

'Pink' Diplomacy

((This variant was designed by David Pink and should have appeared last issue but we had to exclude it in order to get Hannibal printed on time . All subscribers and traders get a copy free with issue 7 of Hannibal all future copies may be obtained through the Variant Bank @ 2p+postage. Our thanks to Dave for the variant.))

1. All the rules of Diplomacy 1971 will be used except as indicated below.
2. There are no fleets or sea-spaces in the game, therefore, all rules concerning sea movement will not apply.
3. There are seven powers in the game each of which starts the game with two armies. These powers will be known as A, B, C, D, E, F, & G. Players send in a name for their power (which must not be too long or must have a short abbreviation) with their first set of orders.
4. After every second set of moves complete with retreats and destructions (see below), each player's income in points is totalled. He then decides how he is going to use or save these points (this may be done conditionally with Autumn moves but is rather complex).
5. Income; every supply centre has a supply capacity marked on the map, this is equal to the income obtained by the owning player each Autumn.
- 5b. The G.M. may also award points as he sees fit. He may award them to the sender of the best press release or the best country name. (This rule is obviously optional and best applied to Press Games.)
6. Expense; points are spent each Winter in the following manner:

<u>Action:</u>	<u>Expense</u>
To field an army for one year	5
To build and field an army for one year	9
To transfer one home centre	4
To 'store' any number of points in any s.c.	1
To field a $\frac{1}{2}$ strength army	4
To transfer any number of points more than 1 province.	3

7. A player may transfer either of his home centres to another centre as long as he can store enough points in it to fulfill condition of emergency points in storage (see below). He must pay 4 points for each transfer. Each move is adjudicated in the following manner:

1. Autumn moves
2. Retreats
3. GM informs each player of his income+interest + (GM Bonus).
4. Players submit budgets: a) Transferring of points and home centres and the disbanding of $\frac{1}{2}$ strength armies.
b) field armies.

8. Any number of points up to a maximum of the supply point capacity may be stored in any s.c. by the owning player . These points may be moved one province per game turn (Spring and Autumn) at no cost; they may be transferred any distance on payment of 3 points (if more than one set of points is transferred the cost is still only 3 points). The movement of friendly armies does not affect this movement or transfer (routes must be specified for transfers) Players may only designate their units friendly to all of another powers transfers, they may not specify only certain LP transfers as permissible. Points which are stationary in a supply centre for a complete year earn interest which is added on (see rule 7 part 3). The rates of interest per annum are given in the table below, all fraction amount of points are dropped.

<u>Distances</u>	<u>Amount invested</u> <u>Distances of s.c. from a home centre</u> <u>interest on less</u> <u>than full capacity</u>	<u>interest if max</u> <u>of points stored.</u>
0	10%	20%
1	20%	30%
2	30%	40%
3	40%	50%
4	50%	60%
5	60%	70%
6,7	60%	70%
8,9	60%	80%
10+	70%	90%
infinity	80%	100%

8)Contd.

.....Figures in the "Distances" column refer to the distance between the province in which the points are deposited and the nearest home centre of the power concerned. "Infinity" refers to points deposited in supply centres from which a path through friendly territory (as in the first part of rule 8) to any home centre. All distances are measured at the normal movement rate. Full capacity of a centre equals the supply capacity of that centre. All interest is payed at the centre it was payed for; if this means that the total number of points deposited at a particular centre amounts to more than the maximum (i.e. the supply point capacity) then all surplus points must be moved out of the centre at the first possible opportunity, Surplus points do not earn interest.

9) Half strength units. If a unit suffers a retreat, or two consecutive stand-offs or the player concerned has not enough points to support the unit as a full strength unit, then the unit concerned becomes a half strength unit. Half strength units may never return to their full strength, they have a combat strength of one half. Players may not voluntarily put their units into half strength status. If a player has not sufficient points to support all his units, even at half strength, then he selects a number of his units to be "unsupplied"; he may only put enough units in a state of unsupply to enable him to field all his other units at half-strength. Unsupplied units may not attack, or support, or be supported. If displaced they must retreat if possible (i.e. they may not be disbanded). If a half strength unit suffers a retreat, it is destroyed. If it is attacked on three consecutive turns, it is also destroyed (thus the only way to dispose of half-strength unit is to have it annihilated, either in the sense of being attacked three times, or made to retreat - they may not be voluntarily disbanded). The combat strength of an unsupplied unit is nought, but they may capture supply centres on a retreat, although unsupplied units may not of course, move. Home centres have an emergency store of points equal to 5 points. These emergency supplies do not affect the supply point capacity, nor do they earn interest. They may only be used in an emergency - i.e. when a player is not able to support all his units at half strength - transferring a home centre implies transferring the emergency deposit. Emergency deposits have to be replenished before the home centre may act as such again.

10) A home centre may be built for a payment of twenty points, in any supply centre which has been in the possession of the owning player for 2 game years or more.

11) Each province on the board has been given a letter. The players and GM's in each game, must name the provinces. Each province must be given a name beginning with the letter given on the map to that province. Such players are arranged in alphabetical order. The first player on the list is responsible for naming provinces 'A', 'B', 'C', 'D', the second, provinces 'E', 'F', 'G', 'H', and so on, the GM names provinces 'Y' and 'Z'. !!!

Optional Rules:-

The province Carthage at the centre of the board acts as a home supply centre to the first player to capture it. If it is then captured by another power it loses this ability.

Carthage and all home s.c.'s have a garrison of strength one unit against all attacks. If an attack succeeds in future it adds its strength to friendly units.
Pink Diplomacy II ((Para-Pink Diplomacy?))

1) All the rules of Diplomacy (1971) and of 'Pink Diplomacy' (1974) apply except as modified below.

2) The game is played on three 'Pink Diplomacy' boards stacked vertically above one another. These are labelled 1, 2 & 3 from the base upwards, as is each individual province on each board.

3) Provinces of the same name on adjacent boards are seen to be adjacent for the purpose of movement, support, etc.

4) Each player takes the same country on each board and treats all his home centres as integral parts of his country.

5) The Carthage province has only one level, which is adjacent to all provinces which it is shown as adjacent to on the map, regardless of the level. It has a supply point capacity of 35 points.

Pink Diplomacy III

This was actually the original 'Pink Diplomacy'.

All the standard rules of Diplomacy apply, except fleet rules, but applied to the enclosed map; disregard supply capacity.

((Pink Diplomacy was so called due to all the correcting fluid on the map stencil. Please would someone suggest a better name?))

