

Deus Vult!

by William Preston

Deus Vult! is a Diplomacy variant by me based on the First Crusade. The rules are as for Standard Diplomacy with one or two amendments, outlined below. There are seven players of both religious persuasions - Muslim and Christian - and there are 26 supply centers on the map, together with five fairly arbitrary sea provinces.

A quick glance at the map will indicate two things. One, it is heavily inspired by the map for SPI's "Crusades" game, and two, the "provinces" are my own invention derived from the names of prominent towns and cities of the area. The aim throughout is to try to represent, in Diplomacy terms, the intricacies of Crusader politics and Muslim animosity, hence there is no bar on who deals with whom and why: the object of the game is not to retrieve or hold the Holy City (just as the top Crusaders didn't give a fetid dingoes kidney for Jerusalem), but to secure as large a Middle Eastern Empire as possible. The winner is he who first attains control of 14 supply centers.

THE RULES

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| 1. The Participants: | NORMANS (Under Robert, Duke of Normandy) | (C) |
| | SICILIAN (Under Bohemond of Taranto) | (C) |
| | GERMANS (Under Godfrey of Bouillon, Duke of Lower Lorraine) | (C) |
| | SOUTHERN FRENCH (Under Raymond of Toulouse) | (C) |
| | THE MOSUL TURKS | (M) |
| | THE SYRIANS | (M) |
| | THE FATIMID EGYPTIANS | (M) |

Note that those with the suffix (C) are Crusaders, those with (M) Muslims

The Crusaders start with 3 Armies a piece in Philomelium. The Muslims start as follows:

MOSULS - Two armies in Edessa
 SYRIANS - A(Hom), A(Dam), A(Ale)
 FATIMIDS - A(Cai), F(Dta), F(Alx)

1a. Multiple Armies: Any units may be combined, such that more than one may exist at a time in the same province. If, in one turn, a faction can build more than one unit, they may build multiple armies to start in Phi or Ada. These may be split up at any time; they recombine automatically (thus if one has 2A(Tyr), and orders A(Tib) and A(Aer), for example).

2. There will be THREE turns per game year. The seasons are Spring, Summer and Autumn. The summer turn unlike its counterpart in standard Diplomacy, IS used for movement and combat. New units are raised after the Autumn turn. The first turn of the game is Spring 1097.

3. Control

i) in DV, units of more than one faction may occupy supply centers and ordinary areas. In the former, because of the importance of centers in determining builds, control must be determined. In non-supply

centers, control is not determined for the same purposes, but units may still attack each other in order to gain complete supremacy over an area.

ii) Supply Centers: Control of any given supply center falls to the faction with the most army units (fleets themselves may not contest control - see below) therein. That faction may then, in Autumn, use that center to build a new unit.

iii) Contested Control: If two or more units have an equal number of army units in a given supply center, the control falls to the faction which (in addition) is given the most support from neighboring areas. For example, say Iconium is being contested:

a) NORMANS: 2A(Ico) GERMANS: A(Ico)

The Normans have control.

b) NORMANS: 2A(Ico) GERMANS: 2A(Ico), A(Syc) S A(Ico)

Here, the Germans have control.

Unless otherwise stated, units supporting other units contesting control are assumed to be supporting units of their own faction. If no unit of their own faction is present, the order is ambiguous unless a faction's unit is named.

iv) Non-supply centers: Although control is not so important with non-supply centers, they may be occupied by units of different factions. An individual faction may dislodge other units occupying the same area by ordering the ATTACK as follows:

Example: A(Syc) ATT Mosul A(Syc)

Support may be given for attacks as in standard Diplomacy, and the success will depend on standard procedure.

v) Support:

a) Only units in control of a supply center may support units in neighboring areas.

b) Units in supply centers controlled by units of different factions may not support units in adjacent areas.

c) In non-supply centers, any unit may support units in adjacent areas. Of course, other units within that area may cut support.

vi) In addition to being able to support units in adjacent areas, units in areas controlled by other units of a different faction may NOT attack any units whatsoever, either within or without that area, UNLESS THEY ATTACK THE CONTROLLING UNITS. New units may not be moved in either, except with the permission of the controlling faction.

