

# DUDLAND

## A Diplomacy Variant

Designed by Greg Costikyan, with help from Scott Rosenberg  
Based on a Press Release series by Scott Rosenberg

1. The Rules are the same as those in the 1971 Diplomacy rules book, except as noted below.
2. The powers and their home centers are as follows:  
ALBION: Dotland, Gorblimey, Liverpuddle  
CALIFORNEIAY: San Frandudco, Alcalá, San Sativa  
CANADYLAND: Yukon, Nova Dotia, Bilingual, South Canuckia  
CUSTODIAN OF THE DUDNESS: See below  
DUDLAND: Capitoldud, Jamaicadud, Duditch Villitch  
HOOSIERARKI: Hicksville, Lebennin, Cowtown  
TEEDEEAY: Nylkoorb, Harad-Jackson, Rottenborough
3. The game begins in the winter of the Year of the Dud 737. The players may build their initial units in their home supply centers, before the first Spring turn begins.
4. During the 737 build season, the Custodian of the Dudness designates one province on the board as his home province. He may designate any province that is not the home center of some other player as his home center. This province becomes a supply center province if it is not already one, and is the sole home center of the Custodian.
5. At the beginning of the game, the Custodian's home center is said to be "Dudded". After each Spring and Fall moves take place, one additional province becomes dudded. The Custodian chooses which province is to become dudded, but it must be adjacent to a province that was previously dudded.
6. Any unit that moves into a dudded province, or is present in a province when the province is dudded, is immediately transported to an unoccupied province on the board. The Custodian chooses which province the unit is to be transported to. Units transported during Spring moves will have their province chosen by the Custodian during the Summer Retreat season (and thus will not be able to move during the following Fall); units transported during Fall moves will have their province chosen by the Custodian during the Autumn Retreat season, (and thus will be able to move during the following spring turn). I.e., dudness transportation occurs during the same time as retreats.
7. If a unit moving into a dudded province is stood out of that province by another unit, it is not transported.
8. If the Custodian fails to order a destination province for a transported unit, the Game-master will randomly determine where the transported unit will land.
9. The Custodian's units are immune to the effect of the Dudness.
10. Although the Custodian owns only one home supply center, he may build units in any dudded province. Dudded supply center provinces are not automatically owned by the Custodian; he must move a unit into the province during the Fall turn in order to take the supply center in the same manner as any other player. Note that there may be dudded supply centers that the Custodian does not own, and non-dudded supply centers that he does own.
11. If a player's home center is dudded, but the center is not taken, the player may build in that home center (assuming he has a build). During the following spring turn, the built unit is transported as per rule 6.

12. Starting in the Winter of the Year of the Dud 739, Dudland may build one Dud-Out Unit. (This may be either a Dud-Out Army (DudA) or Dud-Out Fleet (DudF)). Dudland may never have more than one Dud-Out unit. If the Dud-Out unit is annihilated, Dudland may build another such unit. If Dudland has no builds in the Winter of 739, but does have at least one unit, it may designate any of its units a Dud-Out Unit.

13. Starting in the Winter of the Year of the Dud 740, Teedeeay may build one Dud-Out Unit. In the Winter of the Year of the Dud 742, all the other powers become able to build a dud-Out unit. No power may ever have more than one Dud-Out unit.

14. A Dud-Out Army or Fleet is immune to the effects of the dudness. Further, if a Dud-Out unit moves into a duded province, the province becomes un-duded, i.e., reverts to normalcy. If a Dud-Out unit is in a province that the Custodian orders duded, the province does not become duded.

15. Once during the game Teedeeay may build a double army (the Besh-Puppets). They may build this unit at any time (including the initial builds season). Only one supply center is needed to support this double army (DA). Teedeeay may only have one DA, and may never build another. If the army is annihilated, Teedeeay may thenceforth only have single arms.

16. A Double Army is considered to move and hold with the force of two armies. If it moves, it is considered to automatically have a support, and will dislodge an unsupported unit. If it is attacked by a unit with only one support, it will not be dislodged. If it supports another unit's attack, that attack is considered to have two supports. Note, however, that a single unsupported attack on the Double Army is considered to cut its support.

17. Once per year (either in the Spring or Fall), the player for Californoiay may send a Letter of Attack to any unit on the board. He does so by informing the GM that he is sending a Letter of Attack, and what unit it is being sent to. The affected unit automatically holds. If it was ordered to support or convoy, its order fails.

18. St. Hermann's Seaway and the Coor's Canal are treated as Kiel/Con/Den are in the regular game.

19. There are four "four-way" points. Lake Inferior, Lake Moron, Shokon and the Mundane Peninsula all border on each other; Mare Nostrum, Lake Moron, Labofkoid Lizzard Land and the Mundane Peninsula border on each other; Flatland, Canuck, Lake Moron and Lake Eerie border on each other; and Lake Eerie, Lake Dud, Canuck and Upstaytdud all border on each other.

