

## **Centenary**

A Seventeenth Century Diplomacy Variant By William Preston

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The rules of **Centenary** are little removed from standard **Diplomacy**, though with a few essential additions and changes to the map. There are 32 supply centers, and the objective is to control 17 of these. The period is that of the Thirty Years War, when the major powers of Europe joined battle to contest the religious supremacy of Europe. In practice, though, the great statesmen of the time had rather less spiritual aims: France, its fortunes guided by Cardinal Richelieu, was approaching the zenith of its power; the Empire was struggling to maintain not only Catholicism, but also the authority of the Emperor in Germany; the Turks were devouring eastern Europe with alarming persistence; Spain, the weaker half of the great Hapsburg dominions of the Sixteenth Century, was in decline; Sweden, under the great Gustavus Adolphus, was emerging as the strongest military power in Europe; England was a timorous and unstable spectator; and the princes of Protestant Germany were frantically trying to maintain their independence.

**Centenary** allows seven participating powers, three "major neutrals" and several "minor neutrals". The powers are France, Sweden, the Ottoman Empire, the Holy Roman Empire, England, Spain, and the German Princes. The major neutrals are Denmark, Russia and Poland, and the minor neutrals are Portugal, the Papal States, the Swiss Confederation, Bavaria and Venice. Non-supply-center neutral provinces include Wallachia, Livonia and Savoy. The rules are as follows:

1. All standard **Diplomacy** rules apply unless noted below.
2. Unowned Neutral Armies exist on the board at the start of the game. These will Hold unordered until dislodged, but may be supported by units belonging to a player. If dislodged, such units are disbanded. However, if a player capturing the center it occupied specifically orders it, he may claim the "Fealty" of the major or minor neutral in question (in the case of Russia or Denmark, both centers must be occupied by the same player for him or her to do this). Instead of building a new unit for himself, the player may build a unit in the occupied center. Any of his or her units in the center in question "retreat" during the adjustment phase, and must be given a retreat order. Powers may claim the fealty of newly-captured neutrals at **Any** time in the game, even long after the original neutral army was dislodged, but must do so in the same turn as they capture the center (or the second center in the case of Russia or Denmark).
3. In certain cases, neutral powers (not including Russia) will join a player automatically ("Automatic Fealty"). This happens at times of religious conflict, when a player of one religion attacks one of the opposite religion. For example, any time a Catholic power attacks a Protestant power, the GM will randomly select one the unconquered Catholic neutrals to give fealty to the attacking player. Thenceforth, the Catholic player will order the units of that neutral. Supply centers may be captured by the former neutral to build further units, and all centers owned by the former neutral will count towards the owning power's total for victory purposes.

### **Religion Table**

**Catholic:** France, The Empire, Spain, Portugal, Papal States, Poland, Venice, Wallachia, Savoy.

**Protestant:** German Princes, Sweden, England, Denmark, Swiss Confederation.

**Neither: Ottoman Empire, Russia.**

4. Bavaria is treated as a special case. Although part of Germany on the map, it is in fact Catholic. In Winter 1617 (the first turn), the Empire takes control of it's army and may use it as above. Bavarian fealty is not random as it is for other Catholic powers.

5. Note also that Denmark at this time also includes Norway.

6. The fealty of neutral powers stays the same once determined; it may never change. The major power may at any time attack and conquer his minor power ally.

7. For the purposes of the game, an "attack" shall constitute the successful occupation of a supply center credited to another power in the previous winter adjustment chart (or a home supply center for the first game turns).

8. It is worth noting the following points about the map:

i) The Bay of Biscay (BIS) is a separate sea province.

ii) Orders or builds involving the Papal States (PaS) or Novgorod (Nov) must specify a coast for fleets.

iii) Unnamed areas are impassible.

iv) Note the several small provinces - Nav between Leo and Gas, and Ily between Vie and Mil.

