

DIADOKHI II

tsvi14

Diadokhi II is loosely based on the Wars of the Diadochi, a series of conflicts fought over the rule of Alexander the Great's continent-spanning empire. The major powers of the wars were his former generals – the Diadokhi. The events occurred over a span of forty years, beginning in 322 BCE, a year after Alexander died.

This game is a five-player variant of Diplomacy, and has these following goals:

- a) to somewhat accurately portray the Wars of the Diadochi.*
- b) to be easily learnable and playable, and have few variations from Standard Diplomacy rules.*
- c) to be fun to play, and to cultivate the engaging negotional aspects of Diplomacy.*
- d) to not be an eyesore; to have a good-looking map in which every aspect can easily be discerned.*

RULES

0. Standard Diplomacy rules apply, excepting what follows:

1. Players

The five players of Diadokhi each play as a general of Alexander the Great, controlling a portion of his Empire. The five powers and generals are:

- Persia, controlled by Seleucus
- Anatolia, controlled by Antigonos
- Greece, controlled by Cassander
- Egypt, controlled by Ptolemy
- Thrace, controlled by Lysimachus

2. Map

The Diadokhi map has 51 spaces – each power holds three home centers (as with Diplomacy), and there are eight neutral supply centers.

3. Winning

Due to the fact that there are less supply centers on the board, the amount of supply centers needed to win the game is less as well. Powers need 12 centers to win.

4. Winter 322 BCE

The first move takes place in Spring 321 BCE. However, in Winter 322 BCE, there is a build phase: each player builds one unit of their choice on each of their home centers.

5. South of Arabia

Although not incredibly realistic when considering history, the game mechanics allow for passage from the Persian Gulf to the Red Sea. Imagine going along the coast of Yemen and Oman.

6. Suez Canal

A fleet may travel from the Red Sea to the Levantine Sea, and vice versa through the Suez Canal. The canal is not an actual space in the game, but it allows for this more accessible movement.

7. Byzantine

Byzantine as a province works in the same way that Constantinople does in Standard Diplomacy.

8. Border Clarifications:

- a. Delphi does not border the Ionian Sea; Corinth's islands get in the way.

- b. Delphi borders Corinth by land, and by the Aegean coast.
- c. Rhodes borders all four seas of the Mediterranean.
- d. Babylonia borders Petra; Mesopotamia does *not* border Arabia.
- e. The Red Sea, as mentioned before, borders the Persian Gulf.
- f. Persepolis does *not* border Susa.
- g. Bosporus borders the Black Sea.
- h. Susa is a landlocked province.
- i. Mesopotamia borders Syria.
- j. Cappadocia does *not* border Assur.
- k. The spaces above Gordium, above Nineveh, and above Persepolis are *mountain ranges*: impassable spaces akin to Switzerland in Standard Diplomacy.

Index of Abbreviations:

The powers have the following home supply centers:

Persia – controlled by Seleucus

Bab Babylonia
 Per Persepolis
 Sus Susa

Anatolia – controlled by Antigonus

Erz Erzurum
 Gor Gordium
 Ips Ipsus

Greece – controlled by Cassander

Cor Corinth
 Del Delphi
 Rho Rhodes

Egypt – controlled by Ptolemy

Ale Alexandria
 Jer Jerusalem
 Tyr Tyre

Thrace – controlled by Lysimachus

Abd Abdera
 Byz Byzantine
 Ode Odessa

The abbreviation for each power is the first letter of its name, capitalized: (P, A, G, E, T).

There are the following neutral supply centers:

Arm Armenia
 Cre Crete

Cyr Cyrene
Nin Niveneh
Par Parthia
Pet Petra
Sal Salamis
Smy Smyrna

Neutral non-supply centers:

Ara Arabia
Ass Assur
Bos Bosphorus
Cap Cappadocia
Cau Caucasus
Epi Epirus
Lib Libya
Mac Macedonia
Med Media
Mes Mesopotamia
Pis Pisidia
Phr Phrygia
Sah Sahara
Sar Sarmatia
Scy Scythia
Sin Sinai
Sog Sogdiana
Syr Syria

Seas:

AEG Aegean Sea
BLA Black Sea
CAS Caspian Sea
CIL Cilician Sea
ION Ionian Sea
LEV Levantine Sea
PRG Persian Gulf
RED Red Sea

Mountain ranges are usually not labeled:

the Parhar mountains (above Gor)
the Gegham mountains (above Nin)
the Zagros mountains (above Per)

That completes the five-player rules for Diadokhi II. Have fun!

Note:

For those who may know, there was previously created a variant called *Diadochi*, based on the same historical premises. This variant was not created by me, and it wasn't even a variant of Standard Diplomacy but of *Machiavelli*, a variant of Standard Diplomacy in itself – and an extremely complicated one at that. The original *Diadochi*, in my opinion, does not satisfy most of the goals I had laid out for this project (I started the project before I heard about the older *Diadochi*). This *Diadokhi* is not tied to that *Diadochi* in the slightest. However, it is for this reason that I have used the variant spelling of *Diadokhi* with a 'k', and added *II* – although I will refer to it in this document many times just as *Diadokhi*.

This game hopes to be historically accurate with the naming of provinces, but acknowledges that this may not be the case for every space on the board. The spelling of some names also differs among sources and languages.

Thanks for reading this, and I hope you have tons of fun playing *Diadokhi*!

- tsvi14