

Coalition Diplomacy: 1859 Supplement

This scenario models the geopolitics of Europe during the era of Italian and German unification. In addition to the indispensable great powers (Austria-Hungary, France, Great Britain, Russia, Ottomans), the powers most important to this scenario are the ones that had the potential to form the future great powers of Italy and Germany: for Germany, these are Prussia and (less so) Bavaria, and for Italy, Piedmont-Sardinia and Two Sicilies.

Other powers serve secondary functions to enrich the scenario. The nationalists act as a threat to large multiethnic empires such as Austria-Hungary and the Ottomans, while serving an aggressive impetus for national unification, both in the central cases of Italy and Germany but also in the context of Russian-Ottoman rivalry. The favor of the nationalist faction may be pivotal in determining which candidates for Italian or German leadership prevail.

The Papacy adds a probable obstacle to the formation of Italy and a natural ally for those seeking to frustrate Italian unification. The Papacy may also serve as a potential unifying force for the Catholic powers (Austria-Hungary, France, Spain, Two-Sicilies, Sardinia, Bavaria).

Historically, the next eleven years saw the formation of an Italian state by the Kingdom of Piedmont-Sardinia, and the formation of a unified German state by the Kingdom of Prussia. Both nations were formed at the expense (territorial in the case of Italy, diplomatic in the case of Germany) of Austria-Hungary. The formation of Germany also came at the territorial and diplomatic expense of France. Two powers represented in this scenario, Bavaria and Two Sicilies, were absorbed by the formation of Germany and Italy respectively. Slavic nationalism in the Balkans regions would undermine the Ottoman Empire, with significant territorial losses the decade after at the hands of newly independent Balkan states backed by Russia.

At the beginning of the scenario, however, none of these outcomes are determined. Austria-Hungary is larger than any of the contenders to form Italy or Germany. Russia has just been dealt a severe setback to its naval policy by the end of the Crimean War. Which powers will achieve the great unification projects, and whether unification occurs at all will be decided in this scenario.

Industrial Centers and Regional Centers:

Industrial Centers are denoted on the map with a star and represent regions with significant industrial capacity, and they provide a full unit of supply to their controllers. Regions without stars are Regional Centers, providing one half supply to their controllers. When determining how many units a power can support, always round down from total supply.

Fleets may only be built in Industrial Centers, and the total number of fleets a power can support is equal to the number of Industrial Centers it controls (reconcile and disband fleets as necessary at the same time as ordinary supply reconciliation). However, Fleets may be built outside the original starting centers controlled by a power at the start of the game. Armies may be built in industrial or regional supply centers, but these must be centers that were originally controlled by the constructing power.

Players may also transfer supply to each other during the supply reconciliation process, provided that a possible route exists between an industrial center belong to the supplying player and any region controlled by the .

There are 32 industrial centers and 59 regional centers in the scenario. Overseas centers (described later) do not provide direct supply, and serve only as destinations for industrial center trade.

Rail:

When moving or providing support, any Army located in an industrial center may target any other region to which an unobstructed route exists through industrial centers that the army's controller also controls. Obstructions occur if there are units of another power along the route (a written order from the other power may negate this effect) or moving/cutting support into a region along the route.

Naval Movement:

Fleets may move up to three regions per turn (rather than just one), though their entire route must be defined in writing. If convoying or supporting, fleets must give up one region of movement and end their movement (again specified in writing) in a region adjacent to the convoy or support target. Fleets may structure their movement when convoying to move adjacent to the convoying army and then convoy it to a new region.

Trade:

Any power may designate one or more of its industrial centers to engage in bilateral trade as a written order. The power must write which of its industrial centers is trading, and its destination center. Trade is completed if both sides designate the same pair of centers for trade (e.g. London-Paris and Paris-London). Thus (with an exception noted below), trade may occur only among industrial centers. For a trade order to be executed, the centers must be connected to each other by rail, by immediate land-adjacency (including canals or straits) or by coastal or ocean routes. Coastal, ocean and rail routes may be interrupted by the presence of any unit belonging to a third-party power along the route or the movement into the area of a third-party.

