

Mondoj no. 8

Mondoj is an amateur publication for promoting the design and postal play of variant games of Diplomacy (tm).

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Mondoj #8: August 4, 1989...it's reprint time again. Actually, this "II" version of a mid-70s variant is more re-editing than revision; but a few changes have been made. Without further ado, we present

BIOPLOMACY II

Original design 1975, by Al and Tom Burkacki
Revision 1989, by Glenn Overby

0. The current edition of the Rules of Diplomacy shall be in effect where not in conflict with these variant rules, which shall take precedence.

1. Overview. Bioplomacy II is a very abstract Diplomacy variant, based on competition between animal species. It is a ten-player game--the "Great Powers" being five baboon tribes (Chacma, Drill, Gelada, Hamadryas, Mandrill), Birds, Insects, Reptiles, Canines, and Felines (the last two sometimes referred to as CMCs--Carnivorous Mammalian Creatures--in the rules below). The "diplomacy" and "negotiations" in this game replace various natural processes such as parasitism and commensalism.

- 2. Set-Up. All units set up on ground level as follows:
 - BIRDS: No units on map at start.
 - **CANINES: Pack (P) or 2 Half-Packs (HP) in 30.
 - CHACMA: Troops in 32/33/47.
 - DRILL: Troops in 64/65/66.
 - **FELINES: Pride (P) or 2 Half-Prides (HP) in 40.
 - GELADA: Troops in 55/70/71.
 - HAMADRYAS: Troops in 4/5/16.
 - **INSECTS: A Horde (H) or Swarm (S) in each of 59/60/73.
 - MANDRILL: Troops (T) in 8/9/10.
 - **REPTILES: An Army (A) or Climber (C) in each of 1/2/18/19.

Powers with ** choices need not reveal initial set-up until first turn orders are submitted. The first turn is Spring 01 (not 1901).

3. Spring Building. When adjustments are computed each Fall, only the removals are taken immediately. Builds are ordered with the following Spring moves and are not conditional on the move results. If a build is ordered for a space which winds up occupied, too bad...no build. Builds are resolved before retreats.

4. Non-Center Builds. Players may build in any space/level next to one of their units, as well as in home centers. Rule 3 above still holds; occupation of the build site negates the build. Also, if two or more players order builds in the same place, all such builds fail.

5. Special Supply Centers. In addition to 34 standard supply centers on the game map (all considered ground level), there are several special centers: six tree centers, two mountain centers, two CMC centers, and

one double center. Ground centers count as 1 survival point (SP), or $1\frac{1}{2}$ SP for CMCs. The double center is 2 SP (3 for CMCs). Tree centers are at high level, and count $\frac{1}{2}$ SP (1 for Birds). Mountain centers are 1 SP at ground level. CMC centers are 2 SP for CMCs and 1 SP for others. Finally, insects only may count 1 SP for controlling a swamp.

6. Unit Types. There are many types of **Bioplomacy** units, as follows:

ARMY (Reptiles): 1 SP to build/support. Moves on ground only. Strength 1 (EXCEPTION: $1\frac{1}{3}$ when holding or supporting a holding unit). Never activates flocks.

CLIMBER (Reptiles): 1 SP to build/support. Moves on ground and in trees. Strength 1 (EXCEPTION: $\frac{1}{2}$ in swamp).

FLOCK (Birds): 1 SP to build/support. Moves on ground and in air. Strength 1 in high level or when moving; $\frac{1}{2}$ on ground when not moving.

HORDE (Insects): 1 SP to build/support. Moves on ground and underground and in trees. Strength 1 (EXCEPTION: $\frac{1}{2}$ holding in or moving into trees.)

PRIDE/PACK (CMCs): 2 SP to build/support. Moves on ground and in trees. Strength 2 (EXCEPTION: 1 in swamp). Half-Packs (Prides) may be built at half cost, with half strength. A Pride/Pack may divide into Half-Pride/Packs at any time. Half-Prides/Packs may move into a space occupied by a friendly Half-Pride/Pack which has been ordered to hold, if the holding unit is not itself dislodged on the turn. Two Half-Prides/Packs in the same space may unite into a Pride/Pack at any time.

