

DIPLOMACY

Diplomacy was developed in the U.S.A. in the early 1960's as the ultimate board game — one from which all element of chance had been removed, and where success not only depended on a player's tactical and strategic skills but also on an ability to negotiate, cajole, harangue, bluff and lie. Such has been the success of this formula that the game is established as a "classic" around the world. In the U.K. it is played by post (like chess) and there is a Universities Championship, and a National Open Championship, both held annually. Over the years certain conventions have become established — particularly relating to the abbreviations used when writing orders. The original American inventor chose to call the U.K. "England" — not Great Britain. Likewise the Ottoman Empire is known by its modern name "Turkey". On the other hand, the Hapsberg empire of Austria — Hungary is correctly named, but known to all Diplomacy players simply as "Austria".

The period chosen reflects the final flowering of "Imperial" Europe, before the First World War buried it forever. Warfare is still a gentlemanly pursuit. Two distinct campaigns are fought each year — Spring and Autumn. (The summer is too hot and the winter too muddy for warfare). There are no armoured divisions or airborne troops to make lightning strikes in enemy territory. Armies move methodically and slowly, as do the fleets of coal bunkered ironclads at sea. It is at the negotiating table that this game is truly won or lost; where a man's true worth is measured by his ability to spot the knife aimed for his shoulder blades before it arrives — indeed even to turn it aside into a colleague's back!

For new players, anxious to start playing, we recommend setting up the game as described in PART I of the Rules. Use the *Summarised Rules* given inside the back cover of this Rule Book to start play. Refer to the detailed notes in the main section when necessary. Concentrate on getting the mechanics of the game understood, and leave the negotiations to arise when required. It is better for one player to "learn the ropes" and instruct others. Again, refer to the *Summarised Rules*, and play through the *sample game* given opposite. This will not only help the understanding of how the game works, but also give some insight into the strategic and tactical considerations involved. We do *NOT* recommend reading through the complete rules before setting out the board and trying the example moves. The detailed rules are intended to be definitive; to cover every eventuality, some of which may never arise in an actual game. To try and absorb everything will probably result in confusion and a blinding headache!

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1.1 OBJECT OF THE GAME

Up to 7 players take the part of the major powers in Europe at the turn of the century. By manoeuvring armies and naval forces, each seeks to establish supremacy over the continent. Success or failure depends greatly on a player's ability to negotiate alliances with other players to his own advantage. Uniquely, DIPLOMACY sets aside official periods for these negotiations to take place in public or in secret — and it is this aspect of the game which both gives it its name, and sets it apart from all other board games.

1.2 CONTENTS AND DESCRIPTION

The Board represents Europe, the Near East, and North Africa at the turn of the century. It is divided politically into two types of country:

- The seven Great Powers, each coloured individually and sub divided into provinces.
- Neutral Countries, which have no forces of their own, but which may be exploited by the Great Powers both strategically and as a source of additional armies/fleets.

The seas are similarly divided into specific areas, and these control the movement of fleets around the board.

Of central importance to the game are those Neutral Countries and provinces which are designated as "Supply Centres". These are marked as a solid black spot (white spots in the case of Germany and Russia). A player's fighting strength is directly related to the number of Supply Centres he or she controls, whilst the game is won when one player controls at least 18 Supply Centres (being the majority of the 34 Centres marked on the board).

Playing Pieces These are divided simply into two types — Armies and Fleets, and there are 8 of each type for each Great Power.

(a) *Armies* These are bullet shaped pieces, and may move anywhere overland. Only one army can ever occupy one Province/Country at any one time. Armies can never occupy a sea area, although they may be transported overseas by fleets (II.4.)

(b) *Fleets* These are the miniature ships. It is important to understand that they represent waterborne fighting forces; as a consequence they may not only move through and occupy sea areas, but may also occupy coastal Provinces/Countries in exactly the same way

as an army might. Fleets may also be used to transport (convoy) armies across sea areas.

(c) Not included in the game, but essential for play, are a pen/pencil for each player, and paper, upon which ORDERS are written.

1.3 PREPARING FOR PLAY

Each player should be given paper and pen/pencil, and allocated a Great Power. Ideally this should be by ballot, but players are, of course, free to agree any system they wish. Suggestions for Power groupings if there are less than seven players are given in III.1.

Players now deploy their forces, one for each "home" Supply Centre as follows:

| | | | |
|------------------|------------------|--------------|------------------|
| England: | F London | F Edinburgh | A Liverpool |
| Germany: | A Berlin | A Munich | F Kiel |
| Russia: | A Moscow | A Warsaw | F St. Petersburg |
| | F Sevastopol | | (South Coast) |
| Turkey: | A Constantinople | A Smyrna | F Ankara |
| Austria-Hungary: | A Vienna | A Budapest | F Trieste |
| Italy: | A Rome | A Venice | F Naples |
| France: | A Paris | A Marseilles | F Brest |

(A = Army, F = Fleet)

Thus at the start all fleets are occupying land areas, as explained above.

The game is now ready to proceed, which it does in three distinct phases.

- Diplomacy
- Writing orders
- Execution of Orders (Movement)

Together, these phases are considered as a complete "campaign". The first round of Diplomacy and Movement is considered to take place in the Spring of 1901 — the Second round, Autumn 1901, the third, Spring 1902, the fourth, Autumn 1902, and so on. At the end of every Autumn campaign, each player's units are adjusted to equal the number of Supply Centres he or she controls at that time.

