

RULES FOR "COLONIAL VARIANT" (1st EDITION) - by Glenn Reed & Peter Berggven

1. Rules are the same as the 1971 rules for regular diplomacy except as follows:

2. Starting Positions:

- OCEANIA----- F BI2, F BI4nc, F BI7, A NA7 (colony)
- GENETTE LAND- F MC52, A MC45, A MC46, A NA4 (colony)
- BERENIA----- F MC40, A MC34, A MC41, A CP2 (colony)
- KHOUFAX----- F MC2, A MC3, A MC4, A SA6 (colony)
- ELUNIAN EMPIRE-FMC22, A MC19, A MC24, A SA11 (colony)
- COLONGRAD---- F CC6, A CC1, A CC3
- UNION----- F CC31, A CC30, A CC29

3. Victory Conditions: (they are different for each country)

- OCEANIA-----5 permanent centers, 8 colonial centers
- GENETTE LAND--11 permanent centers, 4 colonial centers
- BERENIA-----10 permanent centers, 3 colonial centers
- KHOUFAX-----11 permanent centers, 4 colonial centers
- ELUNIAN EMPIRE-11 permanent centers, 3 colonial centers
- COLONGRAD----7 permanent centers, 6 colonial centers
- UNION-----6 permanent centers, 5 colonial centers

4. In addition to normal centers, there are also colonial centers, designated by a hollow circle.

5. Colonial centers may not be counted as centers on a country's tally until they have been controled for one complete year, without a break. After a center has been controled by the country (or a combination of countries if the exchange was enacted without a battle) for three years, then it becomes a permanent center, and cannot be disrupted.

6. A colonial center is disrupted when a stand-off takes place over it, or if a country moves in but was never-the-less opposed by a unit (other than a transport fleet). A stand-off does not disrupt the center unless the center remains empty at the end of the turn. Once a center is disrupted, it no longer counts on any player's tally until it has been re-captured as described in Rule #5 above.

7. The rules for convoying differ from those of reg. dippy. In this variant, an army merely is ordered to the space that is occupied by a fleet of any country. If the fleet is ordered to embark said army then an embarkation occurs and the army may be carried by the fleet for any number of turns thereafter. Embarkation does not occur if the embarking fleet is dislodged.

8. To dis-embark, the army is ordered to any suitable space (it may move from one fleet to another if the receiving fleet is ordered to embark the army and the carrying fleet is ordered to hold) and the carrying fleet MUST BE ORDERED TO HOLD. If the carrying fleet is dislodged, then the dis-embarking does not occur and the attack has no effect on the space to which it was ordered.

9. Either a fleet or an army may occupy an island.

10. Each country may build 1 transport fleet for every three centers he has. Thus he may build 1 transport fleet (TF) in the first winter (if he still has three centers) and must reach 6 centers before he may have 2.

11. Transport fleets may not capture permanent centers, but may capture a colonial center. These fleets may not move to any permanent center not controlled by the country owning the fleet.

12. Transport fleets defend as normal units but if dislodged then that fleet and any army it may have been carrying is annihilated.
13. If a transport fleet moves to the same place as a combat unit, then the combat unit's order succeeds if it would otherwise succeed.
14. A transport fleet may support a unit in holding, supporting, or conveying (embarking) but may never support an attack.
15. Transport fleets may be supported in holding, embarking, or supporting, but never in attacking.
16. A transport fleet's attack does not cut any supports.
17. Even if a center has been controlled for three years and has become a permanent center, it still counts as a colonial center for victory conditions purposes.
18. CA2 acts just like Con in reg. dippy.
19. The colonial center where a colonial unit of a country starts is considered to already have been controlled by that country for 1 full year.
20. An obb's function is to transport units across the board. A unit may go from its area to the other's respective obb. It may then go, on the next turn, to the area it's next to. For example, a fleet may go from P022 - P05 obb, and a fleet in P05 may go to P022 obb. A fleet in a space may go to the obb of any space listed in its own obb box.
21. (optional) Coastal crawl is permitted. Example:
 OCEANIA: F NA11(ec) - NA14
 KHOUFAX: F NA14 - NA11 (wc)

These moves would succeed if this rule was in effect.

22. If victory conditions are met by two or more countries at the exact same season, and all hold the conditions until winter, then all of these countries share equally in a draw. Otherwise, the first country to achieve its conditions and hold them until winter is the winner.

"The Colonial Variant was designed by Glenn Reed and Peter A. Berggren.

DISREGARD

"THE GIGATON BOMB VARIANT"

1. Each country starts out with three gigaton bombs except for Russia which starts out with four.
2. A Gigaton bomb can be launched from any province or body of water to any province or body of water (unstoppable).
3. When a gigaton bomb is used, it destroys any supply centers, bombs or units in that province or body of water, and makes that province impassable for the rest of the game and makes the body of water impassable for two moves after the attack.
4. Gigaton bomb orders are carried after moves but before retreats.
5. Gigaton bombs can be left stationary or they can be carried by units. There is no limit to the number of bombs a unit can carry.
6. Units carrying a gigaton bomb can be removed only as a last resort. If a unit carrying a gigaton bomb is removed, the bomb remains in the province or body of water of the last location of the removed piece, and the next unit that moves in can capture the bomb.
7. If a unit moves into a supply center that contains a bomb, the unit captures it.
8. Gigaton bombs start out the game in the home supply centers

COLONIAL VARIANT
designs made
by
Glenn Reed
Peter Berggren

