

THE DUCOSIM DIPLOMACY VARIANT PACKAGE

Notes Prepared for the North American Variant Bank by Fred C. Davis, 1986

This is a tour-de-force by the Dutch Conflict Simulations Assn., a club which used Jaap Jacobs' home address as their mailing address. (Jaap is Custodian of the Netherlands Variant Bank).

This is a set of ten Diplomacy Variants, ranging consecutively from a two-player to an 11-player game, all set on the Regular Diplomacy map. This makes it possible to play these games (with a few minor changes) FTF on a Regular board with whatever number of people - up to eleven - who show up for a session. Several of the games are also worthy of consideration for Postal play.

In order to establish suitable scenarios for the various number of players, the DuCoSim people went over the entire space of history from about 200 A.D. to the 20th century. In establishing a steady progression from two to eleven players, the dates of the various scenarios jump back and forth. It is easier to discuss the games here in number-of-player order. However, a chronological listing will be included further on.¹ Originally, they attempted to show dates for each scenario in such a way as to cover all history from 200 to 2000 A.D. However, as a history student, I recognized that some of them could not possibly cover the entire period they were alleged to represent, so some modifications were made. For example, the 7-man game billed as falling between "1700-1800" could not begin prior to 1715, and the Europe it represents came to an end around 1763. So, I'm calling it "1715-1770."

Similarly, there was originally one game (#10) covering the entire period from 1000 to 1500. I've changed the original #10 to start in 1100 (the Crusades began in 1096) and ending in 1300. Then, I've added a slightly different scenario covering the period 1336-1400 (The Hundred Years War and Trecento). I've called this #10A. We then skip a century and resume with No. 5, a 5-player game set in the High Renaissance (1500-1600). As we get closer to our own times, the periods covered by each scenario become shorter and shorter, as we have more information available to us in these eras.

The ending dates of these scenarios are really unimportant, since no game will go more than 20 years into the period, but I did try to show some historical accuracy. It should be understood, however, that many of the boundaries shown are compromises to fit into the boundaries shown on the Regular board, and may reflect national boundaries for different eras on different parts of the same map. The important thing here is to play a game with a certain number of players, with the historical validity being strictly secondary.

General Rules and Guides for All Scenarios:

1. Note that the identical Supply Centers are used in each design. However, while all SC's are Home Centers (there are no Neutral Centers), not all Centers may be used for Builds. A special asterisk (*) symbol is used to indicate which Centers may be used to build new units. These vary from design to design.
2. It is important to note that in all these designs, there is no prescribed set-up for Armies and Fleets. Players may place their initial units within any land provinces in their Home countries, including those which are not SC's. Thus, the GM should provide time for diplomacy in the initial Winter seasons, to allow players to negotiate the locations of their initial builds.

(more)

Thereafter, all units must be built in those Centers within the respective Homelands marked with an (*). There are a few exceptions, where a SC may be used for building only by another Power, if it should control that province. (These are St. Pete in Versions 4, 6, 8 & 9; and Brest in Version 6). And, in Version 3, Vienna may be used for builds by both the Neutrals and the Warsaw Pact player, if owned by either of them.

3. All ten original designs, plus the three amended versions (9A, 10A and 11A), may be played on the Regular board. As shown on the original maps, spaces such as Switzerland, Sicily, Iceland and Ireland continue to be impassable. In some cases, players may wish to permit some of these areas to be passable to improve realism or game flow. This is a matter which should be decided upon by the GM and players before the start of a game.

It is my opinion (Fred Davis) that Switzerland should be passable in all the designs except Nos. 11 and 11A (the 1861 versions). Also, that Sicily should be passable in all versions from No. 5 through 11A inclusive, with a Direct Passage between Sicily and Naples. Switz. and Sicily are specifically shown as passable in the 9A revision of the 9-man game, as well as in 10-A.

Iceland and Ireland and an additional sea space called Far Atlantic Ocean are passable in both 9A and 11A. Spain is divided into a SC called Madrid and a regular space Leon in both of these versions. Note that these changes are identical in both games, so one acetate sheet could be prepared to cover the board for FTF play for both of them. There are also minor map changes for Tuscany in No. 5 and Spain in 10A. Serbia is not a SC in #9A, Naples is not a SC in #10A, Prussia is a SC in #9A, and Livonia and North Africa are SC's in #10A. None should interfere with the ability to use a Regular board for FTF play. I have also recommended that Syria should be a 35th S.C. for the Caliphate in Version 8, as otherwise that Power is split into two halves, one of which may be indefensible.

4. The original Design No. 9, although billed as a 9-player variant, turned out to have only eight Powers. Accordingly, I designed a new version, called 9A, with a 9th Power, called "Rhineland", added. In order to fit in this new country, SC's taken from England and Prussia were replaced by new Centers in Ireland and the province of Prussia (with Switz. being Rhineland's 4th S.C.).
5. In the absence of a Baltic-North Sea Canal, Kiel (or Hanover) should be a two-coasted province in all designs except Nos. 3, 11 and 11A. The original designers overlooked this point, and the Canal is clearly shown on all maps. However, for the sake of historical accuracy, this rule should be adopted.
6. In each case where the starting date for a scenario is shown as an even century number, that will be the date of the first Winter Build season, with the first move being made in the following Spring. In other cases, the first Winter builds will be made in 1610, 1715, 1861 and 1946, respectively.
7. In several of the designs, the alternate names provided for certain provinces would be preferred for historical accuracy. For example, "Hanover" instead of Kiel and "Brandenburg" instead of Berlin in most earlier scenarios. In those scenarios set before the year 1000, many of the cities shown for SC's did not even exist. Indeed, the very provinces had different names in many cases, but for the sake of simplicity it has been assumed here that the provincial names have remained the same, at least since the collapse of the Roman Empire. There is no way that this single set of maps could contain all the names that these areas have been known as over the past 1800 years.

8. A few minor corrections were required for the starting dates of some scenarios. The 9-player version should begin in 1715 rather than 1700, since it reflects the status of Europe following the Treaty of Utrecht, signed in 1713. The 11-man game is almost based on the Regular map of 1900 Europe. Since Italy did not exist until 1861, and the coalition of states which became Germany in 1871 began at about that time, Ducosim 11 cannot begin any earlier than 1861. Also, the three-player version for post-World War II Europe cannot start earlier than 1946.

I pushed back the starting date of the first scenario, the two-man Romans vs. Barbarians, to 300 A.D., since Rome did not even reach her peak expansion point until about 218 A.D. The following scenario, the 4-player game including the Empire of the Huns, was then advanced one century to begin in the year 400. The Huns arrived around 370, and the Vandals and Goths began to move against the Empire around 406, so 400 is a more accurate date.

I also advanced the starting date of Design 7, the 7-man game, from 1600 to 1610. This was partially to get it out of the Elizabethan Age (Elizabeth I died in 1603), and partially to make the onset closer to the start of the First 30 Years War in 1618. I could just as well have set the start in 1617, but I thought having the first move year start with "11" would make it easier to keep track of the lapse of game years.

9. In each subvariant, the Capital of each country is identified by a more heavily outlined square. This is simply for informational purposes, or for the purpose of writing press. In a few scenarios, no Capital is shown for some of the less organized areas. The Capitals are shown first and underscored in the Supply Center Breakdown later in this article. The arrows on the maps have no significance.

