

DIPLOMACY 1618 -- First Edition

A Variant of the Thirty Years War
Designed by Scott Rosenberg

1. These rules are to be considered as additions to the 1971 Diplomacy Rulebook. Except as noted herein, all rules are the same as in the above-mentioned rulebook.
2. The game starts with the Spring 1618 season.
3. There are ~~ten~~ ^{eleven} players. Their starting positions and home centers are listed below:

AUSTRIA: A Breslau, A Vienna, A Trieste, A Tyrol, (see rule 6)

BAVARIA: A Landshut, A Munich, A Braunau

BRANDENBURG: A Berlin, A Uckermark, A Brandenburg

DENMARK: A Holstein, A Kiel, F Copenhagen

PALATINATE: A Palatinate, A Heidelberg, A Upper Palatinate

POLAND: A Posen, A Warsaw, A Danzig

SAXONY: A Dresden, A Leipzig, A Thuringia

SPANISH HAPSBURGS: A Antwerp, A Brussels, A Milan

SWEDEN: A Sweden, F Baltic Sea

UNITED NETHERLANDS: A Utrecht, A Gelderland, A Frisia

FRANCE: A Paris, A Chalons, A Burgundy

4. Note that Sweden has one off-board Supply center which it may never lose; however, it may not build there. If Sweden takes Hither Pomerania, he may use it as a Home Supply center.
5. If Brandenburg captures Stettin, he may use it as a Home Supply Center solely for the purpose of building fleets.
6. PRAGUE: At the start of the Thirty Years War, Bohemia was in revolt against Austria, and asked Frederick V, elector of the Palatinate, to become its king. To represent this, at the start of the game Prague is considered to have an army in civil disorder occupying it. This army never moves. If dislodged, it is annihilated. It may be supported in place. If, at the end of Fall 1618, the Civil Disorder Army still occupies Prague, it becomes an army of the Palatinate, and Prague becomes a Palatinate home center; after this, if recaptured by the Austrians, it is no longer an Austrian home center. If Austria occupies Prague after Fall 1618, it becomes an Austrian Home center in all ways.
7. Abbreviations on the map: Cop= Copenhagen; Rat= Ratisbon; Nur= Nuremberg; Bru= Brussels; Gro= Groningen; Gel= Gelderland; Utr= Utrecht; Hei= Heidelberg; Bay= Bayreuth. The sea province to the north of Stettin, Hoth. Pom., and Farther Pom. is the Baltic sea. The land province directly to the north of the Baltic is Sweden, and is a home supply center. The northern- and southern-most provinces of the map are squeezed a little out of geographic proportions so that everything would fit on one map.
8. One thing needs explanation; this is the omission of naval movement in the North Sea area. I felt that, if I were to include this, I would have to add England. Then I would be compelled to add an Ottoman Empire, and Russia, ad infinitum, until the variant would lose its scope. It's not meant to be a Europe-wide thing like Paul Neuman's 1600, it is basically only showing the immediate theatre of the Thirty Years War.
9. In order to win a player must control 29 supply centers.
10. This variant will be playtested in THE PLAYTESTER; see page four for further details.

1618 Errata

IN TPA #4, we printed a variant called 1618. There were a number of mistakes. Here are the corrections:
FRANCE was left out from the starting position listing. He gets A Paris A Burgundy, and A Chalons. Denmark is incorrectly listed as getting A Copenhagen; this should be F Copenhagen.
To clarify rule 6: If PALATINATE controls Prague in Winter 0618, it become a Palatinate home center for the rest of the game. If Austria controls Prague in winter 1618, it becomes Austrian home center for the rest of the game.

It should be pointed out that no fleets may be built along, or moved along the North Sea coast.

For details on the playtest game, see page 12.

