

A diplomacy variant for eight players by James Nelson, based on *Machiavelli*.

0) The standard Diplomacy rules (1971) are used except where amended below.

1) There are three move seasons: Spring, Summer and Autumn to each year with builds occurring in a "Winter" season.

2) The game is set in the Borgia period in Italy. The game begins in Spring 1499. The eight powers are: Florence, France, Holy Roman Empire, Milan, Naples, Papacy, Venice and Spain.

3) Revenue Generation

Revenue is calculated at the end of the summer season, but it is not available until the end of the autumn season. Each country generates revenue (in Summer) in the following ways:

- a) Each province owned is worth 1 ducat.
- b) Each city owned is worth 1 ducat.
- c) Each major city owned is worth either 2 or 3 ducats.
- d) Each stretch of water that has a fleet in is worth 1 ducat.
- e) Each country has a separate income that is generated through trade.
- f) For the first year, each country gains an extra amount of ducats equal to the number of units it controls.

A player may control as many units as he can pay for. One unit costs 3 ducats to maintain for a year (from Winter-Winter). Units are built in provinces containing cities. Similarly, they can only be built in your original starting cities, though if you capture all the cities of a rival state, his country becomes part of yours and you may build in his cities.

4) Types of units:

a) Army : Can only move and support into land provinces. They are capable of eight possible orders: ADVANCE, BESIEGE, HOLD, LIFT SIEGE, SUPPORT, DESTROY CITY, REBUILD CITY or CONVERT.

b) Fleet : Can only move and support into sea and coastal provinces. They are capable of eight orders: ADVANCE, BESIEGE, HOLD, LIFT SIEGE, SUPPORT, CONVOY, DESTROY CITY or CONVERT.

c) Garrison: Can only be placed in a fortified city- they cannot move, unless they are converted into an army or fleet. They are capable of HOLD, SUPPORT or CONVERT orders.

d) Artillery Train : Can only move on land. They are capable of ADVANCE, HOLD, BESIEGE, DESTROY CITY or CONVERT.

It is not possible to disband UNITS through not paying support if one has the money. It is possible to disband mercenary units by not paying them their upkeep.

5) Description of Orders

a) ADVANCE: As in Diplomacy this allows a unit to move from one province to another-subject to the same conditions as in standard Diplomacy.

b) BESIEGE: Army, fleet or artillery train so ordered lays siege to a fortified city that contains a garrison. Fleets can only besiege cities that are ports. There are three stages to a siege for a fleet or army, and two for an artillery train. The first is to enter the province in which the city lies (one move). Then the unit must be given a Besiege order (one move). If the besieging unit is an artillery train then the enemy garrison is removed from the city. If it was a fleet or army it must then besiege on the next turn (one move) before the garrison is removed. The unit besieging however MUST still be in place at the END of the turn, i.e. if an artillery unit is dislodged when besieging then the garrison is NOT removed from the city. Besieging units may be supported. A city which is besieged provides no income for the controlling city. Once the garrison is eliminated the city falls to the attacker and is owned by him.

c) HOLD: The unit remains in position.

d) LIFT SIEGE: Tells the unit to end the siege. A unit that is besieging a city cannot attempt to move until the garrison is eliminated or until a lift siege order has been given.

e) SUPPORT: The order is as standard diplomacy. A Garrison unit can only support a unit in the same province as it, i.e. it cannot support a move into another province. An artillery train cannot support at all, but it can be supported.

f) CONVOY: As in standard diplomacy, except a fleet CAN convoy through coastal provinces. An artillery train cannot be convoyed.

g) CONVERSION: It tells a unit to convert into another type. Units cannot convert into an artillery train, although an artillery train can convert into other units. Armies and fleets may only convert into Garrisons, but Garrisons can convert into armies or fleets. Fleets may only be created in a coastal port.