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Comments on the Individual Games

I don't feel that DuCoSim 2 and 3 have any interest for players, other than as curiosities, or perhaps for a training session. By definition, a two-player game is not "Diplomacy." It might make a good wargame. In Design No. 3, I believe the position of the Neutral player is hopeless, seeing as how it's split into four parts and no builds can be made in Scandinavia. I'd change that, by the way, and allow units to be built in Sweden. DuCoSim 3 would probably turn into a 2-on-1 game quickly, and if the Rulebook Victory Criterion of 18 is used, the game wouldn't last very long. E.E.C. starts with 13 Centers! A 22-Center V.C. should be used.

DuCoSim 4 gives a good representation of the world around 400 A.D., except that the various Barbarian tribes would not have worked together as well. Although the Huns have only 8 starting Centers, they have a good central position. If you can only get four people together for a FTF session, you might want to try it.

With DuCoSim 5, set in 1500, we get into the world of real diplomacy. Spain is at a disadvantage, being cut into three pieces, including the Low Countries. England-France, Poland-Sweden and the Ottomans all have corner positions, while the H.R.E. is assuredly the Austria of the game. I don't like the restrictions prohibiting builds in Britain for England/France; or ⁱⁿ Italy, for Spain. In the Supply Center Breakdown I'm strongly recommending that builds be allowed in London and Naples, for game balance. Otherwise, I'd say that Poland/Sweden and the Ottomans are favored to win.

The original Version #5 ignored the presence of the Italian city states in the 1400-1600 period. The H.R.E. should not own Venice. To compensate, I have enlarged Tuscany to a two-coasted province and placed a Standing Army in it. This A must be dislodged (annihilated) before Tuscany can be entered. This puts some additional strength into central Italy. Tuscany is not a SC.

DuCoSim 6 is set in an era we know little about, the Dark Ages. Both the Franks and the Avar Khanate have strong positions. Both the Goths (Spain) and the Britons are split into sections, leaving them weak. Byzantium has only 5 Centers, but the classical corner position. The Danes could be the "Wicked Witch" of the North. It's unrealistic to think of anyone being able to keep empires this size running smoothly at that time (except Byzantium), but it might make a good game.

set in 1610,
DuCoSim 7, resembles the game we all love, after a couple of moves have been made. The H.R.E. is very weak - just Germany plus Vienna - while every other Power starts with 5 Centers. If the Eastern Ottomans and Swedes work together, they might sweep the board. If England and France ally, they could be quite strong, but if they go to war with each other, they're doomed. The lack of any Neutral Centers makes this and all subsequent designs quite cut-throat.

DuCoSim 8 puts us back in the Age of Feudalism. With 8 players, no one Power can stand out, although the Magyars seems to have some advantage in that they're the only Power with 5 SC's. The Arabs own the whole bottom of the board, which ought to help, except there are no SC's in the Middle East. As I said elsewhere, Syria ought to be either a SC, or at least a Build Center, for the Arabs. The Vikings own the top of the board, so they have some elbow room. The Frankish Kingdoms appear cramped. If they work together, O.K. If they fight each other, it's goodbye Charlie. The Slavs are driving a wedge into Europe. All they need is a good ally. They can build in Ingermanland if they own it, allowing them to build fleets in the north.

The original 9th design is only an 8-player game, probably due to some oversight which nobody caught until I started writing this report. The layout is quite similar to the 8-man game discussed above. Only the names have changed, except that Prussia runs a long ribbon west to Holland, and England holds Hanover instead of Brest. Belgium belongs to Austria, which is historically correct for 1715. Austria and the Ottomans own 5 Home Centers; everyone else just 4. I don't like the ribbons of territory (Russians to Serbia, Prussians to Holland, French to Rome). The Turks have a good corner position and ought to do well.

My revised 9-A design eliminates the isolated Hanover and Low Country SC's by merging them, together with Switz., into a Rhineland country. England gets Ireland in compensation; Prussia turns their original homeland into a SC. Austria just goes down to 4 Centers. England and Prussia are now stronger, Austria weaker, and France has a new neighbor to deal with. Russia owns St. Pete instead of Serbia, which puts it in much better shape. Sweden gets Iceland as its 4th SC. A Far Atlantic sea space touches Iceland, Ireland, NAO and MAO. There are 37 SC's, as Serbia is an ordinary space. The V.C. is 19.

DuCoSim 10 gives us a crowded board, where four countries own 4 SC's each, and the others all start with three. Some people are going to get wiped out early. The Mongol Khanate seems to have a good corner position (although they've arrived on the scene too early). I've renamed Sweden the Norse Kingdoms, which is a better name for a scenario set in 1100 A.D. I think the center countries, especially the two parts of the H.R.E., Poland and Venice, are going to be in a lot of trouble, as they have only 3 Centers apiece. Venice has the boundaries of 1204, not 1100, by the way.

Version 10-A is, I believe, a slight improvement over the original design. By advancing the date to 1336, we can tie this in with the start of the Hundred Years' War in 1337. A more realistic alliance can be made out of Poland-Lithuania than Poland-Hungary. Hungary has grown strong enough to exist by itself. The Mongol Khanate is replaced by an alliance of the Turks and the Khanate of the Golden Horde (more)

(who control Crimea). The unrealistically powerful Venetian Republic is replaced by a coalition of the various Italian city-states. Note the third Italian SC is moved to Tuscany to represent Florence, etc., since Naples was a hopelessly backward area at that time. I had initially planned to include Russia, but she was still too weak to be a great power, so Muscovy has been annexed by Poland-Lithuania.

Spain is now back in the picture, as part of an Iberian Alliance with Portugal and the Moors. The Spanish kingdoms in the north are represented by the Madrid SC, and the Moorish kingdoms in the south by "Granada." Note that Granada has a Direct Passage to North Africa, and that N.Africa is both a Supply and Build Center. The two parts of the H.R.E. have been merged, but with only 5 SC's. It's the most powerful Power on the board, but the central location should keep it busy. Both France and H.R.E. are permitted to build in 3 Centers because of the extent of territory they control. The name Sweden has been restored to the northern player, although "Denmark and Sweden" might be a more accurate name.

Three new SC's are added in Lithuania, North Africa and Tuscany, but the removal of Centers in Naples and Trieste leaves just 35, so the V.C. is unchanged. The center of the board looks better in this version, I believe.

The 11-country board of Design 11 brings us almost to modern times, with its 1861 boundaries. Two assumptions are made; one, that Germany is united; two, that the Balkan provinces have overthrown the Turkish yoke and formed a union under the name Bulgaria. This resembles some of the other 9 and 10-man games based on the Regular map, except for the lack of any Neutral Centers. As in those games, the center countries seem to have the hardest time of it. In the original design, Netherlands has only two SC's, which makes it much too weak.

I amended this in Design 11-A by adding Denmark to the Netherlands, and giving Sweden Iceland as its third SC. Ireland and Far Atlantic Ocean have been added, exactly as in Version 9A, except that Ireland is not a SC. I still feel that Netherlands and Sweden are in poor shape here, with no ordinary spaces to fall back upon. The "Leon" space gives Spain a bit of breathing room, and its corner position will help. Russia and Turkey are in good positions in their corners.

My Recommendations: Designs 6, 8 and 9-A are the designs I would recommend first for a game.

Again, I remind you that many of the borders shown on the DuCoSim maps are inaccurate. They are compromises made for the sake of being able to play a game with X number of players on the Regular board. It is always more interesting to establish a real scenario rather than a mere mechanical division, especially for Postal games. That is what has been done here.

