Sub-Saharan

Africa before the Scramble

Designed by W. Alex Ronke
Game Rules v.1.0 (June 2023)

Sub-Saharan is a *Diplomacy* variant for ten players set in Africa circa 1881, just prior to the period of rapid colonization known as the Scramble for Africa. Sub-Saharan is comparable in complexity to *Ambition & Empire* (VonPowell & Kase), as it also utilizes Diplomacy Points (DP) mechanics with armed neutral territories. All standard rules of *Diplomacy* apply, except where explicitly contravened by these rules.

Contents

1.0 - Core Concepts

> Perhaps down in his heart Okonkwo was not a cruel man. But his whole life was dominated by fear, the fear of failure and of weakness.
>
> It was deeper and more intimate that the fear of evil and capricious gods and of magic, the fear of the forest, and of the forces of nature, malevolent, red in tooth and claw.
>
> Okonkwo's fear was greater than these. It was not external but lay deep within himself.
>
> - *Chinua Achebe*, *excerpt from* Things Fall Apart

1.1 - Starting Year

Instead of 1901, Sub-Saharan starts in 1881.

Sub-Saharan approximates a political landscape of the early 1880s, prior to the colonization of the Congo, the Berlin Conference, and the Scramble for Africa.

The map collects an array of colonial and native African powers using rough estimations of their borders, at a point when colonization had mostly only occurred along the African coastlines, and the military footprint of the European and Middle Eastern colonizers was not yet so large as to make total colonization seem inevitable or impossible to resist.

1.2 - Major & Minor Powers

In Sub-Saharan, there are two types of powers on the map: Major and Minor. Unlike standard *Diplomacy*, the neutral SCs do not begin vacant. These are filled with units belonging to Minor Powers.

Major Powers

Major powers are the standard powers normally seen in *Diplomacy*. Each major power is controlled by a single player. It begins with a set of Home supply centers (SCs) and starting units.

Minor Powers

Minor powers are neutral powers that each possess a single unit and occupy a single neutral SC. A minor power's army or fleet differs from their normal counterparts in that they are **stationary** (§ 6.0); their units will never occupy any space other than where they started. No single player controls the orders performed by minor powers' units. instead, their orders are determined each turn via secret allocations of Diplomacy Points (DP) (§ 8.0).

In Sub-Saharan, multiple unit icons are used to represent the historical allegiance or ownership of those settlements and colonies. This has no impact on gameplay and is done for educational value only (§ 5.11).

Figure 1.2.1 Major & Minor Powers

In the above image, there are three Major Powers, each with two armies: Toucouleur in yellow, Sokoto in dark green, and Ashanti in Black.

There are also eight Minor Powers occupying eight neutral supply centers. Five of these Minor Powers have fleets: Dakar, Freetown, Monrovia, Accra, and Lagos. The other three possess armies: Benin, Gao, and Ngazargamu.

1.3 - Brief Description of Diplomacy Points (DP)

Diplomacy Points are a system by which players can manipulate and secretly bid for the orders performed by neutral units (Minor powers) in a Spring or Autumn turn. Each orders phase, a player is given an allotment of DP that they may spend that phase based on their current SC holdings (§ 8.3). This allotment is "use-it-or-lose-it" and does not carry over from turn to turn. A player then bids on a unit's order by allocating one or more DP to that order and submits these allocations to the GM alongside their own orders.

Unlike one's own orders, DP allocations are not revealed to the other players until the end of the game. Only the orders that *win* the secret DP bidding will be revealed each season, as those units will perform the orders with the highest DP total (§ 8.0).

1.4 - Selecting Additional Home Supply Centers

Major powers may build in their original home SCs, but through the course of the game, they may additionally designate **two** further SC as Home Supply Centers from which they may build (§ 7.0).

Six of the ten Major Powers at play in Sub-Saharan begin landlocked, so they will need to assign one or both new SCs on the coast if they wish to build any fleets.

2.0 - Victory Criteria & Game Length

There are 47 supply centers (SCs) on the Sub-Saharan map. At the game's start, 20 SCs are directly controlled by Major powers while 27 SCs belong to neutral Minor powers.

Solo victory is achieved when a single player controls a total of **18 SCs** at the end of Autumn Retreats. That player must **also** have the highest total of SCs of any player, with no other players tied for highest total.

The game may alternatively end in a draw, with house rules determining how draws may be constructed, proposed, and voted upon. House rules also determine whether a draw is considered "equally shared" by all surviving players or not, particularly if a scoring system is to be applied to the game's result.

__Example 3.0.1: Two Players Tied for 18 SCs__

At the end of an Autumn Census, the Toucouleur have a total of 18 SCs, Ethiopia has 18 SCs, Cape Colony has 12 SCs, and all other players are eliminated. In this scenario, neither Toucouleur nor Ethiopia have achieved solo victory, and the game continues to the next year. __When playing with a year cap__, were this the final year of the game, then the game would terminate in a __draw__ that includes all three players: Toucouleur, Ethiopia, and Cape Colony.

2.1 - Year Cap (Optional)

Optionally, a GM may wish to institute a timing mechanism prior to the game's start. After the designated number of years played, if a solo or other draw has not yet been achieved, the game should end in a draw that includes all surviving players.

The recommended number of years is **ten**, though a GM can set this number higher or lower or may omit the cap entirely. If following this recommendation, at the end of 1890 Autumn Retreats, if no player has achieved Solo victory, then the game ends immediately in a draw that includes all surviving players.

3.0 - Maps

The following are maps and visual reference materials for Sub-Saharan.

