

1066V A VARIANT BY IAIN BOWEN

After seeing a copy of the Anglo-Saxon Chronicle in a friend's house, I started to think about the possibility of a Norsean conquest Dip variant, careful scrutiny of DENVER GLOTT revealed one called 1066, a seven player variant obviously. Now we can rarely find 7 for Dip, so I wanted a smaller 5 player job, as my Diadochi V rules hadn't come. So I started work on a five player version based on the same timescale.

Dave Robinson then sent me a copy of the original 1066 he got from VIENNA, while vaguely similar in some respects (I gleaned some info from the DG reports), I feel they are very different and this adds to the small number of Diplomacy variants for a few players while being on a these well known to most people (Hands you who know who were the Diadochi were never mind what the variant is based on), so here it is.

HISTORICAL BACKGROUND

1066 was a tumultuous time for the people of Britain, after the death of Edward the Confessor, Anglo-Saxon England (still nominally made up of Wessex, Mercia and Northumbria) was in turmoil only starting to emerge from the Dark Ages. The election of Harold Godwinson by the Witan over Eadgar Aethling (a natural son of Edward the Confessor) was not surprising, there was dissent amongst the northern earls, if that wasn't enough, the Norse were threatening to invade again and there would be those in the danelaw that would aid them, and the Scots under Malcolm Canmore threatened to take parts of Deria of the Earl of Northumbria, one Tostig. So a strong King was elected. Unfortunately this annoyed William the bastard of Normandy, a theoretical noble of France (although in fact, Normandy was a separate land) and taking wrath and outrage William decided to invade, however before this occurred Tostig rebelled and to his aid came the longships of the dread Harald Haradra. Malcolm of Scotland meanwhile aided over his possession of Eadgar Aethling. Virtually on his own, Harold Godwinson raised his army and with only Wessex standing by him prepared for war. The rest history tells us.

BACKGROUND NOTES

The original variant has two core players the Welsh (Based in Cornwall and Wales) and the Norse who become both the Norwegians of Harald Haradra but also the Norse of the east coast of Ireland. Why were these two eliminated? Well the Welsh did have a strong leader at this time in the form of Llewelyn ap Gruffydd, however it took him until the 1070 period to gain control of Gwynedd, Powys and Deuheborth never mind invade Mercia or raise rebellion in Cornwall, which had been semi-conquered by Eadgar in 967. As for the Irish Norse their power had been shattered at the Battle of Clontarf in 1014 and I doubt their power to raid never mind conquer, Ireland itself had just started on its gradual break-up into petty principalities.

THE RULES

1. Apart from as stated below the standard rules of Diplomacy apply.

2. This is a five player variant, the players are:

Malcolm Canmore	of SCOTLAND
Harold Godwinson	of WESSEX
William the Bastard	of NORMANDY
Tostig	of NORTHUMBRIA
Harald Haradra	of NORWAY

3. As in standard Dip, both armies and fleets are available, however the Norwegian player has a third option of Raider Units representing the raiders of the time, these units may act as an army or fleet save in the respect that it may not convoy. However the Norwegian player may only build a maximum of 4 such units.

4. A three season year is in operation. Spring, Summer and Autumn, adjustments occur in Winter months. For a centre to be in the possession of a player it must be held in a fall save.

5. The starting units are as follows:

NORMANDY	AOff, AOff, FOff, FECh.
NORSE	UGer, UHUM, FOff, FOff.
NORTHUMBRIA	FHull, AYor, ADur, ANew.
SCOTTS	FAic, ARea, AEdi, AStr.
WESSEX	ALon, AMin, ADxf, ACol.

6. Rebellion, due to various factors the following provinces are subject to rebellion (50% chance), the rebellion will occur during the Winter if the province is not garrisoned. The provinces subject to rebellion are Tin, Abh, Abe, Har, Rhu, Ber, Dun, Ste and Lynn. None centres denoted by a square are also subject to the rebellion rules if occupied last by another power and if armies of the original owner are still on the board.

7. Sacking, a unit may sack a supply centre, the order is 1, if the unit is not dislodged the Supply Centre is laid waste and counts as an ordinary province, the centre may be rebuilt by a unit ordering R for one entire year without being dislodged.

8. The Norse and Normans may use any neutral centre supply to build in after Winter 1067, but preference must be given to remaining off-board centres.

9. Both the Norse and the Normans lose off-board centre, one a year in the Winters of 1067, 1068, 1069 and 1070.

10. Norse off-board units start in the Norse box. Norman units in the Norman box. The units built off-board start here, more than one unit may move into a box, you cannot retreat into the box nor support from it, however units may be supported out of a box.

11. The Caledonian box represents ways around the North of Scotland. More than one unit may occupy it, no support can be made in or out of the box involving a unit in the box, no retreats may be made into the box.

12. The Welsh supply centres Rhu and Har are occupied by armies in anarchy.

13. A Unit may convert from an Army to a fleet or vice-versa, this can only be done in either a home centre or the ports Por, Lynn or Ste. The order for conversion is V, in the first turn the Army or Fleet changes to a Garrison G, a garrison acts as an army save it cannot save, this includes retreats. In any subsequent turn it may order V again and converts to the opposite unit.