h) DESTROY CITY: If a city is ungarrisoned and there is a fleet, army or artillery train in the province containing the city then that unit can be ordered to pillage the town - burning it to the ground. This process takes one turn at the end of which the city no longer exists on the board. The pillage gains loot equivalent to two years revenue from that city. Players may not pillage their own cities. If a unit is dislodged whilst pillaging then the city is still destroyed but no loot is gained.

i) REBUILD CITY: A destroyed city can be rebuilt - to do so the province must be occupied for two consecutive turns by an army. Once rebuilt, the city will generate revenue come the next summer cash calculations. If it is rebuilt in a Summer turn it does not generate revenue in that turn. If a city was fortified, an extra two moves will be needed to rebuild the fortifications. These can be rebuilt at any time however, even years after the rebuilding started. A country which destroys a city can NOT rebuild it.

6) Control of Territory

A unit entering a province without a city claims it immediately.

A unit entering a province with an ungarrisoned city claims it immediately.

A unit entering a province with a garrisoned city controls the province as long as the unit remains there, but not the city. Once the unit leaves, control of the province reverts back to the city Garrison. A besieged city provides no income for the controlling power.

7) Only one unit can occupy any province. Only one garrison can occupy any city.

8) Special Map Features

a) **VENICE:** Due to its small size, it is both a province and a city at the same time. It can therefore contain only one unit at any time.

9) Conflicts between Units

Follows the same format as Diplomacy. Retreats are also similar, and should be ordered for each unit in order of preference. Units may only disband if there are no legal retreats. If no retreats are ordered then the GM will select a randomly determined province.

10) Expenditure orders

As well as fielding military units, ducats from your Treasuries can be used each season for a number of things: All expenditure and effects of expenditure occur before any movement and conflict of units. The orders are:

a) **FAMINE RELIEF:** Relieves famine in a province and allows a unit to survive or to be built. Cost = 3 ducats.

b) **PACIFY REBELLION:** Ends the effect of a rebellion in a province. Cost = 12 ducats.

c) **COUNTER BRIBE:** Counter bribes must be in multiples of 3 ducats - the unit they are aimed at must be named. Any bribes to that unit have the counter bribe subtracted from it - if the bribe is not enough then the bribe fails. Counter bribes cannot be used against rebellion or Assassination orders.

d) **BRIBES:**

i) **DISBAND AUTONOMOUS GARRISON:** Gets rid of a neutral garrison. Minimum cost is 6 ducats. As with all bribes, more can be paid in multiples of 3 ducats.

ii) **BUY AUTONOMOUS GARRISON:** The garrison becomes one of your units. Minimum cost is 9 ducats.

iii) **COMMITTED GARRISON TO AUTONOMOUS:** A player garrison becomes neutral. Minimum cost is 9 ducats.

iv) **DISBAND COMMITTED GARRISON:** Minimum is 12 ducats.

v) **DISBAND ARMY, FLEET OR ARTILLERY TRAIN:** Minimum cost is 12 ducats.

vi) **BUY ARMY, FLEET OR ARTILLERY TRAIN OF ANOTHER PLAYER:** Minimum cost is 18 ducats.

If several bribes are directed at the same unit, the largest one succeeds. If there is a tie, then the power which has-

a) The most cities.

b) Most units.

-Succeeds in the bribe. If again it is a tie then no bribe succeeds. All bribe money is lost regardless of the outcome of a bid. All bribes on units in major cities are doubled.

10. Expenditure orders (cont.)

Units that are 'purchased' through the use of a bribe may have orders written for them for the same season.

e) **REBELLIONS:** Can only be directed to land provinces. If there is a city in the province and it is not garrisoned, the rebellion occurs in the city. Otherwise it occurs in the province. Rebellion units never move but do not hinder movement either. Income cannot be collected from a province or city containing a rebellion unit.

Plague does not affect a rebellion.