3.1 - Greyscale Map, Abbreviations & Outlines Only

Full resolution copy: https://diplomacyvariants.files.wordpress.com/2023/06/sub-saharan-abbreviations.png
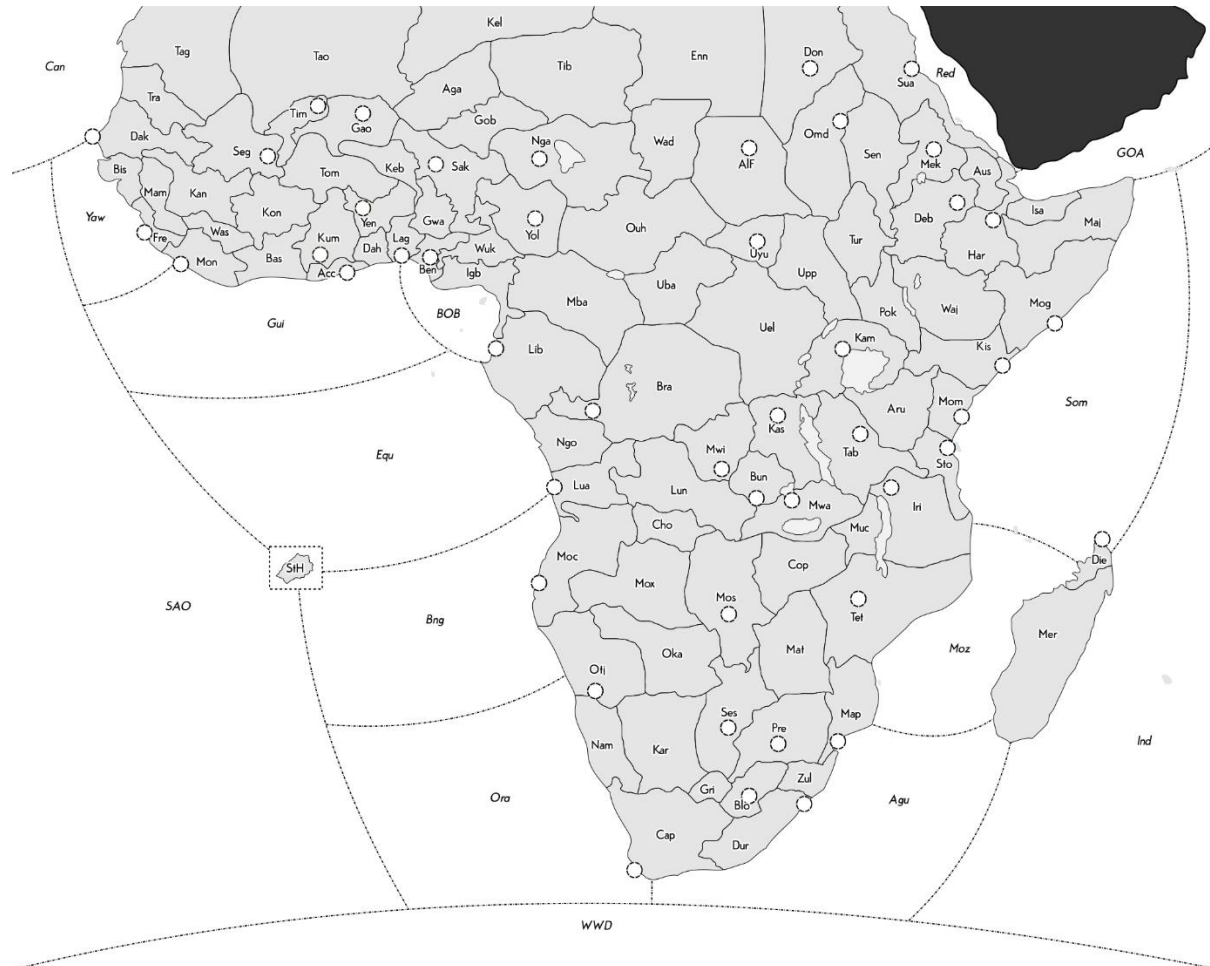
3.2 - Full Starting Map

Full resolution copy: https://diplomacyvariants.files.wordpress.com/2023/06/sub-saharan-starting-map-v1.0.png

On this map, hexagons represent Armies. Triangles with curved top edges ("sails") represent Fleets.

3.3 - Starting Map with Simplified Colors

Full resolution copy: https://diplomacyvariants.files.wordpress.com/2023/06/sub-saharan-simplified-colors.png

