

AFRICA

A Diplomacy variant
Richard Egan

dm 03/05

Africa is a DIPLOMACY variant presenting a cynical view of superpower politics on the continent in the post-colonial period. Essentially, it's a simple variant, though the rules below may not at first suggest it: mostly, they address the minutiae of implementing the three basic rules modifications.

These modifications are: that players control the units on the board indirectly, through the use of 'Influence Points'; that the game has a time limit of twenty turns; and that the players can vote on certain developments in the game and change its progress by majority votes in the Security Council of the United Nations.

In addition, some historical flavour is added with the introduction of events like the Congo Crisis and special rules for Namibia. The rules on conquest are also intended to allow more historical accuracy, and to better reflect the real development of Africa in this period. One of the first actions of the Organisation of African Unity (OAU), founded by the newly independent states, was to secure an agreement among its members that they would respect the international boundaries left by the colonial powers. These in fact had little relevance to the African people, being no more than boundaries of convenience which had suited the imperial governments, but it was felt that such an agreement would avert war and empire-building among the new states. This it largely achieved, and thus whilst Kenyan troops might be sent into Uganda to topple a corrupt and 'dangerous' regime there, the Kenyan government wouldn't dream of 'annexing' territory from its neighbour.

This is one of a handful of variants I've long intended to produce and never before found time for. To that extent, I'm satisfied simply to get it finished. However, if five players are interested (I know it's a bit of a 'pet subject' of mine, and hardly to everyone's fancy), I'll certainly run a game. There'll be a waiting list on the Back Page.

a. Basic Rules

1. The rules of DIPLOMACY apply except where noted below.
2. Players control one of five superpowers: Britain, China, France, Soviet Russia and the United States.
3. The five superpowers are not directly represented on the mapboard. Instead, they seek victory through the control and manipulation of the independent states of Africa (Rule 5).
4. The first turn is Spring 1960 (S60), and the game ends after the Autumn 1970 (A70) turn, or if any power controls more than half the units on the board at the end of an adjustment turn.
5. Control of the African states by the superpowers is achieved by the expenditure of Influence Points (IPs), and is reviewed each Spring turn.
6. Every game year, a superpower receives 10 IPs, plus one IP for each supply centre held by an African state under its influence. After Autumn adjustments, the GM will calculate the number of IPs available to each superpower for the following Spring turn, and publish these on the game report.

EXAMPLE: Russia controls Kenya, Botswana and Angola. Kenya has 3 supply centres, Botswana has 2 and Angola has 1 centre. Russia therefore has (10 + 3 + 2 + 1 =) 16 IPs to spend the following Spring.

7. Superpowers may then increase their influence in individual African states by ordering the expenditure of the IPs available. This is carried out in Spring Adjustments after the Spring turn moves and retreats. IP holdings are published on the game report.
8. Every game year, each power also retains HALF the IPs it held the previous year in each African state (rounded down). These IPs may not be transferred to other African states.

EXAMPLE: Russia held 10 IPs in Kenya, 5 IPs in Botswana, and 4 IPs in Angola. The following Spring, these holdings are halved (rounded down), leaving Russia with 5 IPs in Kenya, 2 in Botswana and 2 in Angola. Russia decides to spend his 16 IPs as follows: 5 on Kenya, 7 on Botswana, and the remaining 4 IPs on Rhodesia (in which he previously had no IPs). He spends none on Angola, and finishes the round with 10 in Kenya, 9 in Botswana, 2 in Angola and 4 in Rhodesia.

