

CONQUEST OF THE NEW WORLD II - by Fred C. Davis, Jr., August 1980

(Based on Conquest of the New World, by Lew Pulsipher, 1979, as printed in DIPLOMACY WORLD #25, Spring 1980)

Published in BUSHWACKER, Vol. IX, No. 11, November, 1980.

0. Except as stated below, all the rules of Diplomacy, as prescribed in the 1971 and 1976 Rulebooks, will apply.

1. This is a game for anywhere from two to five players. Normally, these will be the following European Powers: England, France, Spain, Portugal and Holland. For a two-player game, use England and Spain. For three players, add France. For four, add Portugal. For five, add Holland. For variety, for four or more players, see the Optional Rule at the end for adding an Indian Power.

Each Power begin with four units, based on four off-the-board Supply Centers in the Home countries. Each Power begins with two armies and two fleets, placed in the Atlantic Ocean space, which is a "Box" as explained in Rule 5. These are not automatically army/fleets. The armies may board the fleets as part of their first move.

2. The game begins with the year 1590 (two years after the defeat of the Spanish Armada). Each game "year" consists of 10 calendar years; not the 25 years used in the original version.

3. There are a total of 20 Supply Centers in the New World. The Victory Criterion is ownership of 11 Centers on the Board. The added Supply Centers are: Cartagena, Delaware, Quebec and Texas.

4. Most new units are built in the Atlantic Ocean space, which actually represents the Home countries and adjacent sea areas, rather than a normal space. Since armies are really in their Homelands, they can be built here without need for fleets to carry them. However, the only way an army can leave the Atlantic Ocean space is by boarding a fleet of its own country to form an A/F. If no fleet belonging to the same country is present in the Atlantic Ocean, the army must wait for such a fleet to move into the Atlantic to pick it up. Multinational A/F's are not allowed.

5. Any number of units of all Powers may coexist in the Atlantic Ocean space or "Box." Conflicts never occur there. Units leaving the Atlantic may be supported by units either in or outside the Atlantic. While a fleet may return to the Atlantic from any adjacent ordinary space, armies may not be convoyed in the regular manner via the Atlantic. (But see Rule 12.a).

6. Army/Fleet Operations:

a. Army/fleets (A/F's) may be formed only in the Atlantic Ocean. A/F's may operate only in sea and islands spaces, but they may support attacks on or the defense of coastal spaces, in the same manner as an ordinary fleet. An A/F has the strength of a single unit - the army contributes nothing.

b. An A/F may disembark its army into any adjacent coastal or islands space. The army is treated as if it had been convoyed to the new location. If its move fails, it remains with the A/F. This is the only way in which an A/F can be recreated in an ordinary space. Once disembarked in the New World, all further army movements by sea are carried out by the regular convoy rules.

6. A/F Operations (cont.)

- c. The fleet component of an A/F may only stand when it attempts to disembark its army. It cannot support the army into the space.
 - d. An A/F in the Atlantic Ocean may leave the fleet in that space and disembark its army directly into Antilles or Hispaniola.
 - e. If a dislodged A/F is forced to retreat to a coastal space, the army is destroyed.
7. An army may not be convoyed in the regular manner until after it has occupied a land or islands space. An army with an A/F must remain with that A/F until it has disembarked in the New World.

8. Receipt of Supplies from Homelands

- a. At the start of the game, each Power receives support from four off-board Supply Centers in their Home countries. These are for the units in the Atlantic Ocean in 1590.
- b. This support decreases to three Centers' worth for 1600 (i.e., for builds following the 1590 moves), two for 1610, and, beginning with 1620, continues to furnish support for one unit for the rest of the game, for as long as the Power owns at least one SC on the board. Thus, under normal circumstances, up to three units can be built in the Atlantic by any one Power in 1600, two in 1610, and no more than one per year in 1620 and after. However, deferred builds may be accumulated and used later, even though the number of off-board SC's decreases in the following build period. (e.g. A Power is entitled to 3 builds in 1600, but builds only 2. The deferred build may be made in 1610 in the Atlantic, even if that means building 3 units there.) Atlantic Ocean builds after 1590 are based on the capturing and ownership of SC's on the board, as in the regular game.

