

THE RULES OF DIPLOMACY

(3rd Edition - 1992)

I. PLAYERS AND COUNTRIES

The game of *DIPLOMACY* is best played by seven players (though as few as two may play). Each player represents one of the Great Powers of Europe in the years just prior to World War I: England, Germany, Russia, Turkey, Austria-Hungary (commonly referred to as "Austria"), Italy and France. Each is distinct and 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.

II. OBJECT OF THE GAME

As soon as one Great Power controls eighteen (18) Supply Centers, it is said to have "gained control of Europe". The player representing that Great Power is the winner. Players may terminate the game by consensus agreement before a winner is determined in this manner, in which case all players who still have pieces on the board share equally in a draw.

III. SHORT GAME

Since gaining control of 18 Supply Centers can take quite a long time, players may agree beforehand to stop the game at a certain time. Players may agree to regard the player who has the most pieces on the board at that time as the winner.

IV. DIPLOMACY

1. Conversation, deals and agreements among the players will affect the course of the game a great extent. These are arranged during the "Diplomacy Period" which takes place before each move. This period lasts 30 minutes before the first turn, and 15 minutes before each turn thereafter. These periods may end sooner if all players agree at the time.

2. During Diplomacy Periods, a player may say anything he wishes. Usually, the players go to another room or off to a corner in groups of two or three. They may try to keep the content of their conversations secret. They may try to overhear the conversations of others. These conversations usually consist of bargaining or joint military planning, but they may include such things as exchanges of information, denouncements, threats, spread of rumors, and so forth. Public announcements may be made and documents may be written and made public or not, as the players see fit. However, these rules do *not* bind a player to anything he may say or to which he may agree; deciding whom to trust as situations arise is an important part of the game.

V. SUPPLY CENTERS

Certain provinces on the board, 34 in all, are designated as "Supply Centers." Supply Centers are marked with a black dot. Each of these provinces produces supplies sufficient to keep an army or fleet in being. A Great Power may have only as many armies and fleets on the board as it controls supply centers. Consequently, there will never be more than 34 armies and fleets (hereafter called "units") on the board at one time. A country gains or loses units in accordance with the number of supply centers it controls.

VI. THE BOARD AND PIECES

1. *THE BOARD.* The physical features shown on the board, except for the coastlines, are purely decorative. The major countries are set off by heavy, solid, black lines. The Great Powers are also cut into "provinces" by thinner black lines. The smaller countries are each but one "province." The seas are divided into "bodies of water" by thin black lines. Each province or body of water is a "space".

2. *UNITS.* "Armies" are denoted by square wooden blocks and represent control of a province by military forces. "Fleets" are denoted by longer blocks and represent control of a body of water or a coastal province by warships. Thus, the units of each Great Power are displayed on the board by pieces of a distinct color, as indicated below. (To further distinguish the units, players may wish to attach the "flag stickers" to the wooden pieces found in the Deluxe version of the game.) The set contains 112 blocks: eight armies and eight fleets for each Great Power. If any Great Power grows to the extent that it runs out of units of either kind, some other country will probably have been eliminated from the game and its units may be used to represent the pieces of the growing Great Power.

3. *STARTING POSITIONS.* At the start of the game, each Great Power—except Russia—controls three supply centers and has three units. Russia controls four supply centers and has four units. These units begin play, one in each home supply center, in the following positions (where "A" indicates army and "F" indicates fleet):

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

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

VII. ORDERS

1. *ORDERS.* Only one unit may be in a space at a time. On each turn, 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, hold or support; a fleet may be ordered to move, hold, support or convoy.

2. *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 is not followed, and the

unit so ordered simply stands in place. A mistaken order, if legal, must be followed however. An order which admits of two meanings is not followed; a badly worded order, which nevertheless can have only one meaning, must be followed.

3. **DATES.** Orders for the first move are dated "Spring 1901"; for the second, "Fall 1901"; for the third, "Spring 1902"; and so on. In other words, turns alternate between Spring and Fall, with years progressing normally.

4. **FORMAT.** In each set of orders, the space each unit is currently occupying is written first, followed by its order. It is often convenient for players to make a list of units and their spaces for easy reference during conferences and then to write orders on the same list. The first three or four letters of the name of any space will almost always form an unambiguous abbreviation, except for spaces beginning with "Nor." (In this rulebook, the following abbreviations will be used: North Sea, *Nth*; Norwegian Sea, *Nrg*; Norway, *Nwy*; North Atlantic, *NAt*; North Africa, *NAf*.)

