

CARTHAGE - by Hartley Patterson

1. Carthage is a variant of Diplomacy, a game invented by Allan Calhamer. Unless otherwise stated the Rules of Diplomacy (1971) apply.

Carthage is based on Slobbovia, another variant. Slobbovia originated 24 May 1969 and was played FTF until 24 May 1972 (though not continuously!), when it transferred to postal play. It began in Canada and is now Gamesmastered in the USA with players from several countries. The rules for Carthage will initially be a straight reprint of the current Slobbovian rules, but as rule changes are allowed the games may diverge later.

2. There is no limit to the number of players. While a 'win' is theoretically possible, being defined as political control of half of the supply centres, the game is designed to be perpetual.

3. The object of the game is what you make of it. Two Slobbovian terms are adopted here, "strakh and strumph". Strakh is personality and prestige while strumph is military or political power.

A. Each player chooses a name under which to play. Hopefully names will be Roman, Greek etc, though this is not obligatory. The GM must give approval for names chosen.

B. A player may change his name at any time. A player may play under any number of names at once, but can only hold military or political positions or railway shares under one name at a time.

C. The GM will attach a two or three letter code to each name, which will be used to identify the player's orders.

4. In Diplomacy a player has only one possible position, which combines military and political power over a country or group of provinces. In Slobbovia however political and military controls are split between three different positions:

A. A RULER is one player who controls a province without any superior.

(a) If the province contains a supply centre, the ruler may also be the Commander of the unit supported by that supply centre.

(b) A Ruler must appoint Sub-Rulers for half his provinces, if the total number of provinces is five or more, rounding off in his favour. He may give more than half to Sub-Rulers.

(c) A Ruler must appoint Commanders for half his units, if the total number is five or more, rounding off in his favour. He may give more than half to Commanders.

B. A SUB-RULER is one player who controls a province under a ruler.

(a) A Sub-Ruler cannot appoint sub-sub-rulers under himself.

(b) A Sub-Ruler can appoint Commanders to control units supported by supply centres in a province he controls.

C. A COMMANDER is one player who actually writes the military orders for a unit.

(a) A Commander may not appoint Sub-Commanders under himself.

D. No player can appoint himself a commander under himself as a sub-ruler or ruler, or appoint himself as sub-ruler under himself as ruler. A player can, however, be commander, ruler and sub-ruler at the same time in different parts of the board.

5. In Diplomacy there is only one type of order, the military order. In Carthage there is a distinction between military orders pertaining to units and political orders relating to control of provinces, control or purging of other players.

A. Order of Moves:

(a) Military Orders are taken before political orders.

(b) Political orders are taken in the following order:

- 1. purge
- 2. appoint

B. Military Orders. In addition to the normal military orders such as move, support, convoy or hold, there is the Seize order. Unlike Diplomacy a province is not controlled merely by being occupied in the autumn season. Rather the province is controlled by the last unit to have seized it during any season.

(a) A seize order is written as follows: A Nap-(sfGV)Rom, which translates as Army Naples seizes for George V the province of Rome.

(b) A seize order may also be written while holding in place or supporting another move, but not when the seizing unit is itself moving elsewhere:

A Nap S A Tus-Rom (sf GV Apu) or A Nap stand (sf GV).

(c) Any opposition to the seize, even if unsuccessful in stopping military occupation of the province, stops the seizure. If a unit attempts to seize a province and enters the province without seizing it, that province goes into civil disorder.

(d) A seize may not be supported, but other moves connected with it may be.

(e) It will be seen that a unit in a province not moving out of it will always prevent a seizure, as will an attempt to move into the province by a hostile unit even if unsuccessful.

c. Political Orders

(a) Appoint. A ruler may appoint a sub-ruler or a commander.

A Sub-ruler may appoint a commander.

(b) Purge. The purge is a political order which removes someone from political or military control.

1. You may remove by purge any and all people who have power over you, either as rulers or sub-rulers.

2. You may remove any and all people over whom you have power, wither by their being commander or sub-ruler under you.

3. The purge must be specific. You can only purge someone who holds positions relative to you.

4. The purge power of a player may be delagated, all or in part, to another player. Such delagation need only be made known to the GM.

5. In the event of simultaneous purges, that of the higher position takes place (ie a sacking takes precedence over a revolt).

D. Revolutions

If a player does not have enough provinces or units under sub-rulers or commanders, the GM will give two warnings in successive seasons. If the warnings are ignored or not complied with fully, the GM in the next season will declare a revolution.

(a) The GM will draw the name of a province or unit at random from among the provinces or units not controlled by sub-rulers or commanders. This is given at random to a player not controlling provinces or units or, if none are available, the the player conrolling the fewest at the time.

