

CONQUEST OF THE NEW WORLD III - by Fred C. Davis, Jr., 1983

(Based on Conquest of the New World, by Lew Pulsipher, 1979, as printed in DIPLOMACY WORLD #25, Spring 1980. This is a further improvement over the Second version of this variant, presented by Fred Davis in August, 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 Russia as one of the starting Powers.

Each Power begins 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. This Atlantic Ocean Box may be considered as including the land areas of the Home countries, so the armies are not really at sea when the game starts.

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. Thus, there will be a Spring and Fall for 1590, followed by a Building season called "1595." The second cycle will consist of Spring and Fall, 1600, followed by Builds in 1605, etc.
3. There are a total of 24 Supply Centers in the New World. The Victory Criterion is ownership of 13 Centers on the Board. As each Power will retain one off-board Supply Center throughout the game (see Rule 8), there will be anywhere from 26 to 29 total Centers in the game after 1620, but the off-board Centers do not count toward meeting the Victory Criterion.
4. All new units through 1615, and many units thereafter are built in the Atlantic Ocean space, which represents the Home countries and adjacent sea areas. The only way armies can leave this space is by boarding a fleet belonging to their own country to form an A/F. On the first move, or any subsequent move, the army may board a fleet, and the A/F may then simultaneously move to an ordinary space.

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. Multi-national A/F's are not allowed.

5. Atlantic and Western Pacific Ocean Spaces (Boxes)
- a. Any number of units of all Powers may coexist in the Atlantic and Western Pacific Ocean spaces, which are Boxes. Conflicts never occur there. Units leaving either Box may be supported by other units either in or outside of a Box.
 - b. Units may exchange places between either the Atlantic or Western Pacific and other spaces. However, a unit dislodged by any unit attacking from the Atlantic or Western Pacific may not retreat to the space from which the attacker came. A support order by a unit in a Box which helps to dislodge another unit does not prevent the dislodged unit from retreating to that Box.
 - c. While a fleet or A/F may return to the Atlantic or Western Pacific from any adjacent ordinary space, armies may not be convoyed in the regular manner via either Box. (But see Rule 12.a. for legal move between Antilles & Bahama Sea).
 - d. Fleets and A/F's may move directly between the Atlantic and South Pacific, or between the Western Pacific and Falkland Sea spaces, and vice-versa, but not directly between the Atlantic and Western Pacific. Such moves will succeed even if the intervening ordinary sea space is occupied, subject, of course, to the normal rules of Diplomacy.

6. Army/Fleet Operations:

- a. Army/fleets (A/F's) may be formed only in the Atlantic Ocean. (See Russian Optional Rule, under which Russian units start from the Western Pacific). A/F's may operate only in sea and islands spaces, but they may support attacks on or furnish defense to 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 fleet cannot support the army ashore. The army is treated as if it had been conveyed to the new location in the standard manner. If the army's 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 convey moves.
 - c. The fleet component of an A/F may only stand when it attempts to disembark its army. If the F is dislodged, the disembarkation does not take place.
 - d. An A/F in the Atlantic Ocean or Western Pacific may leave the F in that Box and disembark the army directly into Antilles, Hispaniola, Hawaii or Easter Is.
 - e. An A/F in an islands space may separate by leaving the army behind and moving out with the fleet. The order should specify that the army has been disembarked in the islands space.
 - f. 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 four units in the Atlantic Ocean in 1590. (In Western Pacific if Russia is played).
- b. This support decreases to three Centers' worth following the 1600 moves (i.e., for the 1605 adjustments), two following 1610 (1615), and, following the 1620 moves (1625), 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. (When a Power loses its last On-Board SC in or after Fall 1620, it is eliminated from the game).
- c. Atlantic Ocean builds beginning in 1595 are based on the capturing and ownership of On-board SC's, as in the regular game. In theory, up to 4 new units could be built in 1595, but only 2 SC's can be gained in 1590. Up to three units can be built in the Atlantic in 1605, two in 1615, and not more than one per cycle in 1625 and thereafter. 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 1605, but builds only two. The deferred build may be made in 1615, even if that means building 3 units in the Atlantic.)
- d. Following the Fall 1620 move, each Power may also build one unit in 1625 and thereafter in a Home space on the board, as described in Rule 8.A. below.