5. **GAMEMASTER.** If sufficient persons are available, it may be found convenient to have an eighth, a "Gamemaster," who could collect the orders and read them, adjudicating resulting situations and making rulings when necessary. His role should be strictly neutral; he could also keep time for the diplomacy periods. He might even keep a running tally of ownership of Supply Centers.

VIII. THE MOVE ORDER

1. **MOVEMENT.** 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. A move order is usually shown by a dash or arrow when written (as, for example, "A Par-Bur").

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 Tuscany or Rome to Naples, but not from Rome to Venice, because these two provinces, although adjacent and both coastal, are adjacent only along an inland boundary—not along a coastline.

Units may not move to islands (except England) nor to Switzerland, nor to any location not specifically named on the playing board.

2. **ATTACK.** A move order, correctly given, will sometimes in these rules be called an "attack" upon the space to which the unit has been ordered to move.

3. UNUSUAL POSITIONS ON THE BOARD

a. **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 spaces.

b. **PROVINCES HAVING TWO COASTS** (Bulgaria, Spain and St. Petersburg). A fleet entering one of these provinces enters along one coast and may then move only to a space adjacent to that coast. The fleet 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. Common abbreviations in orders are "NC" for north coast, "SC" for south coast, and "EC" for east coast.

A fleet which may move to one of these provinces may "support" an action in that province (see Section X below)

without regard to the separation of the coastline. Thus, since a fleet in Marseilles may move to Spain, even though only to the south coast, it may nevertheless support an action anywhere in Spain, even if that action is an order to a fleet to move to, or to hold in, Spain (NC).

It should be clear, however, that the converse is not true: a fleet in Spain (north coast) cannot support an action in or into Marseilles, because it cannot move to Marseilles in a single move.

c. **SWEDEN and DENMARK.** An army or fleet may move from Sweden to Denmark, or vice versa, in one turn. A fleet moving from the Baltic Sea to the Skaggerak (or vice versa) must first move to Sweden or Denmark. The common border with Denmark does *not* separate the coast of Sweden into two coastlines. Denmark does not border on Berlin.

IX. CONFLICTS

If two or more units are ordered to the same space, none of them may move. If a unit is not ordered to move, or is prevented from moving, and other units are ordered to its space, those other units may not move. If two units are ordered, each to the space the other occupies, neither may move. These three situations 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 spaces to which they may move. These rules also apply (with two minor exceptions noted in X.3 and the note to X.6) whether the units involved belong to the same or different Great Powers.

X. THE SUPPORT ORDER

1. **SUPPORT.** A unit may give up its movement 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 moved if not opposed by other units*; that is, the space which is the destination of the action being supported must be adjacent to the space 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 location of the supporting piece, the word "supports" or its equivalent, and both the location and destination of the piece receiving support. (The letter "S" may be used to mean "supports".) Thus, "A Tyr-Mun" and "A Bur S A Tyr-Mun" indicates that the army in Burgundy is supporting the move from Tyrolia to Munich by an army of the same Great Power; in supporting units of another country, nationality need not be indicated but may be desirable to avoid confusion (e.g., A Sil S RUSSIAN A War-Pru). Fleets may support armies and vice versa. But, as implied above, a fleet may not give support into an inland province, nor into a coastal province not adjacent along the same coast; and an army may not give support into a body of water, because it cannot move there even if unopposed.

2. **EFFECT OF SUPPORT.** A unit moves with the strength of itself and all its valid supports. Unless it is opposed by a unit equally well or better supported, it may complete its move, the rules under CONFLICTS above notwithstanding. Equally supported units which conflict in the situations described in Section IX follow those rules. A unit which otherwise would have remained in the space attacked by a better supported unit is dislodged and must retreat or be disbanded.

3. **SELF-DISLODGMNT PROHIBITED.** One exception mentioned above (under CONFLICTS) is that an order to move into a space occupied by another unit of the same country will not succeed if the second unit fails to leave that space. The order would still be valid for other purposes, however, such as standing off an

equally well or less well supported attack on the same space by units of other countries. Similarly, an order by one country which supports an attack by another country against a space occupied by one of the first country's units does not permit a move dislodging that unit, but may be valid for other purposes.