3.4 - Adjacency Diagram

Full resolution copy: https://diplomacyvariants.files.wordpress.com/2023/06/sub-saharan-nodes-v1.0.png
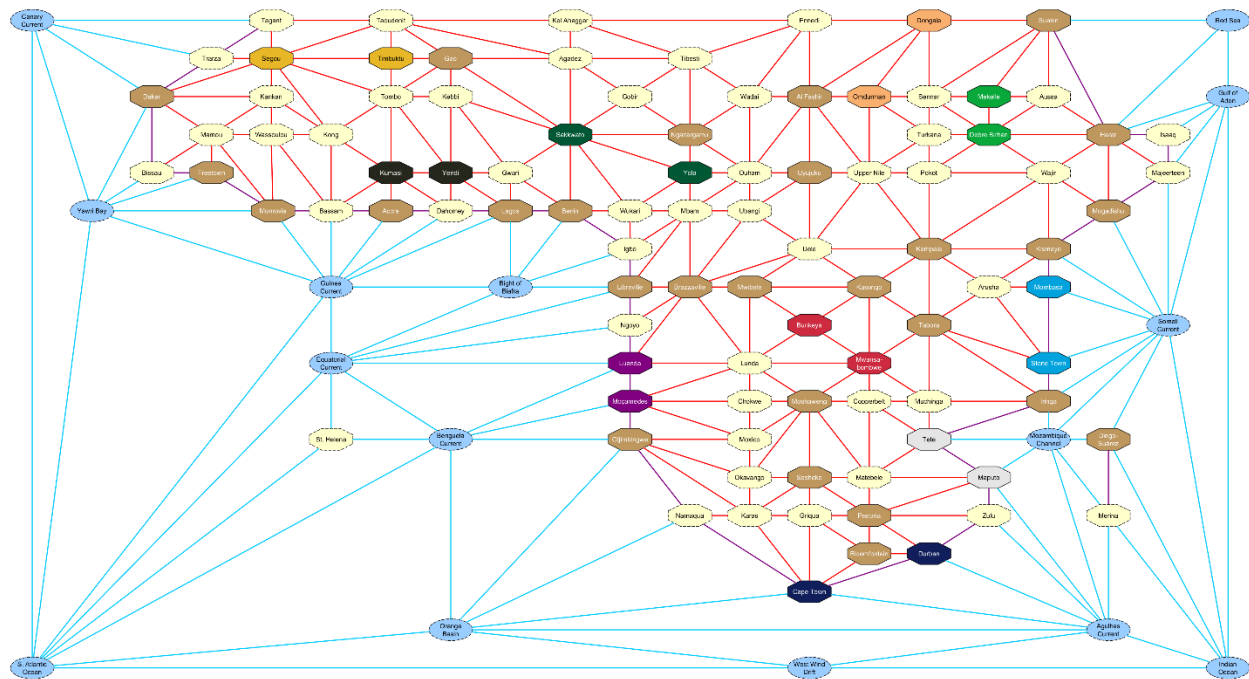
The above diagram shows lines of adjacency between locations in Sub-Saharan. Light blue ovals with dashed outlines represent water spaces.

Red lines connect locations that only Armies may treat as adjacent. Blue lines connect locations that only Fleets may treat as adjacent. Purple lines connect locations that either unit type may treat as adjacent.

3.5 - Primary Map Basis: Africa in 1885

Full Resolution Copy: https://diplomacyvariants.files.wordpress.com/2023/06/african_map_1885.jpg

This map by J. Bartholomew depicts Africa in 1885. As it was based on incomplete information, it contains several errors, particularly in predicting the locations of many non-colonial settlements.

3.5 - Secondary Map Basis: Africa in 1880

Full Resolution Copy: https://diplomacyvariants.files.wordpress.com/2023/06/scramble-for-africa-1880-1913-v2.png
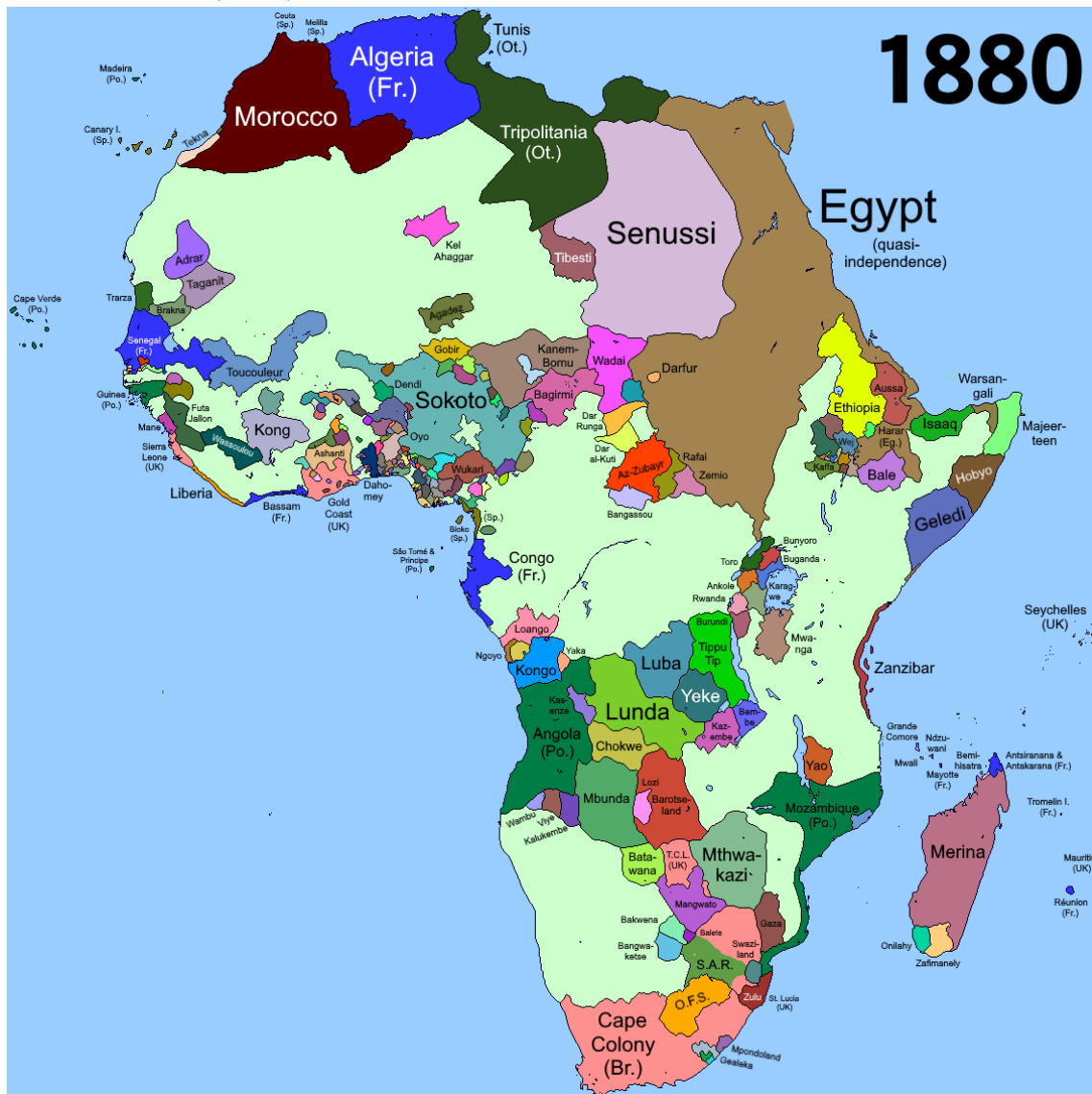
This map by Somebody500 of Wikimedia Commons depicts Africa in 1880. A careful examination will note that the borders of colonies and other territories differ between this map and the one from J. Bartholomew (§ 3.5), and not all the differences can be attributed to territorial changes during the 5-year span. The map used for Sub-Saharan behaves as a sort of compromise between these and other sources.

