

## Rules of the Game of Realpolitik

### I. In General; Diplomacy

The game is played around a specially prepared map of Europe, with boundaries as of 1914. The game is played by seven, each representing one of the Great Powers, Austria-Hungary, France, Germany, Italy, Russia, Turkey, United Kingdom. Each player represents the Foreign Office and General Staff of his country, exchanging diplomatic messages and sending orders to the armies and fleets of his state. Communications between players are by private written message only. Alliances are as binding as the players are willing and able to make them under the rules.

The game is won by the sole remaining Power. If the game must be adjourned before one Power achieves this goal, a Power having a majority (13/34) of the possible armies and fleets is the winner. If no one has such a majority, all Powers still in the game share the victory equally.

Each Great Power is divided into seven or eight spaces for moving purposes. Each smaller country is reckoned as one space. The seas are divided into bodies of water for naval moves.

### II. Supply

In each Great Power, three cities are designated (In Russia, four). These are supply centers. A supply center is necessary to the maintenance of each army or fleet. The lesser countries are each one supply center.

Each Power begins the game with two armies and a fleet (except Russia, two and two; England, one army and two fleets). After every second move, a Power's military establishment is corrected to the number of supply centers it controls. If it has

gained supply centers, it may add the appropriate number of units, armies or fleets at its option. If it has lost, it must select and remove the required number of its units.

To establish occupation of a supply center a Power must move a unit into its province and hold it on an even move. Once occupation is thus established, it continues regardless of actual occupation until some other Power establishes occupation. Occupation of an area may be voluntarily relinquished but not transferred.

### III. Military

Armies and fleets (collectively, "units") are moved in effect simultaneously. This effect is obtained by the use of written orders composed privately, then given to one player who resolves the conflicts according to the rules and makes the moves. This duty rotates.

Armies may move in any of the land provinces. Fleets may move from one of the bodies of water marked on the map to another, or along the coasts from province to province. A fleet on the coast of a province is deemed to occupy that province as much as an army could. In the coastal provinces, armies and fleets are virtually equal in power.

Within its element, a unit generally may stand or may move to any adjacent space. No two units may occupy the same space at the same time (with three important exceptions to be discussed below: multiple fleets in their own naval bases, multiple armies in their own capitals, and armies on board fleets). Hence, if two units are ordered to the same province, neither moves.

Army



Order to move to province indicated



1. No Move.



2. German Second Army moves.



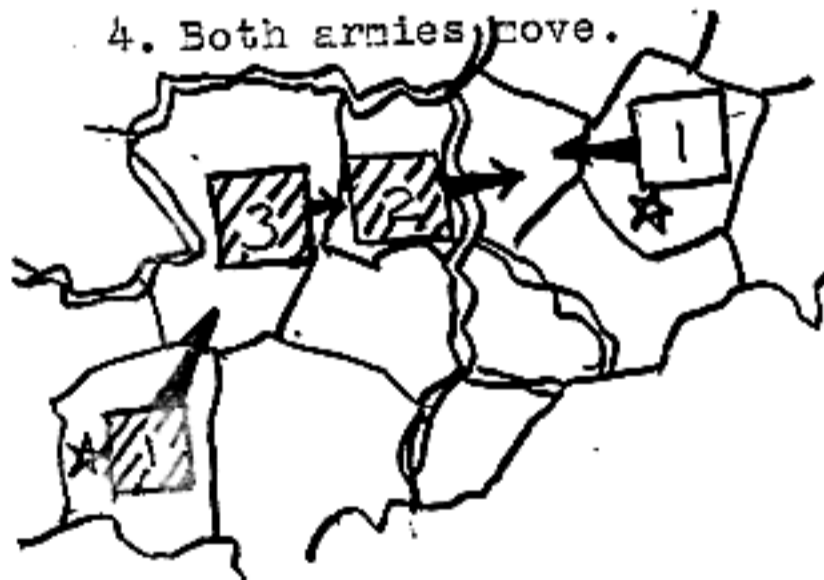
3. No Move.



