

URF
DURFAL

URF DURFAL is a zine specifically for playtesting variants of all sorts, and deviants as well. It has no gamefee, and no set subscription rate. Subscriptions are as follows:

stencils / ink
circulation / paper / postage.

In other words, cost. Press is encouraged, although I reserve the right to dispose of any press I consider insipid, badly written, or etc. If any person writes more than 5 pages of I press, I may require him to type up the stencils himself. No articles will be printed. Any person who writes more than 1 1/2 pages of press gets the issue his press is printed in gratis. URF DURFAL is triweekly, and is printed on Sundays. Frigate is published by Simulations Publications Inc, 44 E 23, NY, NY, 10010. Diplomacy is printed by Games Research Inc, 500 Harrison; Boston, MA, 02118.

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THE NAME

Scott Rosenberg and I were went to playtest wargames at SPI's offices every Friday evening, a year or so back. At one point, we were asked to playtest THE EAST IS RED, which, in the words of the immortal Chess Wizard, was one of SPI's "lesser good" games.

In any case, we discovered a city called URF DURFAL on the mapboard of the game on our third or fourth playtesting session, in the midst of Outer Mongolia. We became intrigued with the name, and it soon spread to all the other EAST IS RED mapboards.

Some months later, Scott, becoming disenchanted with what he saw as SPI's increasingly worse games, ceased playtesting.

But, about a month ago, Scott came playtesting with me, because the alternative was to hang around Lunacen, and listen to Al Noft tell us about the new Latin editions of Asterix--not a fate worse than death, perhaps, but close to it. Before he left, the words "Urf Durfal," with the corresponding black dot, signifying a city, were scrawled over every exposed surface.

As many people can tell you, John Boardman has the nasty habit of sometimes expostulating at great length on a subject nobody really cares about. And one of his favorite subjects is his idea that a tradition has grown up, such that a goodly number of Dipzines are named after mythical places; Graustark, Erewhon, Lilliput, and so on.

Well, URF DURFAL keeps up that tradition, anyway. So to speak----

FRIGG IT!

n-player Frigate for the insane.

FRIGATE is published by Simulations Publications, Inc, 44 E 23 rd St, NY, NY, 10010. A large portion of these rules stolen from those printed in EMPIRE #9 by John Boardman, 234 E 19th St, Brooklyn, NY, 11206.

1. Scenarios listed in the FRIGATE scenario section will not be used. Rather, the following rules will be used to determine the setup and the units on each side.

a. Each player has 250 money points to spend on his ships. He may purchase as many ships as he likes within the limits of his cash allowance. His ships may be of unlimited gunnery or defense strength, within the same limits.

b. The total cost of building a ship is equal to the sum of all its gunnery strength points plus its defense strength. Thus, the following ship costs 109 money points;

44	24
24	
13	A
4	

c. Players are not limited by the constraints of the counter mix when designing their own ships. The only limitation placed upon them is that no ship may have a defense strength of less than one. The following ship is perfectly possible;

0	1
0	
249	B
0	

d. Players are assumed to have Low command control. If a player wishes to have Medium command control, he must pay 10 money points; High, 20.

e. Players are assumed to use CRT #3. If a player wishes to use CRT #2, he must pay 10 money points; CRT #1, 20.

f. BUSHNELL TURTLES may be purchased at the rate of 1 turtle / money point. Each turtle must be assigned to a ship when it is built. The strengths of a turtle are as follows;

(10)	5
0	
0	
0	

To use its 1-3 range gunnery strength of 10, a turtle must begin its turn ~~xx~~ in the same hex as the ship it is attacking, and that ship must be Dead in the Water, or drifting in a calm, or moving at a rate of 1 hex per turn or less.

The Bushnell turtle does not move as conventional ships do. It may move one hex per turn in any direction. It may never run afoul of any ship, or vice versa.

A Bushnell Turtle never takes gunnery or crew hits; it is destroyed by any hit.

A Bushnell turtle may be launched by any ship carrying turtles at any point in that ship's movement. The code for dropping a turtle will be DROP TURTLE, appropriately enough. In the turn that a turtle is launched, it may not move. A turtle does not keep the momentum of the ship it was launched from.

Bushnell turtles unlike other ships, need not be named by the players.

g. A player may never acquire more than the 250 money points he starts the game with.

h. New players may join the game at any point. An announcement of that fact that a new player is joining, the number and type of the ships he is building, and his address will be printed the turn before his units actually enter the board.