(b) Units in provinces that revolt must have a die roll taken for them by the GM: 1 or 4 = the unit retreats. If it cannot retreat it stands.

2 or 5 = the unit is eliminated.

3 or 6 = the unit deserts to the new province owner.

6. Civil Disorder

When a player drops out, all his sub-rulers become rulers, his commanderships and sub-rulerships revert to his superior. If there are no superiors the provinces go into civil disorder and the units are immediately removed.

7. Rule Changes

A. If 90% of players agree the name of a space may be changed.

B. If 60% agree the GM may appoint a player to a civil disorder position.

C. If 75% agree there may be a ruler cange or map addition or change.

8. Terminology

A = Army. F = Fleet. R = Ruler. SR = Sub-Ruler. C = Commander.

Spt = Support. Cvy = Convoy. sf = seize for. Apt = Appoint. P = Purge.

9. Railways

A. A railway may be built from any province containing a supply centre to any adjoining province.

1. It requires the complete support of that supply centre for each turn that the railway is under construction. During those turns the supply centre cannot support the existence of an army or fleet.

2. It requires one season to build a railway from one province to another adjoining province. Railways may not be built in Winter.

3. The railway may be continued into contiguous provinces at a rate of one province per season, for as long as the supply centre supports the construction.

4. No railway may be built across any sea space.

5. The exact route of the planned railway must be stated in the order starting construction. Thus: GV blt Nap-Rom-Ven.

6. If the route is changed during construction, one complete season of railway construction is required during which no building actually takes place.

7. A railway can only be built into a province if the player controlling that province writes an order permitting this.

8. The commander of a unit occupying a province may also block construction, but only if he specifically orders this. Otherwise, construction takes place.

9. Once built, a railway cannot be destroyed, though it can be dismantled by the railway company.

B. The effect of a railway.

1. A railway connecting two supply centres doubles the capacity of the centre from which the railway was built. That is, on the season after the railway was completed the centre can support two units.

2. If the railway is blocked between the centres in the autumn, no doubling of capacity takes place.

3. An army may be transported along the railway to any other province in a single turn. It may pass through provinces containing other units in doing so. This move takes place at the same time as normal movement, and may be supported, may dislodge another unit, etc. Support may not be sent by rail.

4. A unit may block a railway by specifically ordering so. It must be occupying the province in question and must not be attempting to move, though it may be performing other military orders, eg supporting, seizing.

C. Control of a railway.

1. The controller of a railway may block its use to specified players or units as noted above.

2. Control of a railway is based on the possession of Shares. The player whose supply centre starts construction of the railway must issue shares in the railway on the turn he begins construction.

3. Between 10 and 20 shares may be issued. The exact amount is made public, and no further shares may be issued. Whoever owns or has voting control over the majority of shares controls the railway.

4. Shares may be transferred from one player to another for any reason. A player may assign voting rights to another secretly, informing only the GM.

5. No player may own more than half the shares plus one.

6. The actual ownership of shares may be kept secret at the discretion of the controller of the railway. It would be possible for the identity of the controller himself to be unknown.

7. A purged player loses all his stock to the player purging him.

8. A player may hold stock in any number of railways, and control any number.

D. Removal of a railway.

A company may vote to dismantle a railway. This is done at one province per turn, but requires no supply capacity. A railway in which the majority of the shares are not owned is bankrupt, and is immediately removed in its entirety. Any railway shares that are unowned (due to dropouts etc) are assigned as in the revolt rules.