Example 1 ENGLAND: F Den-Kiel, F Nth-Den, F Hel S F Nth-Den
RUSSIA: A Ber-Kiel, F Bal S F Skag-Den, F Skag-Den

England cannot dislodge his own unit, but his supported attack on Denmark is sufficient to stand off the supported Russian attack on the same space. [Throughout this booklet, orders which are underlined fail.]

Example 2 FRANCE: A Bur Holds
GERMANY: A Mun-Bur, A Kiel S AUSTRIAN A Boh-Mun
AUSTRIA: A Boh-Mun

The German support for the Austrian unit does not enable it to advance so as to dislodge a German unit. Note, however, that if Austria had supported its attack on Munich with one of its own units (say AUSTRIA: A Tyr S A Boh-Mun), then the German unit in Munich would have been dislodged and forced to retreat.

4. SELF-STANDOFF. 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. However, if one of the attacks has more support than the other, it will succeed.

Example 3 AUSTRIA: A Ser-Bud, A Vie-Bud
RUSSIA: A Gal S AUSTRIAN A Ser-Bud

The Austrian move A Ser-Bud succeeds due to the Russian support. It would not succeed, however, if there were an Austrian army already in Budapest. (Note that the move succeeds whether the support is from a foreign unit as illustrated or from a unit of the same country.)

5. BELEAGUERED GARRISON. Since dislodgment occurs only when another piece enters the space in question, as indicated in X.2 above, it follows that if two equally well supported units attack the same space, thus standing each other off, a unit already in that space is *not* dislodged.

Example 4 AUSTRIA: A Ser Holds
RUSSIA: A Rum-Ser, A Bud S A Rum-Ser
TURKEY: A Bul-Ser, A Gre S A Bul-Ser

Note that nothing happens to the Austrian army. If it had tried to give support, however, its support would have been cut by either or both of the two attacks.

6. HOLDING. A unit not ordered to move (i.e., one that is ordered to hold, ordered to convoy, ordered to support, or not ordered at all) may receive support in holding its position. A unit ordered to move may receive support only for its attempted movement. It may *not* be supported in place in the event that its attempted move fails. Thus, "A Mun Holds, A Boh S A Mun" is valid, but if "A Mun-Ber", then a written order "A Boh S A Mun" is not a valid order because the army in Munich was ordered to move.

Note that a unit need not be next to a unit it is supporting; it must only be next to the space into which it is giving support and it must be able to move to that space if unopposed by other units. Support cannot be convoyed. A player may not, by an attack, cut support being given by one of his own units (see Section XI below).

7. DISLODGMET OF A PIECE PARTICIPATING IN A STANDOFF. It follows from the above rules that, where two or more equally well supported units are ordered to the same space, neither may move, even though one of them has been dislodged by a supported attack during the same move. However, if two units are ordered to the same space, and one of them is dislodged by a unit coming *from* that space, the other attacking unit may move.

Example 5 TURKEY: A Bul-Rum
RUSSIA: A Rum-Bul, A Ser S A Rum-Bul, A Sev-Rum

The Turkish army in Bulgaria is dislodged. The Russian A Sev, even though ordered to the same space as the Turkish A Bul, nevertheless moves because A Bul was dislodged by an attack *from* that space (i.e., both the Turkish A Bul and the Russian A Sev are ordered to Rumania, but since the Russian army moving *from* Rumania is able to dislodge the Turkish A Bul, the Russian A Sev is then able to move into Rumania).

Example 6 TURKEY: A Bul-Rum, F Bla S A Bul-Rum
RUSSIA: A Rum-Bul, A Gre S A Rum-Bul, A Ser S A Rum-Bul, A Sev-Rum

Even though it has support, the dislodged Turkish unit fails to prevent the unsupported Russian move into Rumania because the Turkish unit was dislodged by a unit coming *from* Rumania.

Note that in each example above, if Russia had not ordered A Sev-Rum, Rumania would have been vacant for purposes of another unit's retreat because Rumania was not vacant due to a standoff. It may be said that a dislodged unit has no effect on the space its attacker came from.

XI. CUTTING SUPPORT

If a unit ordered to support in a given space is attacked from a space *different* from the one into which it is giving support or is *dislodged* by an attack from any space (including the one into which it is giving support), then its support is "cut." The unit that was to have received that support then does not receive it.