4.0 - Map Notes

This section details geographic features of the map for Sub-Saharan.

4.1 - Names & Abbreviations

The following is a table of all space names and abbreviations. Where possible, period-appropriate names were selected, though some anachronistic names were used as well.

Name	Abbrev	Name	Abbrev
Accra	Acc	Isaaq	Isa
Agadez	Aga	Kampala	Kam
Agulhas Current	Agu	Kankan	Kan
Al Fashir	AlF	Karas	Kar
Arusha	Aru	Kasongo	Kas
Aussa	Aus	Kebbi	Keb
Bassam	Bas	Kidal	Kid
Benguela Current	Bng	Kismayo	Kis
Benin	Ben	Kong	Kon
Bight of Biafra	BOB	Kordofan	Kor
Bissau	Bis	Kumasi	Kum
Bloemfontein	Blo	Lagos	Lag
Brazzaville	Bra	Libreville	Lib
Bunkeya	Bun	Luanda	Lua
Canary Current	Can	Lunda	Lun
Cape Town	Cap	Majeerteen	Maj
Chokwe	Cho	Mamou	Mam
Copperbelt	Cop	Maputo	Map
Dahomey	Dah	Matebele	Mat
Dakar	Dak	Mbam	Mba
Debre Birhan	Deb	Mekelle	Mek
Diego-Suárez	Die	Merina	Mer
Dongala	Don	Moçamedes	Moc
Durban	Dur	Mogadishu	Mog
Ennedi	Enn	Mombasa	Mom
Equatorial Current	Equ	Monrovia	Mon
Freetown	Fre	Moshaweng	Mos
Gao	Gao	Moxico	Mox
Gobir	Gob	Mozambique Channel	Moz
Griqua	Gri	Muchinga	Muc
Guinea Current	Gui	Mwansabombwe	Mwa
Gulf of Aden	GOA	Mwibele	Mwi
Gwari	Gwa	Namaqua	Nam
Harar	Har	Ngazargamu	Nga
Igbo	Igb	Ngoyo	Ngo
Indian Ocean	Ind	Niamey	Nia
Iringa	Iri	Okavango	Oka

