

AFRICA II

A Diplomacy variant

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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 are : that players control the majority of units on the board indirectly, through the use of 'Influence Points' ; that the game has a time limit of twenty turns ; and that Superpowers may directly interfere with African politics with special "Intervention Units".

The variant in this form represents a revision of the "provisional" rules published in Vienna 45 in May 1988, and subsequently play-tested in a game fittingly called "Africa". I'm indebted to Andy Cripps, William Preston, Andy Bate and Steve Holmes for their comments and suggestions on the game, and to all the players who participated in the play-test. These rules were first published in Vienna 57, in July 1989.

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 1961 (S61), 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 12 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 (12 + 3 + 2 + 1 =) 18 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. Any number of superpowers may hold IPs in a given African state at a time.

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 a superpower previously holding no IPs (0 IPs) in one turn gains the greatest holding, and if the former controlling superpower still holds IPs in the African state, 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. The only units African states may build are build Armies. Each state starts the game with one Army in each home supply centre.

b. Intervention Units

1. Each of the five Superpowers may place "Intervention Units" on the board, under their direct control. There are four types of Intervention Unit : Paratroops ('P') ; Marines ('M') ; Fleets ('F') ; and Guerillas ('G'). None of these units require supply centres for support.
2. Britain, France and the United States may each place up to three Intervention Units on the board : one Paratroop unit ('P'), one Fleet ('F') and one Marine unit ('M'). A Superpower may never have more than one of each these types of unit on the board at a time. These units do not occupy supply centres for adjustment purposes.
3. In each Spring turn, a Superpower loses 10% (rounded up) of its TOTAL IP revenue if it had a Marine or Paratroop unit on the board (or leaving the board) that Spring turn. It loses 20% (rounded up) of its TOTAL IP revenue that turn if it had BOTH units on the board. Superpowers lose no IPs for having Fleets on the board.
4. Paratroops may be dropped in any unoccupied land province BEFORE other units move, though thereafter they move simultaneously with other units. Should two Paratroop units attempt to land in the same province they will stand each other off.
5. Marine units are landed from the relevant superpower's Fleet, into an unoccupied coastal province neighbouring the sea province occupied by the Fleet (*example : M.(SAO) - Lus*). Unlike Paratroops, Marines always move simultaneously with other units, and may be stood off by other units.
6. Fleets may use the sea provinces about the African continent in the usual way, and stand each other off if attempting to enter the same province (and once on-board, may support the Fleets of other Superpowers in the usual way). Unlike regular DIPLOMACY, Fleets may NOT enter coastal provinces, though they may support the actions of their own Marines in neighbouring coastal provinces. They may NOT support the actions of other units (including Paratroops) in coastal provinces. Fleets can convoy Armies, Marines, Paratroops and Guerillas (note : unwanted convoys are NOT allowed). These units start the game off-board, and may attempt to move from off-board into any unoccupied sea province except the Mozambique Channel as their order for any move. Once on-board, they may move back off-board from any sea province except Mozambique Channel as their order for any move (such an order always succeeds).
7. Since Marines are landed simultaneously with Fleet movements, it follows that Fleets may support their own Marine units in attempting to land. Note also that Marines are assumed to move from the sea province in which they START the turn. The Fleet may ordered to move to another sea province that turn (in which case, should the Marines fail to land, they will retreat back to - and move with - the Fleet).
8. Once on-board Paratroop and Marine units act as standard Armies. They may be 'withdrawn' from the board as an order for any move. Paratroops may be withdrawn from any province (*example : P.(Joh) - OFFBOARD*), but Marines can only be withdrawn from a coastal province, onto a Fleet in a neighbouring sea province (*M.(Dca) - F.(GXX)*). In

the latter case, the Fleet must belong to the same superpower and must remain in, or successfully enter, the relevant sea province in that turn.

9. If any Marine, Paratroop or Fleet unit is forced to disband as a result of a dislodgement, it is permanently eliminated from the game. The relevant Superpower may NOT raise another unit of that type.
10. China and the Soviet Union do not have Paratroops, Marine or Fleets, but may instead each place Guerilla units ('G') on the board (initially, only one such unit may be raised by each Superpower - see below). Using these units does NOT result in an automatic loss of IP revenue for the Superpower (they are assumed to be composed of indiginous revolutionaries and malcontents). However, a Superpower may never hold IPs in an African state in which it is operating a Guerilla unit during or at the end of a Spring turn. Any IPs already invested in such states are lost in the following IP adjustments. IP expenditures on that state are lost as soon as they are spent (*take care with retreats!*)
11. Guerilla units may be raised in any unoccupied non-supply-centre province in any turn. They may also be disbanded in any turn, though both the raising and disbandment of these units takes one full turn, and is assumed to take place AFTER retreats. Once raised, they operate as standard Armies in all other respects.
12. Unlike other Intervention units, Guerilla units may occupy supply centres for adjustment purposes. Once a Guerilla unit occupies a supply centre in an Autumn turn, the controlling Superpower may subsequently raise another Guerilla unit elsewhere on the board (in the standard fashion). Further Guerilla units may be raised, though the total under the control of a Superpower may never exceed one more than the total of centres held by its Guerillas.
13. Should Guerilla units own ALL the supply centres of an African state at the end of any Autumn adjustment, the state is assumed to have succumbed to a revolution, and the IPs of all Superpowers invested in that state are lost - with half (rounded up) of that TOTAL, being handed over to the Superpower controlling the Guerillas. All Guerilla units inside the borders of the state under the control of the relevant Superpower are immediately disbanded (more may be required at the following supply centre adjustments - see above), and replaced with Armies on the relevant home supply centres.

