

Cosmic Diplomacy. I

Cosmic Diplomacy is a Diplomacy variant based on science fiction. This variant is designed by L A Dunning and is copyright, July 1976.

1.) Unless otherwise stated, normal diplomacy rules apply.

2.) There are now two types of units, Space Fleets(F) and Space Folds(Q).

SPACE FLEETS- These can move and/or support a move to a space with a strength factor of 4. Only Space Fleets can gain the economic value of a supply center.

SPACE FOLDS- These may support a move into a space but may not themselves move to a space occupied by an enemy F at the start of a move. You do not gain the economic value of a center if a Q occupies it in the GAMMA move of a year. (Nor does the previous owner lose the economic value, although he may not build on it) Space Folds also have other powers as outlined later in the rules. Space Folds have a movement strength of 3 and a support strength of 5.

3.) Around the board there are spaces called "Black Holes". Any unit moving into or existing in a space adjacent to a black hole without support is "sucked into" the black hole. This means that the unit is eliminated. Units adjacent to black holes have their support strength reduced by 1. Should a retreat have to be to a space adjacent to a black hole then that unit is also eliminated. Black Holes themselves are impassable.

4.) Double Spaces. Certain spaces have the same number as other spaces. (One marked a, the other b) These spaces are to be considered to be the same space although the following rules apply. (8a,b; 79a,b

A...They allow 2 units to occupy them.

B...A unit may move/support to spaces the other space is adjacent to.

C...a and b cannot be disconnected from one another.

D...Units in one space cannot support the other.

E...An exception to B is that spaces connected by Space Warps are not allowed to be supported/moved to.

5.) Space Warps. There three types of space warps. Each has the property of connecting/disconnecting spaces that would normally be disconnected/connected.

A...Space Folds may in either the Alpha or Gamma turns of a year connect/disconnect provinces with space warps. To do this the unit must give its position, the first space to be (dis)connected, a stroke, the second space to be ((dis)connected. (Example1. A Space Fold in space 49 wishes to connect spaces 2 & 86 together. This is written- Q:49,2-86. Q:49,2,86 & Q:49-2,86 would be illegal.

Example2. A Q in 32 wishes to disconnect spaces 2 & 86. This would be written- Q:32,2-86). If one or more Qs order connections between 2 spaces while one or more Qs order a disconnection between those spaces then it is a standoff and the connection/disconnection between those 2 spaces stays the same as it was at the start of the turn. Qs may also support connections by placing an S before attempted (dis)connection. (Example3. A unit supporting example1. would order Q76 s 2-86. A unit supporting example2. would order Q76 s 2-86) The side with more uncut supports wins and that (dis)connection is made for that turn. Any units supporting through a space warp has their strength cut by 1. You can only stop a Q from ordering a (dis) connection by dislodging it. You can cut the support of such an action by attacking/dislodging the unit.

B...After the Gamma move, and before the Omega builds, each player who has at least 1 Imperial supply center can order a space warp. These are ordered in exactly the same way as space warps in A except that there are no units to order. (Connecting spaces 2 & 86 would be written- 2-86, support of this action is- s 2-86) Should these orders succeed they last the game until such time as a counter order by B or C succeeds. Support through these warps is normal. See notes on Empires for the addition of more B type orders

C...After B actions take place, but before Omega builds take place players may do the following: For each extra space warp they want they disband 3 or more Qs. Should there be two or more contradictory orders the one using the most Qs wins. These actions cannot be supported. (Example- Using Qs on 16, 72 & 51 to connect 28 with 16 would be written as... Q:16,Q:72,Q:51,28-16) These warps last for the rest of the game unless a counter order by B or C succeeds.
NOTE: Qs using A may temporarily change conditions between connection /disconnections made via B & C

6.) Limits on Space Warps. No Q can connect a space with a Black Hole If it attempts to do so it is "sucked into" the black hole (eliminated) and the order fails. You may however connect a space with a space adjacent to a black hole. At least one space must be connected to a supply center at all times. Units that do not own a supply center cannot connect spaces to it by methods A & C.

7.) A year is now divided into 3 "seasons", Alpha, Gamma, & Omega. Both seasons Alpha & Gamma are movement/support seasons and Omega is the build season. The game starts in Alpha, 2820 A.D. All retreats after fall are made in Alpha2 season, all retreats after Gamma are made in Gamma2 season.

8.) There are two types of Supply Centers- a) Imperial Systems & b) Colonial Systems.