10. Mountains

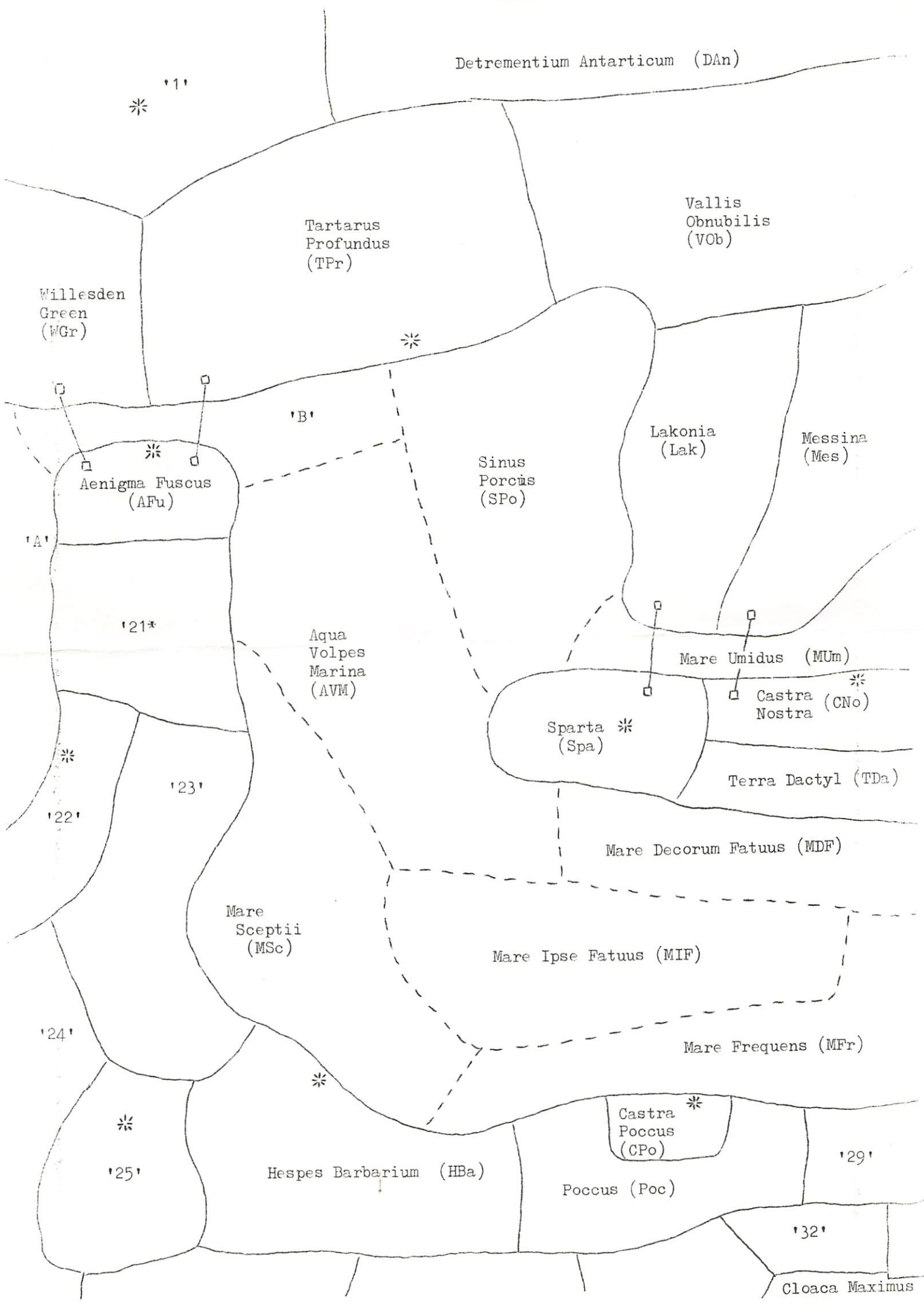
- A. Units may not move across mountains.
- B. Armies may move across passes, but may not attack, support or seize across a pass.
- C. Railways may be built across passes, but since passes are blocked by snow³ in winter no doubling of supply capacity is possible.
- D. Fleets may move around the end of mountains reaching the coast.

** Canal

- A. A fleet may pass along a canal at normal move rate.
- B. The controllers of the provinces along the canal may forbid movement along the canal by ordering so. If no blocking order is received movement may take place.

12. Straits

- A. Armies may move across straits freely, and may also support, seize etc across them.
- B. A fleet in the sea space containing a strait may block it by specifically ordering so. The fleet may not be attempting to move at the same time.
- C. Railways may be built across straits. A Fleet may also block the railway.



Detrementium Antarticum (DAn)

'11'
*

Tartarus Profundus (TPr)

Vallis Obnubilis (VOb)

Willesden Green (WGr)

*

'B'

Lakonia (Lak)

Messina (Mes)

Aenigma Fuscus (AFu)

Sinus Porcus (SPo)

'A'

'21'

Aqua Volpes Marina (AVM)

Mare Umidus (MUm)

Sparta (Spa) *

Castrum Nostrum (CNo) *

Terra Dactyl (TDa)

'22'

'23'

Mare Decorum Fatuus (MDF)

Mare Sceptii (MSc)

Mare Ipse Fatuus (MIF)

'24'

Mare Frequens (MFr)

*

'25'

Hesperes Barbarium (HBa)