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Omdurman             Omd         Tete               Tet
Orange Basin         Ora         Tibesti            Tib
Otjimbingwe          Otj         Timbuktu           Tim
Ouham                Ouh         Trarza             Tra
Pokot                Pok         Turkana            Tur
Pretoria             Pre         Ubangi             Uba
Red Sea              Red         Uele               Uel
South Atlantic Ocean SAO         Uyujuku            Uyu
Sakkwato             Sak         Wadai              Wad
Segou                Seg         Wajir              Waj
Sennar               Sen         Wassoulou          Was
Sesheke              Ses         West Wind Drift    WWD
Somali Current       Som         Wukari             Wuk
St. Helena           StH         Yawri Bay          Yaw
Stone Town           Sto         Yendi              Yen
Suakin               Sua         Yola               Yol
Tabora               Tab         Zulu               Zul
Taoudenit            Tao
```

4.2 - Split Coastlines & Canals

There are no split coastlines or canals in Sub-Saharan.

4.3 - Rivers & Lakes

There are no navigable rivers in Sub-Saharan. Lakes depicted on the map serve no gameplay purpose.

 Sub-Saharan is an inland-focused map. Fleets will still have a role, though it is unlikely players will build very many of them.

4.4 - Impassable spaces

Spaces without listed names are impassable, such as the Arabian peninsula or the island of Socotra.

4.5 - St. Helena

St. Helena is a tiny island in relative proximity to the African continent, though miles of Ocean lie between it and the mainland. It has no special gameplay properties; it is portrayed with an inset box to call out that its image is not to scale with the rest of the map. St. Helena is adjacent to Equatorial Current, Benguela Current, and South Atlantic Ocean. Like any coastal space, St. Helena may be convoyed *to* but cannot be convoyed *through*.
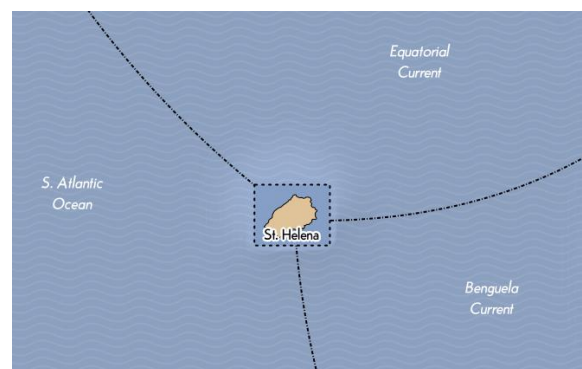
Figure 4.5.1 Island of St. Helena

5.0 - Powers & Starting Units

The following are the ten Major powers of Sub-Saharan. Each is controlled by a single player.

5.1 - Angola (AN)

- **Color**: Purple
- **Starting Units / Home SCs**:
    - A Luanda
    - A Moçamedes
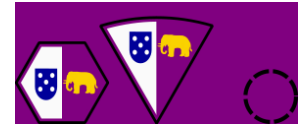
Sub-Saharan *takes some liberty with history with Angola and Mozambique; they are two distinct powers for gameplay though they were both Portuguese colonies. Angola was maintained by Portugal in part to provide supply for the Atlantic slave trade, though by 1880, its economy had shifted to exports of ivory, rubber, and foodstuffs.*

Angola Unit Art Background

The unit art for Angola is adapted from its lesser Coat of Arms (1935-1975).

5.2 - Ashanti Empire (AS)

- **Color**: Black
- **Starting Units / Home SCs**:
    - A Kumasi
    - A Yendi

The Asanti Empire ruled most of what became modern-day Ghana from 1701 to 1901. Their society established sophisticated legal and political systems and thrived economically in the gold, cocoa, and kola nut trades. They came to blows with the British on multiple occasions, eventually becoming annexed by Britain in 1901.

Ashanti Unit Art Background

The unit art is based on an anachronistic flag from the National Liberation Movement of 1956. Importantly, it incorporates the Golden Stool, an important Ashanti symbol of royalty that would have been in use in the 19th century even if this flag was not.

5.3 - Cape Colony (CA)

- **Color**: Navy Blue
- **Starting Units / Home SCs**:
  - A Cape Town
  - A Durban

Cape Colony, originally established by the Dutch East India Company, became a British possession in the early 19th century. It would later merge with its neighboring colonies of Orange Free State and Transvaal to form modern-day South Africa.

Cape Colony Unit Art Background

The unit art is a silhouette of the 1875 coat of arms of the Cape Colony.

5.4 - Ethiopian Empire (ET)

- **Color**: Light Green
- **Starting Units / Home SCs**:
  - A Debre Birhan
  - A Mekelle

Ethiopia, sometimes called Abyssinia, is one of the oldest countries in the world. During this period, it was ruled by Emperor Yohannes IV. As a member of the Solomonic Dynasty, Yohannes could purportedly trace his lineage back to King Menelik I, son of King Solomon and the Queen of Sheba.
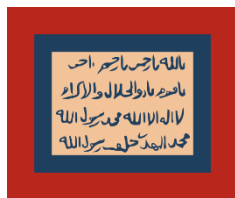

Ethiopia Unit Art Background

The unit art is based on the Ethiopian flag.

5.5 - Mahdist State (MA)

- **Color**: Peach
- **Starting Units / Home SCs**:
  - A Dongala
  - A Omdurman

The territories of modern-day Egypt and Sudan formed the Ottoman-ruled Khedivate of Egypt in the later 19th century. However, the Ottoman rule would be challenged on multiple fronts by the 1880s. In 1879, Ahmed 'Urabi led an Egyptian revolt in the north; shortly after, Muhammad Ahmad bin Abdullah launched the Mahdist movement in Sudan. This Jihadist movement fought to institute a stricter interpretation of Sharia law than what had been present under Ottoman rule.

Mahdist Unit Art Background

The Mahdists used multiple flags but had no uniform design. Most designs carried important verses from the Quran in Arabic. The unit art is based on one artist's rendering from Wikipedia.

5.6 - Mozambique (MO)

- **Color**: White
- **Starting Units / Home SCs**:
  - A Maputo
  - A Tete

As with Angola, Mozambique was a Portuguese colony (Portuguese East Africa); it is treated as a distinct power in Sub-Saharan*. Under a system of coerced labor ruled by a relatively small number of European colonists, Mozambique became a cash crop producer, growing cashews, cotton, tea, and sugar.*

Mozambique Unit Art Background

The unit art is based on the coat of arms of Portuguese East Africa, the design of which originated some time prior to 1935.

5.7 - Sokoto Caliphate (SO)

- **Color**: Dark Green
- **Starting Units / Home SCs**:
  - A Sakkwato
  - A Yola

The Sokoto Caliphate was named for its capital city of Sokoto; this is labeled with the alternate spelling Sakkwato on the game map in order to distinguish between the power and the location. This caliphate formed as a loose confederation of Hausa kingdoms in and around modern day Niger and Nigeria.

Sokoto Unit Art Background

