

1066V A VARIANT BY IAIN BOWEN

After seeing a copy of the Anglo-Saxon Chronicle in a friend's house, I started to think about the possibility of a Norman conquest Dip variant, careful scrutiny of DENVER BLOTT revealed one called 1066, a seven player variant obviously. Now we can rarely find 7 for Dip, so I wanted a smaller 5 player job, as my Diadochi V rules hadn't come. So I started work on a five player version based on the same timescale.

Dave Robinson then sent me a copy of the original 1066 he got from VIENNA, while vaguely similar in some respects (I gleaned some info from the DG reports), I feel they are very different and this adds to the small number of Diplomacy variants for a few players while being on a theme well known to most people (Hands you who know who were the Diadochi were never mind what the variant is based on), so here it is.

HISTORICAL BACKGROUND

1066 was a tumultuous time for the people of Britain, after the death of Edward the Confessor, Anglo-Saxon England (still nominally made up of Wessex, Mercia and Northumbria) was in turmoil only starting to emerge from the Dark Ages. The election of Harold Godwinson by the Witan over Eadgar Aethling (A natural son of Edward the Confessor) was not surprising, there was dissent amongst the northern earls, if that wasn't enough, the Norse were threatening to invade again and there would be those in the danelaw that would aid them, and the Scots under Malcolm Canmore threatened to take parts of Deira of the Earl of Northumbria, one Tostig. So a strong King was elected. Unfortunately this annoyed William the bastard of Normandy, a theoretical noble of France (although in fact, Normandy was a separate land) and taking wrath and outrage William decided to invade, however before this occurred Tostig rebelled and to his aid came the longships of the dread Harald Haradra, Malcolm of Scotland meanwhile used over his possession of Eadgar Aethling. Virtually on his own, Harold Godwinson raised his army and with only Wessex standing by him prepared for war. The rest history tells us.

BACKGROUND NOTES

The original variant has two more players the Welsh (Based in Cornwall and Wales) and the Norse who become both the Norwegians of Harald Haradra but also the Norse of the east coast of Ireland. Why were these two eliminated? Well the Welsh did have a strong leader at this time in the form of Llewelyn ap Bruffydd, however it took him until the 1070 period to gain control of Gwynedd, Powys and Deuheborth never mind invade Mercia or raise rebellion in Cornwall, which had been semi-conquered by Eadgar in 967. As for the Irish Norse their power had been shattered at the Battle of Clontarf in 1014 and I doubt their power to raid never mind conquer, Ireland itself had just started on its gradual break-up into petty princedoms.

THE RULES

1. Apart from as stated below the standard rules of Diplomacy apply.

2. This is a five player variant, the players are:

Malcolm Canmore	of SCOTLAND
Harold Godwinson	of WESSEX
William the Bastard	of NORMANDY
Tostig	of NORTHUMBRIA
Harald Haradra	of NORWAY

3. As in standard Dip, both armies and fleets are available, however the Norwegian player has a third option of Raider Units representing the raiders of the time, these units may act as an army or fleet save in the respect that it may not convoy. However the Norwegian player may only build a maximum of 4 such units.

4. A three season year is in operation. Spring, Summer and Autumn, adjustments occur in Winter months. For a centre to be in the possession of a player it must be held in a fall move.

5. The starting units are as follows:

NORMANDY	AOff, AOff, Foff, FECH.
NORSE	UBer, UHUM, Foff, Foff.
NORTHUMBRIA	FHull, AYor, ADur, ANew.
SCOTTS	FAic, AMea, AEdi, AStr.
WESSEX	ALon, AWin, AOf, ACol.

6. Rebellion, due to various factors the following provinces are subject to rebellion (50% chance), the rebellion will occur during the Winter if the province is not garrisoned. The provinces subject to rebellion are Tin, Abh, Abe, Har, Rhu, Ber, Duu, Ste and Lynn. Home centres denoted by a square are also subject to the rebellion rules if occupied last by another power and if armies of the original owner are still on the board.

7. Sacking, a unit may sack a supply centre, the order is 1, if the unit is not dislodged the Supply Centre is laid waste and counts as an ordinary province, the centre may be rebuilt by a unit ordering R for one entire year without being dislodged.

8. The Norse and Normans may use any neutral centre supply to build in after Winter 1067, but preference must be given to remaining off-board centres.

9. Both the Norse and the Normans lose off-board centre, one a year in the Winters of 1067, 1068, 1069 and 1070.

10. Norse off-board units start in the Norse box. Norman units in the Norman box. The units built off-board start here, more than one unit may move into a box, you cannot retreat into the box nor support from it, however units may be supported out of a box.

11. The Caledonian box represents ways around the North of Scotland. More than one unit may occupy it, no support can be made in or out of the box involving a unit in the box, no retreats may be made into the box.

12. The Welsh supply centres Rhu and Har are occupied by armies in anarchy.

13. A Unit may convert from an Army to a fleet or vice-versa, this can only be done in either a home centre or the ports Por, Lynn or Ste. The order for conversion is V, in the first turn the Army or Fleet changes to a Garrison B, a garrison acts as an army save it cannot move, this includes retreats. In any subsequent turn it may order V again and converts to the opposite unit.

