

## CITY STATE

by Hartley Patterson.

- The rules of Diplomacy (1971) apply except where indicated.
- The starting positions and home supply centres are as follows:  
VENICE: F Venezia, A Aquileia.  
GENOA: F Corsica, A Genova,  
MILAN: A Milano, A Lodi, A Novara.  
MANTUA: A Mantova, A Parma, A Brescia.  
FLORENCE: A Firenze, A Pistoia, A Siena.  
POPE: A Roma, A Viterbo, A Spoleto.  
EMPEROR: 3DA's 'Germany'.
- The starting date is Spring 1300. Victory conditions are those of the regular game.
- Venezia and Genoa. These are DOUBLE supply centres for the home players only; for other players they are normal. They count as single supply centres for victory purposes. To retain this double status, Venice and Genoa must trace a chain of adjacent sea spaces, either vacant or occupied by their own fleets, from the double centre to the southern edge of the board. If such a chain cannot be traced in a Winter season the centre is only single.
- Ports. Venezia, Genova, Pisa and Napoli are ports. Fleets may only be built at ports. Any player controlling a port may build fleets there. One port may be used to build any number of fleets, and non-ports may still provide supply for fleets. A player with fleets, who in a Winter season controls no ports, must disband a fleet before any other adjustments are made.
- Messina. The Messina box is treated as a normal sea space for the purposes of movement, support, convoy etc. It is deemed to be adjacent to all six spaces on the southern edge of the board (These being, the Tyrrhenian Sea, Ischia, Salerno, Bari, the Adriatic Sea and Split). Occupation of Messina does not affect rule 4 in any way.
- Sieges.
  - A unit dislodged from a supply centre province may choose to retreat 'behind the walls' instead of leaving the province.
  - A unit 'behind the walls' has the province name in double brackets, eg A((Mil)).
  - A unit 'behind the walls' controls the supply centre but not the province, which will initially be occupied by the dislodging attacking unit.
  - A unit 'behind the walls' may either attack into the province or stand. It may not support, nor may it be supported in attacking or standing. It's attack would cut any support attempted by a unit in the province.
  - If the province falls vacant for any reason the unit 'behind the walls' AUTOMATICALLY reoccupies the province.
  - A unit attacking a province in which there is a unit 'behind the walls' may be ordered to raise the siege, coded 'R' in orders. If the attack succeeds, the attacking unit does not move, rather rule 7e applies.  
EXAMPLE: MILAN A ((Lod)). A((Mil))RA(Lod)\$ by A(Pav).  
MANTUA A(Lod).
  - A unit 'behind the walls' for two successive move seasons is disbanded.  
EXAMPLE: a unit retreating 'behind the walls' in Winter 1302 would be disbanded in Winter 1303. Ownership of the supply centre is then, once again determined by the standard rules.
  - A fleet may only be 'behind the walls' in a port. It is only besieged as per 7g if all adjacent sea and coastal spaces are occupied by units belonging to another player throughout the period.
- The Emperor:
  - Only Imperial units may enter the 'Pass' and 'Germany' boxes. The 'Germany' box connects to all the 'Pass' boxes, the 'Pass' boxes connect to on-board provinces as indicated by the arrows. Only one Imperial unit at a time may occupy a 'Pass' box. The 'Germany' box may contain any number of units.
  - A unit that starts a move season in a 'Pass' box must attempt to move. It may be supported in doing so. If it's move is blocked, it is retreated automatically to 'Germany'.  
EXAMPLE: EMPEROR: DA(STG)-Com;  
MILAN: A(Mil)SA(Com); A(Com)-st.;  
Retreats: DA(STG)-GER;
  - A double army may not split it's actions. A single attack cuts all its support.

d) For every TWO supply centres controlled by the Emperor he may build a single unit. This unit may be built at any supply centre held by the Emperor, but not in 'Germany'. The Emperor may build fleets as in Rule 5.

e) If a double army is disbanded it is rebuilt on the following Winter season, the new DA appearing in 'Germany'. Only one DA may be rebuilt per year.

f) If there are NO DA's in any provinces 'on-board' (ie. excluding the passes and 'Germany') at any time after the first two game-years, the Emperor is eliminated. All Imperial 'on-board' units are disbanded in the following Winter season.

g) A DA cannot dislodge a unit 'behind the walls'.

### Sources

Power and Imagination - City States in Renaissance Italy.  
Lauro Martines.  
Times Historical Atlas.  
Phillips World Atlas.

This is the time of Lenardo, the Viscontis, Borgias, Orsinis and the rest, plenty of opportunity for press releases of an appropriate nature!

### Game Notes

The original version had two 'interventionists', France and Germany, with Naples as an on-board power instead of Mantua. Cutting out Naples helped with the Diplomacy, concentrating the action in the North Italian plain, rather than having it split up into several tactical actions the length of the peninsula. France was dropped as one 'interventionist' seemed to be enough - we are actually in a period when the Emperor, rather than the King, was constantly charging into Italy to assert his rights.

The curious Venice and Genoa rules, are in an attempt to reflect their concern with their trading interests overseas, notably in the Eastern Mediterranean as a legacy of the Crusades.

'Behind the Walls' should result in some interesting situations. Hanging on to a supply centre may at first seem a better proposition than a retreat, but it severely restricts the unit doing so and in summer a retreat in the hope of recovery in the autumn may be a better prospect. The Emperor may find himself in a particularly frustrating position, with the Italians hiding in their cities and refusing to come out and fight!

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### NIKJON

by Pete Sealy

This variant is based on the map of the unnamed world used by Patrick Durrrow for his epic novel 'Three for the world' concerning Nikjon and his involvement in a cataclysmic power struggle.

Notes: The Grand Canal of Fernal VII permits free fleet movement between the coasts of Shole, and likewise the intricate river system across Tobrou means that fleets do not have to worry about which coast they are on. The complex lake and canal systems in Filia and Avalonia mean that armies may pass between the two provinces without hindrance and that both provinces have only one coast - but note that direct movement between Taj Bay, the Taldt and Alataadon is forbidden. All mountains are impassable. Initiall there are fleets in Madia, Monai, Arama, Filia, Lostrel, Grobag sc, Inserg, Petrad and Fibro, all other units being armies. Apart from these notes all the 1971 Diplomacy rules apply.

Since this is only a map variant, Dioria cannot call upon the Gods of Dirna to flood the mainland, and neither are dirigibles available to Donke for a blitzkrieg strike on Ollan. To balance the game, the Arcadian Empire has been severely curtailed, Styre and Senna being greatly increased, while the remaining provinces remain neutral.

Steve Agar : Thanks for the variant, Pete. I must say that I think that it has excellent play balance - Donke is perhaps a little weak, with Arcadia a little strong - but any decent player should be able to overcome these difficulties. On the whole, the makeup of this variant is such that I'm sure even Rob Chapman might reckon it to be as good as the regular game!]

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# City-State

ITALY 13th Cent.

by Hartley Patterson, August 1980

GERMANY  
BOX

(UKVB 1982)