Units may only be built in Imperial Systems. A player may only build in his "home" Imperial Systems until he has an Empire. (See rule 9) The Imperial Systems at the start of the game are-

HUMAN..... Sol, Alfa C, Retengo
HUMAN NEW STATE..... Amoz, K+49, Quantar
VULCAN..... Kvnylyn, Nozo, Kaiyn
SKELL..... Scabi, Jjynt, Lyn-esh
SUPER SKELL..... Zsc, Usa, Togo, Bartarn
KRASS..... Tarn, Samn, Chycollyzz
KLINGON..... Twal, Dwll, Azwl

Pronounced "Skrull" See Empires for the purpose of an underlined Imperial System.

At the start of the game each power has an F in each Imperial System owned.

9.) Empires. When a power no longer owns any "Home" Imperial Systems then the powers that occupy the home Imperial Systems may gain certain bonuses. If more than one power occupies the Systems, then the power that controls the system underlined above may build on that system as if it were his own Imperial System. If only one power occupies all Imperial Systems and controls all his own home centers, then he may consolidate an empire by stating this in the Omega season. All Imperial Systems are considered to be "home" systems and the player may then build units in systems not underlined above.

10.) Paradoxical Situations. A paradoxical situation exists only if moves are possible if they are impossible. (And vice versa) If such a situation exists, then ALL units involved stand for that turn, A Gamesmaster should decide which these are.

11.) Abbreviations. All numbered spaces can not be abbreviated. All named spaces are either written fully or abbreviated as follows-

ALFA C.....	Alf	DWLL.....	Dwl	LYM-ESH.....	Lme
AMOZ.....	Amo	HZZZNG.....	Hzz	LAHR.....	Lar
AZWL.....	Azw	JJYMT.....	Jjy	NESTER.....	Nes
BARTARN.....	Bar	KAIGN.....	Kai	NOZO.....	Noz
CEMPTOMOZ.....	Cem	K+49.....	K49	NYU.....	Nyu
CHYCOLLYZZ.....	Chy	KVNYLYN.....	Kvn	ONXYT.....	Oyt

Q-14.....	Q14	SCABI.....	Sci	UYN.....	Uyn
QUANTAR.....	Qua	SOL.....	Sol	WANALQAUN.....	Wal
QUEN.....	Qen	TAMBA.....	Tam	XATAN.....	Xat
RETEMGO.1.....	Ret	TANN.....	Tnn	XATOLTAN.....	Xtn
SALAWAY.....	Sal	TOGO.....	Tog	Z+05.....	Z05
SAMN.....	Sam	TWAL.....	Twa	Z+06.....	Z06
		USA.....	Usa	Zso.....	Zso
				ZTMM.....	Zty

12.) Notes on Empires. Since a player may control both his own Imper. Systems and all of another players he may then have 1 extra space warp of type B each year. Building Empires applies to centers that are independent at the start. This means that if one player controls all Imperial Systems of another the a third party need only control one of the sets of "Home" centers to build an empire. (Example- Klingons take over the Human Imperial Centers. The Vulcan player need only control all Human or all Klingon Imperial Centers to start an Empire.

13.) VICTORY CONDITIONS. There are two ways victory may be obtained-
 a) By controlling 20 centers in an Omega Season.
 b) By having an Empire with control of 4 sets of Imperial Systems. (EG- Skell controls Skell, SuperSkell, Krass & Human New State Imperial centers/systems.)

14.) Press Releases...Those players having seen the Star Trek series should have no worries with Vulcan, Klingon, and Human press releases. For those players with the Human New State, Krass, Skell & SuperSkell positions, here is a brief description of each.

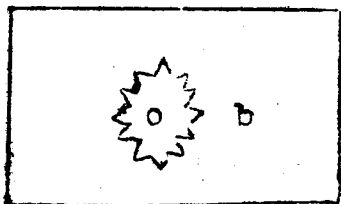
Human New State- In 2642 A.D. the Colony of Amoz revolted against the totalitarian Government of the Second Federation. Supreme Command at Alfa C sent a Fleet to quell the upstart revolutionaries. 6 months later a lone space cruiser returned; Amoz was an independent Star-State. In the year 2699 A.D. the Quantar-Amoz war began. The war was started after attempts of negotiations on the Amoz Citizens Rights issue failed. The war was over in 2701 A.D. Amoz now had control of Quantar. In 2764 Amoz was once again at war with the Second Federation, this time on the matter of the control of K+49. After a series of minor battles near K+49 and Quantar, Amoz had a showdown with the Second Federation. Of the 20000 space ships that took part in the battle, only 4000 survived. With both sides' forces decimated, and the Klingons exerting diplomatic muscle, the Second Federation was forced to concede K+49 to Amoz. This also resulted in a Coup D' Etat within the Second Federation. The old regime was overthrown and the new democratic Third Federation was set up. The Human New State was officially named thus in 2773 A.D.

