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COLONIZATION DIPLOMACY II by Michael Allaway.

0. The 1971 Diplomacy rulebook applies except where amended below.
1. The board represents the Earth in the year 3900 A.D. After a nuclear war and several millenea there have been some geographical changes. The North Sea, English Channel, Gulf of Lyon and Barents Sea have all become land spaces with the following names; The North Plain (Npn), The London Plain (Lop), the Mediteranean plain (Mpn) and the ice plain (Ipn). Gascony, Trieste and Livonia all become sea spaces with the following names; Gulf of Gascony (GOG), Bay of Trieste (BOT), and the Livonian Sea (LVS). Switzerland becomes passable and a supply centre.
2. Players will represent the members of colonies of the seven ~~Europea~~ European powers who were on bases on various bodies in the Solar System when the war started. Now, they are returning to Earth, the home planet, to recolonise. In the centuries since the war, however, all scientific knowledge has been lost and they are on a technological level the same as that of about the early 20th Century. The spaceships they use are relics from the move out in the preceeding centuries, and, like the bases, are falling apart. Also lost by the prodigals were the maps and pictures of pre-war Europe, so they have no clear idea as to their origins. All players will be given 3 supply centres (4 for Russia) at the start, chosen at random by the GM. Once each player knows his starting sc's he may exchange them with other players providing both players orders indicate that such an exchange takes place. A seperate season at the start will be arranged to allow players to swap in this manner. Once the game proper starts it is not possible to exchange sc's in this manner.
3. There will be an eighth player representing those inhabitants of Eurpoe that survived the war. This player (called Natives) will start the game with 4 sc's chosen at random and may exchange as above.
4. Once the swap season is over the players may form their initial forces in any combination. The type and number of units will be given with the players first set of orders. In the event of a Spring 3900 (first season) NMR the GM will chose the players forces. The Natives start with four armies and can build no fleets at all (no raw materials, and no specialized knowledge).
5. The seven powers will build these units in their start sc's and can only build in these sc's in the future (they are the only sc's with spaceports). The Native player may build in any controlled sc.
6. The swap season is Winter 3900, the first season is Spring 3901 then Aut. 3901 etc.
7. Preference lists will be used if sent.

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I think that this varient can be very interesting and requires some thought. For example although the Natives cannot build any fleets there is only one supply centre (Tun) that is not part of the general land-mass. It may seem that the Natives have an advantage over the seven powers in that they can build in any controlled sc, this can be counteracted in a couple of ways, and you'll have to work them out for yourselves.

I have some other varients that I have designed, for which you can blame Steve Agar, and may get around to printing them. I'll have to see how this goes down first. It has been playtested and it works, it just depends how much of an effort the players are willing to put in. Actually after the swapping stage it is pretty similar to regular diplomacy, the trick is to get what you want in the swap stage. Be it three centres close together (to protect them) or spread out (to threaten the other players). Gamefee 40p no deposit. Roll up people. ((I don't think this stencil is in straight)).