1. Before the first turn, each player will submit to the gamesmaster secretly, a list of the hexes and facings that his units will start on with. Placement will be considered simultaneous. If two ships of opposing sides are placed in the same hex, they will not be considered afoul.

j. A player may designate one ship as his flag. A player may only have one flag.

k. Each player will be expected to name his side and each of his ships, for press purposes.

1. When a new player enters the game, he may enter from any map edge. He will not be placed, as were the original players at the beginning of the game.

2. Players should submit their combat and movement orders as per Rules 5.1 and 5.2. Be sure to indicate, for each combat order separately, whether you are aiming for Mast Hits or Crew Hits.

3. The Optional Wind Table (6.6) will be used. After the adjudication of each move, the Gamesmaster will inform the players of the results of Phase A of the next move, as well as the results of Phase G of the present turn.

4. Players may indicate which type of hits (mast or crew) they are attempting to control for a given ship on that ship's plot. If no indication is given, the Gamesmaster will roll to remove whichever damage is greatest, except that he will obviously not roll to remove, say, three crew hits, as three hits cannot be removed.

5. The player should send in orders with each move as to whether he wishes his ships to run afoul or not. He may differentiate as to opponents, and as to specific of his ships. ("The Gorke will run afoul of everyone, but the Compass Rose will only run afoul of Dudland ships.") In the absence of such orders, the GM will assume that everyone wants to run afoul of everyone else.

6. Command Control will be determined by the Chit System. See Rule 8.23

7. There is no rule seven!

8. Optional rules 6.32 (no sailing into wind), 6.43 (on bearing into the wind), 6.56 (drifting), 7.1 (explosions), will be used. Rules 7.2, 6.6 and the entire of section 10 will not be used.

9. Romulans don't take prisoners; neither may you. Ignore rule 10.

10. Rule 7.5 is modified to include as ships-of-the-line all ships with a defense strength of 10 or greater.

11. All ships with a defense strength of 10 or greater are considered ships-of-the-line for all purposes, including movement.

12. A player is considered to have won at any point that he chooses to so announce. By special agreement with the GM, he may then sail off the board without the board being extended to follow him. The game does not end merely because someone has declared himself to be a winner.

13. A player is considered to have lost when his last ship is sunk.

14. I shall attempt to open a game of FRIGG IT! next issue. I have 2 players at the moment, and want many more. There is no game fee above a subscription.

260 A.D. GAME FILLED!

GAUL- Mike Muchnik (lots of press with that name), 2500 Hyacinth Ct,
Westbury, NY, 11590
516-ED3-4819

GERMANS- Alex Polsky, 50 E 79, NY, NY, 10021.
212-861-5073

GOTHS- Adam Gilinsky, River Rd, Scarborough, NY, 10510.
914-941-1695

PALMYRA- Allan Rothberg, 2714 Hyacinth, Westbury, NY.
516-333-5963

PERSIA- Matthew Diller, 85-07 Avon St, Jamaica, NY,
212-AX7-8446

ROME- Me, 1675 York Av, NY, NY, 10008
860-8818

GM- Scott Rosenberg, 180-31 Radnor Rd, Jamaica, NY, 11432

Send your moves to the GM not me, obviously. Or send them to me, if you like-----

Deadline is July 4, '75. (Hmmm- Fourth of July issue---have to make something of that.)