Example 7 GERMANY: A Pru-War, A Sil S A Pru-War
RUSSIA: A War Holds, A Boh-Sil

The support of the army in Silesia is cut by an attack from Bohemia.

Example 8 GERMANY: A Pru-War, A Sil S A Pru-War
RUSSIA: A War-Sil

The German support is not cut by the attack from Warsaw because that is the space into which support is being given.

Example 9 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 dislodged by the Russian army coming from Prussia. The support of the Silesian army is thus cut and the German A Ber can only standoff the Russian F Bal.

Example 10 GERMANY: A Ber Holds, A Mun-Sil
RUSSIA: A Pru-Ber, A Sil S A Pru-Ber, A Boh-Mun, A Tyr S A Boh-Mun

Note here that the German army in Munich is dislodged by a Russian attack, but that it is still able to cut the support of the Russian A Silesia and thus prevent the Russian Army in Prussia from entering Berlin. In effect, *any* attack upon a unit supporting another cuts that support.

XII. RETREATS

After all the orders have been read, the moves made and the conflicts resolved, any dislodged unit makes its retreat. It must move to a space to which it could ordinarily move if unopposed by other units (that is, to an adjacent space suitable to an army or fleet, as the case may be). The unit may not retreat, however, to any space which is occupied, nor to the space its attacker came from, nor to a space which was left vacant due to a standoff on the same turn. If no place is available for retreat, the dislodged unit is "disbanded"; that is, its marker is removed from the board.

1. **WRITING RETREATS.** If two or more units must retreat after a move, the retreats are written down immediately by the players concerned, without diplomacy, and simultaneously exposed as with movement orders. Retreats may neither be convoyed nor supported.

2. **DISBANDMENT.** A player may always choose to disband a unit rather than retreat it. If two or more units may retreat only to the same space, they are all disbanded, unless only one of the units is ordered to retreat and the others are ordered to be disbanded. In that case, the one unit ordered to retreat may do so. If two or more units are ordered to retreat simultaneously to the same space, they are all disbanded. If a player fails to order a retreat when necessary, the unit is disbanded.

XIII. THE CONVOY ORDER

1. **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 same body. To do this, the army must be ordered to the intended province and the fleet must be ordered to convoy it. (The letter "C" may be used to indicate "convoys".) The order to the fleet must give both the location and the destination of the army being convoyed. The orders must specify the same destination or the army may not move. Thus: "A Lon-Bel, F Nth C A Lon-Bel" orders the army in London to Belgium, with the fleet in the North Sea convoying it there. Foreign armies may also be convoyed; for clarity the player may wish to indicate the foreign nationality, as "F Nth C ENGLISH A Lon-Bel". A fleet may not convoy more than one army during one move.

2. **CONVOYING AN ARMY ACROSS SEVERAL BODIES OF WATER.** If two or more fleets occupy adjacent bodies of water, an army may be convoyed through all these bodies of water on one turn. Thus, "ENGLAND: A Lon-Tun, F Eng C A Lon-Tun, F Mat C A Lon-Tun" and "FRANCE: F West C ENGLISH A Lon-Tun" takes the English army from London to Tunis in a single move. (Should the convoy be disrupted or the attack fail, note that the English army would remain in London.)

3. **DISRUPTING A CONVOY.** If a fleet ordered to convoy is *dislodged* during the move, the army to be convoyed remains in its original province and has no effect on the province to which it was ordered. An attack on a convoying fleet which does not dislodge it does not affect the convoy.

Example 11 FRANCE: A Spa-Nap, F GoL C A Spa-Nap, E Tyn C A Spa-Nap
ITALY: F Ion-Tyn, F Tun S F Ion-Tyn

The fleet in Tyrrhenian is dislodged; consequently, the French army does not move from Spain to Naples.

4. **MORE THAN ONE CONVOY ROUTE.** If the orders as written permit more than one route by which the convoyed army could move from its source to its destination, the order is not void on account of this ambiguity; the army is not prevented from moving due to dislodgment of fleets, unless all the routes are disrupted.

Example 12 ENGLAND: A Lon-Bel, F Eng C A Lon-Bel, F Nth C A Lon-Bel
FRANCE: F Bre-Eng, F Iri S Bre-Eng.

