

DIADOCHI V

DIADOCHI V uses the 1971 Rules of DIPLOMACY (Copyright 1976, Avalon Hill) except for the following (Copyright 1976, Richard Vedder):

1. START. There are 5 Great Powers: CARTHAGE (F Carthage, A Hadrumetum, A New Carthage, A Gades), EGYPT (F Alexandria, F Cyrene, A Ptolemais), MACEDONIA (F Korinth, A Larissa, A Pella), ROME (F Neapolis, F Rome, A Brundisium, A Ravenna), and SYRIA (F Antioch, A Arbela, A Seleukia). Game start is 240 B.C., and thus the game years go backward (240, 239, 238...). Space abbreviations are the first three letters in each name unless otherwise indicated.

2. VICTORY is achieved by the first Power to have 25 self-supporting units on the board. A tie results in a JOINT VICTORY.


3. SUPPLY CENTERS are distinguished as follows: ⚡ Home; Ⓢ Double centers, able to supply 2 units for any Power that owns one (Aix, Ant); Ⓣ Tripple center (Rome), able to supply 3 units for the ROMAN player only, otherwise acting as a single center; Ⓜ Optional Home centers (Ath, Jer, Sid) that may be used for build bases only by MACEDON, EGYPT, and SYRIA respectively; Ⓝ Neutral centers. None of the above centers has any special defensive properties. However, Arm, Bel, Ill, & Scy are considered to be so fiercely independent as to require their being garrisoned each winter to count for supply purposes, and Bri & Dac are impassable in this game.

Any Power may destroy (syn. "X") any supply center (except Aix, Ant, & Rome) at the start of any campaign season simply by ordering one of its units in that center to do so. Destroyed centers become useless for supply purposes until they are rebuilt. In order to be rebuilt, a destroyed center must be occupied for 2 consecutive campaign seasons by a unit that is ordered to rebuild it (syn. "Rb"). Once rebuilt, the center may again be counted for supply purposes at the next Winter season. NOTE: Destruction and Rebuild orders count as any other type of movement order (one cannot, for ex., destroy and move in the same turn).

4. LOANS. As a type of foreign aid, one Power may loan supplies from one or more specified centers that she controls to another Power, providing that that second Power owns at least 1 center herself. Units may not be disbanded to make loans; the recipient may in turn grant a loan to a thrid party. Loans may be terminated at any time, but the recipient has until the end of the then current Winter season to secure other means of support. Units supplied by loans do not count towards fulfilling the Victory Criterion.

5. In any given Winter season, no Power may construct more than 2 Fleets.

6. Agu, Scy, & Lar are all double-coasted; Aix & Ath are not, due to ancient canals &/or slipways.

7. Any unit may freely bridge the straits marked . At the same these straits may provide access to fleets passing thru them.

TRIUMVIRATE

TRIUMVIRATE uses the 1971 Rules of DIPLOMACY (Copyright, 1976, Avalon Hill), DIADOCHI V., except for the following (Copyright 1976, Richard Vedder):

1. START. There are 5 players: CAESAR (A Bel, A ECe, A Lug), CRASSUS (A Ant, A Cap, A Sid), EGYPT (F Aix, F Cyr, A Pto), POMPEY (A Epi, A Lar, A Pel), and the SENATE (F Ben, F Nea, A Rav, A Rom). Game start is 55 B.C., and thus the game years go backward (55, 54, 53...). Add Bri & Dac to the list of centers needing garrisons in D-V.

2. VICTORY is achieved by the first player to have 25 fully self-supporting units on the board. A tie results in a JOINT VICTORY.

3. THE TRIUMVIRS, CAESAR, CRASSUS, & POMPEY, each select one army unit to physically represent them for the entire game. A Triumvir unit (sym. "T") can rebuild destroyed centers simply by passing through them in any turn, and it may give support to a unit 2 provinces distant, although it has only regular movement itself.

A Triumvir becomes Dictator by successfully marching on Rome (i.e., by occupying the capital with one of his own units). There can be only one Dictator at a time; if he loses Rome (as determined each Winter), he loses his office until he regains it. By virtue of his position, a Dictator may add 3 centers to his Winter supply totals, and he assumes some of the SENATE's powers (see below).