SWARM (Insects): 1 SP to build/support. Moves on ground and in air. Strength 1 in high level or when moving; $\frac{1}{2}$ on ground not moving.

TROOP (Baboons): 1 SP to build/support. Moves on ground and in trees. Strength 1 (EXCEPTION: $\frac{1}{2}$ in swamp).

7. Tri-Level Movement. Units operate on three levels: underground, ground, and high (tree/air). Think of them as three boards, one over the other. A unit may move from underground to ground level, ground to high level, or the reverse of either, within the same space. A unit may not change both level and space in the same turn. Further, on the high level: a) units which cannot operate in trees or air may not move to high level; b) units which operate in trees may only move to high level in spaces with trees; c) units which operate in air may occupy any space at high level without restriction.

8. Terrain. Several types of terrain affect play.

LAKES are impassable.

RIVERS are an obstacle to ground-level and tree movement. A unit wishing to cross a river must spend one turn "fording" it--treat as an order to hold. On the next turn a normal move may be made. A unit at high level must move to the ground to cross a river unless the unit can operate in the air.

FORDS exist naturally between 35-45, 53-54, 67-69. Units may cross the river at ground level without penalty in these three places.

SWAMPS affect the strength of climbers, prides/packs, and troops. These units fight at half strength when holding in swamp, supporting a unit holding in swamp, moving into swamp, or supporting a unit moving into swamp. Also, hordes may not move from underground into the ground level of a swamp.

MOUNTAINS are spaces within a space. They share high and underground levels with the space surrounding them. (In other words, mountains have exactly three adjacent zones: high level, underground level, and the space they're in.) A unit must be in the mountain to occupy a mountain supply center.

[Rules continued next issue]

Mondoj no. 9

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Mondoj #9: August 11, 1989...the **Bioplomacy II** rules are concluded.

9. Underground Searches. Any unit on ground level may be ordered to search underground in lieu of ordinary orders (treat as a hold order). An underground search functions as an attack of strength 1 for purposes of (potentially) standing off an underground unit's attempted move. A unit ordered to search may still be supported in holding. Searches do not move the unit underground. A search only fails if the searching unit is dislodged.

10. Seasonal Effects. In Spring of even-numbered years, the monsoons come. This has four effects: a) the seasonal stream basin is treated as a river; b) the three marked fords are nonexistent; c) area 44 becomes a lake, impassable this turn and drowning any unit starting the turn there at ground or underground level; and d) area 68 becomes a swamp for move and conflict purposes. All seasonal effects end with the end of the turn in which they started.

