

**Covert Dip**

subtitled

**The Colonel North Memorial Game**

sub-subtitled

**"This is ANOTHER Fine Mess You've Gotten Us Into, Ollie!"**

Covert Dip is subject to all the regular rules of Diplomacy, except the Great Powers have three additional options, known as Fund Diversions, Covert Intelligence, and Public Disclosures.

**Fund Diversions-** Each power begins Spring, 1901 with no funds in his Swiss Bank Account. At the end of every Fall season, each power with at least one of his home centers will have a Fund Diversion (FD) deposited in his account. FD's can be held until needed, and then spent to support counter-insurgents in the neutral centers.

One FD spent in the fall will support one counter-insurgency for the next year. Additional FD's will be needed in later years to continue the support of the insurgents. The effect of a counter-insurgency is to deny the power controlling the center a build from that center. If that center is already supporting a unit, the power controlling that center must remove a unit.

FD's are ordered in the fall, and have an effect on the builds/removals that winter. For example, suppose that, in Fall, 1902, Russia orders a FD to Bulgaria as follows:

Russia FD Bulgaria

If Turkey controls Bulgaria, Turkey will have to remove a unit, or forgo a build, in Winter, 1902. In addition, if any power occupies Bulgaria as a result of the fall orders, that power will also have to forgo a build- including Russia.

If more than one power diverts funds to neutral center in the same fall, the additional FD's are wasted. That is, any extra FD's are embezzled, lost, or invested to buy Miami condos for the insurgency leadership.

All FD's, whether kept in the Swiss Bank Accounts or spent, are confidential, with three exceptions.

If a power accumulates more than three FD's in Switzerland, the sums of money will be large enough to cause a political scandal at home. As a result, the GM will report, in the Spring, the account balances of any power with four or more FD's.

The other two exceptions will be explained under intelligence operations and fund diversions.

A power who loses all his home centers will lose all his accumulated FD's and will earn no more until he regains a home center.

Note that support of counter-insurgencies will not begin until Fall, 1902. That is, the FD's earned in Fall, 1901 cannot be spent until Fall, 1902 or later.

The GM will report, with the fall results, those centers that have counter-insurgencies.

**Covert Intelligence-** The purpose of Covert Intelligence is to make requests of the GM regarding the actions of the other powers. Players will be credited at the end of each fall, beginning in 1901, with one Covert Intelligence Operation (CIO) for each home center still controlled by that power. CIO's may be held until needed, and are spent in the fall. Each CIO allows the power to ask the GM one question, or to block the questions of other powers. All CIO's are confidential, unless exposed by another CIO or Public Disclosure.

CIO's may be exercised in any of the following formats:

- a) What FD's is (power) exercising that affect my centers?
- b) What CIO's is (power) exercising that mention my country?
- c) How many FD's does (power) have accumulated in Switzerland?
- d) What (power(s)) are supporting counter-insurgencies in (center)?
- e) Do not respond to any CIO's from (power) that mention my country!

The fifth type of CIO will have the effect of blocking the other four kinds of CIO's. Thus, Turkey could ask

"What FD's are being spent by Russia to cancel my centers?"

Unless Russia orders "Block Turkey's CIO's affecting me", the GM will give Turkey a list of all of Turkey's centers with Russian supported counter-insurgents.

If Turkey asks

"What CIO's is Russia ordering that mention Turkey?"

the GM will give Turkey a list of all of Russia's CIO orders unless blocked.

If Turkey asks

"What powers are supporting counter-insurgents in Bulgaria?"

the GM will give him a list of all powers supporting the insurgents. Note that if Austria and Russia are both supporting insurgents in Bulgaria, and if Russia blocks and Austria doesn't, then only Austria will be mentioned to Turkey.

A power loses all unused CIO's if he loses all his home centers.

**Public Disclosures-** Public Disclosures (PD's) are intended to be rare events. This can happen only when a power gains influence among the Swiss bankers. He can then designate one power to be publicly disclosed.

Each power with FD's in Switzerland may cast one vote per FD with his fall orders. Any power who has the majority of the FD's voting in his favor will be given influence in Switzerland in the following spring. Voting is optional, and each power may split his vote if he has more than one FD in his account. FD's credited at the end of that fall may be voted in that fall.

The power with influence will designate, with his Spring orders, the power who will suffer disclosure that year. His influence in Switzerland will then expire.

A power who is declared in Public Disclosure will still accumulate an FD and CIO's in the following fall. However, he will be unable to spend any of them in that season. In addition, the GM will publish, with the Spring results, the disclosed power's FD balance in Switzerland, and all the FD and CIO orders from the last fall. At the end of the year, the political turmoil will die down and the Public Disclosure will end.

**GM Errors-** Political and financial intrigues aft gang agley, or words to that effect. As a result, the GM has no responsibility to correct any mistakes that he might make. He must, of course, act with the highest integrity. But FD's may end up in the wrong account, FD's may go to the wrong place, and CIO's may be misunderstood. Thus, mistakes are at the players risk. And mistakes should be expected, considering the complexity of the rules.

Designed by Tony Dousette, late one night after watching PBS coverage of the Iran-Contra hearings.