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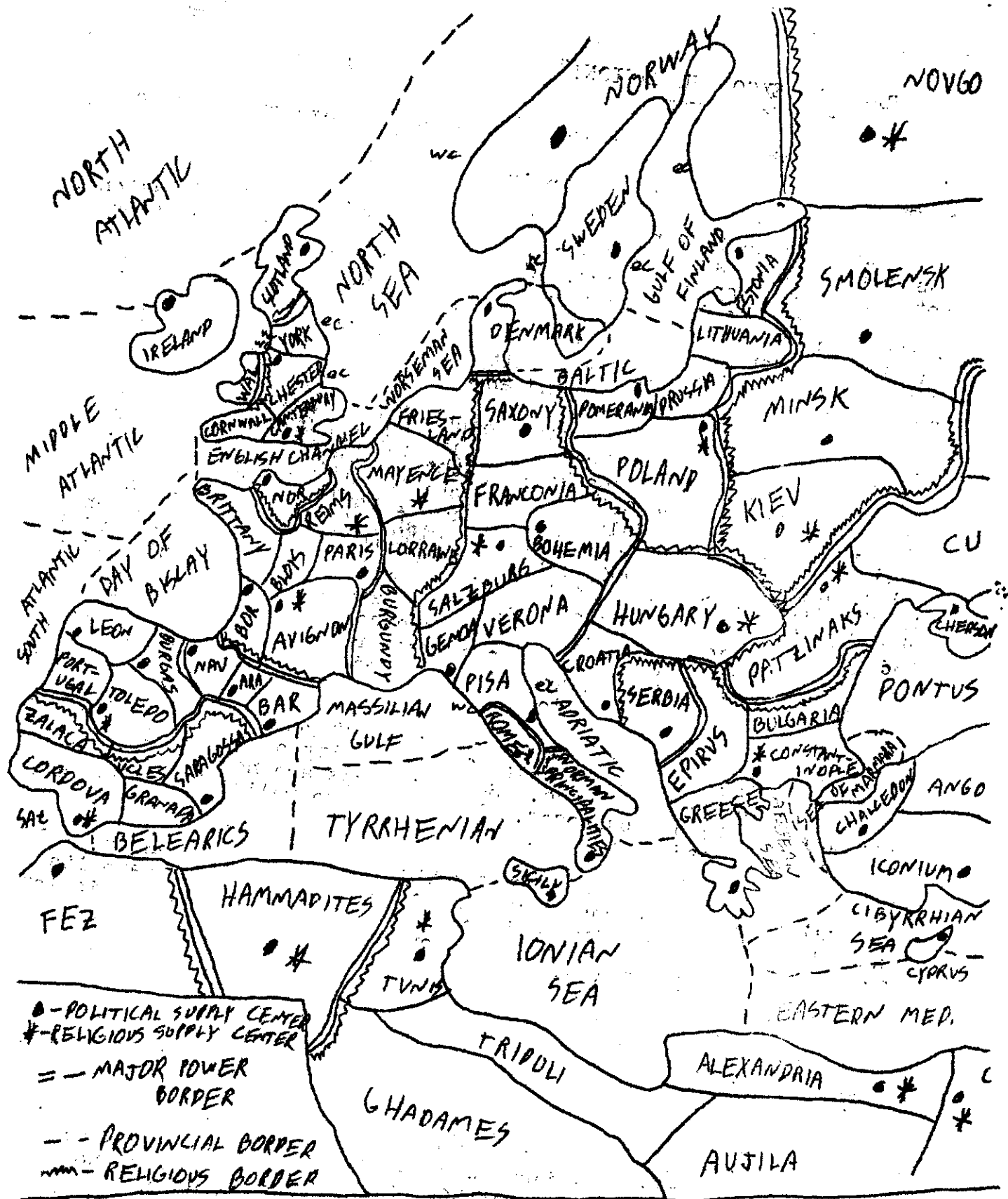
"Ontogeny recapitulates phylogeny."

"Oh, shut up."

---The Mote In God's Eye, Larry Niven and Jerry Pournelle

RULES TO "EXCOMMUNICATION!"  
Greg Costikyan

1. All Rules shall be as in the 1971 rulebook, except as noted.
2. The game shall "start" in Spring, 1100.
3. As well as armies and fleets, there are units called "missions," designated M. Missions are supplied by religious supply centers, not political supply centers. Only religious powers may build missions; only political powers and Roman Catholicism may build armies and/or fleets. Religious supply centers are controlled by the last person who had a mission in that supply center in a fall turn. Missions are not limited to a particular type of province; they may move by land and by sea.
4. At the beginning of the game, each country owes allegiance to a religious leader. France to the Albigenses; Leon & Castile, the HRE and England to the Roman Catholic church; Byzantium and Russia to the Eastern Orthodox church; the Seljuks and the Almoravids to Abasid Islam; and Cairo to Fatimite Islam. Any leader may change the religious allegiance of his country to any other church (except that Islamic leaders may only transfer within the Islamic church, and Christian leaders within the Christian church) at any time, except when that leader has been excommunicated. When he does so, he may only be excommunicated by his new religious leader; however, all provinces retain their allegiance to their previous church. To be transferred to the new church, they must be converted. (See Rule #6)
5. To win the game, a religious leader must control a majority of the provinces on the board; NOT a majority of the religious supply centers on the board. Sea provinces are not taken into account for victory purposes. Note that one religious leader and one temporal leader may win.
6. Although a religious supply center may only be taken by a mission, any other province may be "converted", i.e., have its ownership be changed for religious victory purposes, by a mission, army or fleet. However, "Conversion" is a specific order for a unit, and any unit ordered to "convert" in a given turn may not fulfill any other order during that turn. A unit may only convert the province that its in. Conversion is cut by an attack. Note that, if a religious unit and a temporal unit in the same province are converting that province for opposing churches, neither player converts that province, and it maintains its allegiance.
7. At any point, a religious leader may "Excommunicate" any or all of the temporal leaders owing allegiance to him. An excommunicated political leader may not move any of his units, nor may he support any of his units, until the excommunication is lifted. A leader may not transfer his allegiance to another church while under an excommunication.
8. Note that Roman Catholicism has an army in Rome. This army may not be attacked, or have an attack supported against it, by any temporal power owing allegiance to Rome.



