

ATLANTICA II-R, A Diplomacy Variant of the Atlantic World - By Fred C. Davis, Jr.  
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RULES

1. All standard rules of Diplomacy will be followed, except as noted below.
2. There are 47 Supply Centers. The Victory Criterion is 24 for a single Power. An Alliance Victory may be achieved by any two Powers which jointly control 30 Supply Centers at the end of a "Fall" move or the subsequent build period. No more than two Powers may share in an Alliance Victory.
3. The following countries comprise the Great Powers of the Atlantic World, and this is the initial positioning of the starting units in the Supply Centers:

England: F Edinburgh, F Liverpool, F London  
France: F Brest, F Marseilles, A Paris  
Germany: F Berlin, F Kiel, A Munich  
Italy: F Naples, F Rome, A Venice  
Canada: F Halifax, F Montreal (s.c.), A Toronto  
C.S.A.: F Charleston, F Jacksonville, A Richmond  
U.S.A.: F Boston, F New York, A Chicago, A Philadelphia

4. The first move of the game is January, 1870 (the year of the Franco-Prussian War), and subsequent moves will be on a monthly basis, as in "Abstraction." The build/removal periods will be March, June, September, and December.
5. High Seas Fleets (New)

- a. At the beginning of the game, each Power already has one fleet on the high seas or in the Canal-box spaces, in addition to the units in his Home S.C.'s. To sustain these additional units, each Power is already granted ownership of one Away S.C. at the start of the game. No builds can be made in these Away S.C.'s. They are:

England-Ireland	Italy -Tunisia	C.S.A. - Louisiana
France -Spain	Canada-Newfoundland	U.S.A. - Minnesota
Germany-Denmark		

(Each is immediately adjacent to the home country, and would normally have been captured by that Power anyway).

- b. There are two restrictions on the placement of these extra fleets:
  1. Fleets must be placed in a sea space not touching any province of their respective homelands, excluding the above-listed "gift" Away S.C.'s. (This is to prevent them from supporting military operations by their own units immediately).
  2. No fleet of any Power may be placed in the following spaces: Azores, Chesapeake Bay, Helgoland, Lake Ontario, Long Island Sound, Myrtle Beach, North Sea, or Skagerrak. (Such positionings would give the fleet so-located too great a strategic advantage).
- c. The initial placement of these fleets will be done as part of the January 1870 move. If this results in two fleets being ordered to the same sea space, the GM will toss a coin to determine which fleet gains that space. The losing

fleet will be retreated to an adjacent sea space consistent with the above rules, if one is available. If no such space is available, the losing fleet will be annihilated. The resolution of such conflicts will be printed by the GM as part of his January 1870 report.

- d. This rule will have two effects. It will facilitate the search for the Lost Atlantis province. It will also cause an early interaction of the Powers on both sides of the Atlantic. Players may negotiate on the position of these extra fleets with all other Powers on the board. This will also enable Germany and Italy to get involved in Atlantic world action that much sooner.

## 6. Lost Atlantis Province (New)

- a. The 4<sup>th</sup> Supply Center is called "Atlantis." This province is located somewhere in the Atlantic Ocean, at one of the 6 intersections where 3 bodies of water meet. (These intersections are designated on the map as dotted circles called Areas 1,2,3,4,5 and 6). At the start of the game, the GM will roll a die to determine which of these six areas will become Atlantis. He will keep the location secret until it is discovered by a fleet.
  - b. Until it is discovered, fleets in any sea space adjacent to a numbered area may write an order "Searching for Atlantis in Area (1, etc.)" in lieu of a "Hold" or "Support" order. The fleet will be considered to be in that corner of its sea space where that particular area circle is located; unless that location turns out to be Atlantis. If that area is not Atlantis, two or more fleets can be searching the same area, since they remain in separate spaces. The first "Searching order" cannot be written until the Feb. 1870 move, since January orders are solely for placement + or movement of fleets from their regular starting places. A searching fleet cannot perform any other type of move on the same turn. If the fleet is attacked, it turns to face its attacker, and does not search, if the area in question is not Atlantis.
  - c. If the area searched turns out to be Atlantis, the fleet ordered to "Search" for it actually moves into this space and takes possession, if no other fleet has been ordered to the same area. There can be no support for a "search" move. If more than one fleet is ordered to "search" in the same area, which turns out to be Atlantis, the province is discovered, but the fleets stand each other off. A fleet actually moving into the Atlantis area gives up all claim to its prior sea space, and is not affected by attacks on same.
  - d. Once Atlantis has been discovered, there can be no more "search" orders, and Atlantis will have the same status as all other provinces. The other numbered Areas in the Atlantic cease to exist, and players should pencil in the word "Atlantis" beside the correct area on their maps.
7. Convoys by Standard Diplomacy rules are permitted only for the crossing of a single sea space. This one-space convoy is called the "Fast Ferry," and the order for its use should be written under that heading.

