

NMR!

**** NMR! VARIANTS ****

FOURTEEN NINETY-TWO

A diplomacy variant by Edwin Godfrey

Introduction

In fourteen hundred and ninety-two, Columbus sailed the ocean blue. With the benefit of hindsight, we know that he was to discover the Americas, and that other explorations were gradually to reveal the map of the continents as we know them. But to the men of that timethe world might have turned out in almost any form, and all kinds of possibilities lay beyond the horizon, such as a quick route to Cathay, the land of Eldorado, the city of Atlantis or the kingdom of Prester John.

This variant seeks to recreate the uncertainty of the times when the world was largely unknown, by making the majority of the playing board unknown to the players, who have to 'discover' it gradually like the early explorers. It is hoped that this will produce a combination of the merits of Diplomacy with some of the adventure of games such as Dungeons and Dragons.

Rules

0. The rules of Diplomacy apply unless otherwise stated.

1. The players represent the major maritime powers of Western Europe, and their units and supply centres at the start of the game are as follows:-

England	: F Plymouth	F Liverpool (wc)	A London
France	: F Brest	F Bordeaux	A Paris
Portugal	: F Lisbon	F Oporto	A Coimbra
Spain	: F Cadiz	F Bilbao	A Madrid

2. The first move is designated as Spring 1492, and the game continues in Spring and Autumn moves as in regular Diplomacy.

3. The map attached to these rules represents the Known World at the start of the game. However, this is only part of the complete playing board. Before the start, the GM secretly devises his own imaginary map of the rest of the world, which connects on all sides with the Known World, but need not have any resemblance to the real world as we know it. There should be a suitable balance of land and sea areas, with islands and continents to be discovered, and a sufficient sprinkling of supply centres. Some of the supply centres may be occupied by native armies, which have to be overcome before the centre can be occupied. It is suggested that the world should be 'cylindrical' i.e. that the eastern and western edges of the board should connect, with impassable barriers of ice to the north and south, but a flat earth or any other design is not ruled out. The GM may incorporate ideas of his own into his own design, so long as he gives sufficient information to the players when they encounter them.

4. When any of a player's units enters an area on the edge of the Known World or outside the Known World, the GM privately notifies that player of the number and shape of all adjacent areas, whether they are land or sea, whether they contain a supply centre and whether they contain any foreign units. Players may of course pass on information to each other, or mislead the other players with false maps.

5. A player who is the first to 'discover' an area in this way may give it an appropriate name, which will be used in the game thereafter. If more than one player chooses a name, the GM selects the best. Failing this, the GM may choose a name. If a player subsequently conquers the area he may rename it. Names

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(e) A fleet may in one move land an army, and also support it into the land area or land the army and then move to another space.

(f) If any part of a combined A/F move fails, the earlier components of the move are unaffected (e.g. a fleet which fails to land an army remains in combination with it if the embarkation succeeded.)

As in the case of a 'double' fleet move, (rule 9(a)), a player is only notified of those unknown areas which are adjacent to his units at the end of the move.

11. (a) Any native armies which the GM places in supply centres will not, unless the GM specifies otherwise, have any movement capability, and if they are dislodged they will be removed from the board.

(b) (Optional rule) A native army which is dislodged is transformed into a treasure unit (T) with no offensive or defensive strength, which may be transported by an army or a fleet. A treasure unit may be passed from one army or fleet to another by the first unit leaving the relevant space without the T unit, and the second unit occupying the space. Moving units should specify whether they are transporting the treasure. Units of another power may capture a treasure unit either by occupying the space where its previous holder has left it or by annihilating the unit transporting it. If a player succeeds in transporting a treasure unit back to one of his home centres, the unit is removed from the board, but the player concerned is thereafter entitled to an additional build over and above his total supply centre count.

12. The game is won by the first player to control a majority of the off-board supply centres, the total number of which will be announced by the GM at the start of the game.

List of Known World provinces with standard abbreviations

Land Areas

Alg Algeria
Arc Arctic
Bil Bilbao
Bor Bordeaux
Bro Brest
Cad Cadiz
Cau Caucasus
Coi Coimbra
Egy Egypt
Lib Libya
Lis Lisbon
Lon London
Lpl Liverpool
Mad Madrid
Mor Morocco
Opo Oporto
Par Paris
Per Persia
Ply Plymouth
Syr Syria
Tartary
Tun Tunisia

Sea Areas

BAR Barents Sea
BLA Black Sea
BOB Bay of Biscay
CEL Celtic Sea
CMS Central Med. Sea
EMS Eastern Med. Sea
ENG English Channel
MAO Mid Atlantic Ocean
NAO North Atlantic Ocean
NTH North Sea
NWG Norwegian Sea
SAO South Atlantic Ocean
WMS Western Med. Sea

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may be devised to suit the player : e.g. New Loughton, St. Eteinne des Gourmands, Tierra de los Gigantes, Brobdingnag.

6. Moves are reported in the game reports only to the extent that they take place within the Known world. Supposing that ABC and DEF are the names of off-board areas, some examples of orders and their reporting might be as follows :-

Order : F(ABC) stand	Report : F(OB)
Order : F(ABC) -(DEF)	Report : F(OB)
Order : F(SAO) - ABC	Report : F(SAO)-OB
Order : F(ABC) - SAO	Report : F(OB) - SAO
Order : F(SAO)SF(ABC) -DEF	Report : F(SAO)SF(OB)

However, if an area outside the Known World has been discovered by all the players, moves are also reported to the extent that they take place in that area.