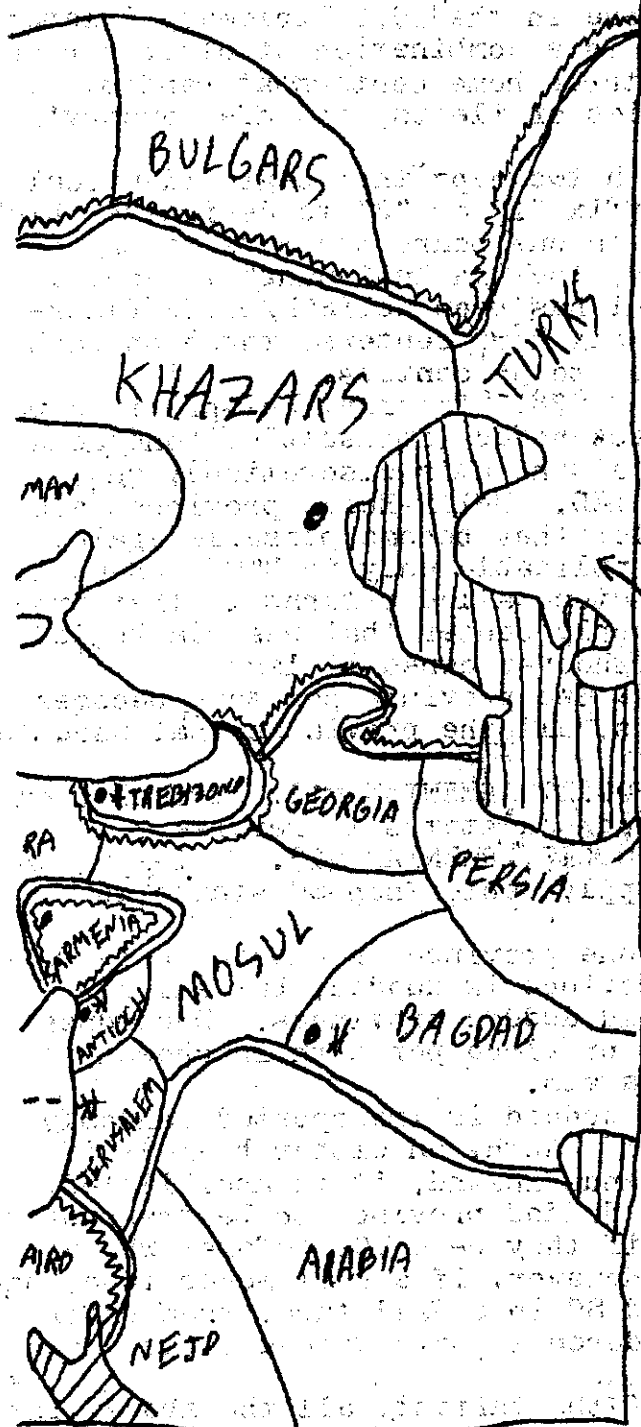
Wal-Wales  
 Nor-Normandy  
 SAat-South Atlantic  
 Bor-Bordeaux  
 Nav-Navarre  
 Ara-Aragon  
 Bar-Barcelona

Persia borders on Tur'cs. Chalcedon does not border on Constantinople. Burgas borders on Ucles. Denmark is a land/sea province. Norway, Sweden, Pisa, York and Chester are double-coasted provinces. Coastal crawl is allowed. Novgorod and Smolensk border on Gulf of Finland.

# EXCOMMUNICATION!

ROD

NOVGOROD



Fatimite Islam- M Tunis, M Alexandria, M Cairo. Controls Tripoli, Ghadames, Aujila.