The only way a faction can successfully recontest control is when they have sufficient support from adjacent areas (assuming the number inside the province are equal), or if the controlling units are attacked from outside.

vii) If units exist in a supply center in equal numbers and with equal or no support, no faction may claim a build from that supply center that turn. The center is considered "uncontrolled", with no restrictions placed upon entering or leaving it, or supporting, or attacking.

viii) Units in a province controlled by ((rest of this line is missing))

ix) If a unit or units in control of a supply center vacate that center, it remains under that faction's control as long as no other units gain complete control over it.

4. ATTACKS:

In DV a distinction is made between moving into and occupying an area, and merely attacking an area. The latter can be done at any time, and it simply involves not "advancing after combat" to occupy an empty area. This it is possible for Crusader army units to attack units in provinces they themselves cannot enter. An "attack" is order as follows:

2A(Nab) ATT A(DsF)

If more than one faction has units in the area attacked, an attack must be specific in stating which is to be attacked. The order ATT must at all times be used to distinguish an Attack order from a movement order/occupation order.

The force with more units attacking or supporting always wins, but an attacking unit does not move. A defeated unit is dislodged, and the area may remain unoccupied.

5. DESERT AREAS.

DsA, DsB, DsC, DsD, DsE, DsF, and DsG represent expanses of desert and may NOT be entered by Crusader armies. However, Muslim armies therein MAY be attacked (see above).

6. The only neutral army in the game is that of the Armonians at Melitene. This army stands until it is destroyed by any faction. It will, however, SUPPORT any Christian attack/occupation order which opposes a Muslim army is Samosata, if an ordered by the Christian player wishing for such support.

7. FLEETS.

The only fleets in the game at the start are those of the Fatimids at Damietta and Alexandria. Other player may "build" fleets after an Autumn turn given the supply center to do so. Muslim factions MUST control a coastal province to build a fleet. All Crusader fleets arrive on-board at Famagusta. If Famagusta is captured by Muslims, NO CRUSADER FLEET MAY BE BUILT.

Historically, the ships at the disposal of the Crusaders belonged to Italian cities (such as Genoa or Venice), but these were easily put off and might withdraw their support, especially if the forces of Islam started doing too well.

8. RAISING ARMIES.

New Crusader armies, once built, may be placed at Philomelium or Adalia. Mosul armies may enter the game at Edessa or Samosata. If these are both occupied by hostile units, the Mosul player may either ask permission to enter via another province at the eastern edge of the map, though this must be a supply center. Alternatively, they may attack an Eastern edge supply center from "off-map" (by ordering A(OFF)-Ede, for example).

If the Mosul player controls Edessa in the Autumn of 1098, he receives in that center a 4A unit representing the Army of Kerbogha. If Edessa is subsequently captured while this unit still exists, it is immediately disbanded. It may NEVER be re-built.

9. IMPASSABLE AREAS.

Shaded areas, lakes, un-named areas, and areas marked "IMPASSABLE" in big black letters are