## 8. Army/Fleet Combined Operations

All convoys involving the crossing of more than one sea space may be undertaken only by the piggyback method. On a given move, an Army in a coastal province adjacent to a Fleet may be placed aboard the fleet, which becomes an Army/Fleet (A/F). The A/F may then move to another sea space, and may then also disembark the Army, if the second sea space touches another land province. An A/F has the same combat

(more)

8. (Cont.)

FACTOR AS a single Fleet. It may attack, support, and be supported. It cannot convoy another Army via the Fast Ferry, since its transports are already fully loaded. An A/F can exist only in a sea province or a canal-box, but it may support another unit in or into a land province.

- a. If an Army is ordered to board a Fleet, and the A/F is then prevented from moving to another space, the A/F will remain intact. If the Fleet is ordered to "Hold," the A/F will also remain intact.
- b. If an Army is ordered to board a Fleet, and the Fleet is simultaneously required to defend its sea space against another Fleet, or the Fleet is ordered to Support another unit, the Army is considered to have failed to board, and remains in the previous land province. This is true even when the Fleet has been successful in defending the sea space against the attacker. (This is different from the Standard Diplomacy rule, where an unsuccessful attack upon a Fleet does not disrupt a convoy. The rationale is that an A/F is a much more complex animal than an ordinary quick convoy. If the Fleet has to run off and fight a battle at the edge of its space, it does not have the time to regroup and obtain the necessary stores to form an A/F, with rations to last for 5 months, afterwards. It could, however, still run a "Fast Ferry.")
- c. An A/F can remain physically intact on the Board for 4 consecutive moves, excluding Build periods. Thus, an Army can be on the seas for a total of 5 consecutive A/F moves before exhausting its rations. If the Army is not successfully disembarked before the end of the 5th move, it is annihilated. Removal of the Army will not affect the existence of the Fleet.
- d. If an Army's attack (disembarkation) on a land province fails, the A/F remains intact. Any move which ordered the Fleet to go elsewhere after disembarking the Army will not take place.
- e. An Army which is landed after spending one, two, or three consecutive moves with an A/F may again be picked up by the same Fleet on the next move.
- f. A Fleet may not simultaneously land one Army and pick up another. All boardings must be made at the beginning of turns.
- g. A Fleet which lands an Army in an adjacent land province before making a move may then support that Army into the province on its move. Or, having landed an Army before moving, it may then move elsewhere.
- h. If an A/F is annihilated, including by an "Off-the-Board" move, both units are removed.
- i. If the loss of a Supply Center requires the removal of a unit from the Board, and the player fails to submit a removal order, the Standard rule of "Fleets before Armies" may be changed by the GM in the case of A/F's, since the literal application would also result in the destruction of the Army. The GM may, instead, remove an Army which is part of an A/F.
- j. An A/F can only consist of two units belonging to the same Power. (This does not prevent a Power from using the "Fast Ferry" to convoy an Army of another country across a single sea space).

