

# 'GAME OF THRONES' DIPLOMACY VARIANT

If ever there was a work of fiction that leant itself to '*Diplomacy*' it's '*Game Of Thrones*'. Much here is freely culled from the internet, mainly <http://boardgamegeek.com/thread/829950/game-thrones-diplomacy-variant> .

The variant is for six players, and it is based on the situation leading into Robert's Rebellion (prior to the start of the TV series). Unless stated below it follows all of the same rules as '*Diplomacy*' with Armies and Fleets as the only unit types.

The game is only six players to keep the board less cluttered and focuses on major houses from Robert's Rebellion.

Start Spring 280 AL. And, no, 'winter' as such doesn't come...

Starting forces are:

**House Stark (The North) PURPLE:** A Winterfell, F White Harbor, F Cape Kraken

**House Arryn (The Vale) YELLOW:** A Bloody Gate, A Eyrie, F Gulltown

**House Targaryen (The Crownlands) PINK:** A Castlelands, A King's Landing, F Dragonstone

**House Baratheon (The Stormlands) BLUE:** A Summerhall, A Rainwood, F Storm's End

**House Tyrell (The Reach) GREEN:** A Highgarden, A High Hill, F Oldtown

**House Lannister (The Westerlands) RED:** A Lannisport, A Goldentooth, F Casterly Rock

A few points

- a) Not all Stark supply centres at the start of play have pieces until the first adjustments. This represents the mobilisation of retainers and allied minor houses.
- b) Not all 'home supply centres' can be built at, or are occupied, at start of play (e.g. 'the Crag' for House Lannister, Northern Reach for Tyrell). See map for details - these will need to be occupied first - this concept will be familiar to those who play '*Colonial Diplomacy*'.

The below are the Bournemouth & Poole College Sixth Form 'house rules' to spice things up a bit, and should be considered optional. They involve an 'active Gamesmaster'. We have found teams playing the Houses to be most amusing, and to contain a considerable element of RPG:-

- c) Any House declaring 'civil disorder', or otherwise eliminated, is assumed to go 'into exile', with a notional 'army' of supporters 'waiting in the wings' for 'the return of the king' (sic). This 'army' can be activated in any of its House's vacant start of play supply centres, during adjustments, by the donation of TWO supply centres to this cause. This resurrected piece will be under the control of a single player donating the supply centre(s), *or* a new or different player nominated by them. This control may not be rescinded once given. Players may combine supply centres to make this 'donation'.
- d) There is also an army (Black) of Wildings located off board, above The Wall (line above Stony Shore/Winterfell/Dreadfort). This army has a notional off-board supply centre that cannot be moved to; and is considered held in check by the Night's Watch. It can, however, be activated by a player(s) as per rule c). *These Wildings will then be under the control throughout of the Gamesmaster, and able to build gains at any supply centre they control above The Neck, and will thereafter be self-supporting via their off-board supply centre. Once eliminated the Wilding force may only be restarted as per rule c).*
- e) Dorne and Pentos start the game with a 'neutral' army each (Black) in civil disorder; Pyke and Braavos with a fleet (Black) in civil disorder. These can be activated by players and come under their control as per rule c). These states are considered able to build their own pieces.
- f) There are also two armies (Black) of Dothraki located off board (one behind Northern Essos, one behind Southern Essos). These armies have a notional off-board supply centres that cannot be moved to and are considered too busy squabbling amongst themselves. They can, however, be activated by a player(s) as per rule c). *These Dothraki will then be under the control throughout of the Gamesmaster, and able to build gains at any supply centre they control in Essos and will be self-supporting via their off-board supply centres. Once eliminated this Dothraki force may only be restarted as per rule c).*



All names and maps came from a lot of research using *A Wiki of Ice and Fire* ([http://awoiaf.westeros.org/index.php/Main\\_Page](http://awoiaf.westeros.org/index.php/Main_Page)) and the *Game of Thrones Wiki*

([http://gameofthrones.wikia.com/wiki/Game\\_of\\_Thrones\\_Wiki](http://gameofthrones.wikia.com/wiki/Game_of_Thrones_Wiki)). Tear's map was also incredibly useful

([http://www.sermountaingoat.co.uk/posts/google\\_earth/Westeros...](http://www.sermountaingoat.co.uk/posts/google_earth/Westeros...))