14. There are 36 Supply Centres of which 19 are needed for victory.

PROVINCE CHART

HOME SUPPLY CENTRES

Alc Alcuith
 Col Colchester
 Dur Durhae
 Edi Edinsburgh
 Hull Hulle
 Lon London
 Mea Mearns
 New Newcastle
 Oxf Oxford
 Str Stirling
 Win Winchester
 Yor Yorkshire

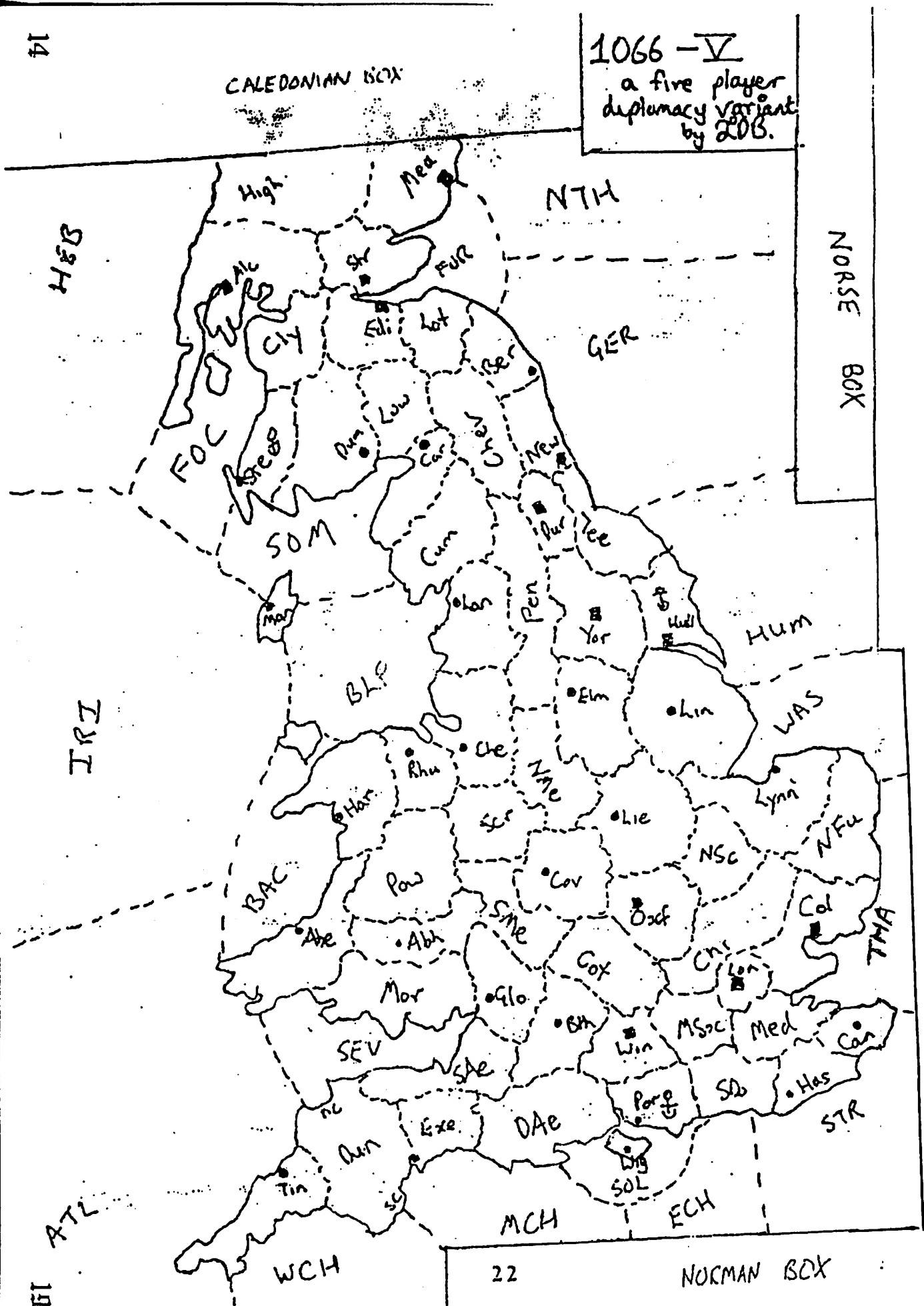
NEUTRAL SUPPLY CENTRES

Abc Aberciff
 Abh Abberhonddu
 Ber Berwick
 Bth Bath
 Can Canterbury
 Car Carlise
 Cha Chester
 Cov Coventry
 Doo Dunfries
 Eto Etoet
 Exe Exeter
 Glo Glosier
 Har Harlech
 Has Hastings
 Lan Lancaster
 Lio Lioester
 Lin Lincoln
 Lynn Lynn
 Man Mannin
 Por Portesauth
 Rhu Rhuddlan
 Tin Tintagel
 Wig Wight

PROVINCES

Chev Cheviot
 Chi Chiltern
 Cly Clyde
 Cot Cotswold
 Cus Cumbria
 DDr Dorset Aetern
 Dun Dunovia
 High Highland
 Lot Lothian
 Low Lowland
 Med Medway
 Mor Morgannwg
 MSx Middlesavon
 NFu North Fulk
 NMe North Mercia
 NSu Northamptonshire
 Pen Pennine
 Pow Powys
 SAa Saesars Aetern
 Scr Scropessaura
 SDo South Downs
 SMe South Mercia
 Tee Teeside

1066 - V
a five player
diplomacy variant
by ZOB.



CALEDONIAN BOX

NORSE BOX

NORMAN BOX

H&B

IRI

ATL