



Diplomacy

Rules of the Game

DIPLOMACY
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Rules of the Game of Diplomacy

In General

Players and Countries. Diplomacy is best played by seven players, though as few as three may play. Each player represents one of the Great Powers of Europe in 1914: England, France, Germany, Italy, Austria-Hungary, Russia, and Turkey. Each is independent of the others. At the start of the game the players draw lots to determine which Great Power each will represent. This is the only element of chance in the game.

Object of the Game. The players play a military game which is based on the simple principle that superior numbers can usually defeat inferior numbers, while equal numbers will usually deadlock. If one player gains a majority of the pieces on the board, he is the winner. If no player gets a majority during the time set aside for play, all the players who still have pieces on the board draw. Those losing all their pieces lose in any case.

Diplomacy

Combinations and agreements among the players may affect the course of the game a great deal. These are determined during the diplomacy period which takes place before each move. This period lasts 30 minutes before the first move, and 15 minutes before each move thereafter. These periods may end sooner if all the players agree at the time. During these periods a player may say anything he wishes. Usually the players go to another room or off to a corner in two's and three's. They try to keep the contents of their conversations secret. They may try to overhear the conversations of others. The conversations usually consist of bargaining or joint military planning, but they may include such things as exchanging information, denouncing, threatening, spreading rumors, and so forth. Public announcements may be made, and documents may be written and made public or not as the players see fit. The rules do not bind a player to anything he says; deciding whom to trust as situations arise is part of the game.

Underlying Economic Structure of the Game

Supply. Certain provinces, 34 in all, on the board are designated "supply centers". Each of these produces supplies sufficient to keep an army or fleet in being. A country may have only as many armies and fleets on the board as it controls supply centers. Thus there may never be more than 34 armies and fleets (hereafter called "units") on the board at one time. The only way a country may gain a unit is to capture a supply center, while it will lose a unit if a supply center it previously controlled is captured by another country.

The Board and Set

The Board. The physical features shown on the board, except for the coast-lines, are purely decorative. The countries are divided by heavy solid black lines. The Great Powers are also cut into "provinces" by light solid black lines. The smaller countries are each one "province". The seas are divided into "bodies of water" by solid black lines.

Markers. "Armies" are square blocks, and represent control of a province by military forces. "Fleets" are long blocks, and represent control of a body of water or a coastal province by warships or by their associated land forces. The set has 136 markers or units: 10 armies and 9 or 10 fleets for each Great Power. If any Great Power grows until it runs out of markers of either kind, some other country will probably have been eliminated from the game, and its markers may be used by the growing Great Power.

Starting Position. At the start of the game, each Great Power, except Russia, controls three supply centers and has as many units. Russia controls four supply centers and has as many units. These units begin play, one in each supply center, in the following positions (where 1. means "First Army", 1F means "First Fleet", etc.):

England (dark blue):	1. Liverpool	1F London	2F Edinburgh
Germany (black):	1. Berlin	2. Munich	1F Kiel
Russia (white):	1. Moscow	2. Warsaw	1F St. Petersburg (South Coast)
	2F Sevastopol		
Turkey (yellow):	1. Constantinople	2. Smyrna	1F Ankara
Austria-Hungary (red):	1. Vienna	2. Budapest	1F Trieste
Italy (green):	1. Rome	2. Venice	1F Naples
France (light blue):	1. Paris	2. Marseilles	1F Brest

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

The Move Order, and the Mechanics of Writing Orders

The Moves of Armies and Fleets. Only one unit may be in a province or body of water at a time.

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

A unit may be ordered to do only one thing on each move. An army may be ordered to move, stand, or support; a fleet may be ordered to move, stand, support, or convoy.

An army may move to any adjacent province, unless this move causes it to conflict with another unit under the rule that no two units may occupy the same space at the same time. A fleet may move to any body of water or coastal province which is adjacent to its current location, unless this move causes it to conflict with another unit.

When a fleet is in a coastal province, the warships are assumed to be at any point along the coast of that province. The fleet may move to an adjacent coastal province only if it is adjacent along the coastline, so that the vessels could move down the coast to that province; for example, a fleet may move from Rome to Naples or Rome to Tuscany, but not from Rome to Venice, because these provinces, although coastal and adjacent, are not adjacent along a stretch of coastline.

