

COUP IN CANBERRA

0002

a Diplomacy Variant by Andrew England

1990

BACKGROUND

The year is 2010 and the place is Australia's capital, Canberra. Australia never recovered from its plunge into debt in the 1980's and this together with increased political instability and falling living standards has made Australia a banana republic. It is not surprising, therefore, to find an attempted coup in Canberra. This is a five player variant in which four players each take on the role of a General or Colonel in command of an Australian army unit attempting to seize control of the Government. The fifth player is the Primeminister trying to retain the seat of power with a hotch-potch force of loyal soldiers, Federal Police, ASIO and ASIS agents and armed civilians.

RULES

1. The normal rules of Diplomacy apply unless otherwise stated.

Starting Positions

2. There are five players in 'Coup in Canberra'. Four Army Commanders and the Primeminister. The starting areas and initial units are as follows:

Primeminister: A Government House, A Parliament House, A Railway Station, A Dept of Defence, A Australian Tax Office, A Telecom Tower.

Commander, 1st Army: 2 x A 1st Army Staging Post, T 1st Army Staging Post.

Commander, 2nd Army: 2 x A 2nd Army Staging Post, T 2nd Army Staging Post.

Commander, 3rd Army: 2 x A 3rd Army Staging Post, T 3rd Army Staging Post.

Commander, 4th Army: 2 x A 4th Army Staging Post, T 4th Army Staging Post.

Units

3. There are two types of unit; armies (A) and tanks (T).
4. Armies act as do armies in the regular game.
5. Tanks act as do regular armies except that they have the combat value of two armies. Thus, an unsupported tank moving into an area containing an unsupported army would succeed in its move.

Map

6. The map portrays the significant area of Canberra. There are six on-map supply centres each representing an area crucial to the functioning of Government. They are:

Government House: the home of the Governor-General.
Parliament House: the home of the Government.
Railway Station: the VFT link to Sydney and Melbourne.
Dept of Defence: access to defence secrets and functions.
Australian Tax Office: access to records of every Australian via the Tax File Number system.
Telecom Tower: controls communications (television, radio) into and out of the city.

These centres act as normal supply centres.

7. There are four Army Staging Posts on the map, one for each Army Commander. These boxes may stack any number of units of the Army to which they belong. Each box contains three supply centres which support their respective armies. A supply centre is permanently removed from an Army's box each time that Army has to disband a unit through an inability to retreat. Only units of the Army that owns a box may move into and stack in that box.

8. Apart from the two bridges, which act as normal spaces, there is only one way to cross the lake. That is via the crossing arrow marked thus on the map \longleftrightarrow . Only armies (not tanks) may cross at this point as though they were being convoyed by a fleet.

Sequence of Turns

9. There are three turns to each day: Morning (6am to 12 noon), Afternoon (12 noon to 6pm) and Night (6pm to 6am).

Building and Maintaining Units

10. Builds and Disbands occur at the end of each Night turn.

11. As in regular Diplomacy, one supply centre is required to maintain each unit. The Primeminister may build units in any on-map supply centre. Army Commanders may only build new units in their Army Staging Post.

12. Only Army Commanders may build tanks. One tank can be built for each third supply centre controlled. Thus, only if an Army Commander captures six supply centres can he have two tank units. If a player falls below three supply centres he must disband a tank if possible.

Air Strikes

13. Each player controls offboard aircraft of the RAAF. Once each day, each player may make one air strike. An air strike may be used to support a unit of the player (eg Air strike S A Dea-Emb) or to cut the support of another player (eg Air strike cut support in Yar).

14. A player may choose any turn in each day to make his air strike.

Victory Conditions

15. A player wins the game when he controls at least four of the six on-map supply centres for two consecutive days. The same four supply centres must be so controlled.

PROVINCE NAME ABBREVIATIONS

Act Acton Peninsula
 Ain Ainslie
 ANU Australian National University
 ATO Australian Taxation Office
 Bar Barton
 Bot Botanic Gardens
 Bra Braddon
 CAB Commonwealth Avenue Bridge
 Cam Campbell
 CBD Central Business District
 CHi City Hill
 Col Collins Park
 Com Commonwealth Park
 CWa City Walk
 Dea Deakin
 DoD Department of Defence
 Emb Embassy District
 For Forrest
 Gov Government House
 Gre Grevillea Park

KAB King's Avenue Bridge
 Kin Kingston
 KPa King's Park
 Lak Lakeside
 Lod The Lodge
 Lot Lotus Bay
 Man Manuka
 Par Parkes
 PHo Parliament House
 PTr Parliamentary Triangle
 Rai Railway Station
 Rei Reid
 Rus Russell
 Sta State Circle
 Sti Stirling Park
 Sul Sullivan's Creek
 Tel Telecom Tower
 Tur Turner
 Yar Yarralumla

1st 1st Army Staging Post
 2nd 2nd Army Staging Post

3rd 3rd Army Staging Post
 4th 4th Army Staging Post



COUP IN CANBERRA (MAP)