II.1 DIPLOMACY

This time set aside for players to negotiate and bargain between each other, before committing their forces during the ORDERS & MOVEMENT phase. During DIPLOMACY players are free to strike whatever agreements they are able — but — *No agreement is binding*. It is up to each player to decide who to trust, and who to double cross. To preserve secrecy players may go into different rooms but remember, walls have ears!

In tournament play, an initial DIPLOMACY period of 30 minutes is allowed before the first ORDERS AND MOVES are made; thereafter each period lasts 15 minutes, and is strictly timed. At home, players are free to agree before starting what time limits to use. In any case, any DIPLOMACY period may end sooner if all players agree.

II.2 ORDERS

Introduction

When the DIPLOMACY period is ended, all players write instructions directing the movement of their own units. These orders are written in secret, and once committed to paper cannot be altered. When all orders have been written, they should be passed simultaneously to the player on the right, who will read them out aloud, in order to ensure no cheating occurs! It is a good thing to agree a time limit of perhaps 5 minutes for order writing, so that the game keeps moving, and six players are not continually kept waiting for the seventh to make up his/her mind!

Format

Each set of orders should be headed with the Campaign name — the first set will be headed "Spring 1901", the second "Autumn 1901" and so on. Players must write their orders so that they can be read by another person, and contain no ambiguities. Conventionally, orders are written in a universal shorthand which is accepted internationally. (See III.5 and III.6).

Content

What will these orders consist of? Essentially, the movement of individual armies and fleets on the board. It is also possible to order an army of fleet (unit) to support the movement of another unit, without itself moving. Further, units may be ordered to co-operate with other Great Powers' units as a result of agreements made during DIPLOMACY. As a general rule it is sensible also to confirm which units (if any) are to remain in place to avoid any potential misunderstandings and arguments.

A unit can only be ordered to carry out *one* of the following:

1. Move (written) —
2. Support (written) s
3. Stand (written) stands
4. Convoy (Fleets only) (written) c

Each individual order must therefore list:

1. The type of unit concerned (Army or Fleet)
2. The Country/Province/Sea it occupies.
3. The action it is to take.
4. The Country/Province/Sea to which that action relates.

Units are abbreviated to A (Army) and F (Fleet)

Countries/Provinces are abbreviated to the first three letters, in lower case — thus London is written "Lon".

Seas are abbreviated to their first three letters or initials (whichever is appropriate) in Capitals; thus the Aegean Sea becomes AEG, the Mid Atlantic Ocean becomes MAO. In both cases the Country/Province/Sea currently occupied is written in brackets.

Examples. The initial orders for the FRENCH could, therefore, look like this:

Spring 1901

F (Bre) — ENG, A (Par) — Bur, A (Mar) — Spa

Fleet occupying Brest moves out into the English Channel.
Army occupying Paris moves to Burgundy.
Army occupying Marseilles moves to Spain.

The next set of orders might read:

Autumn 1901

F (ENG) — Bel, A (Bur) — Mun, A (Spa) Stands

Fleet in English Channel moves to and occupies Belgium
Army in Burgundy moves to and occupies Munich
Army in Spain remains in place.

II.3 EXECUTING ORDERS

We have already seen that orders, once written, are passed to another player to be read aloud. At this stage another concept unique to this game emerges.

All orders/movements take place simultaneously.

Thus the effect of one country's orders is not finally decided until *all* orders for *every* country have been read.

As one country's orders are read, units should be moved to the border of the area they have been ordered to. This will make it easier to decide which moves succeed and which fail, once all orders have

II.3 EXECUTING ORDERS (cont)

been read out. As the orders are read out, players will see the results unfold slowly; it is to remove any temptation to amend orders in the light of other moves that all orders should be read by another player.

Should there be any argument as to the correct meaning of any order (because it has been badly or mistakenly written), the following should apply:

1. An illegal (impossible) order is void, and the unit concerned stands in place.
2. An ambiguous order is likewise void.
3. A mistaken order, if legal (possible) must be followed.
4. A badly written order, if its meaning is clear, must be followed.

Examples

1. Any order purporting to move a unit to an area which it cannot occupy must be ignored. An order moving a unit to other than an adjacent area must be ignored. This would occur if an Army is ordered overseas, but the necessary Fleet order is forgotten, or an ally fails to fulfil an arrangement made during DIPLOMACY.

2. At the outset of the Game, the English may simply write
"Fleet to North Sea"

This could apply equally to the Fleet in London, or the Fleet in Edinburgh, and so neither moves.

3. If a player writes down the wrong abbreviation by mistake, the order must still be carried out if it is possible, even if the player realises the error. Once the orders have been passed on, no alterations can be made.

4. If an order is written ordering an unspecified unit to move, support or convoy, it is valid provided there is only one unit capable of that action. Again, at the outset the Austrian player may order

"Army to Serbia"
"Army to Rumania"

These orders may be carried out, as there is only one interpretation which allows these orders to be fulfilled and so there is no ambiguity.

II.4 MOVEMENT

The basic principle which controls movement could not be simpler.

A unit moves one area only per turn

There are some obvious restrictions. Armies may not move out to sea; Fleets may not move to land locked territories. There are a number of special instances, due to peculiar geographical or political circumstances where such movement is restricted and altered. (Details in III.3).