8A. Additional Home Supply Centers in New World

- 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 in 1625. These Centers may be as follows for the respective Powers:

8A. Additional Home Supply Centers (cont.)

- England - Nova Scotia or Virginia
- France - Quebec or Antilles
- Holland - Delaware or Venezuela
- Portugal - Rio or Para
- Spain - Cartegena or La Plata

- b. Once designated, these Home Centers 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 adjustment season following its conquest. A Power may defer designating a Home SC, but a Center cannot be used as a Home SC until the adjustment season after the adjustment season ("Winter") in which it is so designated. As long as the designation is made in either 1595, 1605 or 1615, units can be built there beginning in 1625.
- d. In FTF games, it is best if the players do not announce their choices of Home SC's until 1615. In Postal games, it may be advisable for players to give the GM their choices earlier; however, the GM should not publish or otherwise release the choice of Home SC's prior to publication of the 1615 adjustments.

9. Antilles, Cuba, Easter Is., Hawaii, Hispaniola and Jamaica are islands spaces. For most purposes, they are treated as sea spaces. However, an army may wholly occupy an islands space, by being landed from an A/F or convoyed there in the ordinary manner. 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 under the regular rules. Under the optional scenario where Russia is played, Easter Is. 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.

(New) 11. Panama Portage. There is a Portage route available through Panama. Therefore, Panama has only one coast. A Fleet must spend one turn in Panama when crossing from Caribbean to Galapagos, or vice-versa. An A/F cannot make the portage.

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. Fleets and A/F's may also support between Atlantic Ocean and South Pacific, and between Western Pacific and Falkland Sea, in addition to performing the moves described in Rule 5.d.
- c. Armies may move between Huron and both Iroquois and Ohio.
- d. Fleets may use the Coastal Crawl between Quebec and Labrador.

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Proposed Colors for Pieces in Conquest

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|--------------------------|-----------------|------------------------|---|
| England - Dark Blue/Pink | (Regular color) | Portugal - Green | (Pt. of National colors, + it's a jungle color) |
| France - Light Blue | (" ") | Spain - Black or White | (or Brown, if you have |
| Holland - Yellow* | (A Tulip color) | Russia - Red | (Naturally) <u>it</u>) |
- *or Orange, if you have it, for historical purposes

Optional Russian Rule

The fourth or fifth player in a game may be Russia. Russian units start out from the Western Pacific Box, under the same rules as pertain to the Atlantic Ocean Box. If Russia is played, Alaska replaces Easter Is. as a Supply Center. Therefore, the number of SC's and the Victory Criterion remain the same.

The Russian player may designate either Alaska or California as its Home SC on the board.

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Note 1. Comments on Certain Spaces

"Delaware" is understood to represent the Dutch claim to all land between the Delaware and Connecticut Rivers, including New Amsterdam.

"Maine" represents all the rest of New England.

"Easter Island" represents several Pacific islands and/or trade routes to the Orient. It is a convenient shorthand to represent a needed SC in that area.

Note 2. Comparison of Supply Centers in Conquest II and III:

	<u>II</u>	<u>III</u>	<u>III</u> <u>w/Russia</u>	
North America	10 ¹ .	11 ³ .	12 (w/Alaska)	1. Incl. Mexico
C. America & Caribbean	5 ² .	5	5	2. Incl. Cartagena
South America	$\frac{5}{20}$	$\frac{8^4}{24}$	7 (w/out Easter Is.)	3. Incl. Hawaii (added)
Victory Crit.	11	13	13 (On-board SC's only)	4. Incl. Easter Is. (added)

The major adjustment in Conquest III is to add more SC's to South America (Para, Venezuela and Easter Is.) to encourage more action in the southern half of the board. Also, the addition of the Western Pacific Box and the rapid passage to same will spread out the action on both coasts almost from the beginning, and make north-south movements easier. The addition of two Pacific SC's and the Pacific Box rounds out the board somewhat.

Note 3. Difference in Game-years between Original Game and Conquests II & III:

<u>Year</u>	<u>Pulsipher</u>	<u>Davis (II,III)</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

III

ORIGINAL GAME AND MAP BY LEW PULSIPHER 1979

REVISED BY FRED C. DAVIS JR. AUGUST 1980, JULY 1983