14. There are 36 Supply Centres of which 19 are needed for victory.

PROVINCE CHART

HOME SUPPLY CENTRES

Alc Alcuith  
 Col Colchester  
 Dur Durham  
 Edi Edinsburgh  
 Hull Hulle  
 Lon London  
 Mea Mearns  
 New Newcastle  
 Oxf Oxford  
 Str Stirling  
 Win Winchester  
 Yor Yorkshire

NEUTRAL SUPPLY CENTRES

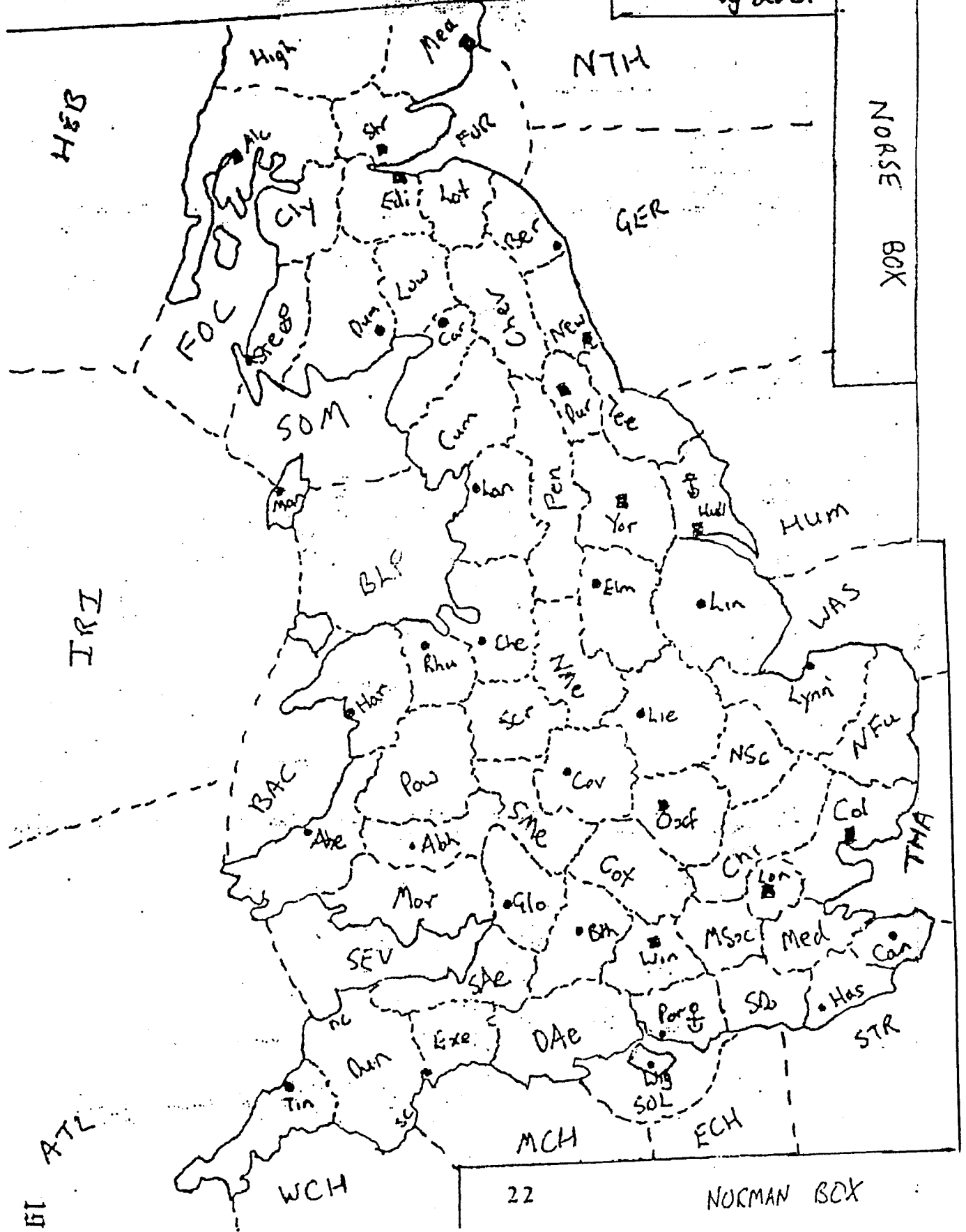
Abe Abertafi  
 Abh Abherhonddu  
 Ber Berwick  
 Bth Bath  
 Can Canterbury  
 Car Carlise  
 Chw Chester  
 Cov Coventry  
 Duw Duwtries  
 Elm Elmet  
 Ere Exeter  
 Glo Gloster  
 Har HARlech  
 Has Hastings  
 Lan Lancaster  
 Lie Liecaester  
 Lin Lincoln  
 Lynn Lynn  
 Man Mannin  
 Por Portesauth  
 Rhu Rhuddlan  
 Tin Tintagel  
 Wig Wight

PROVINCES

Chev Cheviot  
 Chi Chiltern  
 Cly Clyde  
 Cot Cotswold  
 Cua Cuabria  
 DAe Dorset Aetern  
 Dun Dunovia  
 High Highland  
 Lot Lothian  
 Low Lowland  
 Med Medway  
 Mor Morgannwg  
 MSx Middlesaxon  
 NFu North Fulk  
 NMe North Mercia  
 NSu Nothamptonshire  
 Pen Pennine  
 Pow Powys  
 SAe Suwers Aetern  
 Scr Scropesseurn  
 SDo South Downs  
 SMe South Mercia  
 Tee Teeside

CALEDONIAN BOX

1066 - V  
a five player  
diplomacy variant  
by ZOB.



NORSE BOX

H&B

IRI

ATI

NORMAN BOX