

the new custodian of the UKVB. One other long-term plan of the present UKVB mob is to produce another variant supplement to add more regularly played or "popular" variants in a readily available form, editors interested in including copies (when issued) as supplements to their own zines, should contact the editor (special bulk rates available). There is still though the need for something to be done about new or 'obscure' variant material. And this is one of the reasons for Outposts' existence. It provides a shopwindow, and a talking shop about new variants.

Needs greater publicity

This issue sees Zeus IV and Succedaneum published, both of these are fairly new. Zeus has been tested and developed over the last year by its' designer, so it should work reasonably well, and is already being played. What it now needs is greater publicity, and being looked at and played apart from under its' own designers' auspices. Succedaneum is different, in that it is, probably untested. It has been published, first, because it goes a little way to redress the balance of kinds of variant published in this zine (they tend to be historical/new map based ones - the editors bias showing through!) and secondly, because it is a 'different' idea for a variant and whilst it may, as John Marsden suggests, be unworkable in practise, it is worth consideration and trial just for its novelty value.

Shopwindow and talkshop needs support.

The conclusion of this is then, that variants have a tendency to be overlooked and regarded as something inferior (though, the present form of standard Diplomacy is a variation of its' original form, and so purists who sneer at variants, might remember that their beloved 'Normal Dip' is infact a variant itself!) and so, it helps if some additional effort is made to promote them, in addition to merely making copies available; But, this will only succeed if two things happen, one, that editors take variants seriously and so co-operate with the UKVB + Outposts in attempts to promote them (by publishing from time to time, opening some variant lists, publicising the Central Variant Gamestart System etc.) and two, that OP itself rather more subscribers who are interested in variants and want it as a zine that is a 'shopwindow and talkshop' of the variant scene. Right, pitch in!

PARTITION OF THE OTTOMAN EMPIRE

by Greg Costikyan

1. The Rules shall be as in the latest edition of the Diplomacy Rulebook, except where modified below:
2. There shall be seven players, each of whom will play one of the following nations: Armenia, France, Great Britain, Greece, Italy, Turkey, or the USSR.
3. The initial unit set-ups for each country are as follows:

Armenia	France	Great Britain	Greece	Italy
F Trebizond	A Tahad	F Cyprus	F Pelopennesus	F Naples
A Erzurum	A Damascus	F Alexandria	A Athens	F Benghazi
A Malatya	A Latakia	A Cairo	A Salonika	A Territorio Militaire
Turkey		A Quwait		
F Constantinople			USSR	
A Izmir			F Krasnodr	
A Uskudar			A Astrakhan	
A Ankara			A Uzbekistan	

4. At the beginning of the game there exists a Civil Disorder army in the Province of Yerevan, nominally under the control of the "Trans-Cauvasian Soviet Socialist Republic". This unit is not controlled by any player; if dislodged it is annihilated. Should either the USSR or Armenia take the province of Yerevan, they may then use it as if it were a Home Supply Centre.
5. In addition to Attack, Support, Hold and Convoy orders, there exists an order known as "Seize" ('sf'). A nation does not automatically take a supply centre province by occupying it at the end of the fall turn; rather, the nation must 'seize' the supply centre first.

a) A unit may seize a province that it moves to, or seize one in which it holds. Example: A(Isfahan)-(sf)Teheran; or A(Tehran)-(sf)-st.;

b) Only Supply Centre provinces may be seized.

c) A seizure order fails if the unit exexcuting the order is dislodged or attacked, or the move that it makes to accomplish the order fails. In the example above, if the unit moving from Isfahan to Tehran had been stood off the seizure order would have failed.

d) A player may have his units seize provinces for another player. For instance a British unit seizing the province could, if it wished seize the province for the French player, in which case the Supply Centre would become French.

e) A province never changes hands simply by occupation; a successful seizure must be excuted before its ownership may be changed.