Units may move freely across all borders, whether within their own home country, into another Great Power's home territory, or into any neutral country. Assuming that no conflict is involved, an Army occupying Galicia could legitimately be ordered to any one of the following:

Bohemia, Silesia, Warsaw, Ukraine, Rumania, Budapest, or Vienna.

Fleets These may occupy both sea areas, and coastal land areas. Thus a Fleet occupying the Mid Atlantic Ocean is capable of movement to all the following:

North Atlantic Ocean, Irish Sea, English Channel, Brest, Gascony, Spain, Portugal, North Africa.

A fleet may also move direct from a coastal area to any other which is *adjacent along a common coastline* without first moving out to sea. Thus a fleet may move successively from the Western Mediterranean to Spain, and from Spain direct to Portugal or Marseilles.

Convoys

An exception to the general rule is the ability of Fleets to convoy Armies across sea areas. Armies do not physically sail about on Fleets, but simply move direct from one land area to another provided that a fleet occupies the intervening sea area.

Example

By placing a Fleet in the English Channel an Army may be convoyed direct from Wales/London, to Brest/Picardy/Belgium. The order would be written

F (ENG) c A (Lon) — Bel

Armies may also be convoyed across several sea areas in one move, provided that a "chain" of fleets is established. This may, of course, involve co-operation between Great Powers. Thus the positioning of the English Fleets in the English Channel and the Mid Atlantic Ocean, together with a French Fleet in the Western Mediterranean would allow an army to move direct from London to Tunis. This would necessitate both the English and French players to make the appropriate instructions. If the French reneged on such an agreement and failed to order his fleet to convoy, the chain would collapse and the Army remain in London.

The following particular rules apply to convoys.

Disruption

If a fleet ordered to convoy is successfully attacked the convoy does not take place, and the Army remains in place.

An unsuccessful attack on a fleet does not affect a convoy.

II.4 MOVEMENT (cont)

Ambiguous Orders

If two or more convoy routes are available and the convoy order does not specify which, the convoy will still take place, provided that none of the possible routes is disrupted.

Example

An English Fleet occupies both the English Channel and the North Sea. The order

A (Lond) c Bel

is carried out, unless an attack on *either fleet* succeeds.

II.5 CONFLICT

This occurs when units belonging to different Great Powers attempt to occupy the same area, for *only one unit may occupy any Country/Province/Sea at any one time*.

The basic principle is that in case of conflict

- (a) *the numerically greater force wins*
- (b) *if both forces are equal no change occurs*

The concept of a *force* rests on the principle of *support*, considered in detail in Sections II.7 and II.8

The result when equal forces clash is called a **STAND OFF**, and this is considered first.

II.6 STAND-OFFS

This most commonly occurs when two units in adjacent areas attack each other with equal force; both units remain in place.

The effect is also seen in cases where no direct attack is intended, or even takes place.

If the Austrian Army in Trieste is ordered to Venice and the Italian Army in Venice ordered to Trieste, neither moves; the units are assumed to have clashed on the common border between the two provinces and having an equal strength, neither is able to overcome the other, and must remain in place.

Two units may exchange places if one or both are *convoyed*, as there will be no clash on a common border.

If two units are ordered to move into the same vacant area in the same turn, neither succeeds, for neither has a superior strength.

Thus if both the French Army in Marseilles and the Italian Army in Venice are ordered to move to Piedmont in Spring 1901 neither unit will move.

This rule still applies when the units concerned belong to the same Great Power.

The effect will also be the same even if the area in question is occupied by a unit.

Three or more units may however move in rotation, as none has clash with another. Thus

F(Ven) — Tri, A(Tri) — Tyr, A(Tyr) — Ven

will succeed, whatever the nationality of the units concerned.

II.7 SUPPORT

Instead of moving itself, a unit may be ordered to support the movement of another unit.

As we have already seen, only one Unit can ever occupy a single area at any one time. It is not therefore possible, as in other games, to gather a great number of armies together and simply overwhelm the opposition by sheer weight of numbers. In Diplomacy, superiority can only be achieved by nominating one unit to move and directing other units to *support* that move. By such means forces of several units can be built up — but to be effective, careful thought must be applied, and clear directions written.

The concept is that *a unit has the strength of itself together with all other units ordered to support it*.

In practical terms a unit may give support to any area to which it may move itself.

Examples

An Army in the Ruhr may support a move by an Army from Kiel to Holland, which will then move with a force of two units.

A move by an Army from Budapest to Serbia may be supported by Armies in Trieste, Rumania, Bulgaria, Greece and Albania, giving a total force of 6 units.

A move from Constantinople to Bulgaria may be supported by a Fleet in the Black Sea giving a force of two units.

Support may equally be given to units which are not moving, for purely defensive purposes. This may include mutual support — as in

II.7 SUPPORT (cont)

Berlin supports Kiel
Kiel supports Munich
Munich supports Berlin

giving each province a defensive force of two units.

Note, however, that a unit ordered to move may *never* receive support in the area it is moving *from*.