The army had two convoy routes, of which only one was disrupted. The English unit, unless stood off, lands in Belgium.

5. **A CONVOYED ATTACK DOES NOT CUT CERTAIN SUPPORTS.** If a convoyed army attacks a fleet which is supporting an action in a body of water; and that body of water contains a convoying fleet, that support is not cut.

Example 13 FRANCE: A Spa-Nap, F GoL C A Spa-Nap, E Tyn C A Spa-Nap
ITALY: F Ion-Tyn, F Nap S F Ion-Tyn

Without this rule, the French player could argue that his army cut the support of the fleet in Naples, thus protecting the convoying fleet from dislodgment, while the Italian could argue that dislodgment of the fleet disrupted the convoy so that the army could not arrive at Naples to cut the support.

6. **BOTH A CONVOY ROUTE AND AN OVERLAND ROUTE.** If an army could arrive at its destination either overland or by convoy, one route must be considered and the other disregarded, depending upon intent as shown by the totality of the orders written by the player governing the army.

XIV. GAINING AND LOSING UNITS

1. **OCCUPYING SUPPLY CENTERS.** Occupation of a Supply Center by a Great Power occurs when one of its units is located in that Supply Center after a Fall turn has been played, complete with retreats. Once occupation has been established, the center may be left vacant for as long as the player sees fit and the occupying Great Power will continue to maintain one unit on the board for this Supply Center, so long as this center is not occupied by another Great Power at the close of a Fall turn. Note that occupation occurs only during the Fall turn; a unit which moves into a Supply Center during a Spring turn and moves out of it during the Fall of the same year does not affect the ownership of the center. In short, the current owner retains occupation of the center so long as, at the end of each Fall turn (with retreats), the center is either vacant or is occupied by one of his own units.

2. **BUILDING AND REMOVING UNITS (ADJUSTMENTS).** After the Fall turn has been completed, and the retreats (if any) made, each player's number of units must be adjusted to equal the number of Supply Centers his Great Power controls. If he has fewer centers than units, he must disband only excess units by removing them from the board. The units removed may be any of his units he chooses.

If a player has more centers than units, he may "build" new units by placing them, one in each unoccupied Supply Center in his home country only (provided that such 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, the Russian player must specify the coast on which it is to appear or the build is invalid). If his home Supply Centers are all occupied by his own units and/or owned by other players, a player must wait until the conclusion of the next Fall turn on which this situation can be corrected to raise any unit to which he may still be entitled *at that time*, though by occupation of other Supply Centers he may reduce the forces of some other country. From this it should be clear that if a player 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 subsequent

Fall turn. As with retreats, builds and removals (collectively known as "adjustment") are written and exposed simultaneously without any preceding diplomacy.

XV. MISCELLANEOUS

1. CLARIFICATIONS.

a. Fleets in Kiel and Constantinople, and in any other coastal province, may not convoy.

b. The rule that "if two units are ordered, each to the space the other occupies, neither may move," does not apply to three or more units exchanging positions in rotation (e.g., A Hol-Bel, F Bel-Nth, F Nth-Hol).

c. Two pieces may exchange places if either or both are convoyed. Thus, "ENGLAND: A Lon-Bel, F Nth C A Lon-Bel" and "FRANCE: A Bel-Lon, F Eng C A Bel-Lon" all succeed.

2. **LENGTH OF GAME.** It is wise to set aside four hours, even for a short game. No more than five minutes should be allowed for writing orders after the diplomacy period has ended. Diplomacy and other conversation should not be allowed during the writing and reading of orders, between moves and retreats, during and after retreats, or during adjustment. Newcomers should be instructed for a half-hour or so in the rules of the game before the other players assemble. They should then each play a country, without diplomacy, for a few moves to become familiar with the rules before the first game starts.

3. ALTERNATIVE RULES FOR FEWER PLAYERS.

Six Players: Eliminate Italy. Italian units hold in position and defend themselves, but do not support each other. They may be supported by units belonging to any of the players, as with any other units ordered to hold. If Italian units are forced to retreat, they are disbanded.

Five Players: Eliminate Italy and Germany (as described for Italy above). The first year may be thought of as 1801 (and, in the six player game, as 1870).

Four Players: One player plays England, and the other three play the following pairs: Austria/France, Germany/Turkey, Italy/Russia.