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Reference Books Useful in Designing Variants:

History's Timeline, by Jean Cooke, Ann Kramer, Theodore Rowland-Entwistle, Crown Books, 1981. ISBN 0-517-340003. (Published in Britain under title, History Factfinder, 1981, by Ward Lock, Ltd.)

Atlas of World History, edited by R. R. Palmer, Rand McNally & Co., 1965

DuCoSim Variants in Chronological Order:

<u>No.</u>	<u>Era</u>	<u>Catalog No.</u>	<u>No. Players</u>	<u>Scenario</u>
2	300-400	cs 01	2	Romans vs. Barbarians
4	400-500	cs 03	4	Collapse of Classical Civilization
6	500-700	cs 05	6	The Dark Ages
8	700-1000	cs 07	8	Rise of Feudalism; Appearance of the Arabs
10	1100-1300	cs 10	10	Age of the Crusades
10A	1336-1400	cs 11	10	The Hundred Years War; Trecento
5	1500-1600	cs 04	5	High Renaissance; Hapsburgs rule both Holy Roman Empire and Spain
7	1610-1650	cs 06	7	The First 30 Years War (1618-1648)
9	1715-1770	cs 08	8	The Rise of Nation States
9A	1715-1770	cs 09	9	Rise of Nation States Amended (9 Powers)
11	1861-1900	cs 12	11	Nationalism Rampant
11A	1861-1900	cs 13	11	Nationalism Rampant II (35 SC's)
3	1946-2000	cs 02	3	The Cold War

It should be noted that Kiel or Hanover is a two-coasted province in all these designs except Nos. 11, 11A and 3, in the absence of a Baltic-North Sea Canal.

* * *

Breakdown of Supply Centers in Each Scenario: (Capitals underscored)

<u>No.</u> 3 (1946) VC = 22	E.E.C.: <u>Belgium*</u> , Edi, Liv, Lon*, Brest*, Paris*, Mars*, Kiel, Munich, Rome, (13) Naples, Venice, Holland* Warsaw Pact: <u>Moscow*</u> , Leningrad*, Sev*, Warsaw*, Bud*, Berlin, Bul, Rum, (10) Serbia, Trieste* Neutrals: Den, Norway, Sweden, Por*, Spain*, Tunis*, Ank*, Con*, Smyrna*, (11) Greece, Vienna* (Also a * for Warsaw Pact)
4 (400AD)	Barbarians (9): Edi*, Lon*, Liv*, Den*, Nor*, Swe*, Belg, Hol, Ingermanland Huns (8): <u>Hung</u> , Bran*, Han*, Mun*, Mos*, Poland*, Sev*, Austria Eastern Rome (8): <u>Con*</u> , Anat*, Smyrna*, Bul*, Rum*, Serb*, Greece*, Trieste Western Rome (9): <u>Rome*</u> , Nap*, Venice*, Brest*, Paris*, Mars*, Port, Spain, Tun
5 (1500)	H.R.E. (7): <u>Vienna*</u> , Bud*, Trieste*, Ber, Kiel, Mun, Venice England & France (6): <u>Paris*</u> , Brest*, Mars*, Edi, Lon*, Liv Ottoman Empire (7): <u>Con*</u> , Ank*, Smyrna*, Bul, Greece, Rum, Serb. Poland-Sweden (7): <u>Warsaw*</u> , Mos*, Sev*, St. Pete*, Den, Nor, Swe Spain (7): <u>Spain*</u> , Por*, Tun*, Nap*, Rome, Belg, Holland
(Tuscany is a 2-coasted province touching the Adriatic, containing an Army in C.D., which must be dislodged before becoming passable).	
6 (500)	Avar Khanate (7): <u>Budapest</u> , Mos*, Sev*, War*, Rum, Serb, Trieste Byzantium (5): <u>Con*</u> , Ank*, Smyrna*, Bul, Greece British Kingdom (5): <u>London*</u> , Edi*, Liv*, Brest, Holland Danish Kingdom (6): <u>Denmark*</u> , Nor*, Swe*, Ingermanland, Brandenburg, Hanover Frankish Empire (6): <u>Paris*</u> , Mars*, Belg*, Austria, Bavaria, Venice Gothic Kingdom (5): <u>Spain*</u> , Por*, Tun*, Naples, Rome

* = May Build in these SC's

= Recommend Builds be allowed here (Lon & Nap in #5)

Breakdown of Supply Centers (cont.)

- 7 (1610) England (5): London*, Edi*, Liv*, Belgium, Holland
- France (5): Paris*, Brest*, Mars*, Venice, Warsaw
- H.R.E. (4): Vienna*, Ber*, Kiel*, Mun*
- Ottomans East (5): Con*, Ank*, Smyrna*, Greece, Sev
- Ottomans West (5): Serbia*, Bul*, Rum*, Bud, Trieste
- Spain (5): Spain*, Por*, Tun*, Nap*, Rome
- Sweden (5): Sweden*, Den*, Nor*, Mos, St. Pete

- 8 (700) British (4): Edi*, Liv*, Lon*, Brest
- Byzantium (4): Con*, Anatolia*, Smyrna*, Greece
- Franks - East (4): Munich*, Hanover*, Holland*, Austria
- Franks - West (4): Paris*, Belg*, Mars*, Rome
- Arab Caliphate (4): Tunis*, Spain*, Por*, Naples. ((It would appear advisable to add another SC in Syria. A Build Center has been placed there.))
- Magyar Khanate (5): Hungary*, Bul*, Rum*, Serb*, Trieste
- Slavic Kingdoms (4): Crimea*, Mos*, Poland*, Brandenburg
- Viking Kingdoms (4): Den*, Norway*, Sweden*, Ingermanland

- Original 9 (Has only 8 Powers) (1715) Austria (5): Vienna*, Bud*, Trieste*, Venice, Belgium
- England (4): London*, Edi*, Liv*, Hanover
- France (4): Paris*, Brest*, Mars*, Rome
- Russia (4): Moscow*, Sev*, Rum*, Serbia
- Prussia (4): Berlin*, Mun*, War*, Holland
- Spain (4): Spain*, Por*, Tun*, Naples
- Sweden (4): Sweden*, Den*, Nor*, St. Pete
- Ottoman Empire (5): Con*, Anatolia*, Smyrna*, Bul, Greece

- Amended 9 (9 Powers) (1715) (37 SC's) VC = 19 Austria (4): Vienna*, Bud*, Trieste*, Venice
- England (4): London*, Edi*, Liv*, Ireland (added SC)
- France (4): Paris*, Brest*, Mars*, Rome
- Prussia (4): Berlin*, Mun*, War, Prussia* (added SC)
- Rhineland (4): Hanover*, Holland*, Belg, Switzerland* (added SC). (Ord. space Ruhr renamed Rhineland, touches Switzerland, separating Mun fr. Burg.)
- Russia (4): Moscow*, Sev*, Rum, St. Pete*
- Spain (4): Madrid*, Por*, Tun*, Naples (Sicily passable, Dir Passage to Naples)
- Sweden (4): Sweden*, Den*, Nor*, Iceland (added SC)
- Ottoman Empire (5): Con*, Anatolia*, Smyrna*, Bul, Greece ((Serbia is not a SC))

- 10 (1100) England (3) Lon*, Liv*, Edi
- France (4) Par*, Brest*, Mars, Belg
- Byzantium (3): Con*, Smyrna*, Bul
- HRE-North (3): Hanover*, Brandenburg*, Holland
- HRE-South (3): Vienna*, Mun*, Rome
- Mongols (4): Crimea*, Mos*, Anatolia, Rum
- Muwahid Caliphate (4): Tun, Por*, Spain*, Naples
- Poland-Hungary (3): Pol*, Hun*, Serbia
- Norse (4): Swe*, Nor*, Den, Ingermanld
- Venice (3): Ven*, Trieste*, Greece

(See 10-A, 1336 A.D., for a different 10-player scenario)

* = May Build in these SC's

= Recommend Builds be allowed here (Naples in #7)

10-A There are 35 SC's here. Lithuania (Livonia) North Africa and Tuscany are added, (1336) while Naples and Trieste are dropped. The V.C. remains at 18.