9. The first moving turn is Spring 1618. The powers start with the following units:

ENGLAND - F Bri, A Lon, A Sco

THE HOLY ROMAN EMPIRE - A Vie, A Mil, A BuP

FRANCE - A Avg, A BLo, A Par

GERMAN PRINCES - A Boh, A Wst, A Bra

OTTOMAN EMPIRE - A Bul, F Mor, A Con, A Ana

SPAIN - A Nth, F Gra, A Cas

SWEDEN - A Sto, F Sca, A Fin

RUSSIA - A Mos, A Nov

DENMARK - A Den, A Nor

POLAND - A War

OTHER NEUTRAL ARMIES - A Por, A PaS, A SwC, F Ven, A Bav

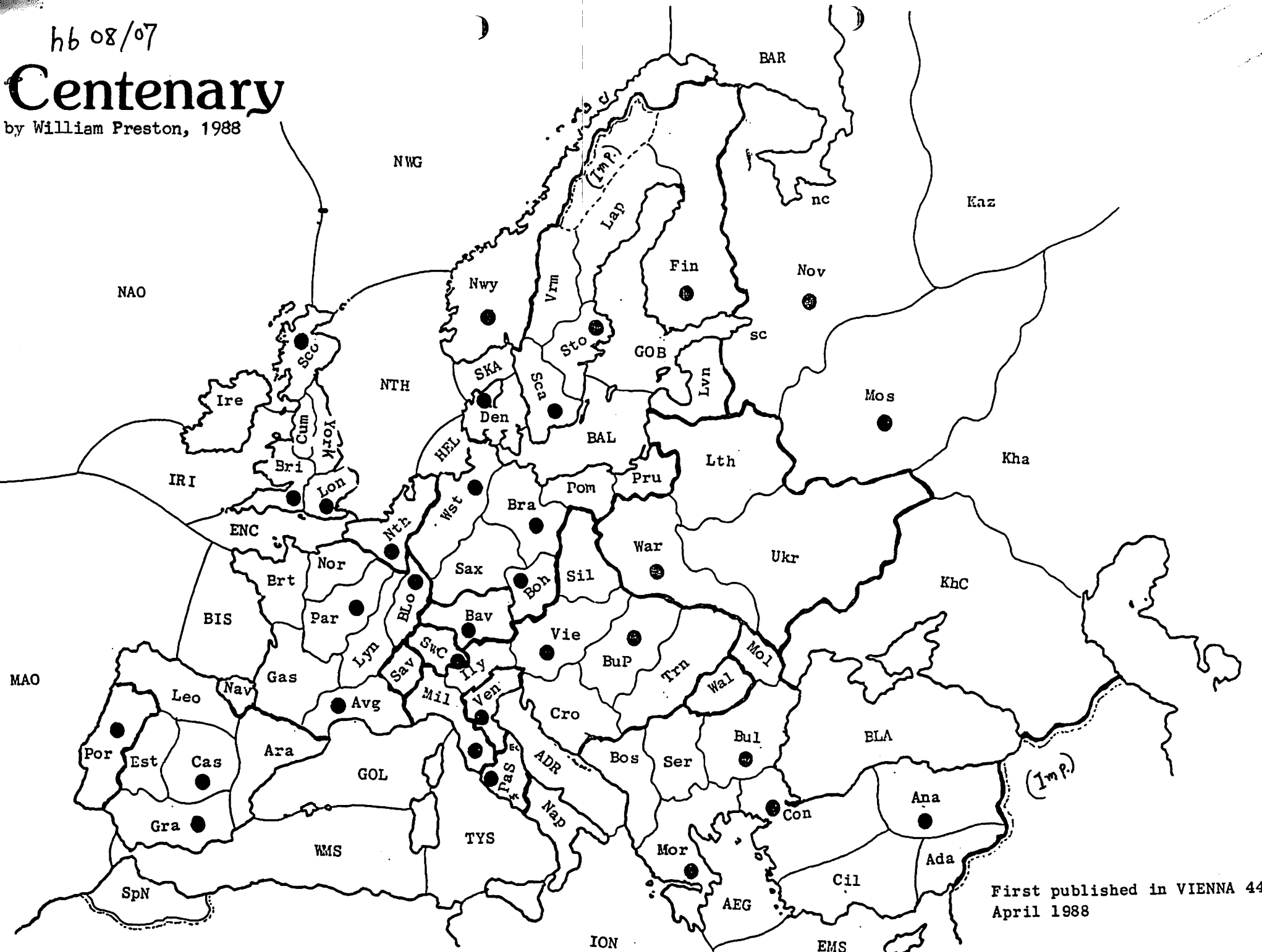
## 10. Province abbreviations:

Ada	Adalia	Ana	Anatolia
Ara	Aragon	Avg	Avignon
Bav	Bavaria	BLo	Burgundy-Lorraine
Boh	Bohemia	Bos	Bosnia
Bra	Brandenburg	Bri	Bristol
Brt	Brittany	Bul	Bulgaria
BuP	Buda-Pest	Cas	Castille
Cil	Cilicia	Con	Constantinople
Cro	Croatia	Cum	Cumberland
Den	Denmark	Est	Estremadura
Fin	Finland	Gas	Gascony
Gra	Granada	Ily	Illyria
Ily	Ilyria	Ire	Ireland
Kaz	Kazan	Kha	Kharkov
KhC	Khanate of Crimea	Lap	Lapland
Leo	Leon	Lth	Lithuania
Lvn	Livonia	Lyn	Lyons
Mil	Milan	Mol	Moldavia
Mor	Morca	Mos	Muscovy
Nap	Naples	Nav	Navare
Nor	Normandy	Nov	Novgorod
Nth	Netherlands	Nwy	Norway
Par	Paris	PaS	Papal States
Pom	Pomerania	Por	Portugal
Pru	Prussia	Sav	Savoy
Sax	Saxony	Sca	Scania
Sco	Scotland	Ser	Serbia
Sil	Silesia	SpN	Spanish N. Africa
Sto	Stockholm	SwC	Swiss Confederation
Trn	Transylvania	Ukr	Ukraine
Ven	Venice	Wal	Wallachia
War	Warsaw	Wst	Westphalia

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