

BEGINNERS INTRODUCTION TO RULES for DIPLOMACY® *the exciting game of international intrigue*

GENERAL DESCRIPTION

Each player is allocated one of seven Great Powers.

Using this Great Power they seek control of Europe by careful planning, or negotiating alliances with other players.

"Diplomacy" is a game of skill and cunning negotiations, that tests your ability not only to plan a campaign, but also to outwit your fellow players in diplomatic negotiations. **Chance plays no part.**

OBJECT OF THE GAME

When a Great Power controls 18 Supply Centres (gained control of Europe), that player is the winner.

There are 4 phases in each year; **(1) Spring Diplomacy, (2) Spring Adjustments, (3) Fall Diplomacy, (4) Fall Centre Count & Adjustments**, with no set terminating year (may be varied in Local or Tournament Play).

Players may end the game by mutual agreement before a win is achieved, in which case all players who still have pieces on the board share equally in a draw, though they score differently.

PLAYERS AND COUNTRIES

Diplomacy can be played by two(2) to seven(7) players.

Each player draws lots to select one of the Great Powers of Europe in the years just prior to World War 1:

England, Germany, Russia, Turkey, Austria/Hungary, Italy & France.

Games-masters (if available) can collect & read orders, adjudicate and make rulings when necessary.

Their role is strictly neutral; and can also keep time for the diplomacy periods.

Certain provinces on the board, 34 in all, are designated "**supply centres**", and are marked with a **black dot**.

Each of these provinces produces supplies sufficient to keep an army or fleet in being.

A country may have up to as many armies & fleets (hereafter called "**units**") as it controls supply centres.

UNITS.

"Armies" (square blocks or bullet shapes) may move to any *adjacent* province, or be convoyed.

"Fleets" (long blocks or ship shapes) may move on any body of water or coastal province, or convoy an "Army" through the body of water it currently resides.

Units may only be ordered to do one thing on each move:

An army may be ordered to **move, hold, or support**;

A fleet may be ordered to **move, hold, support, or convoy**.

Only one Unit may be in a space at a time.

On each move each Great Power may order all its units, or some, or none of them.

A unit moves with the strength of itself and all its valid supports.

MOVE, HOLD, SUPPORT, CONVOY.

A unit **moves** by stating the type of unit (army or fleet), where unit is moving from and where it is moving to.

A unit not ordered to move is deemed to **hold** (i.e. convoy, supporting, or not ordered at all).

A unit ordered to move may only receive support to its destination.

A unit may **support** any unit holding or moving to an adjacent centre (only if it also could move there).

If the unit giving support is attacked from a different direction, (or dislodged) then the support fails.

A fleet in a body of water may **convoy** ONE army to/from any province it borders.

The army must be ordered to the intended province **and** the fleet must be ordered to convoy it (same destination).

An army may be convoyed through **multiple adjacent bodies of water** on one move, but not land.

The convoy fails if a fleet in the convoy line is dislodged, thus preventing the army from moving.

STARTING POSITION.

At the start of the game each Great Power, except Russia, controls three supply centres and has three units.

These units begin play, one in each home supply centre, as follows (where A means army and F means fleet):

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

The twelve remaining supply centres are not occupied at the start of the game.

DIPLOMACY PERIODS

The Diplomacy period lasts 30 minutes before the first move and 15 minutes before each move thereafter.

(These times are normally varied by the Tournament, Club, or House Rules.)

During diplomacy periods, a player may say anything, however **no discussions between players are binding.**

The players often go to another room or off to a corner in twos and threes.

They try to keep the content of their conversations secret.

They may try to overhear the conversations of others.

The conversations usually consist of bargaining or joint military planning, but may include exchanging information, denouncing, threatening, spreading rumours, and so forth.

ADJUSTMENTS - READING, CONFLICTS, RETREATS, CENTRE COUNTS, BUILDING AND REMOVING UNITS.

All retreats, builds and removals (adjustments) are written and exposed simultaneously, **without diplomacy.**

Both spring and fall adjustment phases consist of **reading orders**, moving, conflict resolution and retreat of pieces.

Where units of an equal number (including supports) contest a "**space**" (land or water), then no units win or move.

A unit may only be dislodged if attacked by a better supported unit. The unit must retreat or be disbanded.

A unit may not dislodge another unit belonging to the same Great Power.

While a country may not dislodge its own units, it can stand itself off by ordering two equally well supported attacks on the same space. This balance can be upset by unwanted support by another player.

After all orders have been read, the conflicts resolved, and the moves made, any dislodged unit makes its retreat.

It must move to an **empty adjacent space**, except that which the attacker came from, nor to a space which was left vacant due to a stand-off on the move. If no place is available for retreat, the dislodged unit is "disbanded".

A player may choose to disband a unit rather than retreat it.

If two or more units are ordered to retreat to the same space, they are all disbanded.

If a player fails to order a retreat when necessary, the unit is disbanded.

The fall adjustment requires a count of all centres held by each Great Power. If the number of centres varies with the number units the Great Power has, then units must be built or removed to reflect this.

Centres only change hands by possession in the fall that year. (Unoccupied centres belong to last fall occupant).

If fewer centres than Units, the excess units only must be disbanded, by removing them from the board.

If more centres than units, units may be built by placing them, one in each **unoccupied home supply centre**, provided that such supply centres are still under their control.

In coastal centres, an army or fleet must be stated, including coast if applicable. (eg. **fleet St .Petersburg** is invalid).

Players may continue fighting without home supply centres, but cannot build units until they are recaptured & vacant.

MOVEMENT IN CERTAIN UNUSUAL POSITIONS ON THE BOARD

Fleets may enter **Kiel & Constantinople** along one coast, and, on another move, leave from the other coast.

Fleets entering **Bulgaria, Spain, or St. Petersburg**, enters along one coast and may then move **only** to a space adjacent to that coast; it nevertheless occupies the entire province. If it is possible for the fleet to move to either coast, the order must specify which coast, or the fleet does not move.

A fleet moving from the Baltic Sea to the Skaggerak or vice versa must first move to Sweden or Denmark.

MECHANICS OF WRITING ORDERS.

Each player writes "orders" on a slip of paper, and these orders to the armies and fleets are all exposed at once.

Each player reads their orders while the others check to ensure that they are reading what they wrote.

An illogical order is not followed, and the unit so ordered simply stands in its place.

A mistaken order, if legal, must be followed.

An order which admits of two meanings is not followed.

Orders for the first move are dated **1901 Spring**, for the second, **1901 Fall**, for the third, **1902 Spring**; and so on.

In each set of orders, the area each unit is in is written first, followed by its order.

If a player fails to submit orders in a given Spring or Fall season, (**civil disorder occurs**), and the units hold position, but do not support each other, and if dislodged, they are disbanded. No new units may be raised for this country.

A Sample order slip is shown below:

| | | | |
|---------------|---|--------------------|---|
| France | 1903 Spring | Game Name : | Churchill |
| | F Bre-MAO | | <i>(sample bounce)</i> |
| | F Spa(SC) to MAO | | <i>(sample bounce)</i> |
| | A Par-Burg | | <i>(sample move)</i> |
| | A Mars Spt A Par-Burg | | <i>(sample support)</i> |
| | F EngCh C German A Belgium to London | | <i>(sample convoy)</i> |
| | | | Signed Napoleon Blown-Apart |