Dominion of the Almoravids- A Cordova, F Fez, A Saragossa

Empire of Byzantium- F Cherson, A Trebizond, A Constantinople, F Greece

Caliphate of Cairo- F Tunis, F Alexandria, A Cairo

Kingdom of England & Normandy- A Normandy, F Canterbury, A Chester

Kingdom of France- A Paris, F Bor, A Avignon

Kingdom of Leon and Castile- F Leon, A Toledo, A Burgos

The Roman Empire of the German Nation- (HRE)- F Genoa, F Pisa (ec) A Salzburg, A Bohemia, A Saxony

The Varangian Empire of Russia- F Novgorod, A Smolensk, A Minsk, A Kiev

The Dominions of the Seljuk Turks- F Chalcedon, A Iconium, A Antioch, A Bagdad

Albigenses- M Avignon, M Reims, M Mayence. Controls Nav, Bor, Blois, Brittany, Paris, Lorraine, Burgundy, Friesland.

Abasid Islam- M Cordova, M Antioch, M Jerusalem, M Bagdad. Controls Zalaca, Granada, Saragossa, Ucles, Fex, Nejd, Arabia, Mosul, Persia, Georgia, Angora, Iconium, Chalcedon

Eastern Orthodoxy- M Constantinople, M Trebizond, M Kiev, M Novgorod. Controls Serbia, Epirus, Bulgaria, Greece, Cyprus, Armenia, Norman Principalities, Stilly, Minsk, Smolensk, Bulgars.

Roman Catholicism- M Salzburg, M Canterbury, M Toledo, M Hungary, M Rome. A Rome. Controls York, Chester, Cornwall, Saxony, Franconia, Bohemia, Verona, Genoa, Pisa, Croatia Bar, Ara, Burgos, Leon, Portugal

designed by Greg Costikyan, 7505.16. Map taken from Plate 66-67, "Europe and the Mediterranean Lands about 1097," Historical Atlas, William R. Shepard, 8th Edition, © 1956.

# Utter Chaos

DESIGNED BY SCOTT ROSENBERG, WITH HELP FROM GREG COSTIKYAN & RAY HEUER

1.) All rules shall be the same as those in the 1971 Diplomacy Rulebook, except as noted herein. This variant is a combination of other variants.  
2.) ANARCHY: Each player is assigned three home centers at random. Each player chooses whether he'll have armies or fleets, and his country's name.

3.) TWIN EARTH: The game is played with two maps that begin identical. Provinces are referred to with the suffix "1" or "2" to designate which map they are on. Units in a province on one board may move to the corresponding province on the other board; thus "A Mun1-Mun2" is legal. "A Bur1-Mun2" is not legal (unless Mun1 has been NEILSON/DREWS Black-holed; see below). Players thus have six home centers, three on each board. The victory criterion is raised to 35 centers.

4.) SCHIZODIPLOMACY: Rules in THE POUCH #78. Briefly, one province per turn (per board) becomes STONEWALL Black-holed (impassable); one gets SPLIT into two provinces (new borders at the GM's discretion); and, after 1903, one per turn gets WHITE HOLED. WHITE-HOLED provinces are always ones that have become impassable; they become passable again.

An addition to the SCHIZO rules applicable only to UTTER CHAOS is that, any unit in a province that was stonewalled returns if that province gets white-holed; likewise, a supply center that was blackholed and returns by white hole is owned by whoever owned it last.

5.) BLACK HOLE (NEILSON/DREWS Version): One province per turn becomes BLACK-HOLED and becomes "free"; that is, all the provinces that used to border on it now border on each other.

6.) DILUVIAN DIPLOMACY: Rules in THE POCKET ARMENIAN #13. Briefly, one province per turn is picked and its land/sea status is reversed.

7.) DILATORY DIPLOMACY: Rules in THE POCKET ARMENIAN #13. Briefly, one province per turn is picked and its Supply Center/non-SC status is reversed.

8.) DUD DIPLOMACY: After Spring 1901, one province is chosen to be Dudded. Each turn thereafter, one new province is dudded, but all new dudded provinces must be adjacent to old dudded provinces. Duddedness is permanent; however, after 1903, one province per turn is chosen to be Undudded and thence becomes normal again.

Any unit in a province when it is dudded is transported randomly to any vacant spot on the board (in TWIN-EARTH, on either board); if an army lands in the sea, or a fleet lands inland, it is annihilated. Units may deliberately be moved into a dudded province to be transported randomly. Dudded provinces remain SCs if they were SCs before; whoever controlled them still controls them. However, if a unit moves into and successfully gains entrance to a Dudded SC in a Fall turn, then before it is transported randomly it is considered to have gained control of that SC.

9.) Because of the Tein-Earth nature of the variant, all the above listed effects occur once per map; thus, a complete list of things each turn is: 2 STONEWALLS; 4 SCHIZOs (2 per map because of the Neilson/Drews hole); 2 NEILSON/DREWS holes; 2 DILUVIANS; 2 DILATORYs; 2 DUDs.

