

A Diplomacy Variant by Ken Clark.

1066 shows the situation in Britain in that year, an England torn by strife between Harold of Wessex and the rebellious northern lords, the encroaching Scots and Welsh, the threatening Norse Kings in Dublin and with two separate armies preparing for invasion: Duke William the Bastard of Normandy and Harald the Stern, King of Norway both fancied the English crown following the death of Edward the Confessor, last of the Cerdingas.

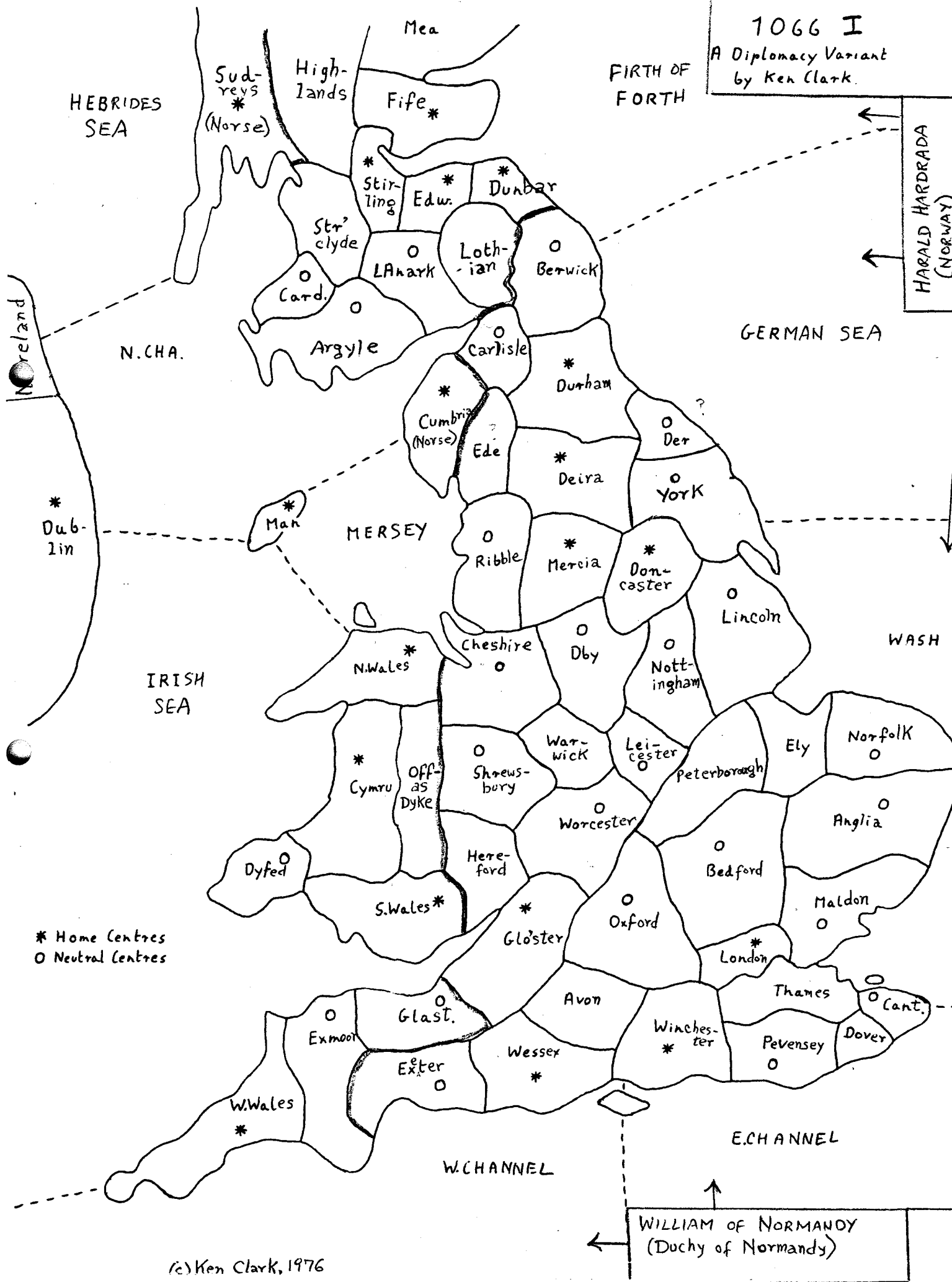
1. The standard rules of Diplomacy apply except where noted below.
2. The Players and starting positions:
 - SCOTS: F Fife, A Stirling, A Edwinstown, A Dunbar.
 - NORSE: A/F Dublin, A/F Man, A/F Sudreys, A/F Cumbria.
 - NORTHERN EARLS: A Durham, A Deira, A Mercia, A Doncaster
 - HAROLD GODWINSON: A Gloucester, A Wessex, A Winchester, A London.
 - DUKE WILLIAM: Four As off board.
 - HAROLD HARDRADA: Four A/Fs off board.
 - WELSH: A W Wales, A S Wales, A Cymru, A N Wales.
3. A/Fs are units having the capabilities of both armies and fleets. They may move on land and sea at will. Only Harald Hardrada and the Norse may build such units.
4. Duke William begins with four armies in East Channel and may move all onshore from the first move onwards. If there are still armies in ECha in the third and subsequent moves and an opposing F or A/F in ECha declares its intention to destroy them they are so destroyed.

William may build Armies or Fleets off board, which move on via ECha or WCha. Armies may be convoyed from off board. Once on board, units may not retreat off again (eg in making a retreat). William may also build Armies (but not Fleets) in the first three supply centres he captures.
5. Harald Hardrada starts with four A/Fs in Ger or Wash with their exact location known only to the GM until the end of the second move or until they attempt to act outside those two areas. At the end of the second move A/Fs exceeding the normal limit of one per area are eliminated.

Harald may build A/Fs off board which enter via Ger, Was or For. He may build Armies (but not Fleets or A/Fs) on the first three supply centres he captures. As for William, units may not leave the board once on.
6. Units may be supported onto the board by on board units but not by off board units.
7. The game starts with the March 1066 move, with builds and removals after every second month. A player wins by controlling TWENTY-FOUR (24) on board supply centres. (There are 48 Supply Centres on the board).

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HARALD HARDRADA
(NORWAY)

WILLIAM of NORMANDY
(Duchy of Normandy)

* Home Centres
O Neutral Centres

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