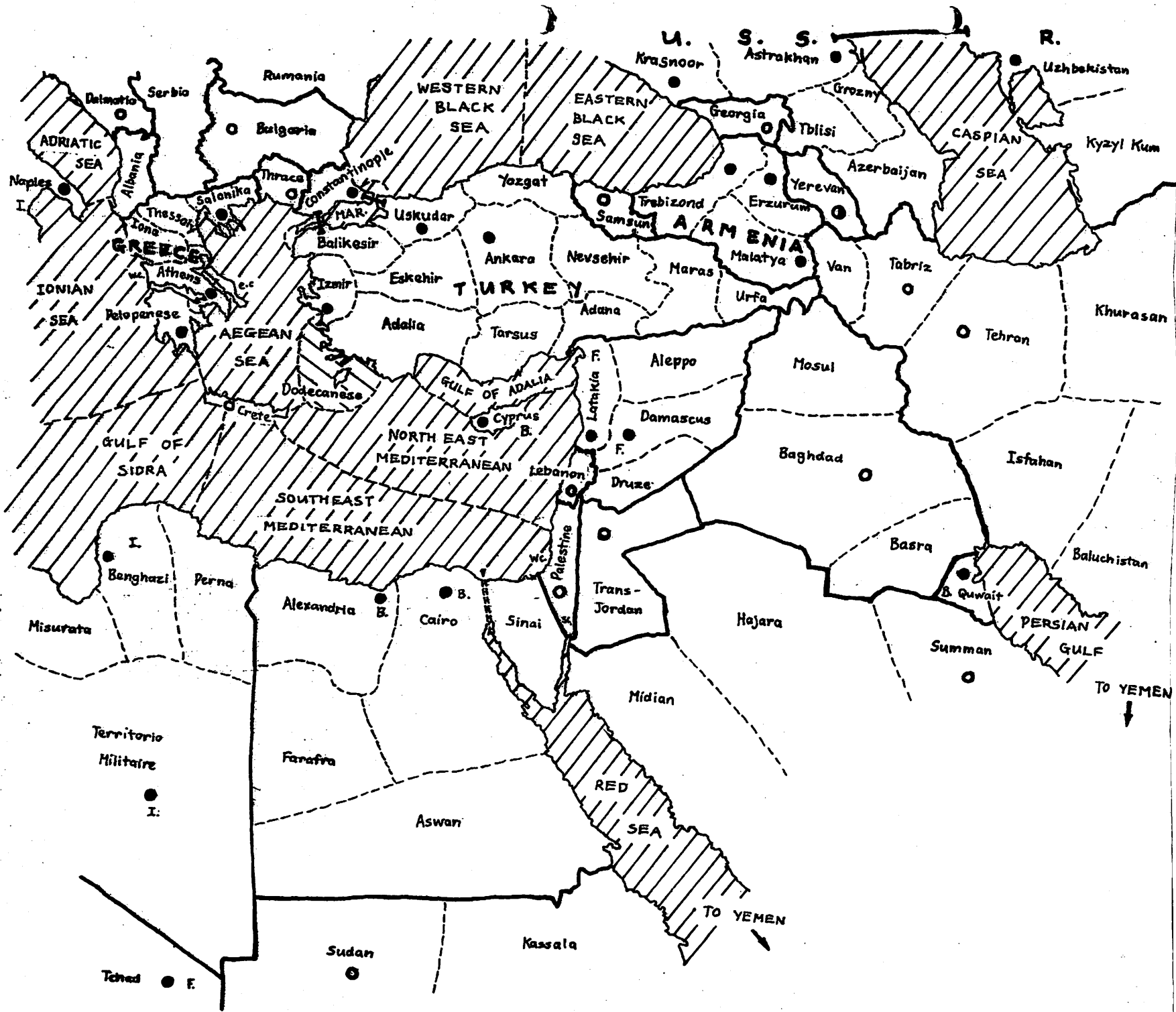
f) A player may make seizure orders in the Spring and Autumn

6. The game begins in Spring 1920.

7. If, at the end of a fall turn, a Player has no home supply centres but controls at least one non-home supply centre, he may designate any supply centre under his control as a home centre. This centre will act in all ways as the player's home supply centre until the player retakes one of his original home supply centres, at which point the designated home centre will cease to act as such. If a player's designated home centre is taken and the player controls at least one further centre, he may designate another centre as a home centre; he may continuing desinating centres in this manner until he controls no further centres.

Designation of home centres with winter moves; a player may designate his new home supply centre at the same time as he builds.

8. No Armenian unit may ever support a Turkish unit; no Turkish unit may ever support an Armenian unit. The Armenian player may never order any of his units to seize a province for Turkey; the Turkish player may never order any of his units to seize a province for Armenia.
9. Crete: If at the end of Autumn 1921, no player has seized Crete, Crete becomes a Greek non-home supply centre.
10. The Dodecanese: The Dodecanese Islands are a land/sea province. An Army may only move to the Dodecanese by convoy, and may not move from the Dodecanese to any other province except by convoy. A fleet may move to the Dodecanese with impunity, and may move to or from the Dodecanese from any of the .adjacent land or sea provinces. The existence of the Dodecanses does not compromise the coastal nature of Izmir and Adalia.
11. An army may move from Astrakhan to Uzbekistan or vice versa, notwithstanding the presence of the Caspian Sea. An Army may move from Constantinople to Uskudar (or vice versa), or from Constantinople to Balikesir (or vice versa).
12. Marmara is a sea province, bordering on the Aegean and the Western Black sea. A unit in Marmara may be ordered to block the movement of a specific player's units across the Dardanelles and/or Bosphorus (ie. between Constantinople and Uskudar and Balikesir). The owning player of the fleet simply encloses along with his orders, a note to the effect that the following players are to be prevented from moving across the following straits.
13. There exists, off the board, a non-supply centre province called "Yemen". Fleets may move to Yemen either from the Persian Gulf or the Red Sea, but only if unopposed. Fleets may move from Yemen to either the Red Sea or the Persian Gulf ... ie, Yemen exists as a bridge between the two sea provinces.
14. The Suez Canal is considered to run along the border between Cairo and Sinai A fleet may move to either of these provinces from either the Southeastern Med. or the Persian Gulf, and then move to the Persian Gulf or the Southeastern Med. In otherwords, the border between Cairo and Sinai is considered to be a coast, but it does not prohibit the movement of armies from one province to another.
15. Athens has two seperate coasts. Coastal crawl is prohibited.



The Partition of the Ottoman Empire

Designed by Greg Costikyan

- National Boundaries
- - - Province / Area Boundaries
- Coasts
- - - Province Boundary / Suez Canal
- Home Supply Centre
- Neutral Supply Centre
- " " (with standing army)
- ▨ Sea Area
- ▨ Direct Crossings
- ABBREVIATIONS
- B - British
- I - Italy
- F - France
- MAR - MARMARA