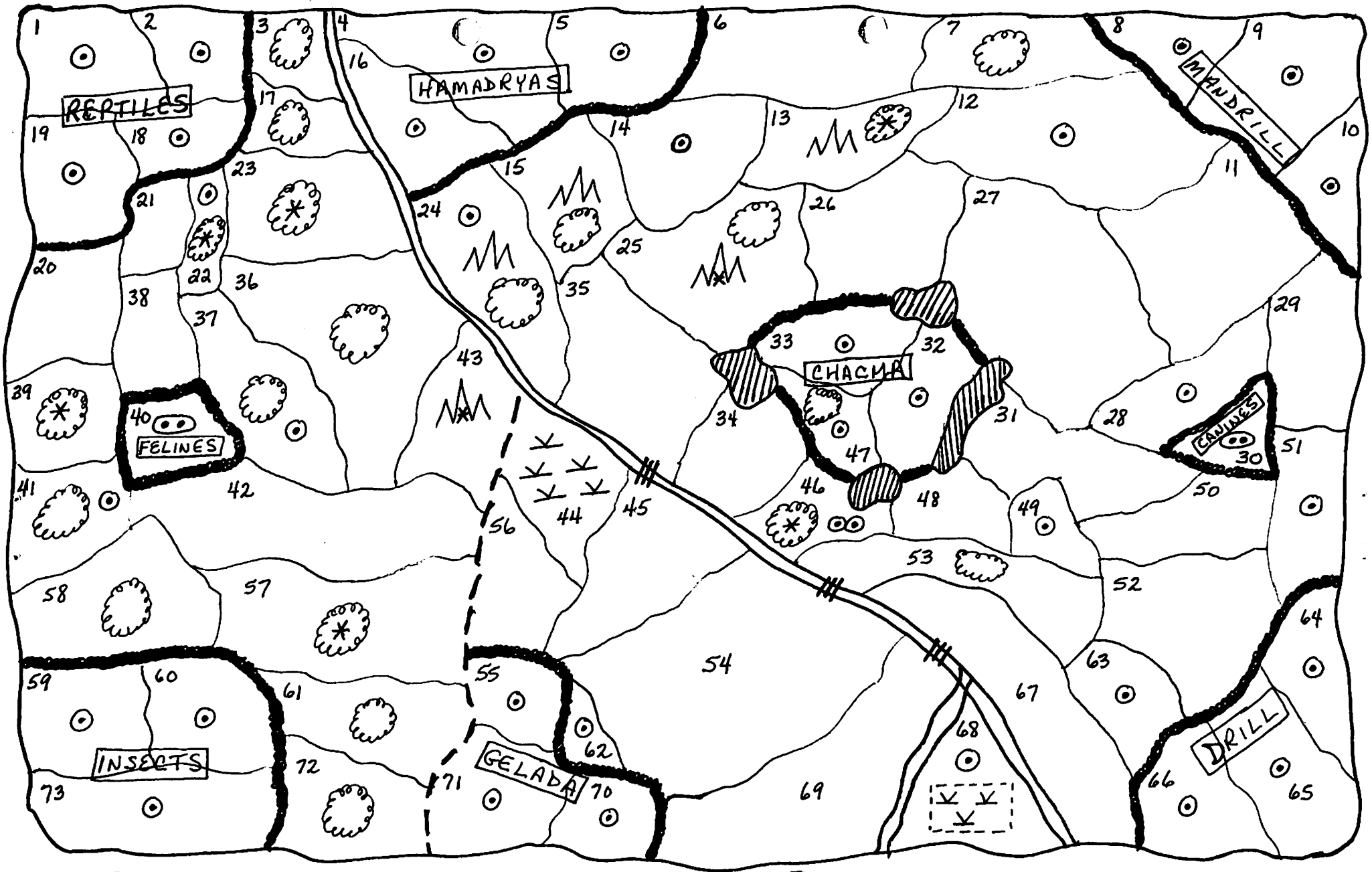
11. This Rule is for the Birds. Birds do not appear in the set-up. A Flock pops up whenever any unit, except an army, moves into the ground level of a space with a tree center. The Flock is placed in that tree center. The Bird player may build units in the normal manner later. For build purposes, all tree centers where Flocks have popped up are home supply centers for the Birds. Each tree center is only used for a pop up once. NOTE: if a pop up should happen, but the tree center is occupied, nothing happens. A Flock may pop up normally in a later turn.

12. Victory Conditions. The victory condition is control of 18 SP worth of supply centers for most creatures; 15 SP for CMCs; 9 SP for Birds. Note that each SP equals the support of one supply center for a year in standard Diplomacy.

13. "G" Option. One optional rule worth considering is playing this variant "gunboat" style, or anonymously. This may feel much more "realistic" than having animals negotiate...

14. "W" Option. A second worthwhile option is a five-player version, with each player controlling one baboon tribe and one other creature. The link between tribe and creature may be public or secret, according to taste. This option might also combine nicely with "G".

The **Bioplomacy** map is on the other side. Yes, I will run a game of this (probably "GW" option) if enough are interested and the limit hasn't been reached. But watch out for other openings next issue, too!



BIRDS

NOT ON
MAP
AT START

- SUPPLY CENTER
- ⊙ DBL CENTER FOR CMC ONLY
- ⊙⊙ DOUBLE CENTER
- * SPECIAL CENTER (IN TREES OR MOUNTAINS)

- ∨ SWAMP
- ⊘ LAKE (IMPASSABLE!!)
- ∩ MOUNTAINS
- ∩ RIVER
- ∩ FORD
- - - SEASONAL STREAM BASIN
- ☼ TREES

BIOTPLOMACY

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