10.) The GAMEMASTER Controls one unit. This unit can't own SCs, and if in someone else's SC it may neutralize it or leave it. The GM Unit, if annihilated, returns. It starts at the GM's choice. If Dudded, it's not randomly placed, but placed wherever the GM wants it. The GM Unit moves after it sees everyone else's moves.

11.) All conflicts among the above sets of rules will be resolved in a fair and equitable manner by the Gamemaster.



CHAOS is a sub-zine of  
URF DURFAL, in which a  
game of UPTER CHAOS is.

# Chaos

CHAOS is edited by Scott  
Rosenberg, 182-31 Radnor,  
Jamaica NY 11432. #2;

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1975Lgo

DUDLAND DUDS!

Spring 1901

BARLOW STOMPS OUT OF SER2 JUST IN TIME TO HELP COSTIKYAN KNOCK PAULSON  
OUT OF RUM2... RIGHT INTO SER2!!! ADRIATIC BECOMES INLAND SEA!!! FORCES  
OF CHAOS LAND IN THE NEWLY CREATED LAND-BRIDGE OF IONIA AND SAY "MU!"

PAN-DILL STATE (Dill): A Vie1 S A Tri1; A Tri1 S BARLOW A Ser2-Ser1;  
F Smy1\_H1 A Gre2 S COSTIKYAN A Rum2-Bul2; A Kie2 H; F Swe2-Swe1.

ANGMAR (Heuer): F Lon1-Lon2; F Kie1-Den1; F Nap1-Ion1; A Mos2-War2;  
A Sev2-Mos2; A Mar2-Pie2.

DUDLAND (Paulson): F Por1 S F Por2; F Por2 S F Por1; A Ber2-Ber1;  
A Ser1 S A Bul2-Bul1 (-Alb1, Gre1, Rum1, OTB); A Ven1 H;  
A Bul2-Bul1 (-Con2, Ser2!, OTB).

MONGO (Emperor Ming-the-Armenian): F Den2-Bal2; A Edi2-Yor2; A Rum2-Bul2;  
F Lvp1-Lvp2; A Ber1-Ber2; F Spa(sc)1-Mid1.

COMPLETE CONTROL (Barlow): A Mos1-StP1; F Edi1-Nrg1; A Bul1 S A Ser2-  
Ser1; A Ser2-Ser1; F Rom2-Trn2; F Spa2-Por2.

LAND OF THE SHMOON (Gladstein): A Bud1 H; F Hol1-Hol2; A Bel1-Bel2;  
A Mun2-Mun1; F Nap2 H; A Con2-Ank2.

NEO-IRISH EMPIRE (Kasanof): A Mar1-Pie1; F Con1-Ank1; F Rom1-Trn1;  
F Bre2-Mid2; A Tri2-Ven2; A Vie2-Bud2.

LORDS OF CHAOS (Arioch): F Courts\_of\_ChaoS-Ion2.

Well, well, well... Chaos' first inroads on this particular Plane  
appear to be off to a most dissolute start. As follows:

|               |                          |                    |
|---------------|--------------------------|--------------------|
|               | MAP ONE                  | MAP TWO            |
| STONEWALL     | East Med.                | Burgundy           |
| NEILSON/DREWS | Kiel                     | Munich             |
| SPLITS        | Smyrna (Izm & Ana)       | Warsaw (Kra & BrL) |
|               | Mid Atlantic (MAT & SAT) | Spain (Ast & Val)  |
| DILATORY      | Ruhr                     | Ionian Sea         |
| DILUVIAN      | Adriatic                 | Ionian Sea         |
| DUDNESS       | Burgundy                 | Warsaw (Kra & BrL) |

Dotted underline means "see chaotic effects" on that unit.

ANGMAR A War is split and dudded; to--A Edi2 & A Par1.