9. Retreats and Removals

- a. RETREATS following the conclusion of a "Spring" move (e.g. January, April) are made by Just's Right-Hand Rule if the player fails to submit a conditional retreat order with his moves. This is: If a player anticipates that one of his units may be dislodged, he should indicate with his move orders, in order of preference, provinces to which a unit should retreat. If no retreat order is received, or if none of the spaces listed is open, the GM determines the retreat by moving the unit to the province immediately to the right of the "front" between the attacker and the defeated unit. (Support actions by other units do not affect the definition of the "front.") If that province is closed, then the move is made to the first province to the left. If that is closed, then the province next nearest on the right, and so on.
  - b. Following a "Fall" move, the player is permitted to submit a retreat order with his Build or Removal order; and other players may make their Builds contingent on the nature of that Retreat order. Retreats take precedence over Builds. Just's Right-Hand Rule will be used by the GM following a "Fall" order only if the player fails to submit a "Winter" order.
  - c. A player may not write an "Off the Board" or "Disbanded" retreat order. Any written Retreat order must be to an existing province, if possible. A unit will be forced off the board only if the GM finds no other move for it. "Off the Board" is equivalent to annihilation.
  - d. REMOVALS in a Postal game will be made by the GM when a player fails to submit a removal order. There is no requirement that the GM must remove Fleets before Armies or Away Units before Home units when he finds that such a procedure would result in the gift of a Supply Center to another Power. In all cases, the GM is required to remove the unit or units which, in his judgment, would have the least effect on the course of the game. (Example: Removing an Army from a non-supply center province instead of a Fleet from a Supply Center, when that S.C. could be occupied by a unit from another Power on the next move.)
10. The following provinces have special characteristics in regard to Fleet and Army movements:
- a. Karelia. A canal exists between the Baltic Sea and the Barents Sea, enabling fleets to move from one coast to the other, as in Kiel. While not a Supply Center, the first player to reach it may be considered to be the owner, and other players should negotiate with him for the right to make a peaceful passage of the canal.
  - b. Montreal and Gaspé. The St. Lawrence River is passable for Fleets up to Lake Ontario. Fleets moving up the river from the Gulf of St. Lawrence may use either the Montreal or Gaspé shoreline, and the presence of any unit in either of these provinces cannot serve to deny use of the river to a Fleet in the other province. (If both provinces are occupied, the river is blocked).
  - c. Lake Ontario. A fleet in the St. Lawrence River may move directly from either Montreal or Gaspé to Lake Ontario, or vice-versa, even if some other unit occupies New York or Toronto. Lake Ontario may be visualized as a sea space extending down the river to where it touches both Montreal and Gaspé. (Units may not move directly between Montreal and New York).
  - d. Fleets may not operate on the Great Lakes above Lake Ontario.

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10. (Cont.)

- e. Armies may move, attack and support between Naples and Sicily; between Spain and Morocco; and between Ohio and Wisconsin, without need of convoy. This does not affect Fleet movements between the Ionian and Tyrrhenian Seas; or between the Western Med. and the Canary Is. As a corollary, Fleets may also move and support between these land provinces.
- f. Armies may not move between Philadelphia and Toronto, as Lake Erie intervenes. All units may move between Toronto and Gaspe.

11. Around the World Rule

- a. Special boxes permit around the world movement by both Armies and Fleets. Units will pass through these boxes at the usual speed of one space per turn. The "Panama/Pacific" and "Suez/Indian" boxes adjoin each other, and permit passage between the Caribbean and Mediterranean areas. Panama/Pacific Box touches the Caribbean Sea, Gulf of Darien and Mexico; while Suez/Indian touches the Ionian Sea, Aegean Sea and Libya. These boxes may only be traversed by Fleets or Army/Fleets.

The "Alaska/Yukon" and "Siberian" boxes adjoin each other, and permit passage between Western North America and Eastern Europe. Alaska/Yukon touches Minnesota and Ontario; while Siberia touches Karelia and Poland. These boxes may be traversed only by Armies. While theoretically touching Hudson Bay and Barents Sea, Armies must be embarked or disembarked in Ontario or Karelia.

- b. Any number of units may occupy these boxes at the same time. No Power can own or control these spaces, or attack another unit inside them. Units in a box may attack adjacent provinces, or support another unit in the box into an adjacent province. However, they cannot support an attack into an adjacent province made from some other province. Units outside the box do not require support to move into them, and cannot be kept out by the units inside.
- c. It is presumed that a convoy's supplies are refurnished while passing through the Panama and Suez boxes. Therefore, an A/F may start counting turns from the beginning again when it moves out of such a box and back into a reg. space.