Byzantium (3):	<u>Con*</u> , <u>Gre*</u> , <u>Bul</u>	Iberia (4):	<u>Madrid*</u> , <u>NAfr*</u> , <u>Por</u> , <u>Tun</u>
England (3):	<u>Lon*</u> , <u>Liv*</u> , <u>Edi</u>	Italian States (3):	<u>Ven*</u> , <u>Tuscany*</u> , <u>Rome</u>
France (4):	<u>Paris*</u> , <u>Brest*</u> , <u>Mars*</u> , <u>Belgium</u>	Poland/Lithuania: (3):	<u>Warsaw*</u> , <u>Lithuania*</u> (Livonia), <u>Moscow</u>
H.R.E. (5):	<u>Vienna*</u> , <u>Hanover*</u> , <u>Mun*</u> , <u>Brandenburg</u> , <u>Holland</u>	Sweden (4):	<u>Sweden*</u> , <u>Nor*</u> , <u>Den</u> , <u>Ingermanld</u>
Hungary (3):	<u>Bud*</u> , <u>Rum*</u> , <u>Serb</u>	Turks (4):	<u>Anatolia</u> , <u>Smyrna*</u> , <u>Crimea*</u>

11	Austria (3):	<u>Vienna</u> , <u>Bud</u> , <u>Trieste</u>	Netherlands (2):	<u>Holland</u> , <u>Belg###</u>
(1861)	Britain (3):	<u>Lon</u> , <u>Edi</u> , <u>Liv</u>	Russia (4):	<u>Moscow</u> , <u>Sev</u> , <u>St. Pete</u> , <u>War</u>
	Bulgaria (4):	<u>Bul</u> , <u>Gre</u> , <u>Rum</u> , <u>Serb</u>	Spain (3):	<u>Spain</u> , <u>Por</u> , <u>Tun</u>
	France (3):	<u>Paris</u> , <u>Brest</u> , <u>Mars</u>	Sweden (3):	<u>Sweden</u> , <u>Den</u> , <u>Nor</u>
	Germany (3):	<u>Berlin</u> , <u>Kiel</u> , <u>Mun</u>	Turkey (3):	<u>Con</u> , <u>Ankara</u> , <u>Smyrna</u>
	Italy (3):	<u>Rome</u> , <u>Nap</u> , <u>Venice</u>		

(All Powers may build in all Home Centers in the 11-player version)

Version 11-A attempts to rectify the weakness of Netherlands by adding Denmark to that Power for a third SC, with the third Swedish SC placed in Iceland. This raises the number of SC's to 35, but does not affect the Victory Criterion. Ireland and a new sea space, "Far Atlantic," are added, exactly as in 9-A, exc. that Ireland is not a SC here. Far Atlantic touches Iceland, Ireland, Irish Sea and MAO. North Atlantic does not touch MAO. Sicily is also passable, with a Direct Passage to Naples.

Maps for all 13 versions are included in the DuCoSim package. Maps of individual games may also be ordered. If you make your own photocopies, note that the maps should be reproduced on legal size paper. The originals were drawn on a European page approximately 11½" long. After printing, I trimmed my copies to about 12" in length.

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The original DuCoSim maps were prepared in 1976. The address shown thereon is no longer valid. As of 1985, Jaap Jacobs' home address was: Kaiserstraat 10-B, 2311 GR Leiden, The Netherlands

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Because these games were presented as a Package, it was decided to keep them all together in the North American Variant Bank, under the general heading of "cs," Modifications of the Basic Game, instead of breaking them down in the various time periods which they represent. Some would fit into the Ancient, Medieval or "Europe 1500-1900" periods. This will be mentioned in the NAVB Catalog.

#



DD 300-400
 2 PLAYERS



- PROVINCE NOT IN THE GAME
- ← CONNECTED TERRITORIES (OF NO SPECIAL SIGNIFICANCE)
- () : ALTERNATIVE NAMES
- ~ COAST
- - - PROVINCE BOUNDARY
- STATE BOUNDARY
- = CITY (ECONOMIC CENTRE)
- * } CITY FOR BUILDING OF NEW UNITS
- OR }
- * }
- (ONLY RELEVANT FOR THE 10 SUBVARIANTS) AT THE START THERE IS FREE CHOICE OF FLEETS AND ARMIES IN PROVINCES SUITED

ROMAN EMPIRE
 NORTH AFRICA (MOROCCO)

BARBARIANS

DD 300-400
 2 PLAYERS

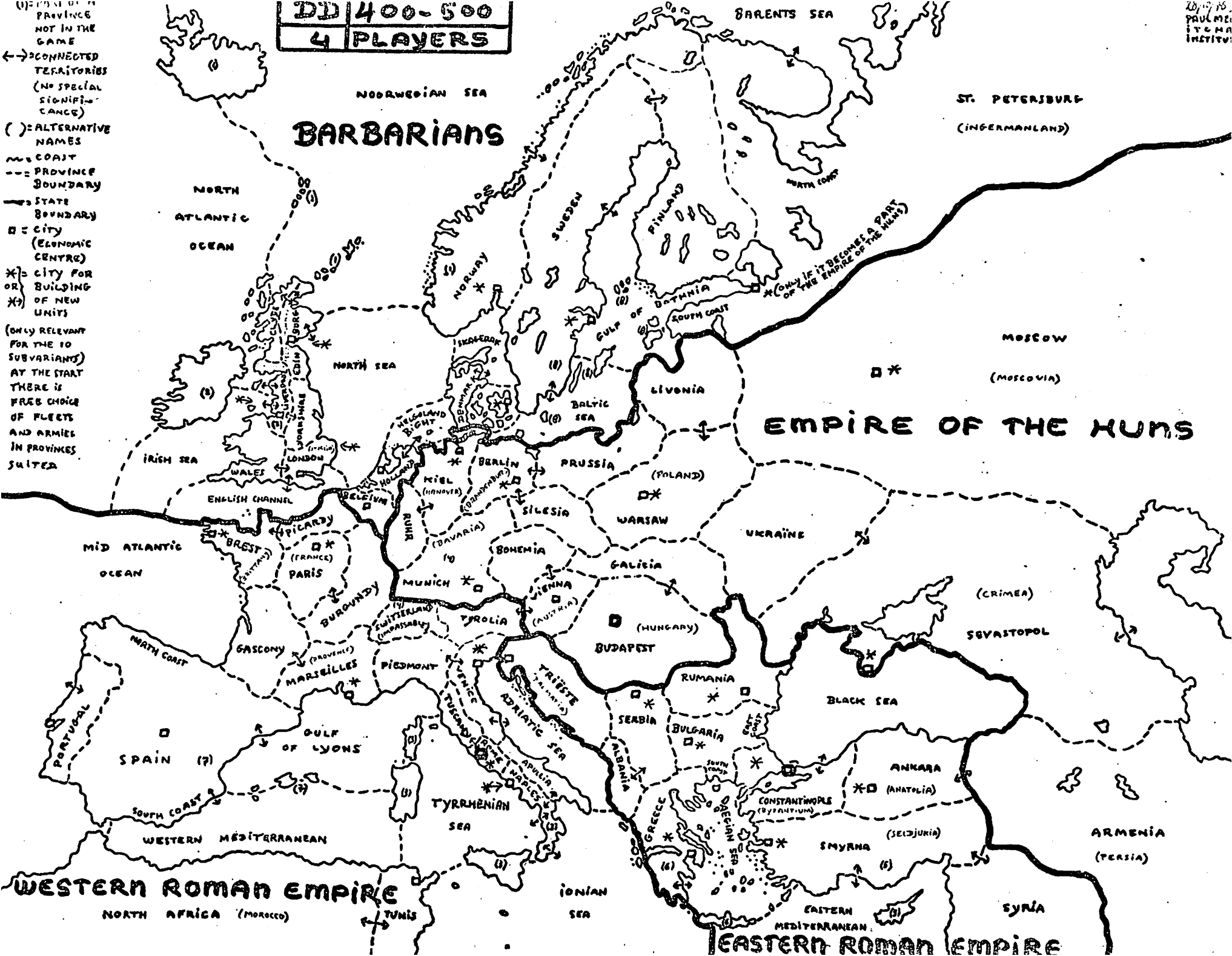
- (1) = 1 OF A PROVINCE NOT IN THE GAME
- CONNECTED TERRITORIES (OF NO SPECIAL SIGNIFICANCE)
- (*) = ALTERNATIVE NAMES
- COAST
- - - PROVINCE BOUNDARY
- STATE BOUNDARY
- = CITY (ECONOMIC CENTRE)
- ⊠ = CITY FOR BUILDING OF NEW UNITS
- (*) ONLY RELEVANT FOR THE 10 SUBVARIANTS AT THE START THERE IS FREE CHOICE OF FLEETS AND ARMIES IN PROVINCES SUITED