Three Players: Two alternatives:

a) One player plays Russia and the other two play the following triples: England/France/Germany and Austria/Italy/Turkey;

b) One person takes England/Germany/Austria; the second, Russia/Italy; and the third, France/Turkey.

Two Players: World War I. One player plays England/France/Russia and the other plays Austria/Germany/Turkey. Italy is neutral and Italian territory may not be entered. The game begins in 1914. Before the Fall 1914 adjustments, a coin is flipped. Italy joins the winner of the toss in Spring 1915. The victory criterion is increased to 24 centers controlled on the board. This is a fine game for getting to know the rules.

Note that in games for four, three or two players, Supply Center ownership is computed for each individual country, even though two or more may be played by the same person. As under the regular rules, adjustments must be made by each country in accordance with its Supply Center holdings.

4. **CIVIL DISORDER.** If a player leaves the game, or otherwise fails to submit orders in a given Spring or Fall season, it is assumed that the civil government in his country has collapsed. His units all hold in position, but do not support each other. If they are dislodged, they are disbanded. No new units are raised for this country. A player who temporarily fails to submit orders may, of course, resume play if he returns to the game and still has some units left. It is probably more desirable, if sufficient persons are present, to allow a person who has not previously had a country (or

failing that, whose country has already been eliminated from play) to replace any player who has left the game. Players should decide what policies they will follow in this regard in advance of starting the game.

5. **CIVIL DISORDER REMOVALS.** If a country in civil disorder has to remove units, because it has lost supply centers, the unit farthest from home (most distant from the nearest home supply center as computed by the shortest available route, including convoys) is removed first, the fleet before the army. If more units are equally eligible for removal than should be removed, priority is established by the names of the space in which they are located, the earliest in alphabetical order coming off first.

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Opening Moves in a Sample Game, with comments on the Interpretation of Rules:

Spring 1901:

England: A Liv-York, F Lon-Nth, F Edi-Nrg

Germany: A Ber-Kiel, A Mun-Ruhr, F Kiel-Den

Russia: A Mos-Ukr, A War-Gal, F StP-Bot, F Sev-Bla

Turkey: A Con-Bul, A Smy-Con, F Ank-Bla

Austria-Hungary: A Vie-Tri, A Bud-Gal, F Tri-Alb

Italy: A Ven-Pied, A Rome-Ven, F Nap-Ion

France: A Par-Bur, A Mar-Spa, F Bre-Pic

All these moves succeed, except that the two pieces ordered to the Black Sea and the two ordered to Galicia do not move. These units are said to "bounce". As the moves are read, it is a good idea to move each block 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 into its new position or back to its old one. Retreats after orders: none.

Fall 1901:

England: A York-Nwy, F Nth C A Yor-Nwy, F Nrg-Bar

Germany: A Kiel-Hol, A Ruhr-Bel, F Den Holds

Russia: A Ukr S F Sev-Rum, A War-Gal, F Bot-Swe, F Sev-Rum

Turkey: A Bul-Ser, A Con-Bul, F Ank-Bla

Austria-Hungary: A Tri Hold, A Bud-Ser, F Alb-Gre

Italy: A Ven Holds, A Pied-Mar, F Ion-Tun

France: A Bur-Mar, A Spa-Port, F Pic-Bel

The pieces ordered to Belgium, Marseilles and Serbia do not move due to conflicts, and the move Con-Bul does not succeed. Retreats: None.

England builds a new fleet in Edinburgh. Germany builds F Kiel and A Mun. Russia builds A StP and A Sev; Turkey builds A Smy; Austria-Hungary, A Vie; Italy, F Nap; and France, F Mar. France builds one for Portugal, but none for Spain, which her army passed through in the Spring.

Spring 1902:

England: A Nwy-StP, F Nth-Nwy, F Bar S A Nwy-StP, F Edi-Nth

Germany: A Hol-Bel, A Ruhr S Hol-Bel, A Mun-Bur, F Den Holds, F Kiel-Hol

Russia: A Ukr S F Rum, A Gal-Bud, A StP-Nwy, A Sev S F Rum, F Swe S StP-Nwy, F Rum Holds

Turkey: A Bul-Rum, A Con-Bul, A Smy-Arm, F Bla S Bul-Rum

Austria-Hungary: A Tri-Bud, A Vie-Bud, A Bud-Ser, F Gre Holds

Italy: A Ven Holds, A Pied-Mar, F Tun-West, F Nap-Tyn

France: A Bur S F Pic-Bel, A Port-Spa, F Pic-Bel, F Mar Holds

Only the following moves actually take place: Hol-Bel, Kiel-Hol, Smy-Arm, Bud-Ser, Tun-West, Nap-Tyn, Port-Spa. (Note, to avoid confusion, most players use the abbreviation TYR for Tyrolia and TYN for the Tyrrhenian Sea.)

