

"1000 AD" by Jon Lovibond. (II)

This variant was first printed in Quetzalcoatl (now Tarkus) and has been revised for reprinting as a supplement to Lemming Express.

- 1. All standard rules of Diplomacy apply (1971 rulebook) with the exceptions and additions noted below.
- 2. The seven great powers in the game are: the British; the Franks; the Moors; the Byzantines; the Vikings; the Magyars and Polacks; the Polotjans and Dregovites.
- 3. Supply centres are marked on the map as circles: open circles with crosses in for neutrals; dark, filled in circles for home supply centres. Powers and centres list follows:

British Abe, Dum, Yor, Mth, Wal, Mer, Mal, WWa, Lon.
Franks Bri, Nor, Rou, Nan, Par, Try, Lyo, Bor, Tou, Rho.
Moors Lis, Tol, Val, And, Mor, Ora, Alg, Bon, Gaf.
Byzantines Nap, Bar, Caf, Sic, Zag, Kho, Kis, Ara, Var, Edi, Mik, Oth, Mod, Cre, AM.
Vikings Tro, Jor, Tdh, Dov, Ber, Osl, Ska, Jel, Hve, Sch
Magyars & Polacks Ess, Elb, Ode, Vit, Pra, Vie, Plz, Lin, Cra, Dan.
Polotjans & Dregovites Liv, Lov, Kur, Kon, Vil, Smo, Dvi, Pol, Dsr.

- 4. Lombardy, apart from being a supply centre, is a special build centre for the M & P's. This means that they are able to build fleets.
- 5. The original placing of units is entirely up to the player, with the obvious exception that they must be within the powers home borders. This placement turn precedes the first movement turn and takes place in Winter 999 AD.
- 6. The initial type of unit is also decided by the player. A player has as many units to put on the board as he has home supply centres. A player does not have to place all his units on the board in the W 999 placements if he wants to keep some back for another build season.
- 7. The exception to the above rule is in the case of defensive armies (3D). Two supply centres will support a triple army which is restricted to the homeland, ie a defensive army (3D). The defensive army may only support actions within the homeland and actions into the homeland (ie support units in).

Each power may only have one defensive army at any one time, so, defensive armies may only be built if not built before or if a previous defensive army has been disbanded or annihilated.

Defensive armies may only be built to the power of 3D, and no factors of a defensive army may be broken down to form D's or 2D's.

8. The following table shows the support of a 3D that is cut by various attacks:

Units cutting / Support of 3D left		
u	2D	
u S by u	D	S by = supported by
u + u	2D	+ = also, although unconnected
(ie 2 unsupported attacks)		& = and, connected
u S by u & u	--	
u + u + u	2D	
u S by u + u	D	

9. Convoy is by the regular Diplomacy method, ~~or by the method described in the Abstraction rules*~~ ^{or by the AIF method, as} ~~shown in the fast ferry (ff). By the fast ferry method an army may board a fleet, the fleet move to an adjacent sea space and the army disembark. If a number of fleets ferry the army then only one of them may move as well. No fleet may be on, or enter a land province whilst conveying.~~

* Please insert condensed Abstraction convoy rule here.

10. The following land provinces are directly connected without having to cross intervening sea spaces:

Jel - Hve, Hve - Ska, Cor - Sar, Caf - Sic, And - Mor, Mik - AM.

11. The game starts with W 999 placements, followed by S 1000 moves, and then continues on in seasons as with regular Diplomacy. The game ends either by the conditions in rule 12 being fulfilled or, if the game reaches 1015 (winter) without this happening, by a draw being declared between all surviving powers.

12. The game ends if:

a) All players wish to call a draw.

b) The British, Francs or P's & D's gain 25 sc's Winner - that power

c) The Vikings, Moors & M's & P's gain 28 sc's Winner - that power

d) The Byzantines gain 31 sc's Winner - the Byzantines

e) If only 3 powers remain Winner - in order of size

13. If all home supply centres of a power are lost then that power must go into anarchy. BUT The player is allowed on movement seasons grace in which to try and recapture a home sc. If this attempt fails, then he must go into anarchy. However, if such is the case, the power is said to still survive until all sc's are lost. (Note rule 12 e) in which a surviving power would still count as remaining.