8A. Additional Home Supply Centers

- a. Each European Power may designate one Supply Center in the New World as a Home Supply Center, after said province has been occupied by that Power. Builds may be made in these new Home Centers beginning with Winter 1620. These Centers may be as follows for the respective Powers:

England - Nova Scotia or Virginia
France - Quebec or Antilles
Holland - Delaware or Antilles
Portugal - Brazil or LaPlata
Spain - Cartegena or Cuba

- b. Once designated, these designations cannot be changed. The regular rules of Home Supply Centers apply when these centers change hands, except that Antilles can be a Home Center for either France or Holland.
- c. Occupation and designation of a New World Home Supply Center occurs in the Winter following its conquest. A Power may defer designating a Home SC, but a Center cannot be used as a Home SC for builds until the Winter after the Winter in which it is so designated.

9. Antilles, Cuba, Hispaniola and Jamaica are islands spaces. For most purposes, they are treated as sea spaces. However, an army may wholly occupy an islands space, as described in Rule 6. Once landed, an army must be convoyed in order to move. An army in an islands space cannot furnish support anywhere. (Hispaniola is the only islands space which is not a SC).
10. There are Indian Standing Armies in Mexico and Peru, which do not move. These armies must be dislodged before these Centers can be taken. European units may support these Indian units in place.
11. There is no Panama Canal.
12. Move clarifications:
 - a. Fleets and A/F's may move and support directly between Antilles and Bahama Sea, and armies may be convoyed between these two spaces by the regular method, without interfering with the passage of units between the Atlantic Ocean and Hispaniola. (See arrow on map).
 - b. Armies may move between Huron and both Iroquois and Ohio.
 - c. Fleets may use the Coastal Crawl between Quebec and Labrador.
 - d. Units may not move between Atlantic Ocean and South Pacific.

* * * * *

Optional Rule for Indian Power

- a. The Indian player begins with units in Mexico and Peru, which are his Home SC's. The Indian Power can build only armies.
- b. If the Indians lose either Mexico or Peru, they can designate another owned mainland SC as a Home Center. However, no Center which has been designated as a European New World Home SC may be designated as an Indian Home Center.
- c. The Indians may ally with any European Power. Indian armies may be convoyed by European fleets to any space to which European armies may be legally convoyed.
- d. The Victory Criterion for the Indians is ownership of 10 Centers on the board.
- e. The Indians should be used only as a fourth or fifth Power, in lieu of Holland or Portugal. It is doubtful that the board is big enough to support six Powers, although players are welcome to try it.

* * * * *

Note 1. For practical purposes, this game will be adjudicated in the normal "Spring-Fall-Winter" pattern. However, players should know that in actuality, these moves represent the following years, using the first "years" as examples:

	"1590"	"1600"
Spring -	1590	1600
Summer -	1592	1602
Fall -	1594	1604
Autumn -	1596	1606
Winter -	1598	1608

Note 2. Other Map Changes from Original Design

a. The names of certain spaces have been changed, either to improve historical accuracy, or to make the spaces sound more interesting. This may also have some effect on press releases in postal games. These changes are:

Bulge	becomes	<u>Brazil</u>	(SC's underscored)
Chippewa	"	<u>Virginia</u>	
Michigan	"	<u>Ohio</u>	(Sorry, Lew)
Miss.	"	<u>Louisiana</u>	
Pirana	"	<u>LaPlata</u>	
Banks	"	<u>Bermuda</u>	

b. A new ordinary land space, Cherokee, and three new sea spaces, Galapagos, Sabine and Bay of Fundy, have been added to increase maneuvering room.

c. California, Chile and Maine have been enlarged for geographical accuracy. "Maine" is understood to represent New England.. "Delaware" is understood to represent the Dutch claim of all land between the Delaware and Connecticut Rivers.

d. Guiana (misspelled "Guinea" on original map) has been merged with the eastern part of Venezuela, to avoid having three consecutive ordinary spaces along the South American coast.

Note 3. Care must be taken in properly recording a Power's strength. For example, if England captures two SC's in 1590, she gets two builds, but her strength for Spring 1600 should be shown as 5, not 6, since one off-board SC has been lost. It may be advisable to show the country's strength as of Spring instead of Winter to avoid confusion.

#

Difference in Game-years between Original Game and C.O.T.N.W. II:

<u>Year</u>	<u>Pulsipher</u>	<u>Davis</u>
1	1500	1590
2	1525	1600
3	1550	1610
4	1575	1620
5	1600	1630
6	1625	1640
7	1650	1650
8	1675	1660
9	1700	1670
10	1725	1680

Under either time scale, there is a strong probability that the game will end about 1650.

Conquest of the New World II (wc02)

ORIGINAL GAME AND MAP BY LEW PULSIPHER 1979

REVISED BY FRED C. DAVIS JR. AUGUST 1980