If two powers successfully execute trade with each other, they receive an additional $\frac{1}{2}$ unit of supply: this operation is repeatable for all industrial centers (so a power can potentially derive supply from trade equal to half the industrial centers it controls). Trade supply *cannot* support fleets.

Powers with one industrial center or less may conduct trade using one of their regional centers. However, at least one center in the trade order must be an industrial center: two regional centers may not trade with each other.

Coastal and ocean routes may also be interrupted by the *Interdict* order, written for fleets: an *Interdict* order may be designated into any other coastal or ocean region, interrupting trade in both the target region and the region containing the fleet without moving the fleet. *Interdiction* is disrupted by movement or support into the target region.

Trade may be opened with neutral powers, using the written order *Mercantile Expedition* targeting a neutral production center. This order provides no support for any other military operation and is disrupted by opposing movement or support into the region. A successful *Mercantile Expedition* opens trade between the target region and a designated production center (usually controlled by the power issuing the order, but any valid center for bilateral trade may be specified by the power issuing the order). If one or more *Mercantile Expeditions* are issued successfully targeting a specific region, then no trade may be derived from that region this turn. A *Mercantile Expedition* order, if successfully carried out without opposition, holds until control of the region changes or a new *Mercantile Expedition* order is successfully carried out without opposition.

Overseas Empires:

Some powers in this scenario (France, Britain, Netherlands) have overseas empires that do not directly provide supply but may be used for trade exclusively with industrial centers controlled by the respective nations. This written order has the form: "[Industrial Center Name] trades with overseas empire" and is

mutually exclusive with a normal trade order for that center. One industrial center may trade with one overseas center (hence the French and Dutch derive up to one overseas supply at game start, the British derive two).

Powers with overseas empires (France, Britain, Netherlands) may trade with their overseas territories provided they have an unobstructed trade route (coastal/oceanic or coastal/oceanic/rail) from their chosen production center to one of the three Atlantic regions (North, Mid, South). Overseas empires may be ceded to other players as a written order but may not be used for trade on the same turn they are ceded.

Declaring a Moral Victory and Scoring:

This scenario features lesser and greater moral victories: players may score one lesser and one greater moral victory, provided that they control their capital at the end of the game. The capitals of each power are given below:

Nation	Capital
French Empire	Paris
Russian Empire	St. Petersburg
United Kingdom	London
Ottoman Empire	Constantinople
Austro-Hungarian Empire	Vienna
Kingdom of Prussia	Berlin
Kingdom of Sweden	Stockholm
Kingdom of Spain	Toledo
Kingdom of Bavaria	Munich
Kingdom of Sardinia	Piedmont
Kingdom of Two Sicilies	Naples
Papal State	Rome
Kingdom of Netherlands	Netherlands
United Principalities of Wallachia and Moldavia	Wallachia
Switzerland	Switzerland

No factions begin with a declared moral victory. Players may declare one minor moral victory and one greater moral victory objective at the end of any turn (a written note should be made of the timing of the declaration): doing so commits them to that victory for the remainder of the game. Once declared, a moral victory may not be altered until the end of the game, when players may switch their moral victory to an alternative of the same type but receive only half score for achieving that new victory.

After the first two turns of play, if a player still has not declared one or both moral victory objectives, they take a penalty of -5 points to any moral victory of that type for each additional turn without a declaration (so -5 points at end of turn 3): no matter the cumulative penalty, a moral victory may always be scored for half its value.

Ending the Game:

The game ends either by agreement of powers that collectively control all industrial centers on the map, or by imposition of a winning coalition. A winning coalition may be formed by any group of powers that satisfy the winning coalition threshold. This threshold is given by half the number of industrial centers (16 of 32) plus one for every additional minor power, plus two for every additional secondary power and plus three for every additional great power (the “first” power is by definition always one with the highest rank). Coalition leadership by default goes to the power(s) in the coalition with the most industrial centers, but the would be coalition leader(s) may negotiate the inclusion of others or resign the leadership.

