

DIPLOMACY 260 A.D. (First Edition)

A Diplomacy Variant designed by Scott Rosenberg

1. All rules are the same as regular Diplomacy except as noted below.
2. There are six players: Rome, Empire of the Gauls, Germans, Goths, Empire of Palmyra, and Persia. Starting positions for spring 260 are as follows:
 - ROME: Army Rome, Army Cisalpina, Army Dalmatia, Fleet Africa, Fleet Achaia, Army Bithynia, Army Asia. (7)
 - GAUL: Army Lugdunensis, Army Narbonensis, Army Lower German, Fleet Britannia, Fleet Far Tarraconensis. (5)
 - GERMANS: Army Lombards, Army Suevi, Army Burgundians, Army Quadi. (4)
 - GOTHS: Army Amadoci, Army Bastarnae, Army Huns, Fleet Alan.
 - PALMYRA: Army Antioch, Army Palmyra, Army Mesopotamia, Fleet Aegyptus. (4)
 - PERSIA: Army Ecbatana, Army Susa, Army Persia. (3)

The provinces listed above are the home centers; all other supply centers are considered neutral at the start of the game.

3. The following provinces have two coasts: Cisalpina, Etruria, Rome, Macedonia, Thracia.
4. The North Sea area, which is unmarked on the map, should be considered impassable. Thus Caledonia & Eboracum do not have two coasts. Also, the northern German provinces are not coastal.
5. There are two "impassable borders" on the map. You may not move from Near Tarraconensis to Aquitania, and vice versa; you may not move from Cisalpina to Upper Germany, and vice versa.
6. The province of Bithynia is treated like Constantinople on the regular Diplomacy map; that is, fleets may move through it.
7. Cyprus is a province and a supply center (neutral); this may be unclear on some maps.
8. I have attempted to make it as easy as possible to place the two halves of the board together; however, there may still be a little cutting and/or folding necessary. Sorry.
9. As the situation stands at the beginning of the game, the German player can not build fleets. To enable him to accomplish this later on in the game, allow the German player to treat the province of Lugdunensis as a home supply center solely for the purpose of building fleets, if he captures it.

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As you may have noticed it says "first edition" up there. This variant has not been fully playtested. I intend to playtest it either in this magazine or in another one solely for the purpose of playtesting variants which Gil Neiger may publish. In any event, there would most likely be no game fee. I'll keep you posted. And those of you who have objections to variants being playtested like this, be forewarned!

260 A.D. -- Provinces and their Abbreviations (*=supply center)

*Ach= Achaia	Iaz= Iazyges
Adr= Adriatic Sea	Ibe= Iberia
Aeg= Aegean Sea	Ion= Ionian Sea
*Agy= Aegyptus	Iri= Irish Sea
Aes= Aestii	Lev= Levant Sea
*Afr= Africa	Lib= Libya
*Ala= Alans	*Lom= Lombards
*Alb= Albania	*LDa= Lower Dacia
All= Allemanni	*LGe= Lower Germany
*Ama= Amadoci	*Lug= Lugdunensis
*Ant= Antioch	Lus= Lusitania
Aor= Aorsi	Mac= Macedonia
Aqu= Aquitania	Mar= Marcomanni
SAqu= Sea of Aquitania	*Mau= Mauretania
Ari= Aria	Med= Media
Arm= Armenia	*Mes= Mesopotamia
*Asi= Asia	Mid= Mid Atlantic Ocean
Bab= Babylonia	*Nar= Narbonensis
Bac= Bactriana	Nav= Navari
Bae= Baetica	NTa= Near Tarraconensis
*Bas= Bastarnae	NAt= North Atlantic
Bel= Belgica	Num= Numidia
*Bit= Bithynia	*Pal= Palmyra
*Bri= Britannia	Pan= Pannonia
BrS= British Sea	Par= Parthia
*Bur= Burgundians	*Per= Persia
*Cal= Caledonia	Pho= Phoenicea
Cap= Cappadocia	Pon= Pontus
Car= Carpi	*Qua= Quadi
Cha= Chatti	Rae= Raetia
Cho= Chorasmii	*Rom= Rome
Cil= Cilicia	Rox= Roxolani
*Cis= Cisalpina	SarI= Sarmatia I
Cte= Cteisophon	SarII= Sarmatia II
*Cyp= Cyprus	Scy= Scythia
*Cyr= Cyrenaica	Sic= Sicilia
*Dal= Dalmatia	*Sog= Sogdiana
Eas= Eastern Med.	*Sue= Suevi
Ebo= Eboracum	*Sus= Susa
*Ecb= Ecbatana	Thr= Thracia
Etr= Etruria	*TiL= Tithe Lands
Eux= Euxine Sea	Tri= Tripolitania
*FTa= Far Tarraconensis	Tyr= Tyrrhenian Sea
Gal= Galatia	UDa= Upper Dacia
*Ged= Gedrosia	UGE= Upper Germany
GMa= Gulf of Massilia	UMo= Upper Moesia
GTr= Gulf of Tripoli	Ven= Venedae
Hib= Hibernia	Wes= Western Med.
*Hun= Huns	

DIPLOMACY

260 AD.

(first edition)

Legend:

* = Home supply
CRATER

Ⓝ = Neutral Supply
CENTER

Imp. = Impassable

E.C. = east coast

W.C. = west coast

N.C. = North Coast

S.C. = South Coast

~~Imp.~~ = Impassable
(Alps + Pyrenees)

Designed by
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