

UU20/05

Atlantis Time's Diplomacy

In This Dip-Variant are to be followed the original Dip Rules except for the above:

0.5)The starting Year is The 3010 BC.

1)there are only five great powers .

2)the starting position are:

Atlantis(blue)-A A3,choice A1,A2.

Mù(Red)-A M1,A M2,choice M3.

Iota(Black)-A I2,Choice I3,I1.

Olimpya(Green)-Choice O1,O2,O3.

Selinunte(White)-A S2,Choice S1,S2.

3)the regions with a circle are free Supply centers,them have always a T before the number,these regions have to be conquered like in original Dip.

4)the regions with a X before the number are sea zones.

4.1)every unit have to mantain a supply line with the home land, that is a free line of non enemy controlled Sea or/and Land to a Homeland supply center,If a unit don't have this line clear in a season it cannot attack but can only support,if this line is not clear in a Winter Turn that unit have been destroyed.

5)the special weapon :

to not reduce the Game to a simple order and watch game I have introduced some intersting special rules.

This special rules are to be applied from the gamemaster tossing a dice for every power every Winter move.

If he toss a 1 for one power he has not realized any special weapon.

For a 2 he has get a GENERAL.

For a 3 he has get a Blanking Capability.

For a 4 Fear.

For a 5 Supplies Cut.

For a 6 No supplies.

Special weapon explanation:

General- the power that have General win in case of parity (For one move) a more than two unit battle, always, in case of two Generals in the same encounter they exterminates one to another.

Blanking capability-one unit that don't have to attack nor support can vanish from the map and move cloaked for two Season.A cloaked unit can be intercepted if a enemy unit moves in its region.

Fear-that special weapon force a Enemy unit to retire to a non supply center region ,if this is occupied always the unit cannot move.I.E. I decide to use the Fear against a unit that is in T8,if the unit moves or not I Write :Fear T8-V17,the unit has to move to V18 or at least to cannot receive/Do support/Attack from friendly units if V18 is occupied.

Supplies Cut - A Enemy units cannot move because its supplies have been Cut,don't work as it don't have a clear supply line and don't have to be destroyed in winter turn.

No supplies- all the units of that power don't have to mantain a clear supply line with the homeland,for a season.

Notes on special Weapons:all can be used once(For Power) in a Year except for Blanking that has a two season value,the special weapon if not spent can be keep to be used later in the game.
The Assignation of special weapon is Secret and only the GM could Know who own What.

A "Compendio Ars Diplomatica"'s Work
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