4. Both armies move.



5. No Move. (Same as 3.)



6. No Move. The French army and the German Second may be said to be "stood off"; the others, "blocked".

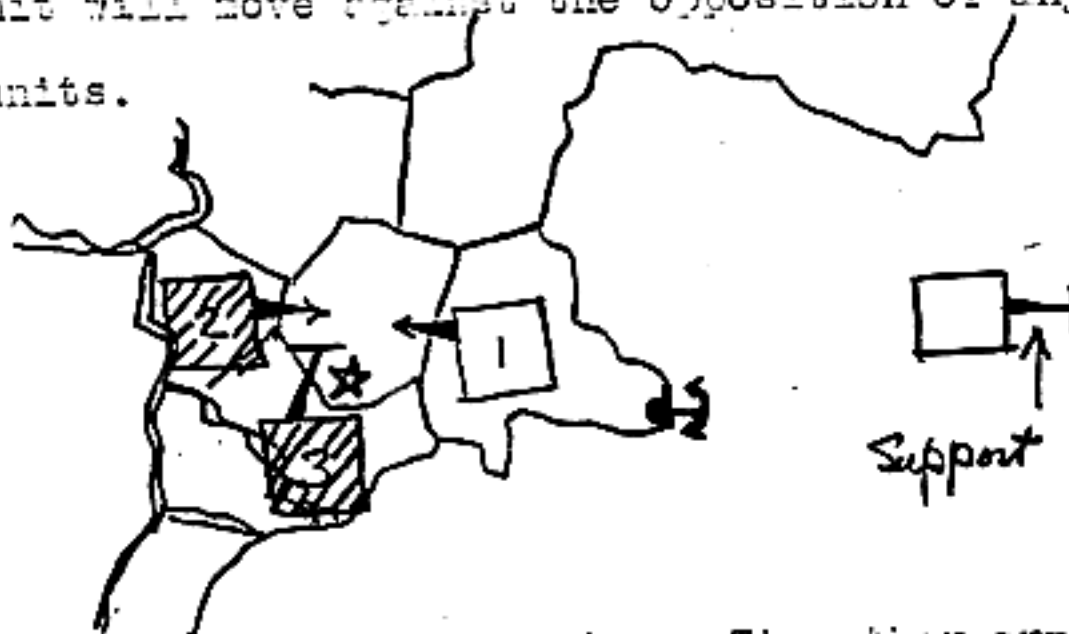
If two units are ordered against each other from adjacent provinces, neither moves. Thus, generally, a unit "met head on" loses its move.



### 7. No Move.

The same rules apply to cases of one fleet against another or fleet against army. The same rules apply in the case of accidental involvements between allied or conational forces.

To dislodge an enemy from an occupied point, or to advance in the face of his fire, superior force may be brought to bear. If two or more allied or conational units are in a position to move into a province on a given move, one may be ordered in and the others ordered to support the first. The supporting units do not move. The attacking unit will move against the opposition of any lesser combination of units.



8. The German Second Army occupies Paris. The other armies do not move.



9. The German Second Army occupies Paris. The French army must retreat. The result would be the same if the French army had been ordered to attack either of the German armies.



10. No Move. (2:2)



11. No Move. (2:2) In order to receive support here, the French First Army must not be ordered to move.

Where three or more parties attack one point, simple plurality of force will carry the point (e. g. 2:1:1:1---2:2:1 and all three parties are stood off).

Where a unit is driven out of a point, its commander immediately retreats the unit. A retreat is a move to any adjacent province which is 1) unoccupied 2) not the province from which the attacking unit came 3) not disputed by other units on move.



12. The French Second must retreat to either Burgundy or Spain.

If a supporting unit is attacked from the side, it is deemed to turn to face the attacker, and has the same effect against the attacker as any army not ordered to move. The support is cut.



13. No move.



14. Paris Falls.

An attack, unlike a support, is not affected by an attack from the side.

When an attack in superior force and a "stand-off" occur in the same action, as below, both have effect.



15. The Turkish and Austrian armies stand each other off. The Italian Second occupies Trieste. The Austrian army may not retreat to Serbia.

#### IIIa. Play Around Capitals and Naval Bases

OR

Armies are raised in their national and imperial capitals.

Any number of armies may be in their own capital at once. If the city is lost, the capital may be moved to any other supply center in the country. If the original capital is retaken, the seat of government moves back. If all its home cities have been lost, a Power may continue fighting if it can supply its units from other possessions, but it may raise no new units until it retakes a home city.

Fleets are raised in their own naval bases. Any number may occupy their own base at once. If the base is lost, the country may raise no more fleets until it is retaken.

Multiple units in a capital are considered defensively as one unit.



16. Berlin is taken. The three armies must scatter.

Where there are multiple units in a province, no one can support another. They may make separate attacks or supports in connection with armies in other provinces as usual.

A fleet may not move into a capital, nor an army into a naval base, when another unit is there. If either of these units is in the headquarters of the opposite service when a new unit is raised, the two may stay in the same province until one leaves. But if an army is in a naval base fleets may not enter the base from the outside, and conversely.

#### IIIb. Armies on Board Fleets

A fleet may take one army at a time on board. One of the two units must arrive at the point of embarkation (any coastal province) one or more moves prior to embarkation. Then the other unit is ordered into the province, the army must be ordered "on board" the designated fleet.

The army in transit has no fighting power. The fleet must move into the landing place one or more moves prior to landing. In landing, the army is ordered to the landing place and the fleet ordered away. If the fleet is stood off or driven away, the army does not land. If the fleet gets away, but the army is attacked, the army is treated as if it had been ordered to stand in the landing place.