DD	1946-2000
3	PLAYERS

PAUL MERRILL
INTERNATIONAL INSTITUTE



DD 400-500
4 PLAYERS



- PROVINCE NOT IN THE GAME
- ←→ CONNECTED TERRITORIES (NO SPECIAL SIGNIFICANCE)
- () = ALTERNATIVE NAMES
- ~ COAST
- - - PROVINCE BOUNDARY
- STATE BOUNDARY
- = CITY (ECONOMIC CENTRE)
- * = CITY FOR OR BUILDING OF NEW UNITS
- (ONLY RELEVANT FOR THE 10 SUBVARIANTS) AT THE START THERE IS FREE CHOICE OF FLEETS AND ARMIES IN PROVINCES SUITED

BARBARIANS

EMPIRE OF THE HUNS

WESTERN ROMAN EMPIRE

EASTERN ROMAN EMPIRE

© 1975 PAUL MERRITT MAN INSTITUTE

200 1500-1600
5 PLAYERS



- (1) PROVINCE NOT IN THE GAME
- CONNECTED TERRITORIES
- (OF NO SPECIAL SIGNIFICANCE)
- (*) ALTERNATIVE NAMES
- W COAST
- W PROVINCE BOUNDARY
- W STATE BOUNDARY
- W CITY (ECONOMIC CENTRE)
- (*) CITY FOR BUILDING OF NEW UNITS
- ONLY RELEVANT FOR THE 10 (SUBVARIANTS) AT THE START THERE IS FREE CHOICE OF FLEETS AND ARMIES IN PROVINCES SUITED

KINGDOMS OF FRANCE-ENGLAND

KINGDOMS OF POLAND-SWEDEN

HOLY ROMAN EMPIRE

SPANISH KINGDOM

OTTOMAN EMPIRE

1. STANDING ARMY TUSCANY MUST BE DISLODGED TO MAKE TOS PASSABLE



500-700
6 PLAYERS

COPY 1970
PAUL MEIER
ITC & AN
INSTITUTE

- () = PART OF A PROVINCE NOT IN THE GAME
- > CONNECTED TERRITORIES (OF NO SPECIAL SIGNIFICANCE)
- = ALTERNATIVE NAMES
- = COAST
- - - PROVINCE BOUNDARY
- - - STATE BOUNDARY
- = CITY (ECONOMIC CENTRE)
- = CITY FOR BUILDING OF NEW UNITS
- (*) = ONLY RELEVANT FOR THE 10 (SUB)VARIANTS AT THE START THERE IS FREE CHOICE OF FLEETS AND ARMIES IN PROVINCES SUITED

DANISH KINGDOM

BRITISH KINGDOM

FRANKISH EMPIRE

AVAR KHANATE

GOthic KINGDOM

BYZANTINE EMPIRE

NORWEGIAN SEA

BARENTS SEA

ST. PETERSBURG (INGERMANNLAND)

NORTH ATLANTIC OCEAN

NORTH SEA

MOSCOW (MOSCOVIA)

IRISH SEA

PRUSSIA (POLAND)

UKRAINE

MID ATLANTIC OCEAN

(CRIMEA)

PARIS (FRANCE)

MUNICH (BAVARIA)

WARSAW

SEVASTOPOL

NORTH COAST

GASCONY (PROVENCE)

MARSEILLES

PIEDMONT

BUDAPEST (HUNGARY)

BLACK SEA

SPAIN (?)

GULF OF LYONS

VENICE (VENETIA)

SEBRIA

RUMANIA

ANKARA (ANATOLIA)

SMYRNA (SELDJUKIA)

ARMENIA (PERSIA)

WESTERN MEDITERRANEAN

TYRRHENIAN SEA

IONIAN SEA

EASTERN MEDITERRANEAN

SYRIA

WALES

ENGLISH CHANNEL

BREST (ONLY IF PART OF FRANKISH EMPIRE)

TRANCE

BOHEMIA

GALICIA

Ukraine

(CRIMEA)

NORTH COAST

GASCONY (PROVENCE)

MARSEILLES

PIEDMONT

BUDAPEST (HUNGARY)

BLACK SEA

SPAIN (?)

GULF OF LYONS

VENICE (VENETIA)

SEBRIA

RUMANIA

ANKARA (ANATOLIA)

SMYRNA (SELDJUKIA)

ARMENIA (PERSIA)

WESTERN MEDITERRANEAN

TYRRHENIAN SEA

IONIAN SEA

EASTERN MEDITERRANEAN

SYRIA

WALES

ENGLISH CHANNEL

BREST (ONLY IF PART OF FRANKISH EMPIRE)

TRANCE

BOHEMIA

GALICIA

Ukraine

(CRIMEA)

NORTH COAST

GASCONY (PROVENCE)

MARSEILLES

PIEDMONT

BUDAPEST (HUNGARY)

BLACK SEA

SPAIN (?)