12. Frozen Regions

- a. During the period January through March, inclusive, the following provinces are frozen for all Fleet operations: Hudson Bay, Ungava, Davis Strait, Greenland, Arctic Ocean, Barents Sea, Ontario, Toronto and Lake Ontario. The North Coast only of the following provinces are frozen for Fleet operations: Montreal, New York, Karelia (see d. below).
- b. Fleets already in these provinces may not move or support, nor can they defend a land province when being attacked by an Army.
- c. Fleets outside these areas cannot move into, nor furnish support into, these areas. Armies may move into land provinces. Any frozen-in fleet attacked by an Army is annihilated, as would be a frozen fleet in New York (n.c.) or Montreal (n.c.) attacked by a Fleet attacking from the South Coast.
- d. In Karelia, any Fleet is presumed to be on the South Coast during the frozen period. Therefore, it cannot move to Norway.

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12. (Cont).

e. Armies may not be landed in nor embarked from any land province which is frozen, or from an unfrozen province into a frozen sea space. (e.g. An Army in Labrador cannot board a Fleet in Davis Strait).

13. The Coastal Crawl and retreat are permitted in the Spain-Portugal area.

14. Switzerland is passable.

15. Map Clarifications

a. The following spaces are adjacent; and units may move between them:

Chesapeake Bay and Philadelphia; Labrador and Gulf of St. Lawrence; Ungava and Davis Strait; Toronto and Gaspe.

b. All of Halifax province, including Cape Breton Island, is considered to be solid, like Denmark. Therefore, a Fleet cannot move directly from Grand Banks to Northumberland Strait in one turn.

16. Due to lack of space, the following abbreviations appear on the map. (For games run in BUSHWACKER, there are no official abbreviations for use in orders, except for the standard abbreviations for American States and Canadian provinces.\* However, there is no way I can prevent other GM's from making up their own provincial abbreviations - which are unofficial.)

Ch Bay = Chesapeake Bay  
Dk = Denmark  
Hisp. = Hispaniola\*  
La. = Louisiana  
L.I.S. = Long Island Sound\*  
Md. = Maryland

N.F.L. = Newfoundland  
N.J. = New Jersey  
P.E.I. = Prince Edward Island  
P.R. = Puerto Rico  
"X" = Northumberland Strait (between P.E.I. and Halifax)

\* These abbreviations are "official".

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SUPPLY CENTER BREAKDOWN (TOTAL = 47)

Europe-North Africa (24): Home - 12; Neutral - 12

American: (16): Home - 10; Neutral - 6 (incl. Cuba)

Mid-Ocean: (7): Atlantis, Azores, Greenland, Hisp., Iceland, Mauretania, Puerto Rico.

SUMMARY OF CHANGES FROM ATLANTICA II RULES:

One old Supply Center abolished: Prince Edward Island.

Two new Supply Centers created: Minnesota, Greece [Had been a S.C. in Atlantica I]

"Alaska/Yukon" and "Siberia" boxes added in North.

Aegean Sea and Mexico added, so that there are 3 provinces (2 sea, 1 land) leading in and out of both sea boxes. Note the symetry between the lower left and right-hand corners of the board.



SIBERIA Box  
 MAY BE OCC. BY ANY No. OF UNITS  
 (CONNECTS WITH ALASKA/YUKON Box)

SUEZ-INDIAN OCEAN Box  
 MAY BE OCC. BY ANY NO. OF UNITS

\* = HOME S.C.    o = NEUTRAL S.C.  
**ATLANTICA II-R**  
 A DIPLOMACY VARIANT  
 CREATED BY FRED C. DAVIS, JR.  
 REVISED, 1973  
 FRED C. DAVIS, JR. 1971

↓  
 To PANAMA-PACIFIC OCEAN Box

ALASKA/YUKON  
Box  
MAY BE OCC.  
BY ANY NO.  
OF UNITS  
(CONNECTS WITH  
SIBERIA BOX)

IMPASSABLE

MEXICO

SUEZ  
TO INDIAN  
OCEAN  
Box

PANAMA-  
PACIFIC OCEAN  
Box

MAY BE OCC. BY  
ANY NO. OF UNITS

GULF OF DARIEN

