

A Diplomacy Variant, Copyright © 1983 by Lewis E. Pulsipher

**Introduction:** Often it is not possible to gather exactly 7 players for a FTF Diplomacy session. This variant is offered to those who don't normally play variants but who find themselves with only 4 players. Of course, anyone who likes a change of scene, or a quick tactical game, will find it worth trying.

**Rules:**

1. Player countries, home centers, and starting units are as follow:

CARTHAGE: F Carthage, F Maureania, A Agrigentum, A New Carthage.

MACEDON: A Macedonia, A Thrace, F Greece, F Ionia.

PERSIA: A Armenia, A Babylonia, F Tyre, F Lower Egypt.

ROME: F Capua, A Etruria, A Rome, F Tarentum.

2. The game begins with Spring 300 B.C. Count years backwards.

3. For fleet movement, Thrace acts as Constantinople does in regular Diplomacy.\*

4. The symbol indicates that armies may move directly between Upper Egypt and Arabia without need of convoy. However, if a hostile fleet successfully occupies Red Sea, regard the move Arabia-Upper Egypt or Upper Egypt-Arabia as a disrupted convoy.

5. There are 14 sea spaces and 3 land spaces. There are 29 supply centers. A player wins when he has 13 units on the board. (Note that this is not the usual majority criterion.)

**Designer's Note:** It is extremely hard to balance a 4-player variant, but with the considerable help of Konrad Baumeister and his brothers in 1978, I believe I've come pretty close. I chose to use more centers per player than in standard Dip. to help compensate for the relative lack of negotiation. Although strategy is important, this is clearly a game of tactics. (When more units are involved it's easier to minimize play-balance problems, as well.)

The victory criterion is an experiment; the objective is to force all players to consider the entire board rather than just one side of it, so that the game will be less likely to degenerate into two 1-against-1 battles.

**Historical Note:** In order to find a decent historical scenario for a 4-player game, I have done some violence to the facts. Alexander the Great (Macedon) defeated the Persians at Granicus and liberated Ionia, but had not yet won the Battle of Issus, by the end of 334 B.C. This is the situation depicted on the eastern half of the map. In the west, the First Punic War between Carthage and Rome did not begin until 264 B.C., though they had been rivals for some time. The situation at about that time is depicted on the western half of the board (though, even then, Spain would not be important for another 40 years). The western and eastern Mediterranean were separate worlds, meeting rarely on such occasions as the Athenian expedition to Syracuse (ca. 413 B.C.) and in Alexander's intention to conquer West as well as East. The West counted for little in Alexander's time, but later the East occupied itself with petty wars of attrition while Rome and Carthage struggled for dominion of the ancient Mediterranean world. This game brings together the two great conflicts between empires, Hellenic and Persian, Carthaginian and Roman. Since the Diplomacy game system does not simulate the important factors in ancient warfare, I decided that few people would object to the coaliescence of two separate worlds.

\* This also applies to Lower Egypt, which is not a two-coasted province. There was a canal from the Nile River to the Red Sea in those times.

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# The Conquerors

EUXINE : SEA SPACE  
 - - - : BORDER  
 LEPTIS : PROVINCE  
 = = = : BORDER OF MAJOR POWER