GULF OF LYONS

VENICE (VENETIA)

SEBRIA

RUMANIA

ANKARA (ANATOLIA)

SMYRNA (SELDJUKIA)

ARMENIA (PERSIA)

WESTERN MEDITERRANEAN

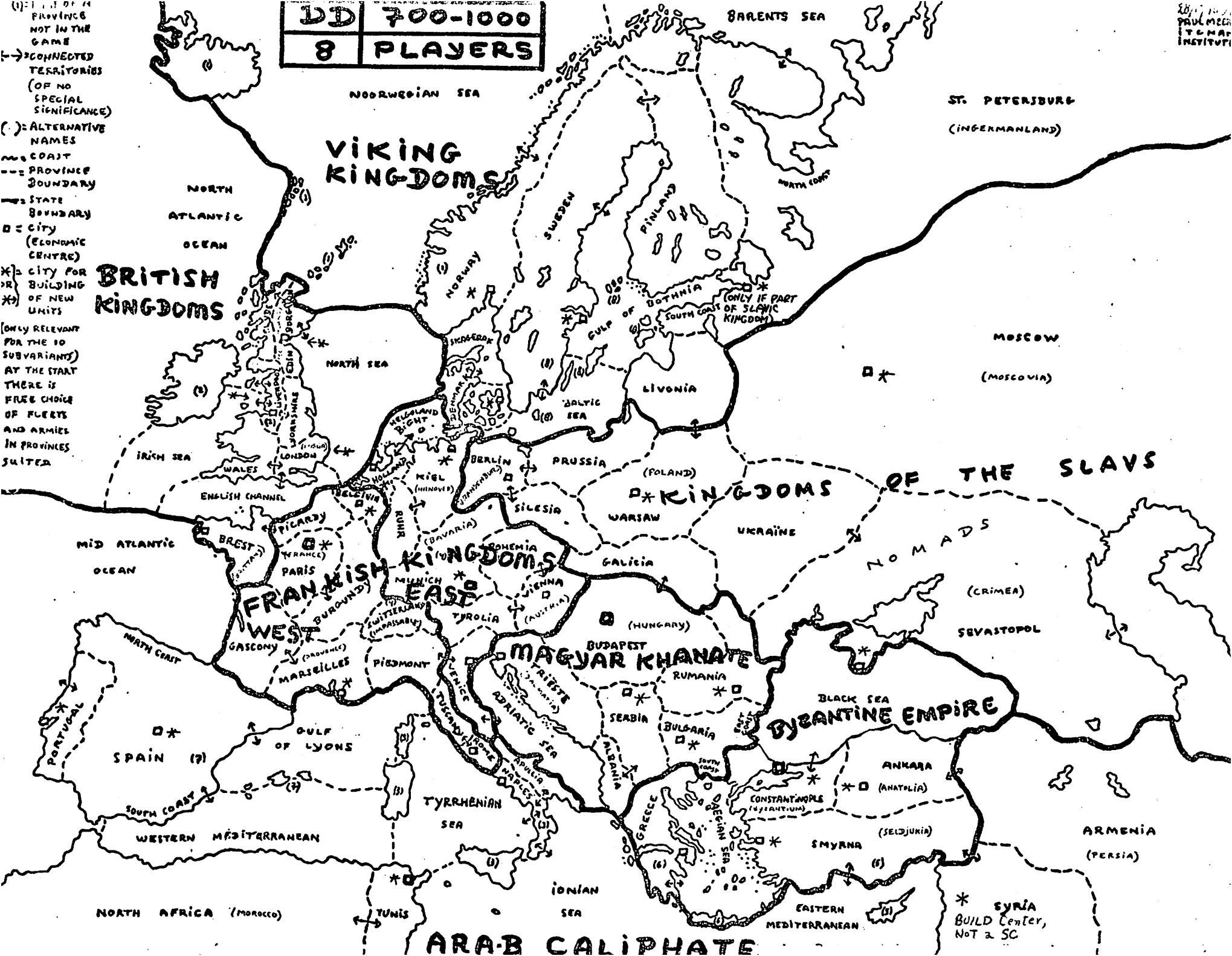
TYRRHENIAN SEA

IONIAN SEA

EASTERN MEDITERRANEAN

SYRIA

DD 700-1000
8 PLAYERS



- (1) = LIST OF PROVINCES NOT IN THE GAME
- CONNECTED TERRITORIES (OF NO SPECIAL SIGNIFICANCE)
- (.) = ALTERNATIVE NAMES
- ~ COAST
- - - PROVINCE BOUNDARY
- STATE BOUNDARY
- = CITY (ECONOMIC CENTRE)
- * □ = CITY FOR BUILDING OF NEW UNITS
- (ONLY RELEVANT FOR THE 10 SUBVARIANTS) AT THE START THERE IS FREE CHOICE OF FLEETS AND ARMIES IN PROVINCES SUITED

BRITISH KINGDOMS

VIKING KINGDOMS

FRANKISH KINGDOMS

MAGYAR KHANATE

BYZANTINE EMPIRE

ARAB CALIPHATE

KINGDOMS OF THE SLAVS

NOMADS

NORTH ATLANTIC OCEAN

NORWEGIAN SEA

BARENTS SEA

ST. PETERSBURG (INGERMANNLAND)

NORTH SEA

SWEDEN

FINLAND

NORWAY

SILVERDALE

GULF OF BOTHNIA

(ONLY IF PART OF SLAVIC KINGDOM)

LIVONIA

MOSCOW (MOSCOVIA)

IRISH SEA

ENGLISH CHANNEL

BERLIN

PRUSSIA

(POLAND)

WARSAW

UKRAINE

OF THE SLAVS

MID ATLANTIC OCEAN

BREAST

PARIS

FRANKISH KINGDOMS EAST

GALICIA

NOMADS

(CRIMEA)

SEVASTOPOL

WEST

BURGUNDY

MELNICH

BOHEMIA

VIENNA

(AUSTRIA)

(HUNGARY)

BUDAPEST

RUMANIA

BYZANTINE EMPIRE

BLACK SEA

ANKARA

(ANATOLIA)

SELDJUNIA

ARMENIA (PERSIA)

NORTH AFRICA (MOROCCO)