Scoring:

The coalition divides 100 points among the winning powers, and 50 additional points among the leaders. Starting industrial centers that are lost at the end of the game reduce score by -30 each. Losing a capital costs an additional -25. Lost starting regional centers cost -20 each. Moral victories each have their own scores (see later).

Radicals:

The radicals may write a written order once per turn to cause an uprising in any industrial center that has an ethnicity different from its controlling power, that belongs to a nation that has lost control of its capital or two non-capital regions, or that belongs to a neutral power and has been the subject of movement orders two turns in a row. This “uprising” counts as an attempted move into the region: it may be supported by a written order from another player but may not support other players. If the move would be successful, then a radical army is raised in the center. Once in control of regions, the radicals reconcile supply as other powers do.

If the radicals issue written orders to forces already on the board, they may not issue an uprising order that same turn.

Rather than moral victories, radicals score by forcing changes in government. A power may change its government to become radical – in doing so it may keep its moral victories but loses 50 points in final scoring. It becomes immune to the radical uprising ability, and the radicals may give immediate control to that power of any starting territory. Radicals *gain* 25 points for each minor power they flip, 35 for a secondary power and 50 for a great power. Radicals and radical governments raise the threshold for inclusion in the winning coalition by two additional industrial centers if the leader of the coalition is not also a radical.

Nationalists:

The nationalists may write a written order once per turn to cause an uprising in any region that has an ethnicity different from its controlling power. This “uprising” counts as an attempted move into the region: it may be supported by a written order from another player but may not support other players. If the move would be successful, then a nationalist army is raised in the center. Nationalist armies consume no supply as long as they remain in the region where they were raised. If moved into another region, they must be supplied as usual. Once in control of regions, the nationalists reconcile supply as other powers do.

If the nationalists issue written orders to forces already on the board, they may not issue an uprising order that same turn.

Rather than moral victories, nationalists score by ensuring that regions are controlled powers of the same nationality (or by nationalists). The Slavic powers are Russia and Wallachia-Moldavia; the Italian powers are Two Sicilies and Sardinia-Piedmont; the German powers are Austria, Prussia and Bavaria.

The nationalists receive 50 points for each ethnic group that is ruled by powers of its nationality, and a bonus of 25 points for each ethnic group that is ruled by *one* power of its nationality.

In case of many players, the nationalists may be subdivided so that there is one nationalist player per ethnic group, with all of the above capabilities duplicated, but with nationalists only scoring for their nationality. If controlling only one nationality, nationalists get +10 points for every region they control at the end of the game.

Neutrals:

All neutral powers are armed, per the basic Coalition Rules. Neutral regions with an industrial center have a defensive weight of 2, while neutral regions with a regional center have a defensive weight of 1.

Miscellaneous Special Rules:

1. *Supply Chains*: Supply from trade and industrial centers is reconciled at the end of every turn. Newly captured territories do not provide supply until they have been held for a full turn.
2. *Crossways*: There is a six-way intersection on the map of Andalusia, South-Atlantic, Morocco, Western Mediterranean, Mid-Atlantic and Gibraltar.
3. *Shallows*: Armies may move or support Andalusia-Morocco, Naples-Sicily, Sardinia-Corsica provided there is not a naval unit cutting supply or moving into either region.
4. *Naval Base*: Gibraltar is worth no supply. At the beginning of the game, Great Britain may place a unit at Gibraltar.
5. *Home Waters*: The Dutch may begin the game with a fleet in Heligoland Bight, the British may begin the game with a fleet in the Irish Sea. Both deployments remain constrained by starting supply.
6. *Trade Capitals*: London and the Netherlands may issue two trade orders per turn.
7. *Blessing of the Holy See*: Papal States may distribute up to half its moral victory points to any Catholic power (France, Spain, Bavaria, Austria-Hungary, Sardinia, Two-Sicilies).