A Triumvir (even if he is Dictator) is eliminated from the game when his personal army unit is physically eliminated. If the forces of another Triumvir, or just of the SENATE, were solely and directly responsible for this elimination, then that player wins control immediately over all units and centers belonging to the dead Triumvir. In all other cases, the dead Triumvir's units are disbanded, and his centers go into civil disorder.

4. THE SENATE has the following powers:

(a) it may elect each year, if desired, one of the Triumvirs to be Sole Consul. A Sole Consul (sym. "SC") by virtue of his office may add 3 centers to his Winter supply totals for as long as remains in office.

(b) it may decree at any time after 55W one or more of the Triumvirs to be Outlaws of the State (sym. "O"). Upon becoming an Outlaw, a Triumvir must designate 1/4 of his units then on board to remain in fixed position (although they may support each other). An Outlaw also has his builds reduced to a maximum of 2 per year, of which only 1 may be a Fleet (if so desired). Outlawry is irrevocable; a Triumvir ceases to be an Outlaw only when ~~he~~ either seizes Rome or the player who issued the decree of Outlawry has been eliminated. A Triumvir may declare himself to be an Outlaw. SEE ADDENDUM (below).

(c) it receives a 3 center bonus for every Triumvir eliminated, the bonus to be added to the next Winter adjustments.

The SENATE is eliminated when a Triumvir succeeds in becoming a Dictator, or when Rome falls to EGYPT. If there is a Dictator, all Senatorial centers become his. The SENATE player disbands 1/3 of his units (rounded up; the choice is his) still on the board, and the rest then fall under the control of the new Dictator. The disbandment process takes place during a retreat season; if the SENATE is in CD, then the GM will remove 1/3 of the SENATE's units at random. The Dictator may not make use of his new centers until the following Winter season. In addition to obtaining units and centers of the SENATE, the Dictator also acquires Senatorial powers (b) & (c), as given above. If EGYPT conquers Rome, the SENATE's holdings simply go into CD.

Addendum: For every Outlaw in existence the city of Rome loses one (1) of its three supply factors, regardless of whichever of the four Roman players controls the capital. Rome is still a single supply center for the EGYPTIAN in this game.

5. If EGYPT loses Alexandria, the Pharaoh is deposed and all his holdings go into CD.

6. The provinces of Arbela & Ctesiphon, representing in this game the Parthian Empire, may be conquered only by a supported attack, and Cte may then count for supply purposes only if garrisoned each Winter.

30

IMPERATOR

IMPERATOR uses the 1971 Rules of DIPLOMACY (Copyright 1976, Avalon Hill), DIADOCHI V, and TRIUMVIRATE (where noted), except for the following (Copyright 1976, Richard Vedder):

1. START. There are 5 players (the Roman Emperor and 4 Army Group Commanders): AFRICA (A Alx, A Lep, A Num), DANUBE (A Dac, A Moe, A Pan), EMPEROR (PG (Praetorian Guard) Rome, F Nea, A Bru, A Rav), RHINE (A Bri, A LGr, A UGr), and SYRIA (A Ant, A Cap, A Pmy). Game start is 235 A.D. Each Commander selects one army unit to physically represent him for the entire game (sym. "AGC"). If that unit is destroyed, the Commander in question is eliminated, and his centers & units immediately revert to the EMPEROR. There are no centers requiring garrisons in this game.

2. VICTORY is achieved by either being the first player to own 25 fully self-supporting units on the board, or being the true EMPEROR and having a 5-unit advantage over the nearest competitor. There are no Joint Victories in this game; all ties are fought-out until one or the other side gains a plurality of the units.

3. Players may build on any center they own, although in the first game year builds are allowed in the starting provinces.

4. FRONTIER PROVINCES are underlined, and their garrisons do not need to be supplied until 236W.

If a frontier province is abandoned after 236W, a Barbarian or a Persian army unit appears there, and in each succeeding campaign season that that province remains empty. If a frontier province is garrisoned, then each Winter season, after adjustments, the GM rolls a die to see if a break-through is achieved: a "1" or a "2" means that the province's garrison has been destroyed, and a B/P unit appears there. B/P units move each campaign season by the GM to the first empty province in descending alphabetical order after the name of the province currently being occupied (A after Z). A B/P unit has regular defense, and may be supported in defense by a Roman player; however, B/P units may never attack occupied spaces.