TUNIS

IONIAN SEA

ARAB CALIPHATE

EASTERN MEDITERRANEAN

* SYRIA BUILD Center, NOT a SC

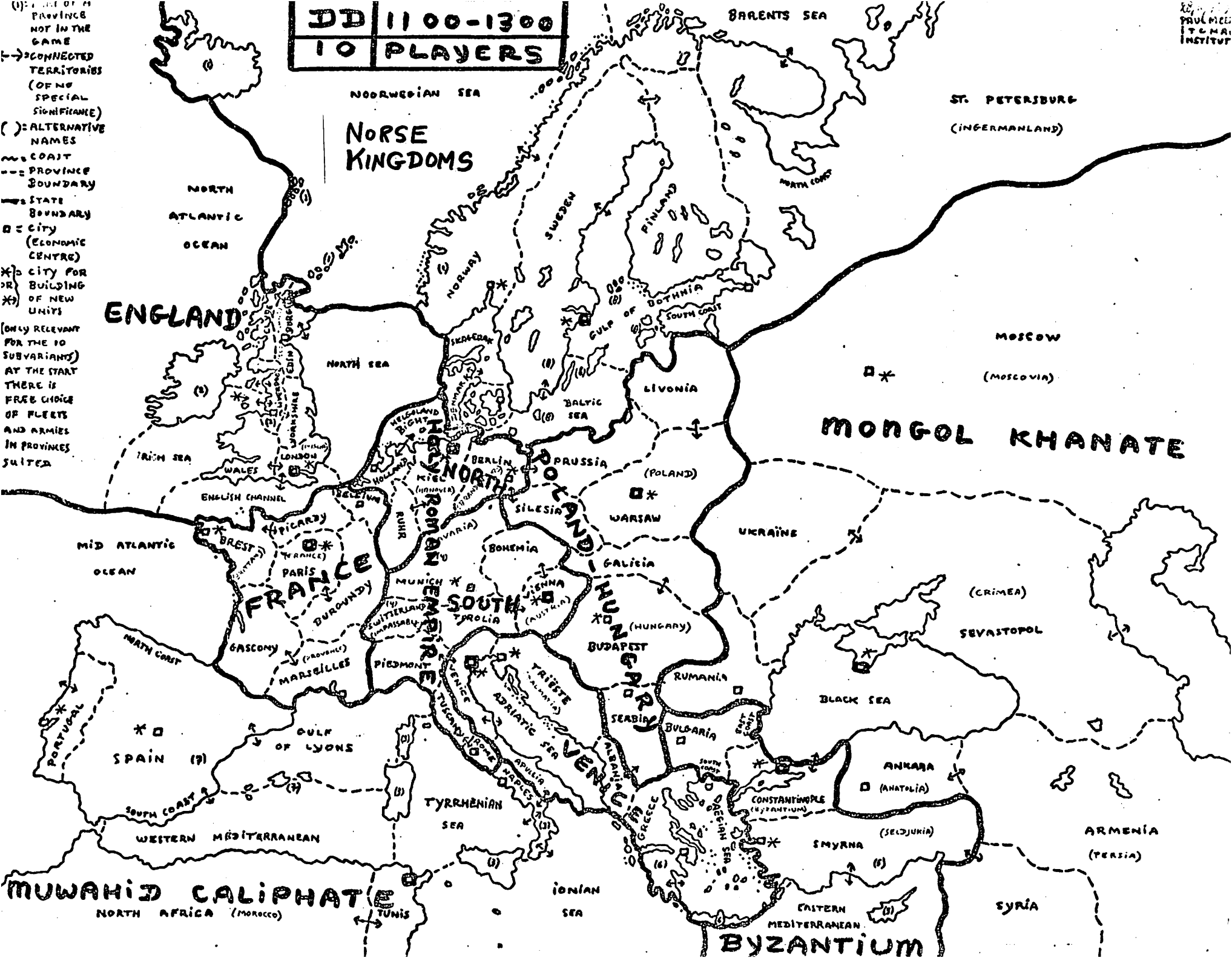
- (1) PROVINCE NOT IN THE GAME
- ←→ CONNECTED TERRITORIES (OF NO SPECIAL SIGNIFICANCE)
- () ALTERNATIVE NAMES
- ~ COAST
- - - PROVINCE BOUNDARY
- == STATE BOUNDARY
- CITY (ECONOMIC CENTRE)
- * CITY FOR OR BUILDING OF NEW UNITS
- (ONLY RELEVANT FOR THE 10 SUBVARIANTS) AT THE START THERE IS FREE CHOICE OF FLEETS AND ARMIES IN PROVINCES SUITED

DD 1715-1770	
9	8 PLAYERS

DD 1715-1770
PAUL MEE
T.C.N.A.
INSTITUT



DD 11 00-1300
10 PLAYERS



- () = PART OF A PROVINCE NOT IN THE GAME
- > CONNECTED TERRITORIES (OF NO SPECIAL SIGNIFICANCE)
- () = ALTERNATIVE NAMES
- ~ COAST
- - - PROVINCE BOUNDARY
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- = CITY (ECONOMIC CENTRE)
- * () = CITY FOR BUILDING OF NEW UNITS
- () (ONLY RELEVANT FOR THE 10 SUBVARIANTS) AT THE START THERE IS FREE CHOICE OF FLEETS AND ARMIES IN PROVINCES SUITED

NORSE KINGDOMS

ENGLAND

FRANCE

GERMANY

MONGOL KHANATE

BYZANTIUM

MUWAHID CALIPHATE

NORTH AFRICA (MOROCCO)

ST. PETERSBURG
(INGERMANLAND)

MOSCOW
(MOSCOWIA)

(CRIMEA)
SEVASTOPOL

ARMENIA
(PERSIA)

SYRIA

NORWEGIAN SEA

BARENTS SEA

NORTH ATLANTIC OCEAN

NORTH SEA

NORWAY

SWEDEN

FINLAND

GULF OF BOTHNIA

LIVONIA

PRUSSIA (POLAND)

WARSAW

UKRAINE

GERMANY (NORTH)

BOHEMIA

GALICIA (HUNGARY)

BUDAPEST

RUMANIA

SERBIA

BULGARIA

BLACK SEA

ANKARA (ANATOLIA)

SMYRNA (SELDJUKIA)

EASTERN MEDITERRANEAN

IONIAN SEA

TYRRHENIAN SEA

PIEDMONT

SOUTH

GERMANY (SOUTH)

BOHEMIA

GERMANY (MIDDLE)

GERMANY (NORTH)

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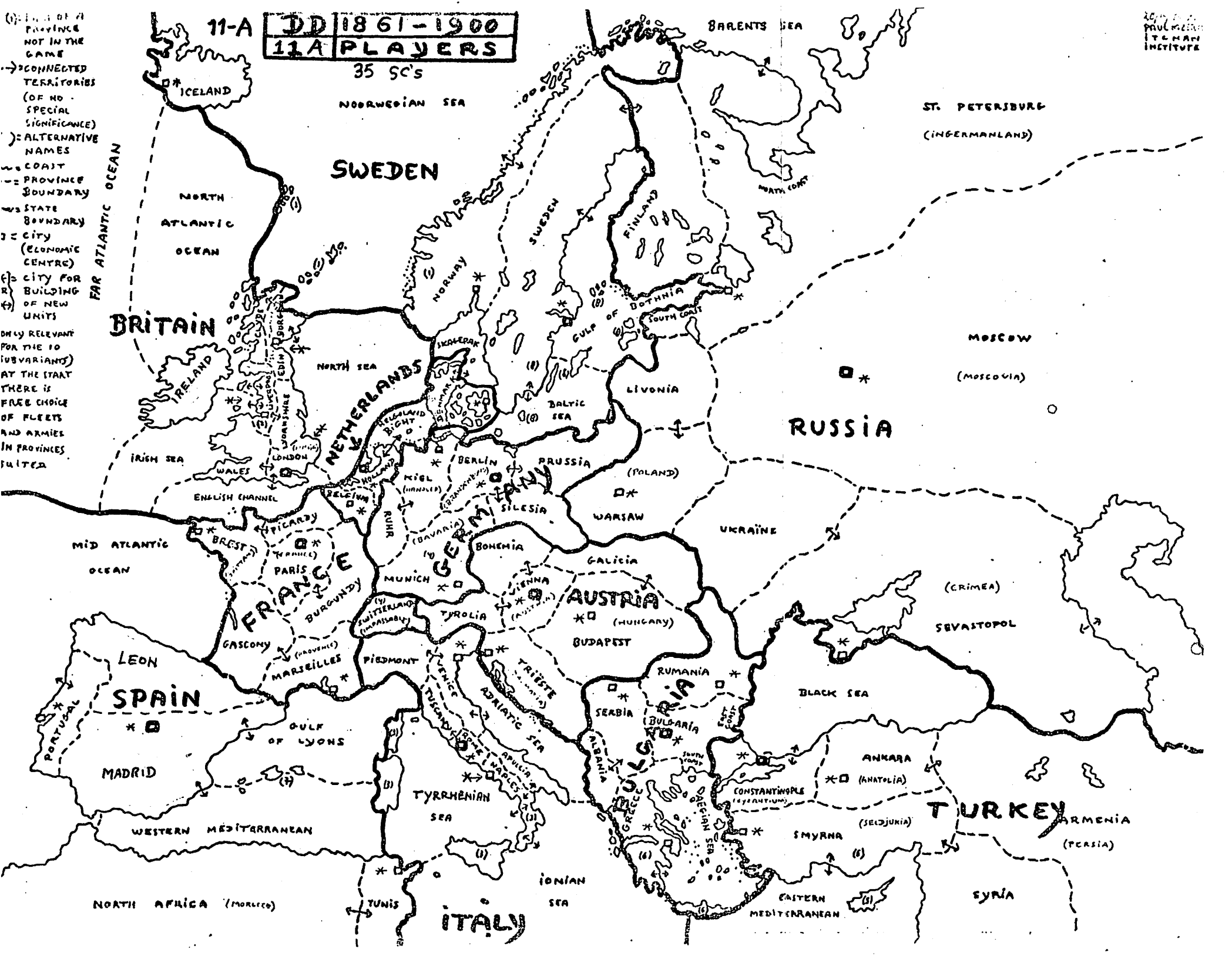
GERMANY (SOUTH)