Units may not move to islands, except to England, and may not move to Switzerland.

Kiel and Constantinople. By virtue of the waterways through these two provinces, fleets may enter them along one coast, and, on another move, leave from the other coast. Armies may also pass into and out of these provinces, freely bridging these waterways. Note that this does not mean that pieces may jump over these provinces.

Other Provinces Having Two Coasts (Bulgaria, Spain, and St. Petersburg).

If a fleet enters one of these provinces, it enters along one coast, and may leave only as from that coast. It nevertheless occupies the entire province. If a fleet is ordered to one of these provinces, and 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 which may move to one of these provinces may "support" in such province (see below), without regard for the separation of the coastline into two stretches.

Sweden and Denmark. An army or fleet may move from Sweden to Denmark or vice versa. A fleet moving from the Baltic Sea to the Skagerrak or vice versa must first move to Sweden or Denmark. Note also that Denmark does not border on Berlin.

Mechanics of Writing Orders. Each player writes his "orders" on a slip of paper, usually keeping them secret, and these orders to the armies and fleets are all exposed at once. Each player reads his orders while the others check to be sure that he is reading what he actually wrote. An illegal order simply 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. A badly written order, which nevertheless can have only one meaning, must be followed.

Orders for the first move are dated, "Spring, 1901"; for the second, "Fall, 1901"; for the third, "Spring, 1902", and so on. It is simple and sufficient to write the number of each army, and the number of each fleet followed by an "F", and after each of these symbols, the name of the space to which the unit is ordered.

Each player should sit behind the name of his country in the border of the map, during the time when he is at the board. For the first year, England should read his orders first, and the players should follow in clockwise order. Thereafter, the duty of reading first should proceed clockwise one seat each year. The reading may not begin until every player has put his orders on the table in front of him.

Conflicts. If two units are ordered to the same space, neither may move. If a unit is not ordered to move, or is prevented from moving, and another unit is ordered to its space, that unit may not move. If two units are ordered each to the space the other occupies, neither may move.

The three situations above are called "stand-offs". Like the other rules governing conflicts, these rules apply whether the units involved are armies or fleets, which are essentially equal in power, and different only in the places to which they may move. These rules also apply (with one minor exception noted later) whether the units involved come from the same or different countries.

The Support Order

The Support Order. A unit may give up its move in order to support another unit trying to hold or enter a space. This space must be one to which the supporting unit could have made a move if not opposed by other units; that is, the space must be adjacent to that in which the supporting unit is located, and must be suitable for an army or fleet, whichever the supporting unit may be. To order a support, it is necessary to write the symbol for the supporting unit, the word "supports" or its equivalent, and the symbol for the unit receiving support. The letter "S" may be used to mean "supports". When supporting a unit belonging to another Great Power, it is necessary to identify the unit being supported by country as well as by symbol. The province or body of water in which the unit is to be supported must also be written in the order, to the supporting unit.

Fleets may support armies, and vice versa, subject, of course, to the above restriction that the space in which support is given "must be one to which the supporting unit could have made a move if not opposed by other units".

A unit moves with the strength of itself and all its supports. Unless it is opposed by a single unit equally well or better supported, it may make its move, the rules under "Conflicts" above notwithstanding. Equally well supported units which conflict in the situations described under "Conflicts" above, follow those rules. A unit which otherwise would have remained in the province thus occupied is dislodged and must "retreat". The exception mentioned under "Conflicts" is that an order to move, with support, against a unit belonging to the same country as the moving or supporting unit is of no effect; that is, a country may not force one of its own units to retreat.

Attack. A move order, correctly given, will sometimes hereinafter be called an "attack" on the province or body of water to which the unit has been ordered to move.

Cutting Supports. If a unit ordered to support in a given province is attacked from a different province the unit disregards its order to support, "turns to face its attacker", and defends its own position. The unit that was to have received support then, of course, does not receive it.

Note that it is only a support order which is nullified by attack from the side. A unit ordered to move, even if unsuccessful, still may cut a support or stand off a single unit, even though its own position is attacked with support and it is consequently dislodged.

Note that a unit does not have to be next to the unit it is supporting; it must be next to the space in which it is delivering support.

Standing and Receiving Support. A unit not ordered to move may be supported in its position to resist attacks of equally well supported units. Such a unit may give support as it stands, if so ordered; but a single attack will still cut the support it gives.