The need to write support orders to cover all possibilities becomes clear from the following

Example

The Russians and English face each other across the North Sea.

| | |
|-----------------------|--------------------|
| <i>Russia</i> | <i>English</i> |
| Fleet — Norwegian Sea | Fleet — Edinburgh |
| Fleet — Norway | Fleet — North Sea |
| Army — Sweden | Fleet — Heligoland |
| Army — Denmark | Fleet — Skagerrak |

Both sides fear the other's intentions but cannot predict the exact moves.

England can muster 3 units against Denmark, but anticipates a Russian attack into the North Sea.

Russia sees the threat to Denmark but hopes to drive a wedge through the English forces.

The orders are written:

England

F (HEL) — Den, F (SKA) s F (HEL) — Den
F (NTH) s F (HEL) — Den, F (Edi) s F (NTH)

Russia

A (Swe) s A (Den), F (NWG) — NTH,
F (Nor) s F (NWG) — NTH

The Result? All pieces remain in place! By attacking the Fleet in the North Sea, the Russians reduce the force attacking Denmark to two units, which cannot then overcome the Russian defensive force of 2 units. This attack is, however, beaten off by the support given by the Fleet in Edinburgh to the North Sea; the clash of two equal forces of 2 units has again led to stalemate.

II.8 CUTTING SUPPORT

That example also illustrated the principle known as "cutting support". All this means is that a supporting unit can no longer give its support if it is itself attacked. *But* a unit being attacked cannot cut the support of its own attacker—superior force always wins.

Examples

Germany: A (Pru) — War, A (Sil) s A (Pru) — War
Russia: A (War) — Sil

results in the German move succeeding.

A more advanced position —

Germany: A (Ber) — Pru, A (Sil) s A (Ber) — Pru
Russia: A (Pru) — Sil, A (War) s A (Pru) — Sil, F (Bal) — Pru

Here, the German Army in Silesia is overwhelmed by the combined attack from Prussia and Warsaw. The Russian Army now moves from Prussia into Silesia. The Russian Fleet does not move into Prussia because the German attack from Berlin causes a Stand Off (two equal forces attempting to move into the same empty area)

Had the German orders been written

A (Sil) s A (Ber), A (Ber) s A (Sil)

Then the Russian attack would have failed.

An attack which cuts support does not prevent movement. A unit may be successfully employed in making an attack itself, rather than giving support which could be cut.

Example

Still defending grimly, the Germans have been pushed further back by the Russians!

Germany: A (Ber) Stands; A (Mun) — Sil
Russia: A (Pru) — Ber, A (Sil) s A (Pru) — Ber
A (Boh) — Mun, A (Tyr) s A (Boh) — Mun

The attack on Munich is sufficient to defeat the German Army there, but does not prevent it from cutting the Russian support in Silesia, so that the attack on Berlin fails. Had the Army in Munich merely been ordered to support Berlin, then the support would have been cut and both Russian attacks have succeeded.

Convoyed Attack

Where a convoyed Army attacks a Fleet occupying a coastal area, and that Fleet is supporting an attack on the convoying Fleet, that support is not cut. This is an extension of the rule that a unit being attacked cannot cut the support of its own attacker.

II.8 CUTTING SUPPORT (cont)

Example

France: F (TYS) c A(Tus) — Nap
Italy: F(Nap) s F(ION) — TYS

results in the French Fleet being defeated in the Tyrrhenian Sea, and being forced to retreat either to the Gulf of Lyons, or the Western Mediterranean. Had the Italian orders not been written, there would simply have been a stand off, all units remaining in place.

II.9 RETREATS

When all orders have been read, conflicts resolved, and moves made, defeated units are dealt with. Such units are said to be *dislodged*, because they are ousted from the area they previously occupied, and must retreat. Players write retreat orders secretly, without DIPLOMACY. These are then read and resolved as for normal campaign orders.

Units may only retreat to areas which they could normally move to, i.e. *adjacent* areas which are *vacant*. Two further special rules limit retreat movement.

- A unit may not retreat to the area from which its attacker came.
- A unit may not retreat to an area left vacant due to a stand off during the campaign in which it was defeated.

If retreat is not possible, the unit is "disbanded" i.e. removed from the board, and returned to the pool of unused pieces.

A player may choose to disband a unit rather than retreat. If units are ordered to retreat to the same area, they are disbanded. If a player fails to order a retreat when obliged to do so, the unit is disbanded.

Retreating units may be neither convoyed nor supported.

II.10 SUPPLY CENTRES

These are the key to the game; their control determines the size of each player's forces, and ultimately the victor.

A unit does not necessarily have to occupy a province containing a Supply Centre in order to control it.

- All Supply Centres in a player's home country remain in his or her control, *until* such time as another Great Power occupies and takes control as outlined below.
- Control over Supply Centres located in Neutral Countries, and other Great Powers' territories is established when

a unit occupies that Country or Province at the end of an Autumn Campaign

This control is retained until such time as another Great Power establishes an occupying unit at the end of a subsequent Autumn Campaign. Because control often relates to Countries/Provinces which have been occupied and then evacuated, it is recommended that all players keep a separate list of Supply Centres which they control, updating it when necessary after succeeding Autumn campaigns.

Remember: A unit moving into a Supply Centre in Spring and out again in the Autumn does *not* establish control.