Krass- The Krass are semi-invertebrates, resembling giant lumps of clay more than anything else. In 2158 A.D., due to political purges millions of Krass emigrated from Tann to Samn. Then, relative peace existed for a century, In 2243 the Skell invaded Samn due to "the stupidity of the Krass to reach a peaceful settlement on the question of the colonization of Samn", as a leading Skell politician put it. The Krass were only partly prepared for such a war. After several defeats the Krass sued for peace. Thus Samn was under the control of the Skell. Meanwhile, the Krass were colonizing Chycollyzz. In 2331 The Skell war machine was once again on the move and Tann was attacked in force. Tann fell to the Skell in 2332 although Guerilla and Pirate activities continued for the next hundred years. Peace was never agreed upon and so the remaining system of Chycollyzz was still at war with the Skell. In 2487 an unknown Krass scientist discovered the Space Fold. The military were armed with this powerful weapon immediately.. In the year 2501 the Great War of Vengeance began. The Skell High Command, convinced of an easy victory, sent most of its force to Tann to do battle with the Krass. The Krass, although out numbered 3 to 1 managed to defeat the superior force and sent the greater part into a Black Hole.

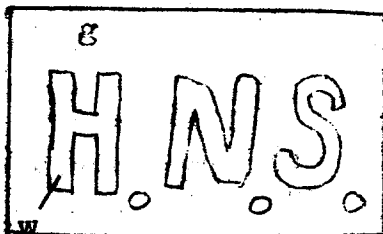
Following the routing of the Skell at Tann, the Kräss attacked at Sann; the remaining ships at Sann retreated at the approach of the Kräss ships. The Kräss now attacked Scabi. This forced the SuperSkell to intervene on the side of the Skell. The combined forces of Skell and SuperSkell now counter attacked at Scabi to bring about a stalemate position. Peace was declared in 2509.

Skell & SuperSkell.- These are actually two variations of the same race. Both resemble something like a Troll; the SuperSkell however being twice the size of normal Skell. Both have a history dating back to Berserker Emergency. History beyond this point however is lost forever. Current views are that sometime around 1900 both groups emigrated from Lahr. Communications with Lahr and other Colonies apparently ceased about 2000 A.D. The Skell came into contact with the Kräss about 2100. In 2243 the Skell invaded Sann. By this time a powerful military government was in control of all Skell Systems. In 2315 Skell came into contact with the SuperSkell. In 2365 Skell & SuperSkell were at war with each other over the control of Lahr. This war ended in stalemate and Lahr has been neutral ever since. In 2501 the Great War of Vengeance began. The SuperSkell were forced to intervene when Scabi fell to the Kräss. Following the conclusion of the war tension between Skell & SuperSkell returned,