Starting Forces:

Nation	Rating	Industrial Centers	Regional Centers	Overseas Centers	Total Supply
French Empire	Great Power	4	8	2	9
Russian Empire	Great Power	2	13		8
United Kingdom	Great Power	4	3	4	7
Ottoman Empire	Great Power	1	18		10
Austro-Hungarian Empire	Great Power	3	7		6
Kingdom of Prussia	Secondary	3	2		4
Kingdom of Sweden	Secondary	2	2		3
Kingdom of Spain	Secondary	1	6		4

Kingdom of Bavaria	Minor	1	2		2
Kingdom of Sardinia	Minor	1	1		1
Kingdom of Two Sicilies	Minor	1	1		1
Papal State	Minor	1			1
Kingdom of Netherlands	Minor	1		2	2
United Principalities of Wallachia and Moldavia	Minor		2		1
Switzerland	Minor	1			1

Moral Victories:

Nation	Minor Victory	Greater Victory
French Empire	<p>Pick One:</p> <ul style="list-style-type: none"> A) Departmental France: Control all starting territories, plus Morocco, Tunisia and Tripoli. 50 points B) Language Union: Control all starting territories, plus Belgium, Switzerland and Piedmont. 50 points C) Milanese Claim: control Piedmont, Lombardy, Tuscany. 50 points D) Continental System: lead a winning coalition that excludes Britain. 35 points 	<p>Pick One:</p> <ul style="list-style-type: none"> A) Containment: Ensure that no other power controls more than eight German territories. 75 points B) La Gloire: have the most industrial centers at the end of the game. 75 points C) Troisieme Empire: control three of the starting Spanish territories, three German territories, three Italian territories. 150 points D) Confederation of the Rhine: lead a winning coalition that includes Prussia and Bavaria, ensure both retain their capitals, control at least one German territory and ensure

		<p>that Austria does not control any German territories other than Tyrolia and Vienna. 100 points</p> <p>E) Greater African Empire: control Morocco, Algeria, Tunisia, Tripoli, Alexandria, Cairo. 100 points</p>
<p>Russian Empire</p>	<p>Pick One:</p> <p>A) Patriarchate Restored: control Constantinople. 40 points</p> <p>B) Great Northern War: Control three of Lappland, Norway, Malmo or Stockholm. 20 points if Sweden neutral, 40 points if Sweden is a player power</p> <p>C) Warm Water Port: control any industrial center south of Denmark (includes e.g. York, Lancaster). 30 points</p>	<p>Pick One:</p> <p>A) Mare Nostrum: control Moldavia/Wallachia or lead a winning coalition including the United Principalities, control Bulgaria, Constantinople, Ankara, Anatolia, Armenia. Keep Crimea, Circassia, Georgia. 100 points</p> <p>B) Slavic Empire: control all Slavic regions or lead a winning coalition in which all Slavic regions are controlled by a Slavic power (Russia, United Principalities, Slavic Nationalists) 100 points if winning coalition, 150 points if solo</p> <p>C) Byzantine Liberation: control Constantinople, Ankara, Agean Coast, Bulgaria, Macedonia, Greece. 100 points</p> <p>D) The Great Game: end the game with four overseas supply centers, at least two of which must be British. 100 points</p>

<p>United Kingdom</p>	<p>Pick One:</p> <ul style="list-style-type: none"> A) Friends on the Continent: ensure that no nation is eliminated at the end of the game. 40 points B) Mediterranean Presence: control an industrial center with a Mediterranean coastline. 30 points C) Hem them In: ensure that Russia does not control any coastal industrial centers other than Saint Petersburg. 30 points 	<p>Pick One:</p> <ul style="list-style-type: none"> A) Rule the waves: control all overseas centers. 150 points B) Divide and rule: lead a winning coalition while ensuring that no other power has more than four industrial centers. 150 points C) Naval Race Preempted: ensure that no other power has more than two coastal industrial centers. 100 points
<p>Ottoman Empire</p>	<p>Pick One:</p> <ul style="list-style-type: none"> A) Greater Balkan Empire: control all starting Balkan territories, plus Transylvania, Wallachia, Greece, Moldavia. 50 points B) Byzantine Inheritance: control all starting territories plus Naples, Sicily, Croatia and Venice. 60 points C) African Empire: control Tripoli, Tunisia, Algeria, Morocco while keeping Alexandria and Cairo. 40 points 	<p>Pick One:</p> <ul style="list-style-type: none"> A) Bosphorus Secured: control all regions with Black Sea coastlines. 100 points B) Naval Modernization: have the most coastal industrial centers. 100 points C) Challenger for the Roman Inheritance: control St. Petersburg and a land route from St. Petersburg to Constantinople. 200 points
<p>Austro-Hungarian Empire</p>	<p>Pick One:</p> <ul style="list-style-type: none"> A) Congress of Vienna: lead the winning coalition. 25 points B) Spoiler: preserve your Italian territories, ensure that Two-Sicilies and Sardinia keep their capitals. 40 points 	<p>Pick One:</p> <ul style="list-style-type: none"> A) Deutschland Uber Alles: control all German regions. 200 points B) German Confederation: keep all your initial German territories, solo-lead a winning coalition in which all