They may be convoyed by Roman fleets if desired, provided that their destination is specified.

When a B/P unit enters a supply center, that center is sacked (sym. "X"), and may not be used for supply purposes until rebuilt. Barbarian units may never sack *Alx, Ant, or Rome, but only Rome is invulnerable to the Persians. * read "enter"

B/P units must be either forced to retreat or physically destroyed to be eliminated from the game.

5. THE EMPEROR may add 4 centers to his Winter supply totals as long as he controls Rome. His PG unit is the only unit that can rebuild centers in this game by simply moving through them, or that can destroy a B/P unit by merely attacking it.

At any time after 235W, the EMPEROR may declare any of all of his Commanders to be Rivals to the Throne, under the rules, penalties, and liabilities given under the Outlaw provision in TRIUMVIRATE. If the EMPEROR loses Rome, he cannot declare anyone to be a Rival until he regains control* (*regardless of season). A Commander may also declare himself to be a Rival, as per the Outlaw rules.

The EMPEROR is eliminated when his PG unit is forced to retreat or when it is physically destroyed. If the forces of one Roman player were solely and directly responsible for this, then that player becomes the new EMPEROR, with a PG unit replacing his own personal unit. If the forces of more than one Roman player were responsible, then the Imperial title, powers, units, and centers go to whoever then holds Rome; barring that, to whoever captures Rome first in any season with a unit.

6. RIVALS are subject to the same penalties as are Outlaws. A Rival replaces his AGC unit with a PG(R) unit, which has the same powers as a PG unit. If Rome falls to a Rival, all penalties are permanently lifted from him, and he wins the 4-center bonus from the EMPEROR for as long as he holds on to Rome (as determined each Winter).

7. Arb, Arm, Ato, & Cte represent the Second, or Sassanid, Persian Empire in this game. As such, they may never be invaded.

DIAPYCHE Y Abbreviation List:

Aio...Aiolian Sea
 Ant...Antioch
 Bru...Brundisium
 Cha...Charax
 Cis...Cisalpine Gaul
 Cre...Crete
 Cyp...Cyprus
 ECe...East Celtica
 Etr...Etruria

Had...Hadrumetum
 Ill...Illyria
 Ion...Ionian Sea
 Ias...Iassus Gulf
 Khe...Kheronesus
 Lep...Leptis
 LGr...Lower Germany

Lug...Lugdunensis
 Lus...Lusitania
 Mae...Maecotis Gulf
 Mas...Massilia
 NAd...North Adriatic Sea
 NCa...New Carthage
 Nea...Neapolis
 Nic...Nicosedia
 NTy...North Tyrrhenian Sea
 Pal...Palermo
 Pam...Pamphylian Sea
 Pan...Pannonia
 Pap...Paphlagonia
 Pay...Palmyra
 Pto...Ptolemais



NOTES:

- a. Heavy borders are used only in D-Y.
- b. Bri & Dec are impassable in D-Y only.
- c. Nameless spaces are impassable.
- d. See D-Y Rules for symbol key.

Bay... Bosphorus
 SAAd... South Adriatic Sea
 Sag... Saguntus
 Sin... Sinai
 STy... South Tyrrhenian Sea
 Syr... Syracuse
 DGx... Upper Germany
 Ven... Venetia
 WCe... West Celtica
 Lev... Levantine Sea

6... Pergamum
 7... Ephesus
 8... Lycia
 9... Cilicia
 10... Sidon
 11... Tyre
 12... Jerusalem
 13... Philadelphia
 14... Nabataea