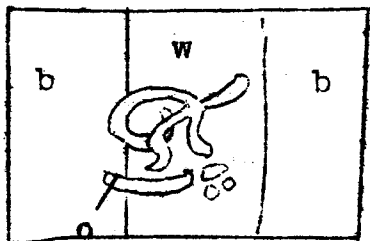
Emblems of the Major Powers-



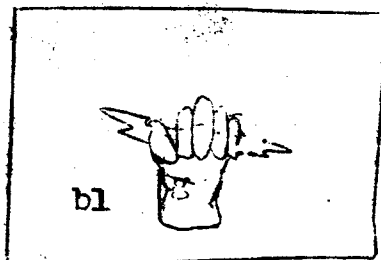
Human



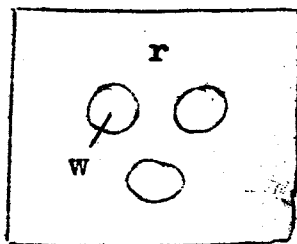
Human New State



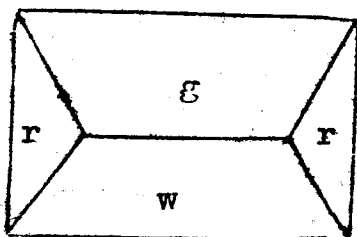
Vulcan



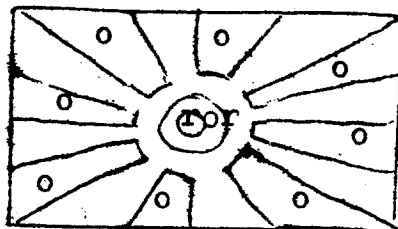
Klingon



Kräss



Skell



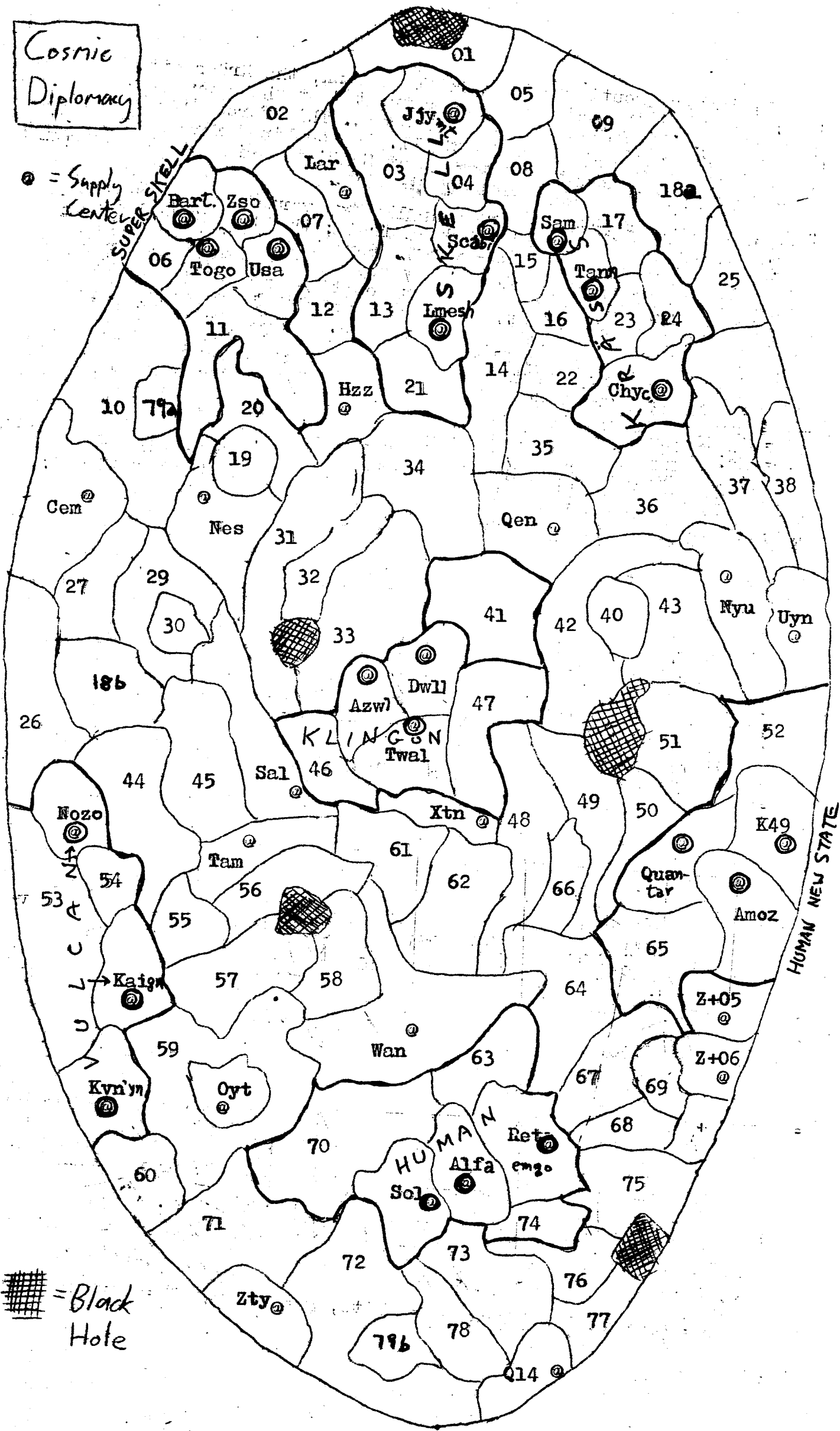
Super Skell

o = orange, b = black, w = white, g = green, bl = blue r = red

Cosmic
Diplomacy

⊙ = Supply
Center

SUPER
SMELL



HUMAN
NEW STATE

▨ = Black
Hole