

REPRINT DEP't.

Since we seem to be stuck on three players for my Philadelphia Diplomacy' opening, I'm going to reprint the rules and map below from VERTIGO #102. Join Paul Bolduc, Jack McHugh, and Mike Lowrey and sign up now!

PHILADELPHIA DIPLOMACY

The year is 2003. A succession of inept, fumbling city administrations, starting with Wilson Gooce's from 1983-1991, has left the City of Brotherly Love in a state of chaos. The central city government, broke and getting no funds from the state (where a hard-line Bible Belter rules as Governor), is helpless to prevent the city from crumbling into pieces, ruled by local despots. Soon, these local groups coalesce into seven major ones, and, attempting to fill the vacuum left by the collapse of the central city administration, try to expand beyond their power bases to bring the city under their control. All evenly matched, the factions battle to control the once-great city that William Penn founded...

PHILADELPHIA DIP rules

1. The DIPLOMACY rulebook (1976) is the basis of play, except as stated below.

2. The seven great powers are:

THE MOB (Home centers POINT BREEZE, PAT'S STEAKS, NAVY YARD)

THE BROOK (Home centers OSAGE, WEST PHILADELPHIA, OVERBROOK)

DRUG DEALERS (Home centers PASSYUNK, ELMWOOD, EASTWICK)

GANGS (Home centers LA SALLE, NORTH PHILADELPHIA, STRAWBERRY MANSION)

RIVER WARD TOUGHS (Home centers TACONY, PORT RICHMOND, KENSINGTON)

GREAT NORTHEAST (home centers RED LION, FOX CHASE, GREAT NORTHEAST)

THE GENTRY (home centers CHESTNUT HILL, MANAYUNK, ROXBOROUGH)

3. The game starts in January 2003, and is played in MONTHLY turns. The "build" seasons are March, June, September, and December. "Fall" turns are, then, Feb., May, August, and November.

4. The great powers, in a special December 2002 pre-turn, may build units of their choosing in their home centers. For example, the MOB could start with three armies, three fleets, or any combination.

5. Powers MAY build in captured centers.

6. FLEETS operate unusually. The two rivers, the Schuylkill and the Delaware, are divided by zig-zag lines into EIGHT numbered sections:

1. Flat Rock; 2. Falls; 3. Central; 4. Mouth of Schuylkill; 5. ~~Tint~~; *Mifflin*

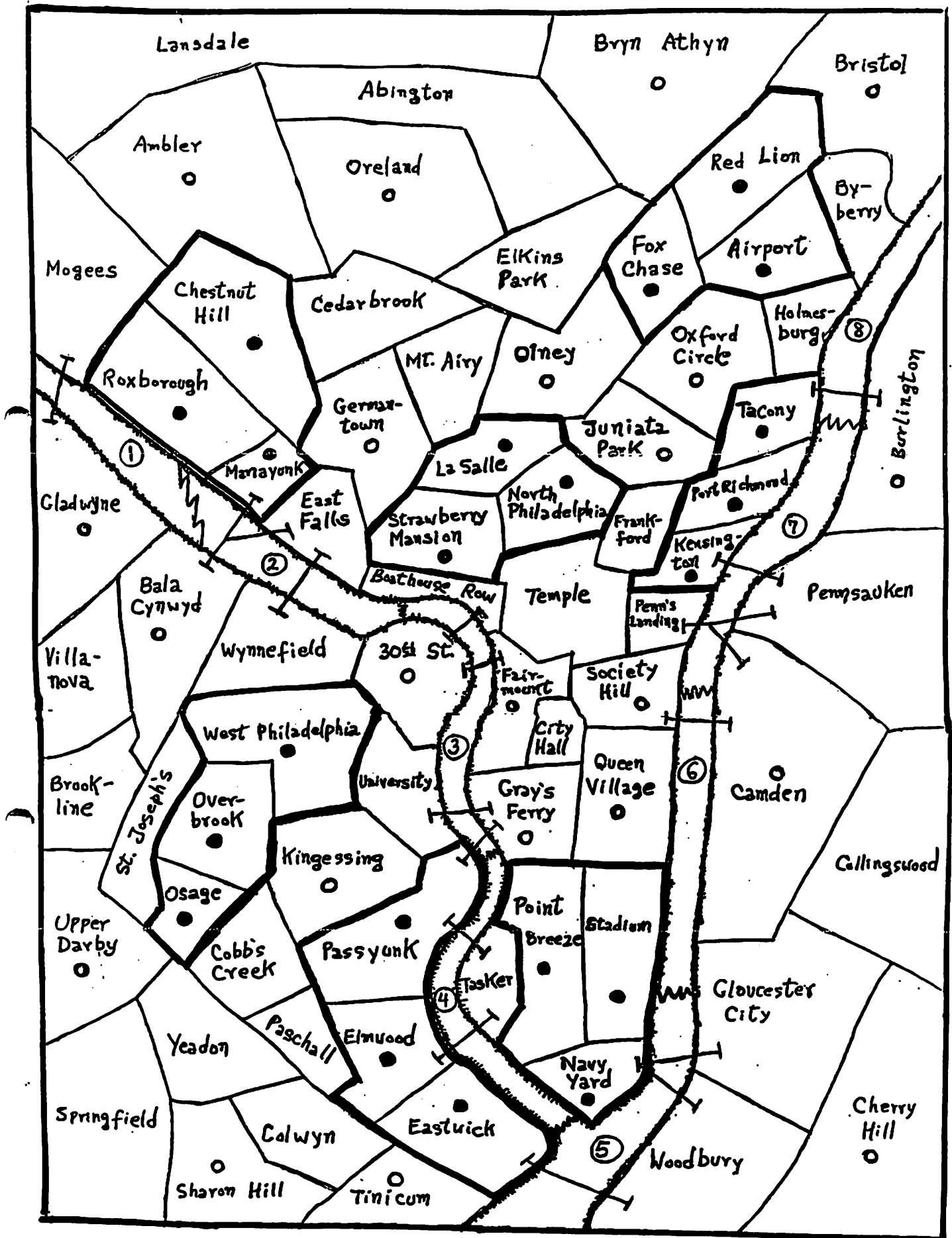
6. ~~*Penn's Landing~~; 7. Betsy Ross; 8. Upper Delaware. ANY NUMBER of fleet units of ANY number of powers may occupy a river zone or coastal province. FLEETS may convoy, or support, or attack as in regular Dip.

7. There are 41 SC's on the board; 21 home, 20 neutral. 18 SC's wins.

8. There are a number of direct passages over both rivers; at these points, an army may cross without convoy. Direct passages have no effect on fleets.

DESIGNER'S NOTES

Well, not much to it. The idea is to provide a fast-paced, close-quarters Dip variant. Though 18 dots are required, Philadelphia Dip should not take as long as Regular Dip to conclude. The somewhat complex fleet rules are designed to keep the simulation fluid, and allow everyone passage of the river areas. Even if a power's not a fleet monster, though, the direct passages allow mobility. Astute readers of the map will notice that I've named a space after each of the members of the Philadelphia "Big 5" college basketball group. Enjoy!



PHILADELPHIA DIPLOMACY

designed by Brad Wilson, 1990

map redrawn by Fred Davis, 1993

— = Direct Passage

River Spaces

- 1. Flat Rock
- 2. Falls
- 3. Central
- 4. Mouth of Schuylkill
- 5. Hiffin
- 6. Ben Franklin
- 7. Betsy Ross
- 8. Upper Delaware