20. Yukon, Liverpuddle, Frogland, Krautland, Potato and Commies all have two coasts.

21. A unit may move from the Ball Bearing Sea to Commies (north coast only).

22. If all of a player's home centers are taken, but he has at least one other supply center in his possession, he may designate any supply center that he owns as his "government-in-exile", and build units in that center. If this center is then taken, he may not further designate another center.

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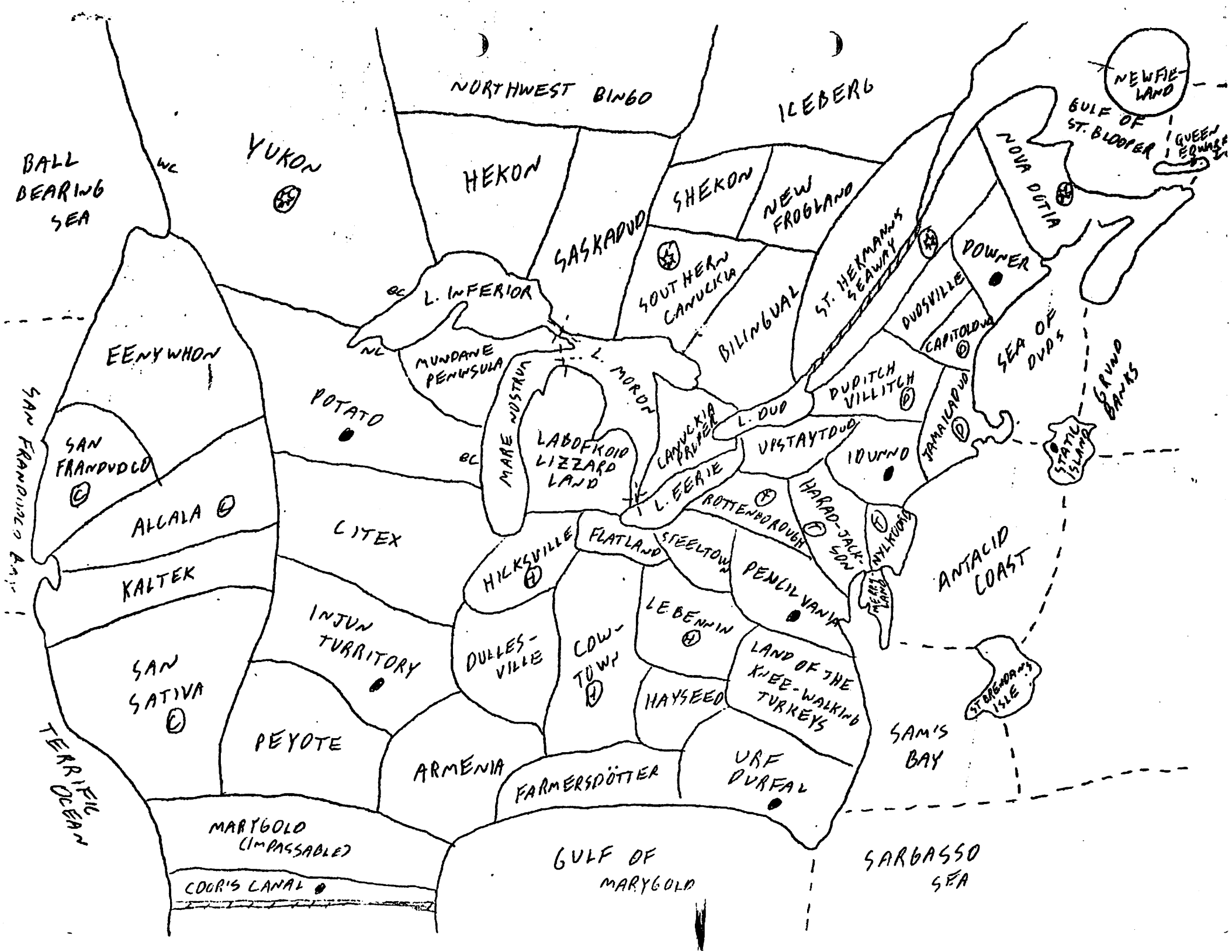
#### GAME OPENINGS!