The original owner of the province may put down the rebellion peacefully through spending 12 ducats or can put it down by force. This entails moving a military unit in (one move) and issuing a Hold order for it (one move). If it still remains there at the end of the Hold order, the rebellion is destroyed. To put down a rebellion in a city, it must be besieged in the normal way. Any player, other than the one the revolt is directed against, may claim the rebellion as support for a unit entering the province. As soon as another unit, other than the previous province owner, enters the zone the Rebellion is 'liberated' and disappears. As far as support is concerned, the rebellion has the strength of a normal unit. If two or more people claim the support of the rebellion then the support goes to the power with-

a) The most cities,

b) Most units.

-in a result of a tie no player gains the support.

No rebellion may be placed in Venice if there is a military unit already there, either in the city or province.

Cost to incite a rebellion is 15 ducats if the province is a starting province for the country, otherwise the cost is 9 ducats.

f) **ASSASSINATIONS:** Money spent on assassinations is spent in multiples of 12 ducats. For 12 ducats there is a 2 in 6 chance of success, 24 ducats a 3 in 6 chance, 36 ducats a 4 in 6 chance etc. If an assassination is a success, the player (as ruler of the state) is murdered. All of his units must hold in the season he is murdered. Any of his garrisons being besieged are destroyed automatically. Each of his provinces as well has a chance of rebelling: Conquered provinces: 2 in 6, Home provinces 1 in 6.

An assassinated player is not out of the game, he continues as his 'successor' and may issue orders as normal in the following season.

NOTE: Players may lend or give Ducats to other players. Any agreements are a matter of trust alone.

FAMINE: A list of provinces hit by Famine will appear with the Summer season report. However, Famine will not take effect until after the Autumn retreats. Any unit remaining in a province hit by famine will be removed from the board. New units cannot be built in cities hit by Famine. Each year there is a 4 in 6 chance of Famine. If Famine occurs then 3-8 randomly chosen provinces will be hit. Ungarrisoned cities hit by famine do not provide income. A city with a garrison will, although the garrison will snuff it.

PLAGUE: This occurs after retreats in the Spring season. In the first year of play there will be no chance of a Plague. There is a 4 in 6 chance each year of Plague. If it occurs, 3-8 randomly determined provinces will be hit. All units hit by Plague will be destroyed. To migrate the severe effect of plague, no player may lose more than two units due to plague in one year.

11) Mercenaries:

New units are built at the end of each campaign year. Each player may choose to employ one Mercenary unit in addition to his normal units if he wishes. Mercenary units are available as either fleets, armies or garrisons and may only be employed in the same areas as builds may occur.

- a) CITIZEN'S MILITIA: Cost is 6 ducats, has a strength of one but costs twice the normal amount to bribe.
- b) SWISS MERCENARIES: Cost is 6 ducats, has a strength of two but can be bribed for normal amounts.
- c) SPANISH MERCENARIES: Cost is 9 ducats, has a strength of two and costs twice the normal amount to bribe.

12) Money Lenders:

Each season players may borrow from the bankers in Geneva. Each player may take out one year loans and/or two year loans. Loans, as do bribes etc occur before any movement, conflict and retreats.

The total amount of ducats owed by any one player may never exceed 25 ducats at any one time (not counting interest).

One year loans are at 20% interest on the sum borrowed, two year loans are at 50% interest on the sum borrowed. All fractions are rounded up.

Full amounts, including all interests must be repaid, even if the repayment is made early. If a debt is not paid in full by the time it is due, the player will suffer the effects of being assassinated. After this, the debt need not be repaid, but the player cannot borrow money again. The effect of assassination occurs as a result of each unpaid debt, no matter how small.

13) Victory Conditions

Victory conditions are not based on supply centre counts. To win, a total of 180 points must be accumulated. Points are gained as follows:

- 05 VP's for each province controlled
- 10 VP's for each city controlled.
- 15 VP's for each major city controlled.
- 05 VP's in addition for a city being a port.
- 01 VP for each 3 ducats in the treasury (after loans and interest).

14) Start up Provinces and Units:

HOLY ROMAN EMPIRE:

Tri, Tyr, Hun, Car, Sla, Cro. UNITS: Armies in Tri, Tyr and Hun. TRADE INCOME: 3 ducats a year.