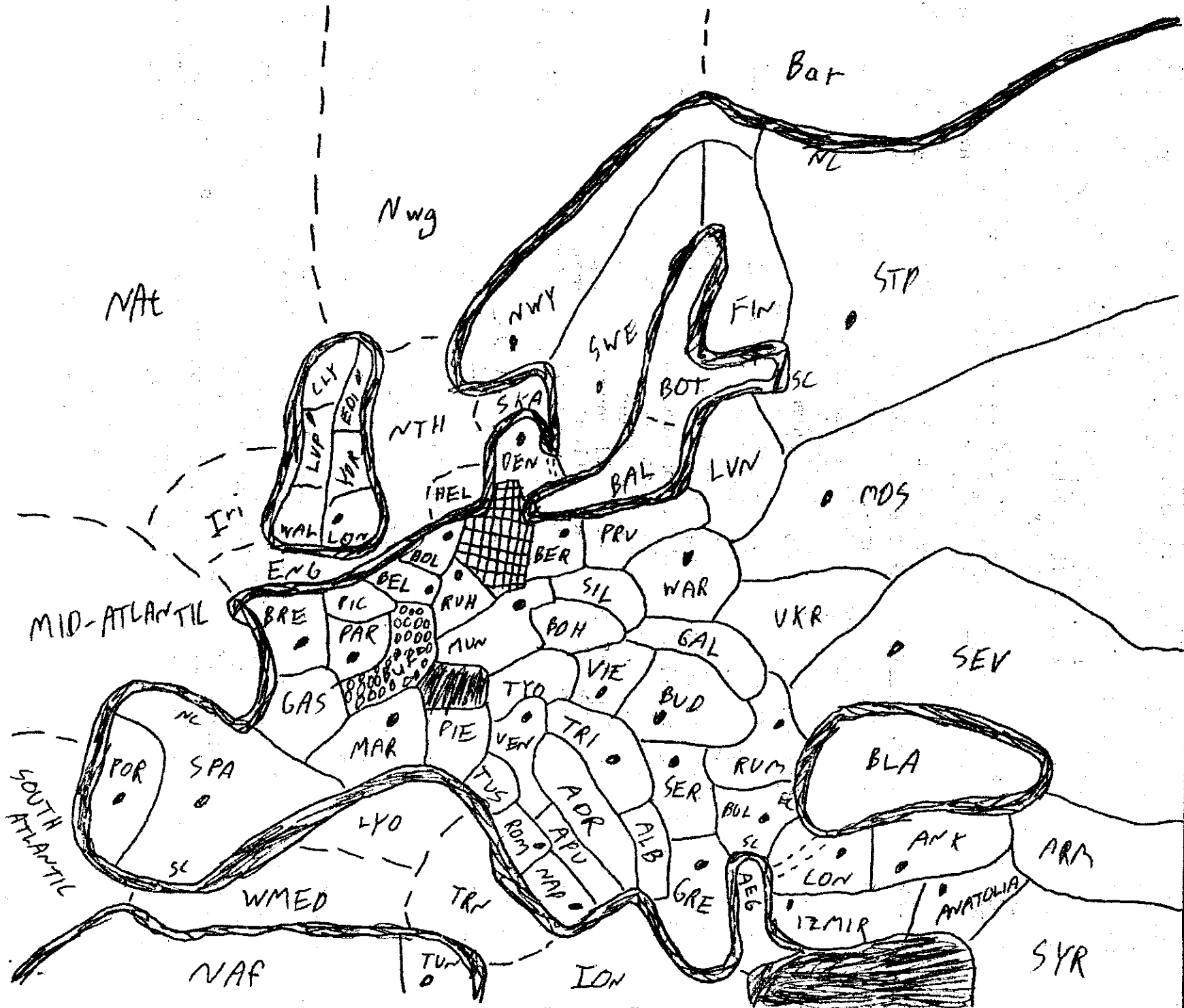
LORDS OF CHAOS F Ion2 becomes an Army.

COMPLETE CONTROL F Spa2 becomes F Ast & F Val. MONGONIAN F Mid1  
becomes F Mid-Atlantic1 & F South-Atlantic1. PAN-DILL F Smy1 becomes  
F Izml & F Ana1.

SPLITS: Smyrna1, from Ank to EMed, into Izmir (western) and Anatolia  
(eastern); Mid1, from Por to map edge, into Mid-Atlantic (northern) and  
South Atlantic (southern); War2, from Prussia to Galicia, into Krakow  
(western) and Brest-Litovsk (BrL)(Eastern); Spa2, from Gascony to Por-  
tugal, into Asturias (northwest) and Valencia (southeast).