Wikipedia provides little detail about the Sokoto flag. The plain green design, replicated in the unit art, is reminiscent of similar plain single-color banners, like that of the Ayyubid Sultanate (1171-1260).

5.8 - Toucouleur Empire (TO)

- **Color**: Yellow
- **Starting Units / Home SCs**:
  - A Segou
  - A Timbuktu

The Toucouleur Empire ruled for approximately three decades in the late 19[th] century in territories that would later become part of modern-day Mali. This Jihadist state led by Omar Tall defeated multiple smaller empires and kingdoms (inc. Massina, Bamana, Kaarta, Segou, & Timbuktu) but were conquered by the French in 1890.
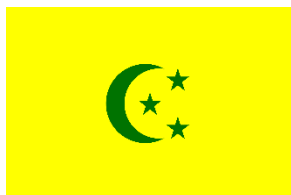
Toucouleur Unit Art Background

This designer could not find any flag or coat of arms specifically associated with the Toucouleur Empire. Instead, the unit art is based in part on the crescent-and-stars design of the Massina Empire that preceded the Toucouleurs, but using the colors of a later flag of Mali.

5.9 - Yeke Kingdom (YE)

- **Color**: Red
- **Starting Units / Home SCs**:
  - o   A Bunkeya
  - o   A Mwansabombwe

The Yeke Kingdom ruled briefly in southeastern Congo in the late 19th century. They rose to prominence largely because of geography, as they controlled an important east-to-west trade route sandwiched between the Kalahari desert to the south and thick rainforests to the north.

Yeke Unit Art Background

The Yeke unit art is highly anachronistic. It is based on the coat of arms of the State of Katanga, an entity that seceded from the newly-independent Republic of the Congo in 1960; Katanga coincides largely with the Yeke borders.

5.10 - Zanzibar Sultanate (ZA)

- **Color**: Cyan
- **Starting Units / Home SCs**:
  - o   A Mombasa
  - o   A Stone Town

The Zanzibar Sultanate began as an Omani colony formed in 1698 but was run mostly independently by the 1880s. It initially relied on enslaved labor for its clove exports but later signed a treaty with the British to abolish the slave trade. Today, the Zanzibar territory is part of Tanzania.

Zanzibar Unit Art Background

The unit art combines the emblem of the Sultanate with the cyan of the modern Zanzibar regional flag.

5.11 - Minor Neutral Powers & Units

There are 27 Minor neutral powers on the starting map. They are shown with one of a series of brown-colored icons to represent the historical allegiance of the colony or settlement. The distinction between icons has no impact on gameplay.

They are listed below alongside their unit types (A or F) and icon flag style.

Minor Power & Unit	Icon Flag Style
A Accra	United Kingdom
A Al Fashir	Ottoman Empire
A Benin	Union of African States
A Bloemfontein	United Kingdom
A Brazzaville	France
F Dakar	France
F Diego-Suárez	Union of African States
F Freetown	United Kingdom
A Gao	Union of African States
A Harar	Ottoman Empire
A Iringa	Union of African States
A Kampala	Union of African States
A Kismayo	Union of African States
F Lagos	United Kingdom
A Libreville	France
A Mogadishu	Union of African States
F Monrovia	Union of African States
A Moshaweng	Union of African States
A Mwibele	Union of African States
A Ngazargamu	Union of African States
A Otjimbingwe	Union of African States
A Pretoria	United Kingdom
A Sesheke	Union of African States
F Suakin	Ottoman Empire
A Tabora	Union of African States
A Uyujuku	Union of African States

Neutral Unit Icon Art Background

The neutral territories that were British, French, or Ottoman colonies use unit designs that reflect that control. Settlements ruled by native Africans, or by repatriated ex-enslaved Africans (in the case of Liberia), use an anachronistic design based on the flag of the 1958 Union of African States.

6.0 - Stationary Units (Minor Powers)

Minor powers possess only <u>stationary</u> units. Stationary units may be given move orders, but those moves will **always** bounce, even if unopposed, meaning that a stationary unit may never actually leave its home. Stationary units never retreat; they always disband.

The rules for stationary units should be familiar to anyone who has played a DP-based variant before, and it is recommended that the player familiarize themselves with the <u>Common Ruleset for DP-based Variants</u>, a section of which is quoted below.

Stationary Units & Sortie Attacks

All Minor Powers' units are stationary. Stationary units can be given orders just like any other unit. They can be ordered to hold, support, move, or (when applicable) convoy. They can be ordered to move via convoy as well.

However, while stationary units can be ordered to move, they will never actually move. Instead, their moves will always bounce. This is called a Sortie. For example, a stationary unit's move order can be used to cut an adjacent unit's support or protect an adjacent empty province from a potential invader.

Because stationary units cannot leave their current locations, they cannot dislodge other units.

Stationary Units & Retreats

Stationary units cannot retreat. If a stationary unit is dislodged, it is always destroyed during the Retreat phase. If a stationary unit's move order bounces in an otherwise uncontested province, that province is not an eligible retreat location during the subsequent Retreat phase.

7.0 - Build Rules

In Sub-Saharan, a Major Power may only build units in its Home Supply Centers. This includes the original 2-3 centers possessed by the Major Power at the start of the game **as well as** up to two further Home Supply Center whose acquisition is described in the next section.

As with classic Diplomacy, in order to build in an SC it must be both possessed by the Major Power and vacant of any current unit.

7.1 - Acquiring Two Additional Home Supply Centers

Each Major Power has the option to name two additional Home SCs across two Winter turns. They must be named one-at-a-time. Assigning this additional Home SC simply requires a legal build order at that location. Moving forward, the player may elect to build units there during future Winter Adjustment turns as well, provided they maintain ownership of the supply center.

Naming an additional Home SC must follow the following restrictions:

1. The SC must be currently possessed by the Major Power and vacant of units.
2. The Major Power must not have already named two additional Home SCs.
