

1648: The Thirty Years War  
by Gregg DeCesare

1. All standard rules to Diplomacy apply, except as noted below.
2. Opening Positions:  
SPAIN: A Madrid, F Granada, A Spanish Netherlands or A Leon\*see # 11  
FRANCE: A Paris, A Avignon, F Nantes  
ENGLAND: A London, F Edinburgh, F Coventry  
AUSTRIA: A Vienna, A Bohemia, F Styria  
SWEDEN: A Dalcarlia, A Gotland, F Stockholm  
POLAND: A Volhynia, A Warsaw, F Courland, A Pripet  
RUSSIA: A Gurev, A Moscow, A Yadrin, F Kargopol  
OTTOMAN EMPIRE: A Wallachia, A Syria, A Sinope, F Greece, F Constantinople
3. No power may build more than two fleets per build turn.
4. Players may build friendly armies and mercenaries in unoccupied neutral supply centers which they have controlled for at least (3) three consecutive turns. The turn in which the center is captured does not count toward the aforementioned time limit.
5. Fleets which remain stationary in a coastal province for a full turn without being attacked may change into an army. The order is written FCA.
6. Mercenaries: Two (2) mercenaries may be built per supply center. Only mercenary armies may be built. Mercenaries may never attack, although they may support an attack. Mercenaries may only support units which are non-mercenary in nature. Mercenaries are dislodged on a one-to-one attack, unless supported. When forced to retreat, mercenaries always retreat off the board. Mercenaries must be removed before any other type of unit. Two mercenaries are removed per center lost. If there is only one mercenary to remove, then it is removed in addition to a non-mercenary unit. Mercenary units may be built in any home province.
7. The Ottoman has five special centers (⊗) within its borders. These are considered regular neutral supply centers for all other countries. The Ottoman cannot use these centers unless he loses any of his original home centers. Then, for every home center lost he may designate one of the special centers as a new home center. Those special centers which have become home centers remain so for the duration of the game, or until the Ottoman retakes the original home center.
8. Certain neutral centers may be used to build fleets in by certain powers, provided that the provisions in rule # 4 have been fulfilled. The power which may use the center for fleet construction can be identified by the letter in the circle. ( S = Sweden )
9. Turns are in one month spans. The first turn is April 1618. Builds will come in the months of March, June, September, and December. No movement or diplomacy is allowed in a build month.
10. In the months of December, January, and February the Norwegian, White, East Artic, West Artic and Icelandic Seas are frozen. Fleets may not move into or support from or into these areas during this period. ~~Fleets in these areas must attempt to move out of these areas during these months.~~ Fleets may not attack into these areas during this time. During the same months, the land provinces of Kargopol, Olenets, Finnmark and Trondelag are also frozen. Fleets can't be built in these areas during this time. Armies can't move into other such areas, however they may move out. Armies in these areas can't support or attack, they also can't be attacked. Fleets in these areas may not move, support or attack.

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11. Spain has the option of starting their unit in Spanish Netherlands at Leon instead.

12. Thirty centers are needed for victory for all powers except the Ottoman Turks. The Turks need thirty-five centers for victory. Control is determined during the build month.

13. Players may loan centers, but they can't lend if they themselves are receiving a loan. Centers loaned must be specified, and if the center is subsequently taken by a third party, the loan is ended. Loans can be taken back by informing the GM on the build-month preceding the retaking of the loan.

Note: Province to north of Norwegian Sea is East Arctic Ocean.