Castrum Poccus (CPO) *

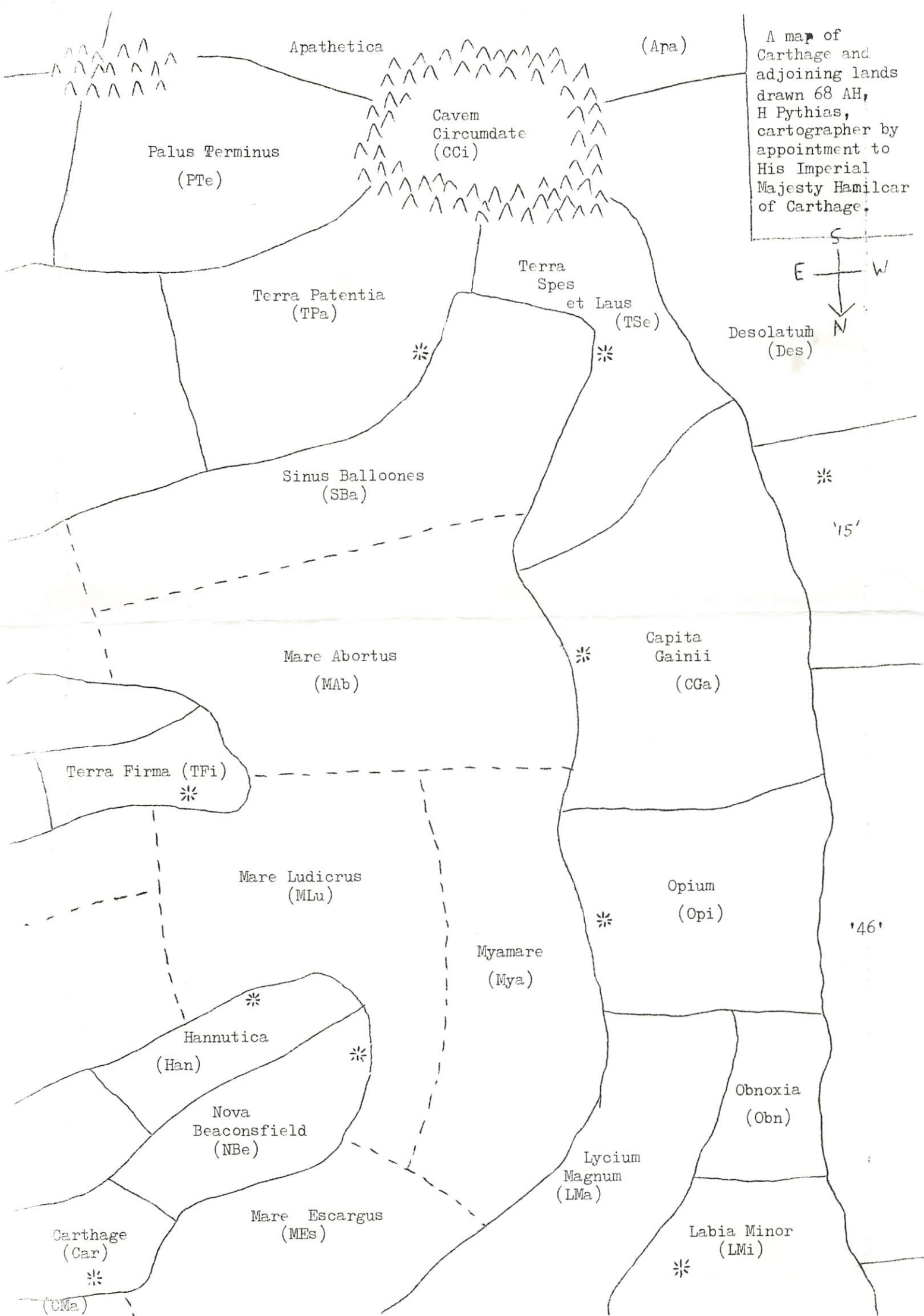
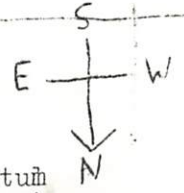
'29'

Poccus (Poc)

'32'

Cloaca Maximus

A map of Carthage and adjoining lands drawn 68 AH, H Pythias, cartographer by appointment to His Imperial Majesty Hamilcar of Carthage.



Apathetica

(Apa)

Palus Terminus
(PTe)

Cavem
Circumdate
(CCi)

Terra Patentia
(TPa)

Terra
Spes
et Laus
(TSe)

Desolatum
(Des)

Sinus Balloones
(SBa)

Mare Abortus
(MAb)

Capita
Gainii
(CGa)

Terra Firma (TFi)

Mare Ludicrus
(MLu)

Opium
(Opi)

Hannutica
(Han)

Nova
Beaconsfield
(NBe)

Myamare
(Mya)

Lycium
Magnum
(LMa)

Obnoxia
(Obn)

Carthage
(Car)

Mare Escargus
(MEs)

Labia Minor
(LMi)

'15'

'46'