FLORANCE:

Flo, Pis, Sie, Arr, Luc. UNITS: Armies in Flo and Sie. Fleet in Pis. TRADE INCOME: 6 ducats a year.

FRENCH:

Mar, Avi, Swi, Pro, Dau. UNITS: Armies in Avi and Swi. Fleet in Mar. TRADE INCOME: 3.5 ducats a year.

MILAN

Pav, Cre, Mil, Pia, Par, Ber. UNITS: Armies in Pav, Cre and Mil. TRADE INCOME: 3.5 ducats a year.

NAPLES

Cam, Nap, Cal, Sal, Otr, Cap, Soa. UNITS: Army in Cam. Fleets in Nap and Cal. TRADE INCOME: 2.5 ducats a year.

PAPACY

Rom, Spo, Anc, Orv, Pat, Tiv. UNITS: Armies in Rom, Spo and Anc. TRADE INCOME: 4 ducats a year.

SPAIN

Tun, Sfa, Pal, Mes. UNITS: F Tun, F Mes, A Pal. TRADE INCOME: 4 ducats a year.

VENICE

Ven, Pad, Ver, Tru, Fru, Vic. UNITS: G Ven, A Ver, A Pad. TRADE INCOME: 7 ducats a year.

The City of Genoa, earns a Trade Income of 2.5 ducats a year in addition to its city and province income. Major cities can be identified on the map by the numbers beside them. The numbers represent the number of ducats income generated by the city each year.

Ports are identified by Anchor signs.

Fortified cities are the cities represented by squares on the map. Cities represented by a circle is an unfortified city, i.e. one which can NOT have a garrison.

Neutral garrisons are contained in all fortified cities not controlled by any of the eight powers at the start of the game.

Game orders should cover moves, retreats for units, expenditures, and at the end of each year (i.e. with your Autumn moves) a set of build orders which can be conditional on the events of Autumn.

Province Abbreviations

Alb Albania	For Fornova
Alp Alps	Fru Friuliii
Apu Apulia.	Gen Genoa
Anc Ancona	GON Gulf of Naples
Arb Arbruzzi	GOV Gulf of Venice
Arr Arezzo	Hun Hungary
Avi Avienon	ION Ionian Sea
Aqu Aquila	ISC Iacia
Bar Bari	Ist Iстриa
Ber Bergamo	LAG Lagoon
Bol Bologna	LOA Lower Adriatic
Bos Bosnia	Luc Lucca
BOT Bay of Tunis	Man Mantua
Bre Brescia	Mar Marseille
Cal Calabria	Mes Messina
Car Carinthia.	Mil Milan
Cam Campagna	Mod Modena
Cap Capatanata	Moe Moeise
Com Como	Mon Montferrat
Cor Corsica	Nap Naples
Cre Cremona	Orv Orvieto
Cro Croatia	Otr Otrantu
Dal Dalmatia	Par Parma
Dau Dauphine	Pad Padua
Dur Durazzo	Pal Palermo
EGL Eastern Gulf of Lyon	Pat Patrimony (of St. Peter)
ELB Elba	Pav Pavia
ETS Eastern Tyrrhenian Sea	Pio Piombino
Fer Ferrara	Pia Piacenzo
Flo Florence	Pis Pisa
Pon Pontremoli	Tre Trent
Pro Provence	Tri Trieste
Rom Romagna	Trv Treviso
Rme Rome	Tur Turin
Sal Saluzzo	Tun Tunis
Sar Sardinia	Tyr Tyrolea
Sao Salerno	Urb Urbino
Sav Savoy	UPA Upper Adriatic
Sfa Sfax	Ven Venice
Sie Sienna	Ver Verona
Sla Slavonia	Vic Vicenza
Soa Soana	WGL Western Gulf of Lyon
Spo Spoleto	WMS Western Mediterranean Sea
Swi Switzerland	WTS Western Tyrrhenian Sea
Tiv Tivoli	

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