c. 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 its original units on its 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 part of the Republic of South Africa (RSA). However, it is treated as a separate state under the 'Conquered States' rule, above, and may also be 'liberated' if Guerilla units belonging to the same Superpower occupy both its home centres (Win and Wal). In the latter case, the relevant Superpowers IPs count double if invested there in the coming turn. Once made independent of South Africa it is treated as a state in EVERY respect, with Superpowers able to invest IPs in it. Alternatively, the Superpower controlling the RSA may at any time declare Namibia independent, whereafter it is treated as a separate state with 2 home centres (Win and Wal).

3. MILITARY AID

At the end of any Autumn turn, a Superpower in control of an African state may opt to surrender 5 IPs off its revenue for the coming turn as on supply centre's worth of military aid to the relevant state. The state may thus raise or maintain one extra unit in the Autumn adjustments. The aid lasts for only one game year. There is no limit to the amount of aid that may be given.

4. RANDOM EVENTS TABLE (OPTIONAL RULE)

This allows for some 'historically accurate' events that aren't covered by the rules above. A GM should regard this as an optional rule. If used, roll a ten-sided dice (or alternative) and consult the following table.

ROLL Event

- 1 Secession movement in Port Harcourt, Nigeria. BIAFRA raises an Army in Port Harcourt. Any Nigerian unit there is disbanded, and the supply centre is lost to Nigeria. Superpowers may invest IPs in Biafra, and for the coming turn only, all IPs spent on Biafra count double. Biafra remains independent as long as its home supply centre in Port Harcourt is not occupied by another African state. In the event of Port Harcourt being captured by another state (NOT Guerilla unit), it resumes its status as a Nigerian home supply centre.
- 2 French Community deplores lack of French aid to Third World. France loses 4 IPs revenue in the coming turn. Other Superpowers gain 1 IP each.
- 3 Anti-apartheid riots in South Africa. IPs spent in the RSA for the coming game year are doubled, but IPs spent by the same Superpower(s) in other African states EXCEPT Rhodesia are halved (rounded up).
- 4 UNESCO critical of corporate 'exploitation' of African states. United States loses 4 IPs revenue in the coming turn. Other Superpowers gain 1 IP each.
- 5 East African Union forms. Kenya, Uganda and Tanganyika merge for one game year. Although IPs continue to be held in (and spent on) individual states in the Union, the controlling power is the one with most IPs overall.
- 6 Organisation of African Unity critical of neo-colonialism. All Superpowers lose 10% of IP revenue for coming turn.
- 7 Coup in Uganda. Each Superpower must invest a minimum of 1 IP in Uganda in the coming turn or lose all IPs invested there.
- 8 India leads Third World Conference in re-affirmation of 'neutralist' stance. China and Soviet Union criticised for 'de-stabilising' Third World: these two Superpowers lose 4 IPs revenue in the coming turn. Other 3 Superpowers gain 1 IP each.
- 9 Commonwealth deplores continued British links with South Africa. Britain loses 4 IPs revenue in the coming turn. Other Superpowers gain 1 IP each.
- 10 Secession movement in Elisabethville, Congo (Leopoldville). KATANGA raises an Army in Elisabethville. Any Congolese unit there is disbanded, and the supply centre is lost to Congo (Leopoldville). In every other respect identical to the secession rules for Biafra, above (see 1).

NOTE: Each number can only be used ONCE per game. If the same number is rolled a second time, discount and re-roll until a new number is found. My thanks to Andy Cripps, who provided the inspiration for this rule.

d. Victory Conditions

i) A Superpower may claim a win at any time if it controls 21 or more supply centres. Note that, through IP expenditure, a Superpower may win in a Spring turn.

ii) If no Superpower claims a win by Autumn 1971, the game ends and is won by the Superpower calculated to have most VICTORY POINTS (VPs). Victory points are awarded as follows: each Superpower gains 1 VP for each IP it would gain the following Spring, based on Autumn 1971 supply centre holdings; and 3 VPs are awarded for each African state in which a Superpower has a majority (NOT joint majority) IP holding (Katanga and Namibia are included here if they have won and preserved their independence. States with no supply centres may still also be counted). Additionally, whichever Superpower was responsible for the liberation of Namibia gains a further 3 VPs.