Thus: French Spring '01 A (Mar) — Spa, Autumn '01 A (Spa) — Por

Control is established only over Portugal, and not Spain

II.11 BUILDING/DISBANDING

At the end of each Autumn Campaign, after all retreats and disbandments have been made, players compare the number of their units in play with the number of Supply Centres they control. If the number of units is less than the number of Supply Centres then the player may *build* (bring into play) additional units to match the number of units to Supply Centres.

New Units can be built only on *vacant* Supply Centres within a Power's home territory, and controlled by that Power. If there are insufficient vacant provinces to build the units a Power is allowed, then this entitlement is forfeited.

If a Supply Centre province is capable of supporting either a Fleet or an Army, the type of unit must be specified, or the build is invalid. In the case of Russian St. Petersburg, the Coast (North or South) must be specified if a Fleet is built, or the build is invalid.

If the number of units is greater than Supply Centres, then the excess units must be disbanded. The player concerned is free to designate any of his or her units; these are simply removed from the board and returned to the pool.

All instructions regarding building and disbandment must be written in secret, with no DIPLOMACY allowed, and take effect simultaneously, as usual.

II.12 SPECIAL AREAS

Provinces with two coasts

St. Petersburg, Bulgaria, and Spain each have two separate coastlines clearly marked. A fleet occupying one of the provinces does so by virtue of entering via one coast; when leaving it must do so by the same coast.

II.12 SPECIAL AREAS (cont)

Example

Spring
F (Mar) — Spa

Autumn
F (Spa) — Por

is allowed, Portugal being adjacent to Spain (South Coast)

Spring
F (Lvn) — St. P

Autumn
F (St. P) — (Nwy)

fails, as the move from Livonia can only be to the South Coast, St. Petersburg, whilst Norway is only adjacent to North Coast, St. Petersburg.

This limitation is one of movement, not occupation; a Fleet in Spain South Coast will still prevent an unsupported movement to Spain North Coast. But note: a Fleet in (Spa) nc cannot support into Marseilles, whilst a Fleet in (Spa) sc cannot support in Gascony.

It is possible for a Fleet in Portugal to move to either the North or South Spanish Coast; likewise a Fleet in Constantinople may move to either South or East Coast Bulgaria. An order made in these circumstances *must* specify *which* coast, or the order is invalid, and the move will not take place.

Spain and Bulgaria are still subject to the rule that two units occupying adjacent areas cannot exchange places. Thus the moves

F(Spa)nc — Por, F(Por) — Spa sc, and
F(Bul)sc — Con, F(Con) — Bul ec

cannot take place.

Kiel and Constantinople

These two provinces have waterways which divide their land areas — the Kiel Canal and Bosphorus. A Fleet may therefore, move into these provinces from one coast, and on the next turn move out from the other coast. Thus a Fleet may move:

Spring
F (HEL) — Kiel
F (BLA) — Con

Autumn
F (Kie) — BAL
F (Con) — AEG

If any other unit occupies Kiel or Constantinople, then such movement is, of course, not possible.

These waterways do not affect the movement of armies; an army occupying Constantinople may be ordered direct to either Bulgaria, Ankara, or Smyrna.

Straits of Gibraltar

Note that there is no land connection at this point between Spain and North Africa. To transfer an Army between these two territories entails a convoy either via the Mid Atlantic, or the Western Mediterranean. The Straits also mark the dividing line between these two sea areas. However, the Straits do not affect the continuity of the Spanish South Coast: a Fleet may therefore move as follows:

Spring
F (MAO) — Spa sc

Autumn
F (Spa) sc — Mar

Sweden and Denmark

Denmark and Sweden are deemed to be linked to each other by both land and sea, so that both Army and Fleet units may move freely from one to the other. Both the following sets of orders are legal:

Spring
A (Swe) — Den
F (NTH) — Den

Autumn
A (Den) — Kie
F (Den) — Swe

Danish territory completely separates the Skagerrak from the Baltic, so that a Fleet may pass from one to the other only by way of moving first to Denmark or Sweden. The following moves are legal:

Spring
F (SKA) — Swe
F (GoB) — Swe

Autumn
F (Swe) — BAL
F (Swe) — SKA

General

Movement can never take place to any unnamed area. Iceland, Ireland, Corsica, Sardinia and Sicily take no part in the game. The (unnamed) Caspian Sea forms an impenetrable barrier to any direct movement between Moscow and Armenia. Crete and the Greek Islands are not part of Greece; it is not possible for a Fleet to pass direct from Greece to the Eastern Mediterranean. Switzerland is clearly marked "impassable".

III.1 SHORT GAME

It is perfectly feasible to play the game to a time limit, provided this is agreed by all players before the Start. A *minimum* of 3 hours should be set aside, however, and it becomes particularly important to ensure all negotiations, orders and movements are carried out briskly. The winner will be the Power which controls the most Supply Centres when the time limit is up. If the time limit occurs during the course of an Autumn campaign, this should be fully completed, before Supply Centres controlled are added up.

III.2 GAMES FOR LESS THAN SEVEN PLAYERS

In all cases, all units for all Great Powers are set up as for the full games.

III.2 GAMES FOR LESS THAN 7 PLAYERS (cont)

Six Players

Italy is not played. Italian units merely stand in position as they receive no orders. Other units may, however, be ordered to support Italian units. If they are successfully attacked, they are automatically disbanded — retreats may not take place.

Five Players

Neither Italy nor Germany is played. Units of these Powers function as described above.