14. Army/fleets may not be formed.

Key to map abbreviations

ADR - Adriatic	Com - Compostella	Lov - Lovat	Uls - Ulster
AEG - Aegean	Cor - Corsica	Maa - Maastricht	Upp - Uppland
ARC - Arctic Ocean	Cra - Crakow	Mal - Maldon	Usa - Uppsala
BoB - Bay of Biscay	Cre - Crete	Mer - Mercia	Val - Valencia
EAC - Eastern Sea	Crn - Cremona	Mik - Miklagard	Var - Vardar
EMS - E. Med. S.	Cro - Croatia	Mod - Modor	Vie - Vienna
ENC - English Chan.	Dan - Danube	Mol - Moldavia	Vil - Vilna
GoB - Gulf of Bothnia	Dij - Dijon	Mor - Morocco	Vit - Vitsula
GoV - Gulf of Vodor	Dni - Dnieper	Mth - Merioneth	Vod - Vodor
ICE - Icelandic S.	Dov - Dovrefjell	Nan - Nantes	Vad - Varend
IRI - Irish S.	Dra - Drava	Nap - Naples	VFj - Vapna Fjordhur
ION - Ionian	Dsr - Dniester	Nav - Navarre	VJo - Vatna Jokull
KAT - Kattegat	Dub - Dublin	Nor - Normandy	Wal - Wales
LIG - Ligurian S.	Dum - Dumfries	Obo - Obotrites	Wen - Wendla
MAO - Mid Atlantic O.	Dvi - Dvina	Ode - Oder	Wis - Wista
NAO - Nth Atlantic O.	Edi - Birne	Ora - Oran	WGu - W.Guteland
NMS - N. Med. S.	EGu - E. Guteland	Osl - Oslo	WWa - W.Wales
NTH - North Sea	Elb - Elbe	Oth - Othris	Yor - Yorkshire
NWG - Norwegian S	Ess - Essen	Oul - Oulu	Zag - Zagreb
SAO - Sth Atlantic O.	Fri - Frisia	Par - Paris	
TYR - Tyrrhenian S.	Gaf - Gafsa	Plz - Plzen	
VIK - The Vik	Gey - Geyser	Pol - Polotsk	
WMS - W. Med. S.	Got - Gotland	Pra - Prague	
Abe - Aberdeen	Hve - Hven	Rey - Reykjavik	
AM - Asia Minor	Jel - Jellinge	Rhi - Rhine	
And - Andulasia	Jom - Jomsborg	Rho - Rhone	
Alg - Alger	Jor - Jerundfjord	Rom - Rome	(Apologies for
Apu - Apulia	Kie - Kiev	Ros - Rostov	alphabetical order
Ara - Aragorn	Kis - Kishinev	Rou - Rouen	inaccuracies)
Ard - Arad	Kho - Khotin	Sar - Sardinia	
Bal - Balagard	Kol - Kola	Sax - Saxony	
Bar - Barcelona	Kon - Konigsburg	Sic - Sicily	
Bay - Bayern	Kur - Kurland	Sch - Schlesvig	
Ber - Bergen	Lag - Lagoda	Ska - Skania	
Bar - Bari	Leo - Leon	Sld - Smaland	
Bor - Bordeaux	Lim - Limerick	Smo - Smolensk	
Bri - Brittany	Lir - Lirz	Tdh - Trondheim	
Bon - Bone	Lis - Lisbon	Tol - Toledo	
Caf - Cafabria	Liv - Livonia	Tou - Toulouse	
Cas - Castile	Lom - Lombardy	Tro - Tromso	
Cok - Cork	Lon - London	Try - Troyes	