3. The SC must not be any other Major Power's Home SCs, including SCs previously named as an Additional Home Supply Center.

- o This also includes centers that behaved as Home SCs (original or additional) for eliminated players.
- o Accordingly, the SC must have started the game as a Neutral Minor Power.

Example 8.1.1
Ethiopia captures Harar and Suakin by the end of 1881. By Winter 1882, both still belong to Ethiopia but are vacant of any units, and Ethiopia has at least one build this turn. Ethiopia may elect to name either Harar or Suakin as an additional Home SC this turn by building there. However, they cannot name both Harar and Suakin during the same winter turn. Let's assume that Ethiopia builds in Harar in 1882, naming it as their first additional Home SC, and later builds in Suakin in 1883, naming it their second.

*Later in the game, Ethiopia is eliminated, and Zanzibar possess a vacant Harar. Zanzibar has not yet named both of their own Additional Home SCs. However, they may **not** do so in Harar, as it was previously one of Ethiopia's Additional Home SCs.*

7.2 - Builds by Minor Powers

Should a Minor power enter the Winter phase with a controlled-but-vacant SC, that power will automatically build a unit of the type present in that SC at the start of the game. This can occur if that Minor unit is dislodged in Spring but whose territory is left vacant at the end of Fall.

8.0 - Diplomacy Points (DP)

Every SC on the map that belongs to a Minor power, rather than a player, possesses a stationary army or fleet. These units can be given support, hold, or move orders, and they will participate in each season's adjudication.

However, the orders for these units are not handled by any single player directly. Instead, the orders given for neutral units are determined through secret Diplomacy Point (DP) allocations.

Those unacquainted with Diplomacy Points should familiarize themselves with the Common Ruleset for DP-based Variants. Sub-Saharan uses a variation of these standard DP rules for setting the orders for Minor powers. A section of that standard set of rules is quoted below.

From the Common Ruleset for DP-based Variants

Diplomacy Points (DP) are the system by which players determine the orders of Neutral units. Each Orders Phase, every player receives an allotment of DP; the amount allotted varies by variant. That DP is use-it-or-lose-it; none can be stored or carried over into the next turn.

Allocating & Adjudicating DP

Along with orders for their own units, players can submit potential orders for one or more neutral units. Each potential order must come with a DP allocation, and the total DP allocated by a player

must not exceed their total allotment for that phase. The DP expenditures act like "votes" for that order. Other players may vote for that same order and allocate DP to it. A single player with 2 DP, for instance, can potentially spend 2 DP on a single units' order or allocate 1 DP each to two different units' orders.

At the time of adjudication, the GM analyzes all the submitted DP allocations for a given unit. The order that has the most DP spent is the one that will be given to the unit. If two or more orders tie for DP spent, or if no DP is allocated to that unit, it will be given a default order instead. Except where specified in the specific variant's rules, the default order for any neutral unit is Hold.

All DP allocations are kept secret. Only the "winning" orders will be known publicly but not which players (if any) allocated DP to those orders. For most variants, all DP allocations will remain secret until the entire game has completed.

Limitations on DP Allocations

Individual variants tend to come with additional restrictions regarding who a neutral unit or Minor unit will attack or support, which players may spend DP on a given unit, and how much DP may be spent on a single order per turn. These restrictions tend to be customized to reflect the setting of the variant and the affiliations of the Minor Powers. However, one rule is nearly universal, particularly for stationary minor powers.

The Attacking & Allocating Rule

If a player's own unit is attacking (or supporting an attack on) a minor power, that player may not allocate DP to that minor power during the turn the attack or support is taking place.

This rule lessens some of the inherent "gullibility" of minor powers. Most commonly, it prevents a player from allocating DPs to a minor power for having the minor power unit move, thereby making it ineligible to receive support-to-hold during the player's attack on that minor power.


8.1 - DP Totals per Player per Turn

Major powers receive a total pool of Diplomacy Points during each Orders phase that they may split between allocations to Minor powers' units. **Each major power receives one DP for each of its currently controlled SCs, up to a maximum of three**. These points, if not spent, are lost at the end of the turn and do not carry over into subsequent Orders phases.

Accordingly, during the first Spring Orders phases of the game, each Major power will have 2 DP each to allocate. Likewise, through the course of the game, any surviving power will have at least 1 DP to spend but no more than 3.

Because SCs only officially change hands immediately prior to Winter, DP totals will not change between Spring and Fall turns.

8.2 - DP in Action: Practical Example

Here is an example of DP usage and adjudication in the context of Sub-Saharan. In this scenario, Yeke is attempting to capture Kasongo in the first turn of the game but makes an illegal DP expenditure. Angola, Zanzibar, and Mozambique all play a part as well.
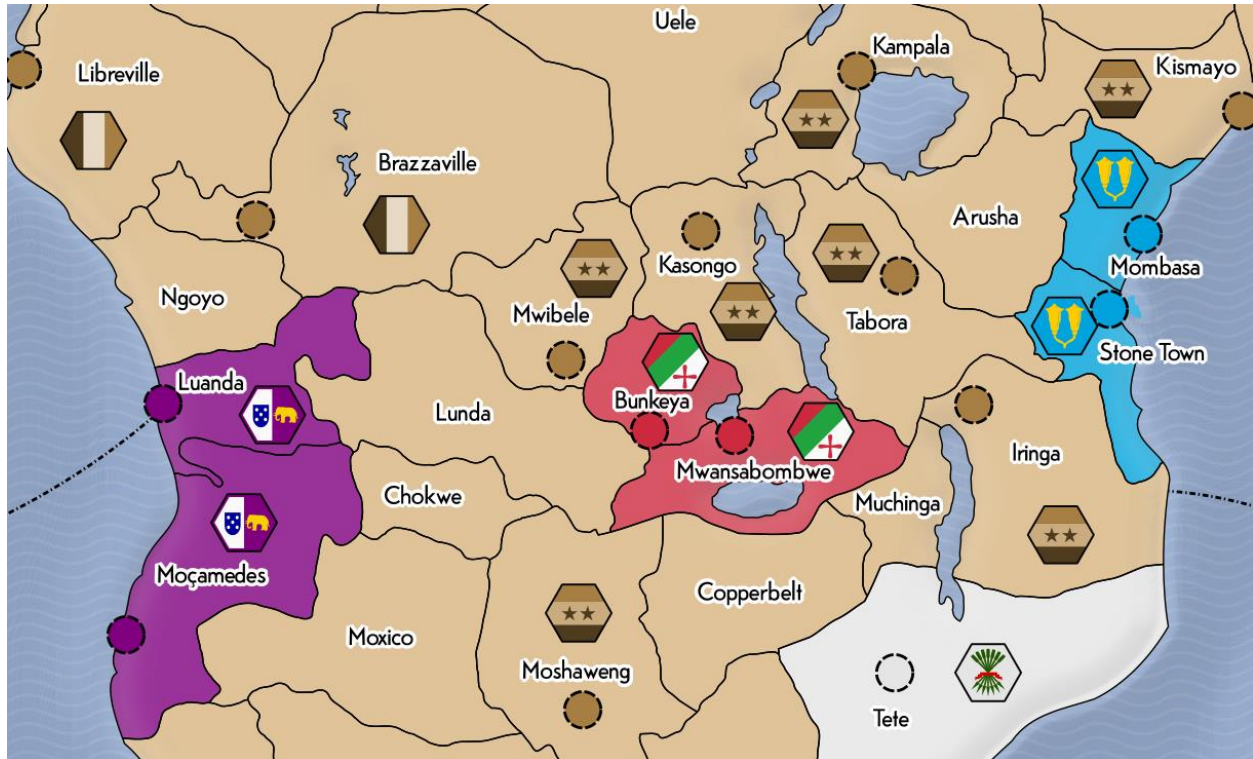
Setup

The following are the orders and DP allocations made for five players, each of whom has 2 DP to allocate this turn.

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------
Angola

    A Lua - Bra
    A Moc - Lun
DP
1:  A Lib S Lua - Bra
1:  A Mwi S Kas H

------
Mozambique

    A Tet - Muc
DP
1:  A Tab - Aru
1:  A Mwi S Kas H

------
Toucouleur
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```
DP
1:  A Mwi - Lun
1:  A Kam - Aru


------
Yeke

    A Bun S Mwa - Kas
    A Mwa - Kas
DP
2:  A Kas - Kam


------
Zanzibar

    A Mom - Aru
    A Sto - Tab
DP
1:  A Kam S Sto - Tab
1:  A Kas S Sto - Tab
```