Four Players

| | | | | |
|------------------------------|----|----------------|----|-----------------|
| Player 1. England | or | England | or | England |
| Player 2. Austria and France | | France/Russia | | France/Russia |
| Player 3. Germany and Turkey | | Germany/Turkey | | Germany/Austria |
| Player 4. Italy and Russia. | | Austria/Italy | | Italy/Turkey |

Three Players

Player 1. Germany/Austria
 Player 2. France/Russia
 Player 3. Germany/Turkey
 Italy is not played.

Two Players — World War I

Player 1. England/France/Russia
 Player 2. Austria/Germany/Turkey

The two player game begins in 1914. At the outset Italy is neutral, and her territory must be entered. Before the Autumn 1914 adjustments, toss a coin; Italy joins the winner in Spring 1915. The winner is the player whose combined forces total 24 units in play. (Not Supply Centres).

The number of units a Great Power is entitled to relates to the number of Supply Centres it controls, just as in the full game. A player may control more than one Great Power, but each Great Power must be treated as a separate sovereign state for the purposes of building or disbanding units.

In the two player game, for instance, the occupation of Munich by an Austrian Army in an Autumn Campaign will reduce the German entitlement, and increase the Austrian; it also prevents the Germans building a unit in Munich.

III.3 DEPARTURE OF PLAYERS

A game does not have to halt should a player wish to leave, and the others wish to continue. It is assumed that the Power in question has succumbed to Civil Disorder, and its units behave just as described for Italy in the Six Player version.

When, in this case, units are required to be disbanded, the rule is that *units furthest from home are disbanded first*.

This is defined as the most distant from the nearest home Supply Centre via the most direct route, including Convoy if possible. If this does not establish priority, Fleets are removed before Armies. If this does not establish priority, remove units in the alphabetical order of the area which they occupy.

III.4 LIST OF ABBREVIATIONS

Countries

| Name | Abbr. | Name | Abbr. |
|----------------|-------|----------------|-------|
| Albania | Alb | North Africa | NAf |
| Ankara | Ank | Norway | Nwy |
| Apulia | Apu | Paris | Par |
| Armenia | Arm | Picardy | Pic |
| Belgium | Bel | Piedmont | Pie |
| Berlin | Ber | Portugal | Por |
| Bohemia | Boh | Prussia | Pru |
| Brest | Bre | Ruhr | Ruh |
| Budapest | Bud | Rome | Rom |
| Bulgaria | Bul | Rumania | Rum |
| Burgundy | Bur | St. Petersburg | StP |
| Clyde | Cly | Serbia | Ser |
| Constantinople | Con | Sevastopol | Sev |
| Denmark | Den | Silesia | Sil |
| Edinburgh | Edi | Smyrna | Smy |
| Finland | Fin | Spain | Spa |
| Galicia | Gal | Sweden | Swe |
| Gascony | Gas | Syria | Syr |
| Greece | Gre | Trieste | Tri |
| Holland | Hol | Tunis | Tun |
| Kiel | Kie | Tuscany | Tus |
| Liverpool | Lpl | Tyrolia | Tyr |
| Livonia | Lvn | Ukraine | Ukr |
| London | Lon | Venice | Ven |
| Marseilles | Mar | Vienna | Vie |
| Moscow | Mos | Wales | Wal |
| Munich | Mun | Warsaw | War |
| Naples | Nap | Yorkshire | Yor |

Seas

| Name | Abbr. | Name | Abbr. |
|----------------------|-------|-----------------------|-------|
| Adriatic | ADS | Black | BLA |
| Aegean | AEG | Eastern Mediterranean | EMS |
| Baltic | BAL | English Channel | ENG |
| Barents | BAR | Gulf of Bothnia | GoB |
| Gulf of Lyons | GoL | North Sea | NTH |
| Heligoland Bight | HEL | Norwegian | NWG |
| Ionian | ION | Skagerrak | SKA |
| Irish | IRI | Tyrrhenian | TYS |
| Mid Atlantic Ocean | MAO | Western Mediterranean | WMS |
| North Atlantic Ocean | NAO | | |

III.5 SUMMARISED RULES

For easy reference

1.1. Each player takes the part of one of the Great Powers (countries) depicted on the board.

1.1. Each Great Power strives to win control of Europe.

1.1. Control of Europe is achieved when one player controls the majority (18) of the (34) Supply Centres (territories marked with a black or white circle).

Control is established by moving Armies (bullets) and Fleets (ships) to occupy these territories.

1.3. Each Great Power starts with a small force in its home territory. By moving Armies and Fleets, additional Supply Centres will be occupied and controlled, allowing additional forces to be brought into play. By such means a Great Power's forces may be increased, allowing yet further expansion, both in territories controlled, and number of units in play.

1.2. All units (Armies and Fleets) move only one area (Country/Province/Sea) per turn.

1.4. An Army may occupy only land areas but may be conveyed by a Fleet overseas.

1.4. A Fleet may occupy sea areas, and any land area having a coastline.

1.3. The game is played in a series of campaigns, starting in 1901. Each year comprises a "Spring" campaign, and an "Autumn" campaign. Each campaign consists of three phases.

1.1. *Diplomacy*: where players are free to negotiate with each other.

1.2. *Writing Orders*: where players secretly write instructions regarding their individual units.

1.3 & 4. *Execution of Orders*: where all orders are read out, and the results put into effect.