	<p>C) Balkan Empire: control five of the following: Transylvania, Bosnia, Serbia, Bulgaria, Macedonia, Albania, Greece. 40 points</p> <p>D) Austrian Navy: Control any industrial center on the coast 25 points</p>	<p>German regions are controlled by a German power (Austria-Hungary Prussia, Bavaria, German Nationalists), and ensure that Prussia and Bavaria retain their capitals (Berlin, Munich). 100 points</p> <p>C) Putting on the Boot: control Piedmont, Lombardy, Venice, Tuscany, Apulia, Naples, Sicily. 100 points</p>
Kingdom of Prussia	<p>Pick One:</p> <p>A) Deluge Redux: control Krakow, Warsaw, Lithuania. 40 points</p> <p>B) Paring the Hexagon: control Alsace and a land route from Alsace to Berlin 25 points</p> <p>C) Definitely Germans: control Belgium and Switzerland. 20 points if Switzerland neutral, 30 points otherwise.</p> <p>D) Naval Race: have at least as many coastal industrial centers as any other power. 50 points</p> <p>E) Isolation: ensure that the winning coalition does not include France or Great Britan. 40 points</p>	<p>Pick One:</p> <p>A) Imperial Germany: control Cologne, Swabia, Palatinate, Wurttemberg, Nuremberg, Munich, Saxony, Hanover, Mecklenberg, Schlewzig, Berlin, Prussia, Silesia, Pomerania. 100 points</p> <p>B) Deutschland Uber Alles: control all German regions. 200 points</p> <p>C) North German Confederacy: control Schleswig, Mecklenberg, Hanover, Saxony, Cologne, Berlin, Silesia, Prussia, Pomerania, Munster. Lead a winning coalition that includes Bavaria and ensure that Austria does not control any German territories except those with which it began. 75 points</p>

		D)
Kingdom of Sweden	<p>Pick One:</p> <p>A) Greater Scandinavia: control all starting territories plus Finland, Denmark and Schleswig. 40 points</p> <p>B) Naval Balance: have more coastal industrial centers than any power with a center adjacent to the Baltic Sea, Barent Sea or Skagerrack. 50 points</p>	<p>Pick One:</p> <p>A) Baltic Monopoly: Control Finland, St. Petersburg, Upper Livonia, Lithuania, Pomerania and Prussia. 150 points</p> <p>B) Carl's Revenge: Control Finland, St. Petersburg, Archangelsk, Moscow. 100 points</p>
Kingdom of Spain	<p>Pick One:</p> <p>A) Gran Iberia: control all starting territories plus Portugal, Gibraltar and Morocco. 35 points</p> <p>B) Sicilian Claim: control Sicily and Naples. 40 points</p>	<p>Pick One:</p> <p>A) Bourbon Restoration: control Paris, a land route from Toledo to Paris and a total of at least four mainland French starting regions. 150 points</p> <p>B) Empire Restored: control three overseas supply centers. 100 points</p>
Kingdom of Bavaria	<p>Pick One:</p> <p>A) German Confederation Junior Edition: be in a winning coalition led by Prussia or Austria. 25 points</p> <p>B) Old Electors: control Saxony, Cologne, Bohemia. 40 points</p> <p>C) Parity: have as many industrial centers as Prussia or Austria. 50 points</p>	<p>Pick One:</p> <p>A) Imperial Germany: control Cologne, Swabia, Palatinate, Wurttemberg, Nuremberg, Munich, Saxony, Hanover, Mecklenberg, Schlewzig, Berlin, Prussia, Silesia, Pomerania. 200 points</p> <p>B) German Confederation: keep all your starting territories, ensure that all German regions are controlled by a German power, ensure that no</p>

