

# THE ALIENS

A DIPLOMACY VARIANT

by

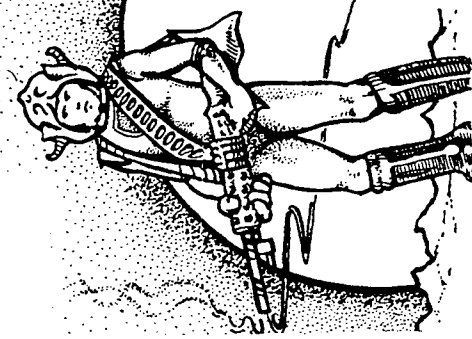
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rw03/02-nn

1. Each player represents an alien race attempting to gain control of Europe. The struggle goes on worldwide, of course, but the European segment is sufficiently representative of the ultimate result.
2. The game begins with a negotiating session. This is followed by the initial move of the game, in which each player lands his spaceship(s) in land provinces on the standard Diplomacy board. Each ship carries 1 army and 1 matter transmitter apparatus (T). Each ship must be assigned a list of possible landing sites (repetition of choice not allowed) in case another ship is ordered to land in the same or an adjacent space. When this occurs, the ships prevent each other from landing, and all ships involved land in the second province listed, or if there is a conflict there, in the third province, and so on. For example, if 2 ships are ordered to Paris and Burgundy respectively, both must withdraw and attempt to land at their second choices. If Brest were a second choice the ship could land despite the previous attempt at Paris, but if at the same time a ship attempts to land in or already occupies Gascony, Picardy, or Paris, it could not land at Brest. After the spaceships have landed initial troops and transmitters they return to their respective home systems -- a long journey at light speed--and take no further part in the game.
3. The number of units (excluding Ts) a player may have is identical with the number of centers owned, as usual, but units appear in an otherwise vacant space containing one or more transmitters, rather than in a "home supply center". When the transmitter is in a coastal space a fleet may be brought in rather than an army. The unit may arrive in Winter, Spring, or Fall, whenever a transmitter-occupied space is otherwise vacant. The transmitter cannot move in the season in which the new unit arrives. The unit type (army or

fleet) need not be stated until it arrives, and the new unit may be held in reserve--there is no obligation to bring it in as soon as there is room for it.

4. New units come from the aliens' home star systems but use supplies largely acquired on Earth. Thanks to the initial willingness of the alien commands to support operations, during 2052 each player may have 2 more units than centers owned, and during 2053 1 more unit than his center total (Ts again excluded, of course). Thereafter each player receives only as many armies and fleets as the number of centers owned.
5. When a player is obliged to remove a unit owing to lack of supply it must be the one nearest any of his transmitters, with a choice if more than one is equally near.
6. A player may have 1 transmitter plus 1 for each 3 centers owned. (The additional supplies noted in rule 4 count toward transmitter allowances as well.) Less than a set of 3 centers does not count, so, e.g., a player with 3 centers (1+2) may have 1T; with 7 centers (6+1) he is entitled to 3T. No player may ever have more than 4T at one time. When a player has no centers he loses his last T.
7. A transmitter moves like an army, including convoy. Ts have no combat strength, may not be supported, may not capture a space, and are destroyed if an opposing unit (except another T) occupies the space one is in. Exception: a T is not destroyed by a unit of another player when that unit has transmitted to the space in that season. If the unit is with the transmitter at the end of the next move season, however, the T is destroyed. A T may occupy a space along with an army, fleet, or T of the same alien.
8. Units may move from one T to another, including by



another player if all participants agree. The unit must begin its move in the space containing the sending transmitter (T/S) and end its move in the space containing the receiving transmitter (T/R). Neither T may move in the season of transmission. The move is written as any other; e.g., A Kie-Gre, with the additional notation for the transmitters: T Kie (S) Gre, T Gre (R) Kie. A unit cannot be transmitted against its will; i.e., all orders must agree with one another.

9. Support cannot be given via transmitter, nor may a unit retreat via transmitter. The move of a unit being transmitted may be supported, however.
  10. Switzerland is passable. Mountains don't bother the aliens' equipment much.
  11. The first move season, the move after the spaceships arrive, is Spring 2051.
  12. The number of spaceships a player begins with depends on the number of players. If 2 players, each begins with 3 ships. If 3-5, each begins with 2 ships. If 6 or more play, each begins with 1 ship and with an additional army which may arrive via transmitter in Spring or Fall.
  13. A player wins when he owns 19 supply centers.
- Example:** A player's ship list is Par, Bre, Spa, Pic, Gas... He is bumped from Par and Bre and so lands in Spa. Spring 2051: A Spa-Mar, A Home-Spa, T Spa (R) Home. (There are at least 6 playing, so the player has just 1 spaceship and the extra army.) Fall 2051: A Mar H, A Spa-Por, T Spa H. Owns Mar, Por--he does not own Spa since none of his armies occupy it in Fall. Winter 2051: T Spa (R) F Spa(sc). The player is entitled to 1 more army or fleet and 1 more transmitter, which can arrive in the following seasons.
- Second example:** ALPHA: F Edi-Gre, T Edi (S) Gre, T Gre (R) Edi, A Alb S F Edi-Gre. BETA: A Bul-Gre, A Ser S A Bul-Gre. This is a standoff in Greece: moves underlined fail.
- Optional rule:** A unit may move to a space containing a transmitter and transmit to another transmitter in the same move.