not revealed.
- 5) **The Head of State:** The Head of State is responsible for negotiating with other Heads of State, writing press, making strategical decisions, coordinating the tactical efforts of his military commanders, and commissioning (building) and decommissioning (removing) units. A Head of State may submit backup orders to the GM, orders which are used only if a military commander of his NMR's or is relieved from duty. Otherwise, a General's or an Admiral's orders always supercede the orders of his Head of State, except for a retreating unit, in which case a Head of State may order the unit to be disbanded (but nothing else), overriding his military commander's order.
- 6) **The General of the Army:** The General of the Army is responsible for ordering his power's army units, coordinating tactics with the Admiral of the Navy, and discussing his plans with his Head of State. A General submits his orders directly to the GM.
- 7) **The Admiral of the Navy:** The Admiral of the Navy is responsible for ordering his power's fleet units, coordinating tactics with the General of the Army, and discussing his plans with his Head of State. An Admiral submits his orders directly to the GM.
- 8) **Relief from Duty:** At any time, a Head of State may relieve from duty either his General or his Admiral, but not both at the same time. The Head of State must submit a written statement indicating which military commander is to be relieved, signed by both himself and his other military commander. The Head of State names a replacement for the relieved military commander, but this does not require the signature of his other military commander. Instead of naming a replacement, the Head of State can request that the GM assign him a military commander from a standby list. The new military commander assumes his duties on the turn after the former military commander was relieved. If a replacement is not available, the Head of State assumes the duties of the relieved military commander until a replacement can be found.
- 9) **Coup:** At any time, a General and an Admiral may perform a coup, removing their Head of State. The General and the Admiral must submit a written statement indicating a coup and a new Head of State, signed by both. The new Head of State can be one of the military commanders himself, another Head of State (with his signature)—thus creating a dual-monarchy—or another player altogether, as long as both the General and the Admiral agree. If one of the military commanders becomes the new Head of State, he names a replacement for his previous position as described above. Instead of naming a replacement, the General and the Admiral can request that the GM assign them a new Head of State from a standby list. If a replacement is not available, or if the General and the Admiral cannot reach an agreement, then the power has no Head of State (and thus it is diplomatically isolated from the other powers).
- 10) **Dual-Monarchies:** The Head of State of a dual-monarchy governs two powers, each having its own General and Admiral. A Head of State of a dual-monarchy can relieve a military commander with the signatures of two other military commanders. A coup in a dual-monarchy occurs with the agreement of three military commanders. A secession in a dual-monarchy occurs with the agreement of the junior power's two military commanders and their previous Head of State. If one of the two powers in a dual-monarchy gains (loses) a supply center, a unit may be commissioned (decommissioned) for the other power. Triple (and higher) monarchies are not allowed.
- 11) **Notes on Cabinets:** The GM should make every possible attempt to insure that each power has a full cabinet. A Head of State must always have at least one military officer; he can never assume all duties. A player can never hold more than one position in a game, except for the case of a Head of State acting in the stead of a relieved military officer (for one turn, and longer only if a replacement cannot be found). The Head of State of a dual-monarchy counts as one position.
- 12) **Victory Condition:** The members of a cabinet share a win if their power (or dual-monarchy) controls a majority of the supply centers.