The Retreat. After all the orders have been read, the conflicts resolved, and the moves made, any dislodged unit makes its retreat. It must move to a space to which it could ordinarily move if unopposed; that is, to an adjacent space suitable to an army or to a fleet, as the case may be. The unit may not retreat, however, to any space that is occupied, not to the space the attacker came from, not to a space which was left vacant due to a stand-off on the move. If there is no such space, the retreating unit is annihilated and its marker removed from the board.

The Convoy Order

Convoying an Army across a Body of Water. A fleet in a body of water may convoy an army from any province on the coast of that body to any other province on the coast of that body. To do this, the army must be ordered to the province and the fleet must be ordered to convoy it. The letter "C" may be used to mean "convoys". A fleet ordered to convoy an army of another country must be given the correct destination as well as the nationality and symbol of that army.

If the fleet is dislodged on the move, the army may not move; but an attack on the fleet, which does not dislodge it, has no effect on the convoy.

The fleet may not move or support during the convoying move.

If two or more fleets control adjacent bodies of water, the army may be convoyed through all these bodies on one move.

Gaining and Losing Units

Occupying Supply Centers. Occupation of a supply center by a Great Power occurs when one of its units is located in that supply center immediately after a Fall move, complete with retreats, if any, has been played.

Once occupation has been established, the center may be left vacant as long as the player sees fit, and it will still supply one of his units, unless another Great Power establishes occupation of it.

After the Fall moves have been played, and the retreats, if any, made, each player's number of units is adjusted to equal the number of supply centers his country controls. If he has to remove units, he chooses which ones to remove. If he gains units, he may place them, one in each unoccupied supply center in his home country only (provided such supply centers are still under his control). He must specify a fleet or an army in a coastal supply center. (If Russia builds a fleet in St. Petersburg, she must specify on which coast it is to appear.) If his home supply centers are all occupied by his own units or under foreign domination, a player must wait until the next Fall move on which this situation can be corrected to raise any unit to which he may be entitled; though by occupation of supply centers he may reduce the forces of some other country. (From this it should be clear that if he has lost all his home supply centers, he may still fight on with the units and supply centers remaining under his control, but he may not gain units until he recaptures a home supply center, and leaves it vacant at the close of a Fall move.)

Retreats should be written and exposed all at the same time and read in the same fashion as moves; but there may be no diplomacy preceding them.

Likewise gains and losses should be written, and exposed all at the same time and read in the same fashion as moves; but there may be no diplomacy preceding them.

Miscellaneous

Length of Game. It is wise to set aside about four hours for the game. No more than five minutes should be allowed for writing the moves. Diplomacy and other conversation should not be allowed during the reading of the moves.

It is wise to instruct newcomers in the rules in a half hour or hour session before the players assemble. They should each play a country, without diplomacy, for a few moves, to become familiar with the rules before their first game.

Rules for Fewer than Seven Players. With six players, eliminate Turkey and Bulgaria. Players may not move to these spaces. Fleets may move directly from the Black Sea to the Aegean Sea. With five, eliminate Russia and Rumania as well. With four, drop Austria-Hungary, Greece, and Serbia. With three, drop Italy and Tunis. Late comers take up the Great Powers in the reverse of the order in which they were eliminated.

If a player leaves during the game, it is assumed that civil government in his country has collapsed. His units stand in position and defend themselves, but do not support each other. If they have to retreat, they are routed and removed from the board. No new units are raised for this country. If the country has to remove units because it has lost supply centers, the highest numbered units come off first, and the fleet before the army. If all other countries are in play, a late-comer may pick up such a country and resume the fight with it, if he believes it is still worthwhile.

Moves in a Sample Game with Comments on the Interpretation of Rules

Spring, 1901: England: 1. Yorkshire, 1F North Sea, 2F Norwegian Sea.
 Germany: 1. Kiel, 2. Ruhr, 1F Denmark.
 Russia: 1. Ukraina, 2. Galicia, 1F Gulf of Bothnia,
 2F Black Sea.
 Turkey: 1. Bulgaria, 2. Constantinople, 1F Black Sea.
 Austria-Hungary: 1. Galicia, 2. Trieste, 1F Albania.
 Italy: 1. Venice, 2. Piedmont, 1F Ionian Sea.
 France: 1. Burgundy, 2. Spain, 1F Picardy.