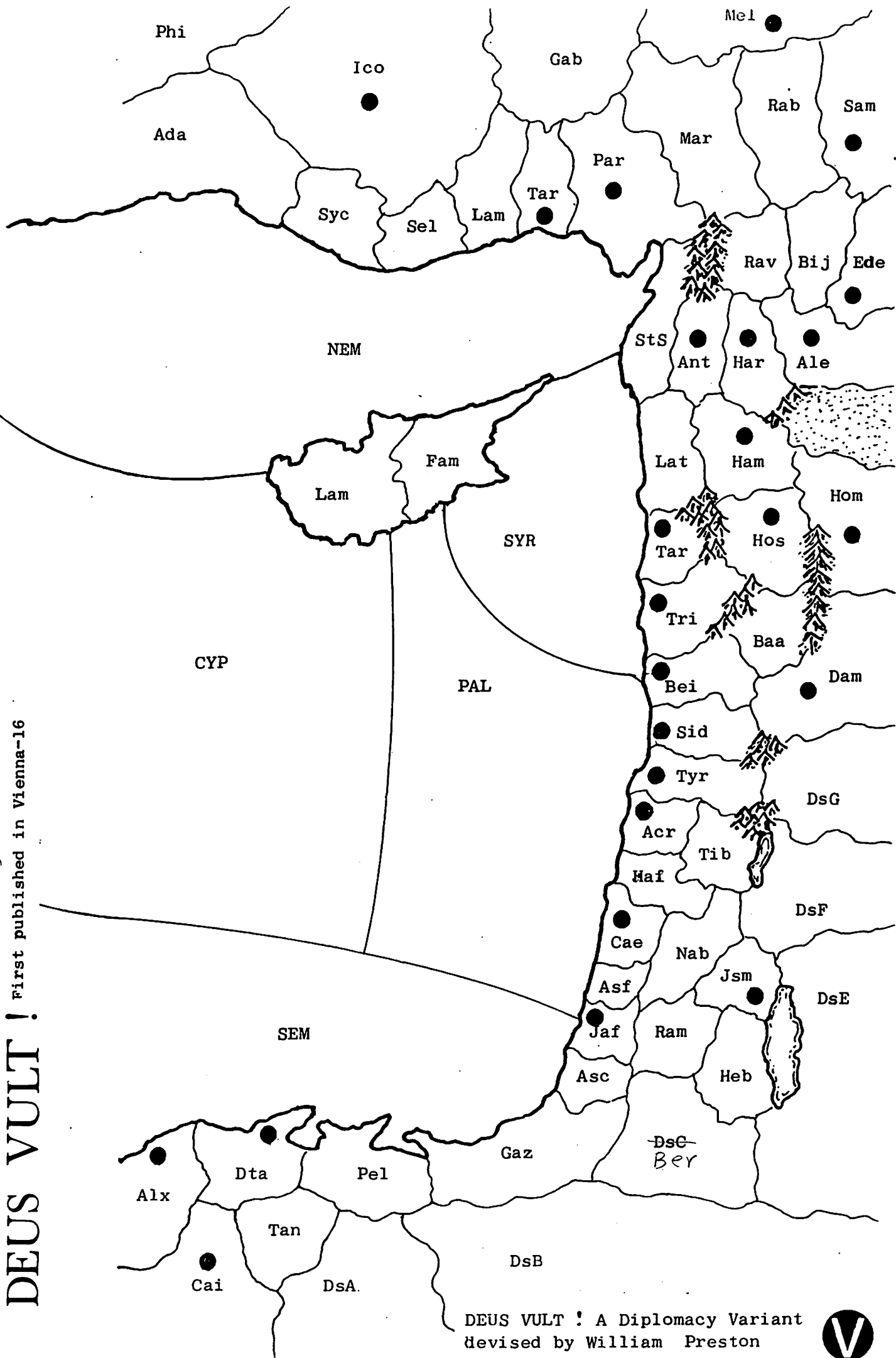
considered impassable, and may not be entered by armies or any faction. There are also mountains on the map.

10. FLEETS IN ACTION.

Fleets may not be used to control supply centers, but may be used to support attacks, holds, or movement actions. Control is NOT contested for sea areas - they may only ever be occupied by fleets (which may be combined) of one sole faction, and must be dislodged as in standard Diplomacy. They may also convoy as in standard Diplomacy, and one fleet may convoy ANY NUMBER of armies.

That concludes these rules for Deus Vult! If you have any queries or questions concerning the rules, please write to me, William Preston, at Wadham College, Oxford University, Oxford, X1 3PN.

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DEUS VULT ! A Diplomacy Variant
devised by William Preston