For the purpose of this example we are ignoring Mozambique's order to its army in Maputo and Toucouleur's orders to their own units. Note that the Toucouleur have submitted DP bids in the region even though their actual units are some distance away. This is perfectly normal in DP-based variants; DP can come from any player on the map.

Deciding Winning DP Bids

Assuming no further players' units or DP bids interfere with these orders, here is how the GM will adjudicate.

First the GM determines what actual orders will be performed by the neutral units. All but one of these DP allocations are legal; the Yeke bid violates the Attacking & Allocating rule, however. In the season's report, the GM will show these orders for the neutrals in the region.

Neutral Orders

```
A Bra H
A Iri H
A Kam H
A Kas S Sto - Tab
A Kis H
A Lib S Lua - Bra
A Mos H
A Mwi S Kas H
A Tab - Aru
```

- Because no DP allocations were made to **Brazzaville**, **Iringa**, **Kismayo**, or **Moshaweng**, those units perform their default order: hold.
- **Libreville** and **Tabora** received a single bid each from Angola and Mozambique, respectively.
  - Because no other DPs were allocated to Libreville, it will perform the order from Angola to support Luanda to Brazzaville.

- o Similarly, Tabora will attempt to move to Arusha.
- **Kampala** received two bids: one point each from Toucouleur and Zanzibar.
  - o This means there is a tie for the order with the highest bid.
  - o Kampala performs its default order: hold.
- **Kasongo** received two bids: one point from Zanzibar to support a move to Tabora, and two points from Yeke to move to Kampala.
  - o Normally, because Yeke's bid is the higher allocation, the move order would win the bidding.
  - o However, Yeke has at least one of their own units either attacking Kasongo or supporting an attack on Kasongo (or, in this case, both). Therefore, Kasongo **completely ignores** all DP expenditures by Yeke. This is the "Attacking & Allocating" rule.
  - o Because Yeke's bid is ignored, the bid falls to the only other DP allocation: the order to support Stone Town to Tabora.
- **Mwibele** received three bids: 1 DP to support Kasongo to Hold (from Angola), 1 DP to support Kasongo to Hold (from Mozambique), and 1 DP to move to Lunda (from Toucouleur).
  - o All three powers bidding on Mwibele have allocated 1 DP to their chosen order.
  - o If these orders were all different, it would be a three-way tie, and Mwibele would hold.
  - o However, because both Angola and Mozambique have bid on the same order, that means there are a total of 2 DP allocated to that support order.
  - o As a result, Mwibele will perform the order bid on by Angola and Mozambique; it will support Kasongo to hold.

Note that the *source* of each DP allocation is clear to the GM, but the GM never reports on the specifics of those allocations themselves. Only the final "winning" order for a unit, if there is one, is reported.

Adjudication Report
After that's all taken care of, the actual orders adjudication will look like the following.

```
------
Angola

    A Lua – Bra             Succeeds
    A Moc – Lun             Succeeds

------
Mozambique

    A Tet – Muc             Succeeds

------
Yeke

    A Bun S Mwa – Kas       Succeeds
    A Mwa – Kas             Bounced 2v2

------
Zanzibar

    A Mom – Aru             Bounced 1v1 (with Tab)
    A Sto – Tab             Bounced 1v1
```

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```
------
Minor Neutral Powers

    A Bra H                  Dislodged by A Lua (2v1)
    A Iri H                  Succeeds
    A Kam H                  Succeeds

    A Kas S Sto - Tab        Cut by A Mwa
    A Kis H                  Succeeds
    A Lib S Lua - Bra        Succeeds

    A Mos H                  Succeeds
    A Mwi S Kas H            Succeeds
    A Tab - Aru              Bounced 1v1 (with Mom)
```


Note that even though Zanzibar's bid for Kasongo succeeded, its support for the attack on Tabora was cut. DP allocation sets the orders given; winning the bidding war for a unit will not guarantee actual success in the adjudication.

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