9. Any IPs left unspent at the end of a Spring adjustment are lost. Conditional orders for the expenditure of IPs may be based upon the results of moves in the Spring turn, but not upon other powers' IP expenditure.
10. Up to THREE of the five superpowers may hold IPs in a given African state at a time. A fourth superpower attempting to spend IPs in a state fails (if a third and fourth power simultaneously try to spend IPs in an African state, the greatest IP bid wins. If they tie, neither spends the IPs). Players are advised to submit orders for extra expenditure to cover this eventuality, but must clearly indicate preferences.
11. Control is established over an African state by a simple majority of IPs (it does not have to be an overall majority: the superpower with the largest IP holding at the end of a turn takes control of the state for the next 2 game turns). If two superpowers tie for control of a state it is uncontrolled, and it's units stand unordered.
12. There is only one restriction on taking control of a state from another superpower. If the power previously holding least IPs in one turn gains the greatest holding, the former controlling power may launch 'civil war' in that country with his or her orders the following turn. By declaring 'civil war' in the state, he/she immobilises the units of the African state for one game year (until the following Spring adjustments).
13. African states only build Armies, never Fleets, and start the game with one Army in each home supply centre (exceptions: in Zaire the Katanga (Kat) province is occupied by a rebel 'Katangan' Army (see below); and the Army starting in Namibia (Nam) is owned by South Africa (see below)).

b. Superpower Intervention

1. Each of the five Superpowers may place one unit of it's own on the board: a Paratroop unit (P). A superpower may never have more than one such unit on the board at a time. These units do not require supply centres for support, and do not occupy supply centres for adjustment purposes.
2. Paratroops may be dropped in any unoccupied province, but may be stood off in attempting to land in the usual way. They may carry out no other action in the turn they are landed.
3. Once on-board they act as a standard Army. They may be 'withdrawn' from the board at the end of any move, and are assumed to move off-board simultaneously with retreats.
4. A simple majority vote in the Security Council (see c.) can require a Paratroop unit to be removed at the end of the current turn.

c. The Security Council

1. All 5 Superpowers are members of the United Nations Security Council.
2. Players can submit motions with their orders to be proposed to the Security Council. The GM prints these motions in the game report, and players vote on them the following turn.
3. Unlike the real U.N. Security Council, simple majorities are sufficient to pass a motion (abstentions are ignored), and no player has a veto.
4. Motions can address two issues :
 - i) Superpower intervention on the continent (see above).
 - ii) Before Autumn 1965, the Congo Crisis (see below).
5. A vote in favour of action is always enforced at the END of the turn in which the vote is taken. If a majority require the withdrawal of intervening paratroops by a superpower, the paratroops are removed from the board at the end of the current turn.
6. Players' orders may not be conditional upon the outcome of a vote.

d. Special Rules

1. CONQUERED STATES

If at the end of an Autumn adjustment one African state holds all the supply centres of another African state, the latter is considered 'conquered' by the former. The 'conquered' African state is re-established, with it's original units on it's home centres, and the conquering state forfeits any builds gained from those centres (disbandments may be necessary). All previous IP holdings in the conquered state are then lost, and the IP holdings of the conquering state are duplicated in the re-established conquered state.

EXAMPLE : Russia controls Kenya, with 10 IPs. France has 7 IPs in Kenya, and Britain 3 IPs. The United States controls Uganda with 4 IPs, and Britain has 1 IP in Uganda. In the following Autumn adjustments Kenya occupies all the home centres of Uganda. The U.S. and British IPs invested in Uganda are lost, and Russia now gains 10 IPs in Uganda, France 7 IPS in Uganda, and Britain 3 IPs.

2. NAMIBIA

Namibia is not an independent state at the start of the game, and is treated as if occupied by the Republic of South Africa (RSA). However, if any African state other than the RSA successfully conquers Namibia, it is established as a separate state in the usual way (should the RSA subsequently re-occupy Namibia, it is still treated like any other African state and re-established with new IP holdings).

3. THE CONGO CRISIS

At the start of the game, Zaire is treated as one state, but the southern half is in rebellion as Katanga, and superpowers may invest in Katanga in an attempt to control it's unit. Two special circumstances govern the 'Congo Crisis' :

- i) If at any stage in the game Katanga is conquered by Zaire it is NOT released in the usual fashion, but is absorbed into Zaire, and it's centre treated as a home centre for Zaire. Katanga may never thereafter be established as a separate state.
- ii) In any turn before Autumn 1965 a simple majority vote in the Security Council (see c.) to intervene in the Congo Crisis causes the immediate collapse of Katanga, and it's centre is absorbed into Zaire. All IPs invested in Katanga are then lost. The Council may be convened to vote on the motion more than once.