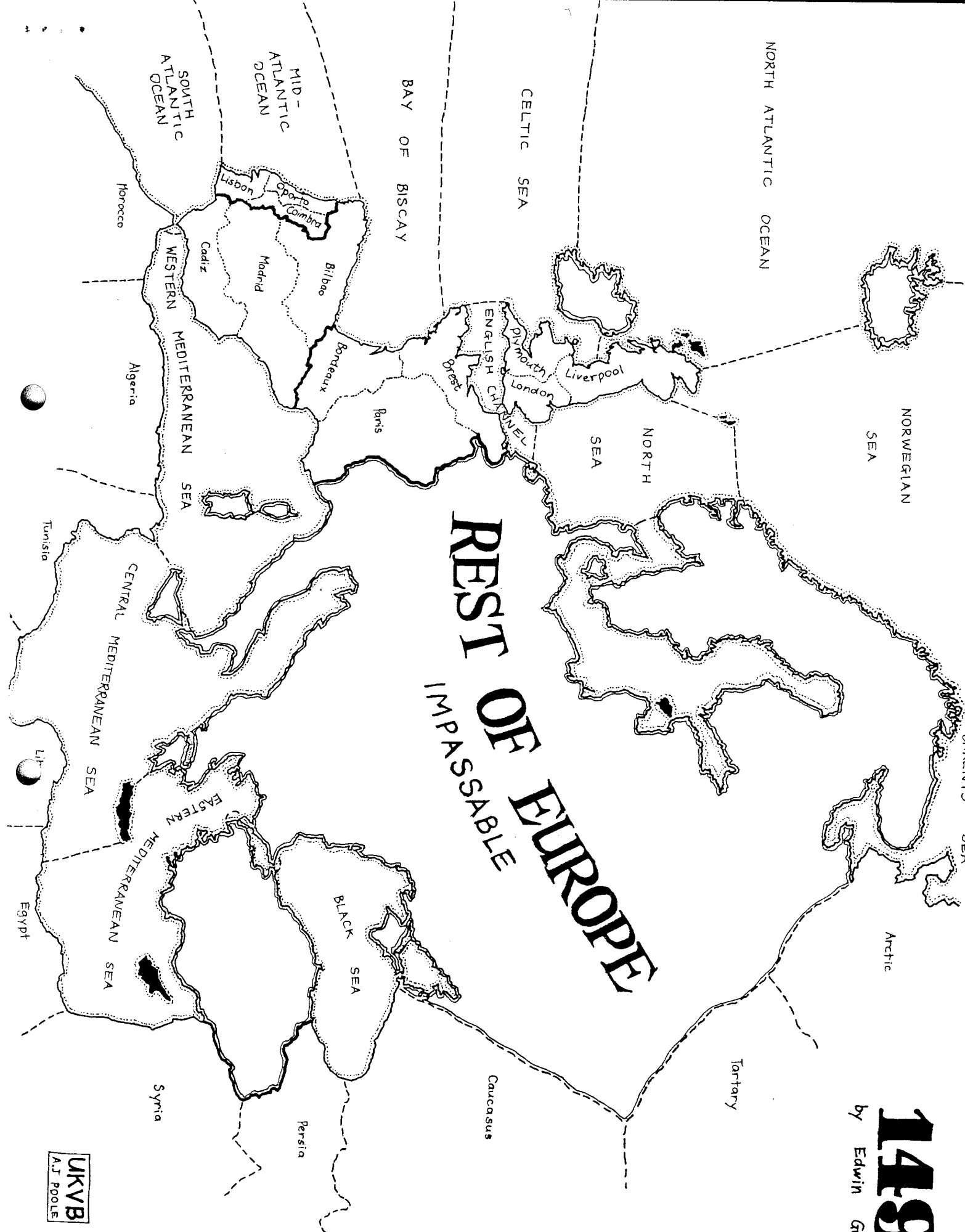
7. Builds take place as in regular Diplomacy. However, only the number of off-board supply centres owned by each player is reported, not their location (unless they have been discovered by all the players).

8. The following restrictions or additions to normal movement apply :-
(a) The areas of the Known World not divided into named provinces (designated as Rest of Europe) are impassible.
(b) A player's units may not enter the home territories of another player.
(c) Sea areas in the Known World (but not outside it) may contain any number of fleets.

The effect of these rules is that conflicts may only take place outside the Known World or in the named land areas at the edge of the Known World. (Colonial wars frequently took place without involving a European conflagration.) However, units within the Known World may give support to units moving or standing in combat areas.

9. Fleets have the following additional capabilities :-
(a) On leaving a home supply centre, a fleet has the option of moving either one or two spaces (cf. the pawn in chess) so long as the move does not take it outside the Known World. Only those unknown areas which are adjacent to the fleet at the end of its move are disclosed to the player concerned. This rule (combined with rule 8(c) above) gives the players a chance to explore in directions other than those opposite to their home territories.
(b) Fleets may move directly from EMS to BLA and vice versa.

10. For combined operations of armies and fleets, the same rules apply as in the Abstraction variant. These may be briefly summarised as follows :-
(a) Convoys as in regular Diplomacy are allowed only when crossing a single sea area. If they fail, the army remains aboard the fleet if it is of the same nationality, and returns to the original land area if it is of a different nationality.
(b) Other convoys take place by the formation of a combined army/fleet unit. A fleet may in one move pick up an army of its own nationality, move with it one space and disembark it in another land area or remain in combination with it.
(c) An A/F may remain intact for not more than four consecutive moves. If the army has not been disembarked on land by the end of the fourth move, it is annihilated. An A/F may exist only in a sea space, and has the same combat factor as a single fleet.
(d) An embarkation may only take place at the start of a move. It fails if the fleet is attacked, even unsuccessfully.



REST OF EUROPE IMPASSABLE

1492
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