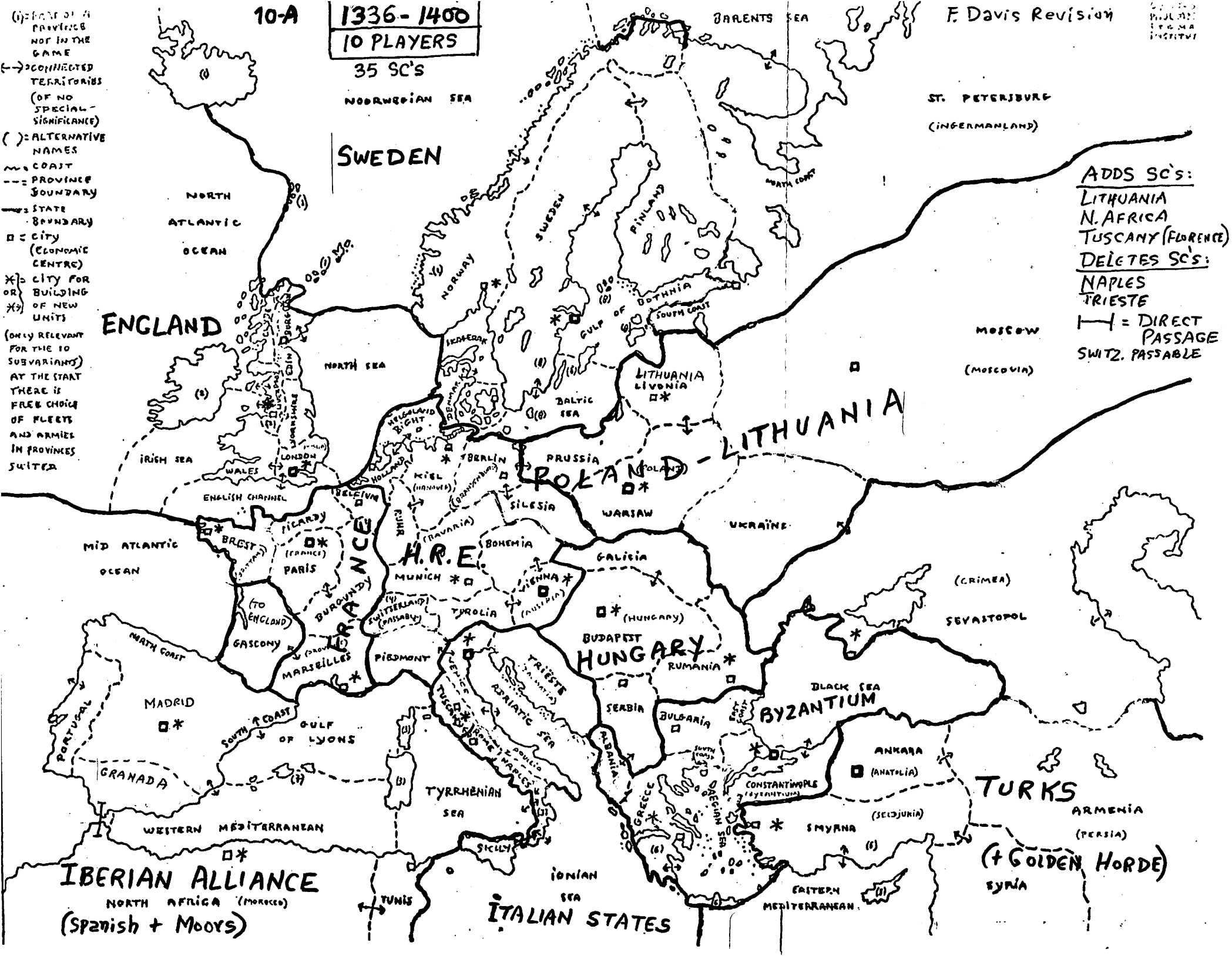
- = PROVINCE NOT IN THE GAME
- CONNECTED TERRITORIES (OF NO SPECIAL SIGNIFICANCE)
- ⊂ ALTERNATIVE NAMES
- COAST
- - - PROVINCE BOUNDARY
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- = CITY (ECONOMIC CENTRE)
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- = ONLY RELEVANT FOR THE 10 SUBVARIANTS AT THE START THERE IS FREE CHOICE OF FLEETS AND ARMIES IN PROVINCES SUITED

11-A DD 1861-1900
11A PLAYERS

35 SC's

PAUL MANN
IT & MAP
INSTITUTE





DD 1715-1770
9A 9 PLAYERS

37 SC'S
NORWEGIAN SEA

SWEDEN - DENMARK

- (1) = PROVINCE NOT IN THE GAME
- (-) = CONNECTED TERRITORIES (OF NO SPECIAL SIGNIFICANCE)
- () = ALTERNATIVE NAMES
- = COAST
- - - = PROVINCE BOUNDARY
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- = CITY (ECONOMIC CENTRE)
- * = CITY FOR OR BUILDING OF NEW UNITS (ONLY RELEVANT FOR THE 10 SUBVARIANTS) AT THE START THERE IS FREE CHOICE OF FLEETS AND ARMIES IN PROVINCES SUITED



SC'S ADDED:

- ICELAND
- IRELAND
- PRUSSIA
- SWITZERLAND

S.C. DELETED:

- SERBIA

— = DIRECT PASSAGE

F. Davis Revision

ST. PETERSBURG
(INGERMANNLAND)

MOSCOW
(MOSCOWIA)

RUSSIA

(CRIMEA)
SEVASTOPOL

TURKEY
ARMENIA
(PERSIA)
(OTTOMAN EMPIRE)

SPAIN
NORTH AFRICA (MOROCCO)

EASTERN MEDITERRANEAN

IONIAN SEA

TYRRHENIAN SEA

GULF OF LYONS

WESTERN MEDITERRANEAN

BLACK SEA

RUMANIA

BUDAPEST

AUSTRIA
(HUNGARY)

PRUSSIA

WARSAW

BERLIN

BALTIC SEA

LIVONIA

SOUTH COAST

BOTHNIA

GULF OF BOTHNIA

FINLAND

SWEDEN

NORWAY

RHINELAND

NORTH SEA

ENGLAND

NORTH ATLANTIC OCEAN

ICELAND

WALES

IRISH SEA

IRELAND

ENGLISH CHANNEL

WATERLOO

EDINBURGH

LONDON

SPAIN

LEON

MADRID

PORTUGAL

GASCONY

PIEDMONT

MARSEILLES

PARIS

FRANCE

APICARDY

BRETAGNE

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