

A Diplomacy Variant By Ken Clark.

"1066 shows the situation in Britain 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 Stren, King of Norway both fancied the English crown following the death of Edward the Confessor, last of the Cerdingas." Ken Clark.

RULES

1. The standard rules of Diplomacy apply except where noted below.
2. The powers and their starting positions are as follows:
 - DUKE WILLIAM: Four 'A's off board' (see below)
 - HARALD HARDRADA: Four 'A/F's off board' (see below)
 - HAROLD GODWINSON: A. Gloucestre, A. Wessex, A. Windesores, A. Ludnonia.
 - THE NORSE: A/F. Dublin, A/F. Man, A/F. Sudreys, A/F. Cumbria.
 - THE NORTHERN EARLS: A. Dunholm, A. Ripun, A. Mamecastre, A. Dore.
 - THE SCOTS: F. Fife, A. Stirling, A. Edwins Burgh, A. Bernicia.
 - THE WELSH: A. West Wales, A. Morgannwg, A. Keredwigyawn, A. Gwynedd.
3. The 'A/F' is a distinct unit having the capabilities of both Armies and Fleets - it can move on land and sea at will, hence the title 'Army/Fleet'. Only Harald Hardrada and the Norse may build such units.
4. Duke William begins with four armies in the Straits of Dover and may move all onshore from the first move onwards. In the third and subsequent moves, if there are still armies in the Straits of Dover, and if an opposing fleet or army/fleet declares its intention to destroy them, then they are so destroyed. William may build armies or fleets off-board, which move on via the Straits of Dover or the Channel. Armies may be convoyed from off-board. Once on-board, units may not retreat off again (even if dislodged). William may also build armies, but not fleets in the first three supply centres he captures.
5. Harald Hardrada starts with four army/fleets in Oceanus Germanicus or the Wash. Their exact location is known only by this player and the GM until the end of the second move OR until they attempt to act outside these areas. At the end of the second move army/fleets exceeding the normal limit of one per area are eliminated with that turns adjustments. Harald may build army/fleets off-board which enter via Oceanus Germanicus, the Wash or the Firth of Forth. He may build armies (but not fleets or army/fleets), on the first three supply centres he captures. Once on-board, units may not retreat off again (even if dislodged).
6. Should any of the other five players lose one or more of their 'home' supply centres, they may nominate any neutral supply centres they hold as replacements, subject to the maximum limit of four home centres per player.
7. Units off-board may be supported onto the board by on-board units, but NOT by off-board units (which can have no effect until moved or attempting to move onto the board).
8. The game starts with the March 1066 move. Thus the second move will be April 1066, the third May 1066, etc. Build and removal adjustments are made after every second month/move as in standard Diplomacy.

Rules (c) Ken Clark, 1976. First published by Hartley Patterson in DARIEN SETTLEMENT, with the exception of Rule 6, which comes via some alterations made by Glover Rogerson when he published 1066 in DENVER GLONT: a rather essential adjustment, I feel, given the dispersed distribution of supply centres.

The only adjustments I have made concern the names of the various provinces, a full list of which, together with abbreviations, should be found on the following page. The names on the original map were too 'modern' for my liking, I'm afraid. Sorry! Now you'll all have to contest Keredwigyawn and Nordfulc (try even pronouncing them, let alone contr-oiling them).

An explanation follows...

PROVINCE TITLES

These names are a mixture of the contemporary and the modern. Most come from the Post-Conquest Doomsday Book (1086) and are consequently a little 'french-ified'. I also included the full set of five Danish Boroughs (Snottingeham, Lincolia, Derby, Stanford and Ledecestre). However, there is also a smattering of the pre-conquest division titles (Wessex and Mercia), plus modern renditions of them (West Wales). Since the Doomsday Book did not cover Scotland and Wales, or the seas, the Scots and the seas titles are modern (except for Edwins Burgh and Oceanus Germanicus, both of which were on the original map). The Welsh titles are more valid, however, since they come from the Mabinogion. Comments and criticism, ladies and gentlemen, please...

Alban - (Alb)	Gwynedd - (Gwy)	Sudfulc - (Sdf)
Bedeford - (Bed)	Hastings - (Has)	Sudreys - (Sdr)
Bernicia - (Brc)	Hereford - (Her)	Sudsexe - (Sus)
Berrocchescire - (Brc)	Keredwigyawn - (Ker)	Warawic - (War)
Canterbury - (Can)	Ledecestre - (Led)	Wessexe - (Wes)
Carleol - (Car)	Lincolia - (Lin)	Windesores -
Chenth - (Chn)	Lothian - (Lot)	(Win)
Chester - (Chs)	Lundonia - (Lun)	West Wales - (Wwa)
Clyveland - (Cly)	Mamecastre - (Mam)	Westmorland -
Cumbria - (Cum)	Man - (Man)	(Wst)
Dalriada - (Dal)	Mercia - (Mer)	York - (Yor)
Deira - (Dei)	Morgannwg - (Mor)	SEAS
Derby - (Der)	Nordfulc - (Nrd)	The Channel - (CHA)
Devenscire) - (Dev)	Northumberland - (Nth)	Firth of Forth - (FOF)
Dorsete - (Dor)	Offas Dyke - (Off)	Hebredies - (HEB)
Dublin - (Dub)	Oxeneford - (Oxe)	Irish Sea - (IRI)
Dunholm - (Dun)	Peneverdant - (Pen)	Oceanus Germanicus - (GER)
Dyfed - (Dyf)	Ripun - (Rip)	Solway - (Sol)
Edwins Burgh - (Edw)	Sciropescire - (Sci)	Straits of Dover - (SOD)
Ely - (Ely)	Scone - (Sco)	St. Georges Channel -
Exsassa - (Exs)	Snottingham - (Sno)	(Ses)
Fife - (Fif)	Stanford - (Sta)	The Wash - (WAS)
Galloway - (Gal)	Stirling - (Sti)	
Glastingberie - (Gla)	Stranraer - (Stn)	
Glowecestre - (Glo)	Strathclyde - (Sth)	

VICTORY CRITERION : The Victory Criterion is control of TWENTY-FOUR (24) on-board supply centres.

Thanks to Allan Panizzi, who sent this one in and who has offered to run a game of it in VIENNA. A waiting list is therefore open, and should appear with the rest on the Back Page. Preference lists will presumably be accepted, so remember to include them if and when you sign up.

As I said with the A4 Generalissimo maps, it is possible to get these ^{Vienna Maps} enlarged at a good photocopying shop to twice the size (A3 - fine for most uses) or even A2 (at four times the size this is only slightly smaller than the standard Dip board). Our local Prestoprint charge 25p to enlarge an A4 map to A3, but if you know someone with access to an enlarging photocopier than you're on to a winner (you wouldn't happen to feel like doing some A2 maps for me, would you...?). An idea purloined from the Railway Rivals maps is to cover enlarged versions with vinyl, which makes them less prone to tear, more durable, easy to store and better to work with. Also, you can write/mark on the vinyl with washable Lumocoloyr pens. Vinyl is available in self-adhesive rolls - next issue we will look at how to make your mother a complete suite of furniture as a christmas present from empty detergent bottles and papier-mache.