		<p>power has more German regions than you do, and lead a coalition of all remaining German powers. 100 points</p> <p>C) Catholic Germany: control all starting territories plus Swabia, Wurttemberg, Tyrolia and Viena. 75 points</p>
Kingdom of Sardinia	<p>Pick One:</p> <p>A) Bulwark: control original territories, plus Provence, Lombardy, Corsica and Switzerland. 50 points</p> <p>B) Get Out: ensure that no non-Italian powers control Italian regions. 50 points</p>	<p>Pick One:</p> <p>A) Irredentist: control all Italian regions. 150 points</p> <p>B) Close Enough: control at least seven Italian regions. 100 points</p> <p>C) Adriatic Empire: control Venice, Croatia, Bosnia, Apulia, Albania. 80 points</p>
Kingdom of Two Sicilies	<p>Pick One:</p> <p>A) African Empire: control Tunisia, Tripoli. 25 points</p> <p>B) Mercantile Empire: control Crete, Cyprus and keep all your starting territories. 50 points</p> <p>C) Get Out: ensure that no non-Italian powers control Italian regions. 50 points</p>	<p>Pick One:</p> <p>A) Irredentist: control all Italian regions. 150 points</p> <p>B) Close Enough: control at least seven Italian regions. 100 points</p> <p>C) Greater African Empire: control Morocco, Algeria, Tunisia, Tripoli, Alexandria, Cairo. 100 points</p> <p>D) Adriatic Empire: control Venice, Croatia, Bosnia, Apulia, Albania. 80 points</p>
Papal State	<p>Pick One:</p> <p>A) Spoiler: ensure no power controls more than three Italian centers. 50 points</p>	<p>Pick One:</p> <p>A) Sancta Italia: control all Italian regions. 150 points</p>

	<p>B) Italian League: lead a winning coalition that includes Sardinia-Piedmont and Two Sicilies. 50 points</p> <p>C) Holy Orders: control Cyprus. 20 points</p>	<p>B) Papal Clients: control Tuscany, Apulia and Naples. 75 points</p> <p>C) Latter Day Crusade: ensure that Constantinople and Jerusalem are controlled by a Catholic power. 100 points</p> <p>D) Protestantism Foiled: ensure that at least nine German regions are controlled by a Catholic power. 75 points</p>
Kingdom of Netherlands	<p>Pick One:</p> <p>A) Overseas Trade: gain a third overseas center and one additional industrial center. 40 points</p> <p>B) Benelux: control Belgium. 20 points</p>	<p>Pick One:</p> <p>A) Industrial Powerhouse: control four industrial centers. 100 points</p> <p>B) Naval Parity: have as many coastal industrial centers as any land or ocean neighbors. 100 points</p>
United Principalities of Wallachia and Moldavia	<p>Pick One:</p> <p>A) Industrialization: control an industrial supply center. 30 points</p> <p>B) Mother Russia: be in a winning coalition led by Russia. 25 points</p>	<p>Pick One:</p> <p>A) Liberation: control Bulgaria, Serbia, Bosnia, Transylvania. 75 points</p> <p>B) Kicking in the Sublime Porte: control Constantinople. 75 points</p>
Switzerland	<p>Pick One:</p> <p>A) Neutrality: never move out of Switzerland. 30 points</p> <p>B) Naval Empire: gain an overseas territory and control at least one coastal industrial center. 30 points</p>	<p>Pick One:</p> <p>A) Alpine Power: control Tyrolia, Piedmont. 70 points</p> <p>B) Guards Coup: control Rome. 75 points</p>