

1000 AD

## A Diplomacy Variant by Jon Lovibond.

1. All standard rules of Diplomacy will apply with the exceptions and additions noted below.

2. There are seven major powers in the game : British (Anglo-Saxons/Norsemen/Britons), Franks, Moors, Byzantines, Vikings, Magyars and Polacks, Polotjans and Dregovites.

3. Supply centres are marked on the map in the usual way. A list of Home provinces with supply centres underlined as follows :

British : Abe, Dum, Yor, Mth, Wal, Mca, Mal, Wwa, Lon.

Franks : Bri, Nor, Rou, Nan, Par, Try, Lyo, Bor, Tou, Rho.

Moors : Lis, Tol, Val, And, Mor, Ora, Alg, Bon, Gaf.

Byzantines : Nap, Bai, Caf, Sic, Zag, Kho, Kis, Ard, Vrr, Edi, Mik, Oth, Mod, Crt, AsM,

Vikings : Trm, Jor, Tdh, Dov, Ber, Osl, Ska, Jel, Hve, Sch.

Magyars and Polacks : Ess, Elb, Ode, Vit, Pra, Vie, Plz, Lin, Cra, Dan.

Polotjans and Dregovites : Liv, Lov, Kur, Kon, Vil, Smo, Dvi, Pol, Dni.

4. Lombardy, apart from being a supply centre, is a special build centre for the Magyars and Polacks where they can build fleets in a winter season if it is owned by them.

5. The first orders submitted, for Winter 999AD, should contain initial placement of units within the home borders, and precedes the first movement season of Spring 1000 AD. The starting combination type of units and where they are placed within the home borders is entirely up to the players. The player creates starting units up to the total of his home supply centres as shown in 3 (above). Not all possible builds have to be placed in Winter 999AD, they can be saved up for later build seasons.

6. Convoy by the regular method may be used. Alternatively the A/F module (from Abstraction) designed by Fred C. Davis Jr. may be used.

7. The following land provinces are directly connected for the purposes of army movement and no convoy is necessary for an army to move from one to the other :

Jel - Hve ; Hve - Ska ; Cor - Sar ; Caf - Sic ; And - Mor ; Mik - AsM ;

8. If all home supply centres are lost by a particular power, then after one turns grace, the country goes into anarchy and the player sits out the rest of the game as an observer. However, if the game comes to an end whilst the country in anarchy still has some supply centres to its name, then its position in the final table is determined as usual by the number of remaining centres.

Once in anarchy a power's units stand. They may still be supported.

9. The game ends if :

a) All players wish to call a draw.

b) One of the following victory criteria is realised :

British, Franks, Poltjans and Dregovites - 25 supply centres.

Vikings, Moors, Magyars and Polacks - 28 supply centres. Byzantium - 31 SC's

c) If only three powers remain : Winner - power with most supply centres.

10. Province Abbreviations.

Seas : normal procedure is followed for seas, with Province abbreviations being all three capital letters eg. BOB - Bay of Biscay, ADR - Adriatic Sea etc. All are shown in full on the map except SAO - South Atlantic Ocean.

Land : all land province abbreviations are gained from the first three letters of each word (except where noted below). Also some provinces on the map are identified by their abbreviations and the full names are shown below.

AsM Asia Minor  
Arg Aragon  
Ard Arad  
Bac Barcelona  
Bai Bari  
Caf Cafabiia  
Crk Cork  
Crs Corsica  
Crt Crete  
Crm Cremona  
Dub Dublin  
Dum Dumfries  
EGu East Guteland

Got Gotland  
Hve Hven  
Jel Jellinge  
Liv Livonia  
Lon Londen  
Mca Mercia  
Mth Merioneth  
Mik Miklagard  
Nap Naples  
Rey Reykjavik  
Sch Schleswig  
Ska Skania  
Sld Smaland

Tdh Trondheim  
Tou Toulouse  
Trm Tromso  
Try Troyes  
Uld Uppland  
Usa Uppsala  
Vrr Vardar  
Vrd Varend  
VFj Vapna Fjordhur  
VJo Vatno Jokull  
WGu West Guteland  
Wwa West Wales

Typed for the NVB

AC 11/06/'85.

# 1000 A.D.

Designed by John Lovibond

United Kingdom Variant Bank 1982  
III

- Home Supply Centres
- Neutral Supply Centres
- Major Province Boundaries
- - - Minor Province Boundaries
- Direct Land Connection