1.5. As players compete to occupy and control Supply Centres, individual unit will clash, for only *one unit* (whether Army or Fleet) may occupy *an area* at any time.

1.5. In order to oust an opposing unit from an area, a superior force must be mustered. A "force" comprises *one* unit ordered to move, plus further units ordered to *support* that move. Likewise forces may muster simply for defensive purposes. Success always goes to the force which comprises the greatest number of units.

1.6. If equally opposed forces are ordered to take the same objective, the result is stalemate (a "stand off") and no movement takes place.

1.7. Support may only be given by units into an area which they themselves could move.

1.8. A unit's support may be neutralised if it is itself attacked from the side or rear.

1.9. After a successful attack, the designated unit moves into the disputed area forcing any defending unit to retreat to an adjacent *vacant* area. If there is no such area the defeated (dislodged) unit is disbanded (removed from play).

1.11. At the end of each *Autumn* Campaign, the forces of each Great Power are increased or reduced to equal the number of Supply Centres which it controls.

1.10(a). Control of Supply Centres in a Great Power's home territory is only lost when another Great Power's unit occupies it.

1.10(b). Control of Supply Centres in Neutral Countries or other Great Powers' home territories is established when a unit occupies such centres at the *end* of an *Autumn* Campaign.

1.10. Control is retained until another Great Power's Unit occupies the Supply Centre at the end of a subsequent *Autumn* campaign.

1.11. Additional units are brought into play on *vacant* Supply Centres in the *Home* territory. If none is vacant, the player forgoes his entitlement. Players must specify which Supply Centre is to receive an additional unit, and whether it is an Army or a Fleet. Players losing pieces may choose which are removed. All orders are written in secret.

III.6 SAMPLE GAME

Key
 A : Army
 F : Fleet
 (Lon) : province moving from
 — : Indicates movement
 Yor : province moving to
 s : Supports
 c : Convoys
 Stands : Remains in position
 ec : East Coast
 nc : North Coast
 sc : South Coast
 * : indicates unit forced to retreat or disband
 ms : The units indicated give each other mutual support

An italicised order indicates a move which is found to fail, when all orders have been read.

Moves

Spring 1901
 England A(Lpl)-Yor, F(Lon)-NTH, F(Edi)-NWG
 Germany: F(Kie)-Den, A(Ber)-Kie, A(Mun)-Ruh
 Russia: A(Mos)-Ukr, A(War)-Gal, F(St.P)-GOB
F(Sev)-BLA
 Turkey A(Con)-Bul, A(Smy)-Con, *F(Ank)-BLA*
 Austria A(Bud)-Gal, F(Tri)-Alb, A(Vie)-Tri
 Italy A(Ven)-Pie, A(Rom)-Ven, F(Nap)-ION
 France: A(Par)-Bur, A(Mar)-Spa, F(Bre)-Pic

All moves succeed except the Fleets ordered to the Black Sea, and the Armies to Galicia stand each other off.

Autumn 1901
 England: F(NTH)cA(Yor)-Nwy, F(NWG)-BAR
 Germany: A(Kie)-Hol, *A(Ruh)-Bel*, F(Den) Stands
 Russia: A(Ukr)sF(Sev)-Rum, A(War)-Gal
 F(GoB)-Swe
 Turkey: *A(Bul)-Ser*, F(Ank)-BLA, *A(Con)-Bul*
 Austria: *A(Bud)-Ser*, F(Alb)-Gre, A(Tri) Stands
 Italy: *A(Pie)-Mar*, F(ION)-Tun, A(Ven) Stands
 France: *A(Bur)-Mar*, A(Spa)-Por, *F(Pic)-Bel*

The units ordered to Marseilles, Serbia, and Belgium do not move. As the Turkish Army has not moved out of Bulgaria, the Army in Constantinople cannot move.

No direct orders have been written for the English Army in York, or the Russian Fleet in Sevastopol, as the convoy order and the support order contain sufficient information regarding the movements involved.

Control of Supply Centres is now analysed and additional units built. No Power has lost a "Home" Supply Centre, and so the outcome is

| | <i>Additional Centres</i> | <i>Units Built</i> |
|----------|---------------------------|--------------------|
| England: | Norway | F(Edi) |
| Germany: | Denmark, Holland | F(Kie), A(Mun) |
| Russia: | Sweden, Rumania | A(St.P), A(Sev) |
| Turkey: | Bulgaria | A(Smy) |
| Austria: | Greece | A(Vie) |
| Italy: | Tunis | F(Nap) |
| France: | Portugal | F(Mar) |

France does not control Spain, as the Army moved through in the Spring Campaign.

Spring 1902
 England: F(BAR) s A(Nwy)-St P
F(NTH)-Nwy, F(Edi)-NTH
 Germany: A(Ruh) s A(Hol)-Bel, F(Kie)-Hol
A(Mun)-Bur, F(Den) Stands
 Russia: F(Swe) s *A(St P)-Nwy, A(Gal)-Bud*, F(Rum) Stands
 A(Ukr) s F(Rum, A(Sev) s F(Rum)
 Turkey: F(BLA) s *A(Bul)-Rum, A(Con)-Bul*
 A(Smy)-Arm
 Austria: A(Bud)-Ser, *A(Tri)-Bud, A(Vie)-Bud*
 F(Gre) Stands
 Italy: *A(Pie)-Mar*, F(Tun)-WMS, F(Nap)-TYS
 A(Ven) Stands
 France: A(Bur) s *F(Pic)-Bel*, A(Por)-Spa
 F(Mar) Stands

The clash between the equally matched English and Russian forces in Norway/St. Petersburg resulted in a Stand Off; consequently none of the English moves take place.