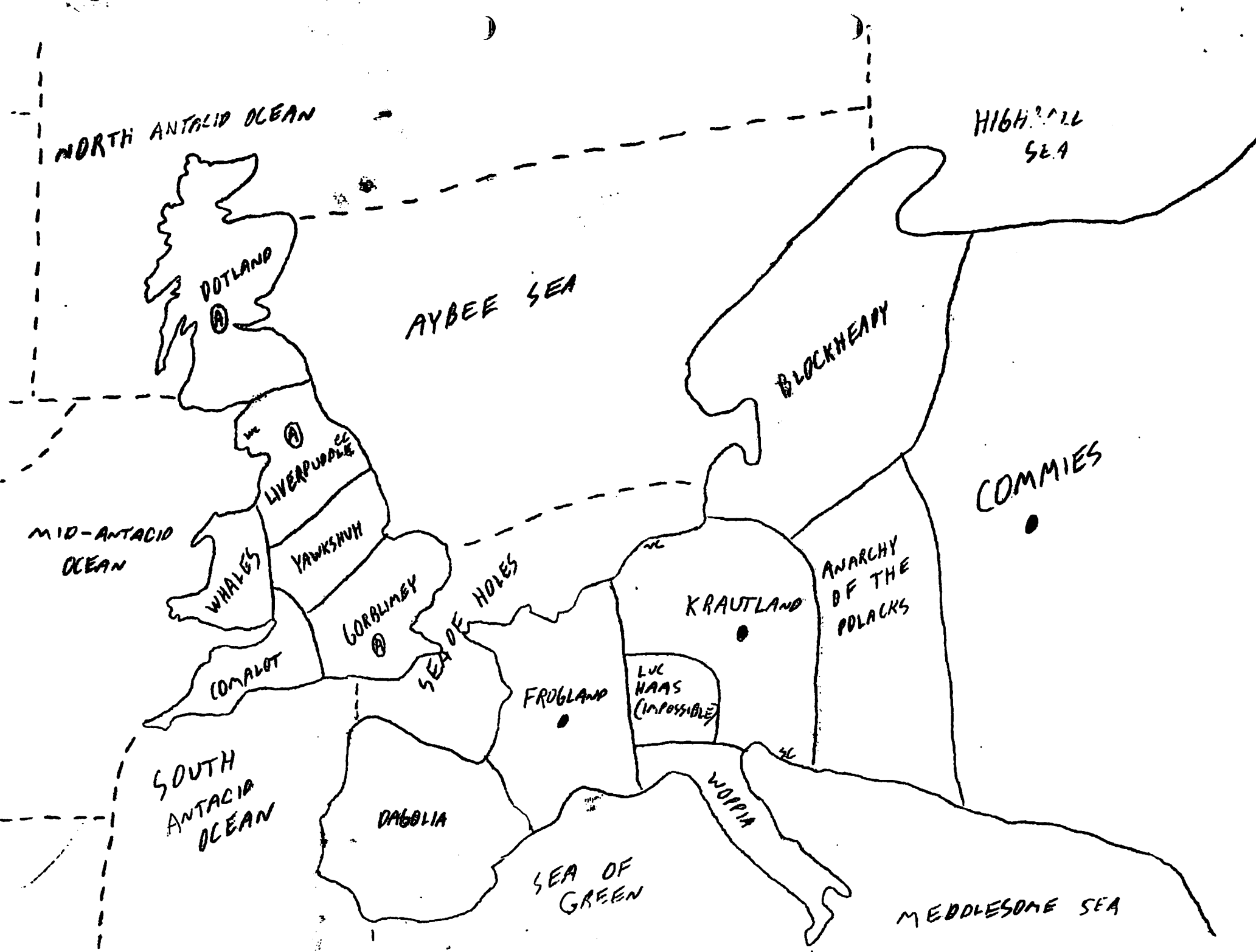
We currently have openings in EXCOMMUNICATION!, a variant taking place in 1100 A.D., in which both political and temporal powers are depicted, and which won the 1975 Calhamer Award for Best Variant Design (U.S. Region) @\$3; in Stab-Happy Diplomacy @\$1; and in Dudland @\$1. Since these gamefees include subscriptions to the zine until the game is finished, they are obviously bargain prices.

#### EXCOMMUNICATION PLAYERS PLEASE NOTE;

The following people are on my little list as having signed up for Excommunication. If you want to play and you aren't listed, contact me.

Eric Goldberg, Tom Gould, Ben Grossman, Adam Gruen, William Linden, Ricky Phillips, Arnold Proujansky, Robert Stimmel, Robert Sacks. (9, 14 needed)





NORTH ANTACID OCEAN

HIGH? ALL SEA

DOTLAND

AYBEE SEA

BLOCKHEANY

MID-ANTACID OCEAN

LIVERPUDDLE CC

COMMIES

WHALES

YAWKSHUH

ANARCHY OF THE POLACKS

GORBLIMEY

SEA OF HOLES

KRAUTLAND

COMALOT

FROGLAND

LUC HAAS (IMPOSSIBLE)

SOUTH ANTACIA OCEAN

DABOLIA

WOPPLA

SEA OF GREEN

MEDDLESOME SEA