All of these moves succeed, except that the Russian 2. and 2F, the Turkish 1F, and the Austro-Hungarian 1. do not move. As the moves are read, it is a good idea to move each piece so that an end or corner projects into the space to which it has been ordered. As soon as the proper result is clear, the piece should be pushed over into its new position or back to its old one.

Retreats: none.

Fall, 1901: England: 1. Norway, 1F C 1., 2F Barents Sea.
 Germany: 1. Holland, 2. Belgium, 1F Stands.
 Russia: 1. S 2F, 2. Galicia, 1F Sweden, 2F Rumania.
 Turkey: 1. Serbia, 2. Bulgaria, 1F Black Sea.
 Austria-Hungary: 1. Trieste, 2. Serbia, 1F Greece.
 Italy: 1. Stands, 2. Marseilles, 1F Tunis.
 France: 1. Marseilles, 2. Portugal, 1F Belgium.

All of these moves succeed, except that the German 2., the Turkish 1. and 2., the Austro-Hungarian 1. and 2., the Italian 2., and the French 1. and 1F do not move.

Retreats: none.

England builds 3F Edinburgh, Germany builds 2F Kiel and 3. Munich, Russia builds 3. St. Peterburg and 4. Sevastopol, Turkey builds 3. Smyrna, Austria-Hungary builds 3. Budapest, Italy 2F Naples, France builds 2F Marseilles.

France builds one for Portugal, but none for Spain, which her army passed through in the Spring.

Spring, 1902: Germany: 1. Belgium, 2. S 1., 3. Burgundy, 1F Stands, 2F Holland.
 Russia: 1. S 2F, 2. Budapest, 3. Norway, 4. S 2F,
 1F S 3., 2F Stands.
 Turkey: 1. Rumania, 2. Bulgaria, 3. Armenia, 1F S 1.
 Austria-Hungary: 1. Budapest, 2. Budapest, 3. Serbia, 1F Stands.
 Italy: 1. Stands, 2. Marseilles, 1F Western Mediterranean,
 2F Tyrrhenian Sea.
 France: 1. S 1F, 2. Spain, 1F Belgium, 2F Stands.
 England: 1. St. Petersburg, 1F Norway, 2F S 1., 3F North Sea.

Only the following units move: German 1. and 2F, Turkish 3., Austro-Hungarian 3., Italian 1F and 2F, French 2.

Note Norway and St. Petersburg are adjacent by land at the extreme north. Here two armies clashed, each with one support. Since they have equal strength behind them and each is trying to occupy the position of the other, the result is a stand-off. Note that Sweden and Norway are adjacent along a coastline at the south. The support the French 1. was to have given was cut by the attack of the German 3. The Austro-Hungarian fleet could not have supported the action in Serbia, because a fleet cannot move to an inland province, therefore cannot support in such a province.

Retreats: none.

Fall, 1902: Germany: 1. S 2., 2. Burgundy, 3. S 2., 1F Sweden, 2F S 1.
 Russia: 1. S 4., 2. S 2F, 3. Norway, 4. S 2F, 1F S 3.,
 2F S 4.
 Turkey: 1. Rumania, 2. Bulgaria, 3. Sevastopol, 1F S 1.
 Austria-Hungary: 1. Galicia, 2. Budapest, 3. S Turkish 1. Rumania
 1F Stands.
 Italy: 1. Piedmont, 2. Marseilles, 1F Mid-Atlantic Ocean,
 2F Gulf of Lyon.
 France: 1. Belgium, 2. S 2F, 1F S 1., 2F S 2.
 England: 1. St. Petersburg, 1F Norway, 2F S 1.,
 3F North Sea.

The following units move: English 1., 1F, 3F; German 2.; Turkish 1. and 2.; Austro-Hungarian 2.; and Italian 1F and 2F. Russian 2F is annihilated.

Retreats: Russian 3. Moscow, French 1. Gascony.

Germany builds 3F Kiel, Russia removes 2., Turkey builds 2F Smyrna, Austria-Hungary builds 4. Trieste, Italy does not change, France builds 3. Paris, England builds 4F London.

Although Russia lost two supply centers she has to remove only one unit, because one was annihilated during the year. Note that the capture of a supply center permits the raising of only one new unit altogether, not one every year.

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