NOTE that Ion2 has one coast; all coasts on map 2 (Adr, Trn, Aeg)  
are connected by the coast to map 1 (Ion1). Any problems on what-borders-  
on-what and so forth direct to me, your friendly knight of the Swords,

Arioch  
Lord of Chaos



BOARD  
#1  
SP 01

(FROM NOW ON, THE BOARDS WILL ONLY BE PRINTED AFTER THE FALL MOVE)  
OOOO = DUDNESS  
OOO

### = NELSON DREWS

||||| = STONE-WALL

| - INLAND BORDER

! - SEA BORDER

——— = COAST

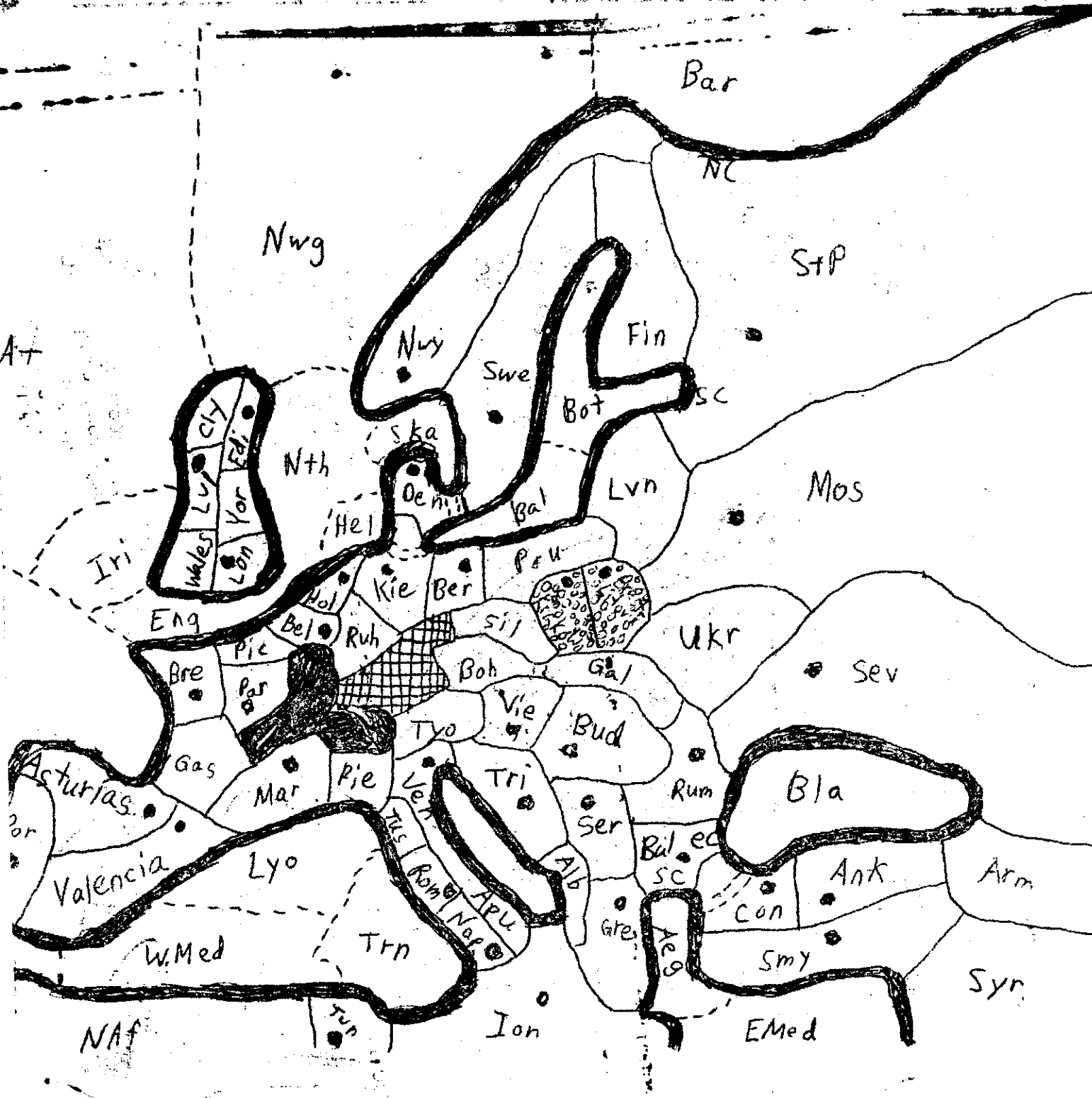
STO-EVAL: EMBED

DVD: BUR  
NELSON/DREWS: KIE

DILUVIA: ADR

SPLITS: MID(SAE, MAE)

SMY (IZM, ANA)



# BOARD #2

0000 = Dunes  
 0000  
 0000

### = Neilson/Drews

■ = Stonewall

— = Inland Border

- - - = Sea Border

█ = Coast

Stonewall:  
 Bar  
 DUP. War (see below)  
 NEILSON: ...  
 SPLIT ...  
 Spa (Val, Act)  
 War (Kra, BrL)  
 Note: Both Kra  
 & BrL are  
 DUODED!