1... Epirus
 2... Larissa
 3... Athens
 4... Corinth
 5... Rome



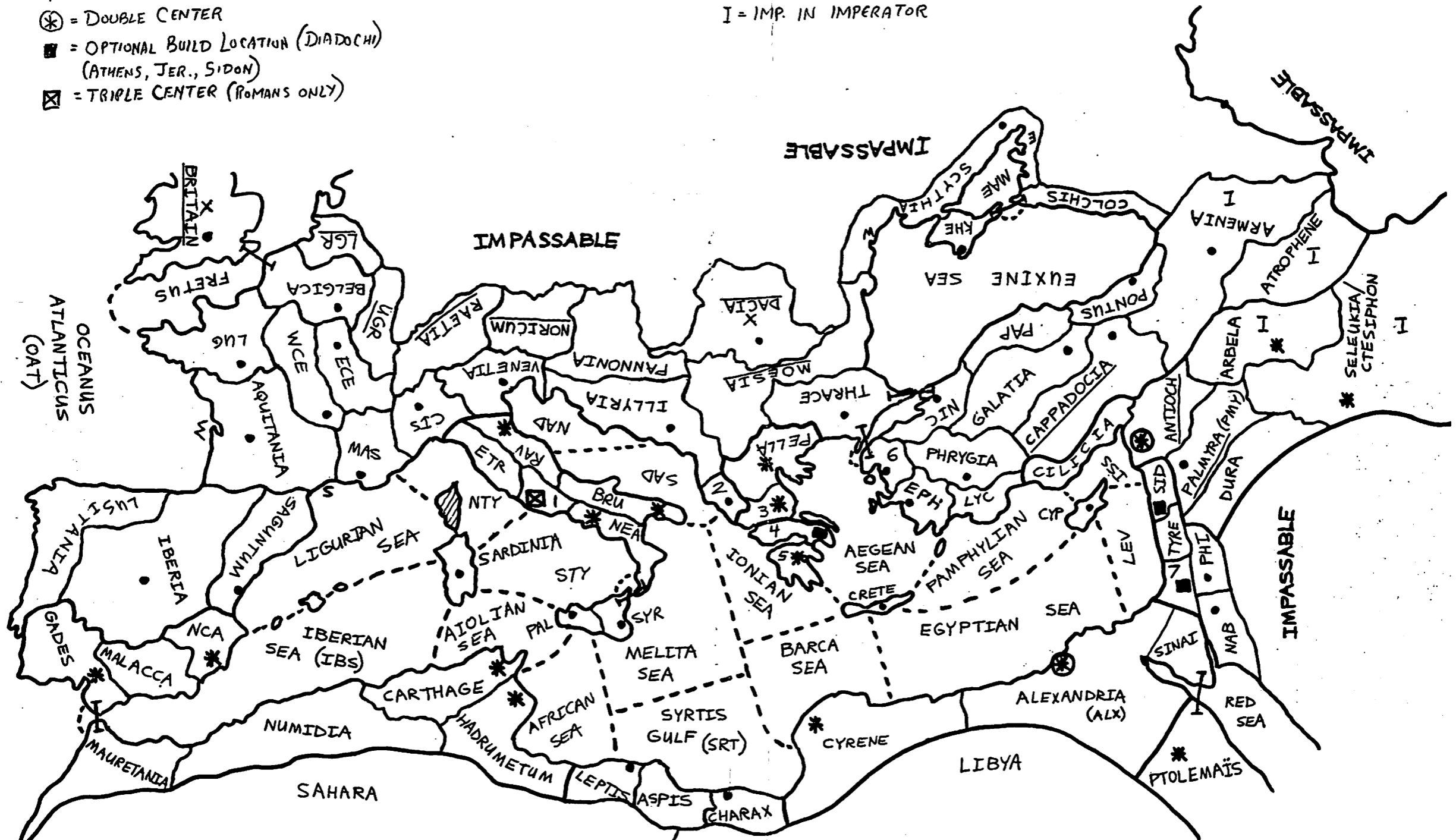
* = HOME CENTER

⊗ = DOUBLE CENTER

■ = OPTIONAL BUILD LOCATION (DIADOCHI)
(ATHENS, JER., SIDON)

⊠ = TRIPLE CENTER (ROMANS ONLY)

X = IMP. IN DIADOCHI V (BRITAIN, DACIA)
I = IMP. IN IMPERATOR



DIADOCHI V - TRIUMVIRATE - IMPERATOR

- 1 = Rome
- 2 = Epirus
- 3 = Iavissa
- 4 = Athens
- 5 = Korinth
- 6 = Persepolis
- 7 = Jerusalem

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