The clash between the French and German forces over Belgium resulted in success for the Germans, as the French support from Burgundy was cut by the German attack from Munich. None of the three units ordered to Budapest moves due to a mutual Stand off. The

III.5 SAMPLE GAME (cont)

Austrian player has made a bad mistake here — had he ordered Vienna to support Trieste's move (or vice versa) his move would have succeeded. As it is, his own armies have not only "stood off" the Russian Army in Galicia, but also each other!

Autumn 1902
 England: F(BAR) s A(Nwy)-StP, F(NTH)-Nwy, F(Edi)-NTH
 Germany: A(Mun) and A(Bel) s A(Ruh)-Bur, F(Hol) s A(Bel)
F(Den)-Swe
 Russia: F(Swe) s *A(StP)-Nwy, F(Rum)** ms A(Sev),
 A(Ukr) s A(Sev), A(Gal) s F(Rum)
 Turkey: F(BLA) s A(Bul)-Rum, A(Con)-Bul, *A(Arm)-Sev*
 Austria: A(Ser) s Turkish A(Bul)-Rum, A(Vie)-Gal
 A(Tri)-Bud, F(Gre) Stands
 Italy: *A(Pie)-Mar, A(Ven)-Pie*, F(WMS)-MAO
 F(TYS)-GoL
 France: F(Pic) s *A(Bur)*-Bel*, A(Spa) ms F(Mar)

The clash in Norway/St. Petersburg is a re-run of the Spring campaign except that the English have negotiated the help of the Germans. The intervention of the German Fleet in Denmark cuts the Russian support from Sweden, so that the English moves now all succeed, and the Russian Army must retreat from St. Petersburg

The Russians have suffered a more severe setback in the Balkans, where a combination of Austrian and Turkish forces has resulted in the defeat and disbandment of the Russian Fleet in Rumania. This unit has the support of both Galicia and Sevastopol, enough to beat off the attack from Bulgaria, supported by Serbia and the Black Sea Fleet. But the flanking attacks from Vienna on Galicia, and Armenia on Sevastopol remove the Russian support, and Rumania falls to the Turks. Having nowhere to retreat to, the Russian Fleet is disbanded, and removed from the board.

In western Europe the clash between France and Germany in Burgundy and Belgium resulted in success for the Germans. However, had Belgium not received support from Holland, the French move Burgundy-Belgium would have succeeded. An attack on a province does not in itself prevent the unit occupying that province from moving, although it automatically cuts support.

Two units are obliged to retreat, as follows:

Russia: St. Petersburg — Moscow
 France: Burgundy — Gascony

Adjustments are now carried out.

| | | <i>Supply Centres</i> | <i>Units</i> | | |
|-------------|----------------|-----------------------|----------------------------|--------------|------------------|
| | | <i>Gained</i> | <i>Lost</i> | <i>Built</i> | <i>Disbanded</i> |
| England (5) | St. Petersburg | | | F(Lon) | |
| Germany (6) | Belgium | | | F(Kie) | |
| Russia (4) | | | Rumania, St. Petersburg | | A(Gal) |
| Turkey (5) | Rumania | | | A(Ank) | |
| Austria (5) | Serbia | | | A(Tri) | |
| Italy (4) | | No change | | | No change |
| France (5) | Spain | | | A(Par) | |

Comments

At this stage, Russia is in a grim situation, under pressure from England, Austria and Turkey. She is likely to survive only by persuading one of these three that co-operation rather than continued confrontation is advantageous.

Whilst France has suffered a setback in Burgundy, she still has 5 units in the field. The retreat from Burgundy to Gascony purposely left Paris vacant, so that the additional unit could be built there, and immediately strengthen the defences against Germany. France may in fact have to fear Italy more than Germany, with Italian forces threatening Portugal, Spain and Marseilles whose Supply Centres France controls.

Italy may indeed propose co-operation with Germany against France in order to achieve this goal, providing she can be sure that no Austrian attack develops from Greece/Trieste against Naples/Venice.

Austria has reached the limit of her expansion (other than a move to Warsaw) without upsetting Turkey, Italy or Germany. Continued aggression against Russia in co-operation with Turkey is probably the best short term objective.

Turkey may well agree with this assessment, for her forces are disposed towards expansion northwards, and a war with Austria in the Balkans would be self defeating for both sides.

Similar considerations apply to Germany; her forces are poised on her western borders and there is no immediate threat from the east. Alliance with Italy against France therefore looks sensible in order to eliminate her traditionally most dangerous enemy.

England meanwhile is poised for rapid expansion in northern Europe. Sweden must fall, provided the German Fleet in Denmark does not intervene, and it is worthwhile agreeing a non-intervention pact with Germany. (No English support for the French, if no German support for the Russians). By moving a Fleet to the Norwegian Sea the English can convoy Armies direct from Edinburgh to St. Petersburg, thus feeding army units into Russia, in the hope of getting to Moscow before either the Austrians or the Turks.