

country once. Each player scores one "run" for each centre he owns at the end of an inning; centres are captured only in the last season of an inning.

The winner is the player with the most runs at the end of seven innings: 44 is the maximum possible. For a shorter game play only two move seasons per inning as in a standard *Diplomacy* game-year. (For fewer players use a variant board or use one of the combinations given in the rulebook, Rule XIV.2, and adjust the number of players. Even a two-player game can be managed in this fashion.)

CAPITALS: There are two possibilities which may be combined.

A. When a player loses his capital he has one move season to regain it. If he fails all his units go into Civil Disorder and he is out of the game. B. A player wins when he owns a majority of the players' capitals, including his own, regardless of supply centre holdings. Capitals are Vie, Lon, Par, Ber, Rom, StP or Mos as agreed before play, and Con.

LEADERS (or HEROES): A leader unit (L) represents a single person of extraordinary ability and authority, a great military leader or king. By itself it has no combat strength, that is, it may not capture a space even if it occupies one owned by another player, may not be supported, and may not prevent the retreat of an enemy unit. The retreating unit dislodges the L. It may move as either army or fleet, as desired, in each move season. It may occupy the same space as one of its own armies or fleets. When the leader duplicates the move of an army or fleet it adds one to the strength of that unit.

An attack on a unit which is giving support while being led cuts an amount of support equal to the attacker's strength, (see rulebook, Rule X). For example, an LA (army with a leader) ordered to give support is attacked by a fleet. The LA's support is reduced from a strength of two units to one. If the fleet were also led by an L, all of the LA's support would be cut. Leaders may not be built; each player places one at gamestart in one of his home centres.

BLACK ANGELS: There are two additional spaces, Heaven and Hell, which each acts as a single coastal land space (consequently, an occupying fleet may not convoy). Each is connected with a great many spaces throughout the board. There are three possible sets of these spaces, progressively leading to more fluid and more chaotic games. Players must choose which set they will use before the game begins. Players new to variants should try A first.

Heaven and Hell are never connected with each other!

A. Connected to all non-supply centre land and sea spaces except those within the beginning Great Power territories.

B. Connected to all land and sea spaces except spaces within the beginning Great Power territories.

C. Connected to all land and sea spaces on the board. This version is little short of madness!

For further variation players may wish to have Heaven and Hell connected to different sets of spaces, e.g. Heaven to supply centres and Hell to non-supply centres, or Heaven to land and Hell to sea spaces. Another alternative, for a less complex game, is to have only one unusual space, not two.

1939 I

qh 04/05

THIS simple variant is tenuously based on World War II. A more realistic version using the same map is printed later in this booklet.

1. The game begins in Spring 1939. Player (Great Power) countries and starting units are:

FRANCE: Fleet Brest, Army Paris, Army Marseilles.

GERMANY: Fleet Kiel, Army Munich, Army Prussia, Army Berlin.

GREAT BRITAIN: Fleet Edinburgh, Fleet London, Army Liverpool.

ITALY: Fleet Rome, Army Naples, Army Venice (note the change from standard *Diplomacy*).

RUSSIA: Fleet Leningrad north coast, Army Sevastopol, Army Ural.

2. Sweden, Turkey, Spain and Poland are each occupied by an army in civil disorder (rulebook, Rules XIV.3 and 4).

3. Kiel, Denmark, and Turkey in this game act as Kiel, Denmark and Constantinople in standard *Diplomacy* for movement purposes.

4. There are 29 supply centres. A player wins when he has

sixteen units on the board. Ownership of 16 supply centres, without 16 units, is not sufficient.

Note: in the interests of play balance, and following the tradition of standard *Diplomacy*, the board is not strictly accurate for the starting date of the game. Although Austria was united with Germany in 1938, in this game it is still independent in 1939.

Abbreviations: the first three letters of a name are sufficient, except that Romania is "Roa" and Baltic States is "BSt."

COLONISATION

rw 01

THIS game can be viewed as representing an alternate world in which the Americas are the seat of civilisation and Europe is a recently discovered land which the nations of America are attempting to colonise and exploit; or more plausibly, as the aftermath of World War II, in which several American nations have feebly survived and are now returning to civilised conditions, and are competing to gain control of Europe's pitiful remnants. The same idea can be used on other *Diplomacy*-type game maps. Any number may play.

1. Each player begins with an army/fleet (A/F) in each of the spaces listed. Two to five players: A. Mid, NAT, and Eas or B. Eas, Ion, and Bar. All must begin in the same set, A or B. Five or more players: A. Mid and NAT or B. Eas and Bar or C. Eas and Ion. All must begin in the same set, A, B, or C. Players must agree about which set to use before the game starts. (Alternative: players negotiate, then each chooses simultaneously which set he will begin in, so some may begin in different sets from others.)

2. An A/F may both move and then disembark its army into an adjacent coastal space in one move season; it may not enter a coastal space itself. An A/F cannot convoy, and the A of an A/F cannot be convoyed.

3. No A/F may be formed; once the original two or three per player have split into their components there will be only normal armies and fleets.

4. Until the end of Fall 1902 any number of fleets and army/fleets of any number of players may occupy any sea (not coastal) space. During this time there are no conflicts in sea spaces and fleets in sea spaces may not support any unit on land or sea. An army/fleet, however, may support actions taking place in adjacent coastal spaces. Only one unit may occupy a coastal space, as usual, and fleets in coastal spaces may support action taking place in adjacent coastal spaces.

5. After Fall 1902 move adjudications (Fall 1903 if more than seven are playing) but before retreats, only one fleet or army/fleet may occupy a sea space and rules for all fleets revert to normal. (This may be thought of as representing the outbreak of open warfare instead of skirmishing.) In spaces where there is more than one, players vote simultaneously, one vote per fleet or A/F, for which player stays. If there is a draw the winner with more fleets and army/fleets stays, or if there is no predominance, a die is rolled to determine which winner stays. One fleet or army/fleet of the winner remains in the space; all other units must retreat in accordance with standard rules for dislodged units (rulebook, Rule XI).

6. A unit may be built in any open centre a player owns, provided of course he is otherwise entitled to build. Each player receives supplies from off the board in the first few game-years equal to four centres in Winter 1901 and decreasing by one each year to zero in Winter 1905. In Winter 1901 only if a player has more centres than units (and, necessarily, no open centre to build in) he may place one additional fleet in one of his set of beginning spaces.

7. A player wins when he has 19 units on the board.

Example: Fall 1902. Player Alpha: F Bar-Nwy, F Nth H. Player Beta: F Bar-Nwy, A/F Mid Bar (A Bar-StP), F Mid-Cly. *Comment:* There may be several fleets in Bar, a sea space, at this point in the game, but not in Nwy, a land space. Alpha's F Nth cannot support F Bar's attack because it is still 1902 (see rule 4). If StP was occupied, the unsupported (in this case) disembarkation from the A/F would fail in accordance with standard conflict rules and the army would remain part of the A/F. Since this is Fall 1902, players now vote to see who remains in Bar, which contains two Beta fleets and one Alpha fleet. Beta receives a vote for each of his two units, and wins. Both Alpha and Beta must retreat one fleet, leaving a single Beta fleet in Bar. Both order retreats to Mid, and consequently both fleets are annihilated in accordance with standard retreat rules.