Note that 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 also that Sweden and Norway are adjacent along a coast line at the south, thus the fleet in Sweden can support an attack on Norway. The supporting move "Bur S F Pic-Bel" was "cut" by the attack of the German piece in Munich. The Austro-Hungarian fleet could not have supported the action in Serbia, because the fleet cannot move to an inland province and therefore cannot support in such a province. Retreats: None.

Fall 1902:

Germany: A Ruhr-Bur, A Mun S Ruhr-Bur, A Bel S Ruhr-Bur, F Den-Swe, F Hol S A Bel

Russia: A StP-Nwy, F Swe S StP-Nwy, F Rum S A Sev, A Sev S F Rum, A Gal S F Rum, A Ukr S A Sev

Turkey: A Bul-Rum, A Con-Bul, A Arm-Sev, F Bla S A Bul-Rum

Austria-Hungary: A Vie-Gal, A Tri-Bud, A Ser S Turkish A Bul-Rum, F Gre Holds

Italy: A Ven-Pied, A Pied-Mar, F West-MAt, F Tyn-GoL

France: A Bur-Bel, F Pic S A Bur-Bel, A Spa S F Mar, F Mar S A Spa

England: A Nwy-StP, F Bar S Nwy-StP, F Nth-Nwy, F Edi-Nth

The following moves succeed: Nwy-StP, Nth-Nwy, Ed-Nth, Ruhr-Bur, Bul-Rum, Con-Bul, Tri-Bud, West-MAt (Mid-Atlantic), Tyn-GoL (Gulf of Lyon). The Russian fleet Rumania is disbanded since it has no possible retreat. Retreats: Russia, A StP-Mos; France, A Bur-Gas. Germany builds F Kiel; Russia removes A Gal; Turkey builds F Smy; Austria-Hungary builds A Tri; Italy does not change; France builds A Par, and England builds F Lon.

Although Russia has lost two supply centers, the Russian player 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.

The result in the North was different from that of the previous move because of the German intervention "F Den-Swe", which cut the Russian support.

At this point in the match, with all the neutral Supply Centers owned by one of the seven Great Powers and some fledgling alliances and conflicts between the players, we will end our sample game. No effort has been made here to analyze the strategy or tactics of these fictitious players. For a detailed look at the complexities of diplomacy and strategy in the game, as well as some tactical hints, please turn to the next section of this booklet.

ABBREVIATIONS

The following is a list of commonly accepted abbreviations for the 75 provinces and bodies of water on the *DIPLOMACY* map. However, players should note that, as per VII.2, so long as the written order can have but one meaning any suitable abbreviation can be used and the order "must be followed". Nonetheless, the following abbreviations will be used throughout this booklet:

Turkey:

Syria	Syr
Armenia	Arm
Smyrna	Smy
Ankara	Ank
Constantinople	Con

Russia:

Sevastopol	Sev
Ukraine	Ukr
Warsaw	War
Moscow	Mos
Livonia	Lvn
St. Petersburg	StP

Italy:

Naples	Nap
Apulia	Apu
Rome	Rome
Tuscany	Tus
Venice	Ven
Piedmont	Pied

Germany:

Munich	Mun
Silesia	Sil
Prussia	Pru
Berlin	Ber
Ruhr	Ruhr
Kiel	Kiel

France:

Marseilles	Mar
Gascony	Gas
Burgundy	Bur
Paris	Par
Brest	Bre
Picardy	Pic

England:

London	Lon
Wales	Wal
Yorkshire	York
Liverpool	Liv
Edinburgh	Edi
Clyde	Cly

Austria:

Budapest	Bud
Galicia	Gal
Trieste	Tri
Vienna	Vie
Bohemia	Boh
Tyrolia	Tyr

Neutrals:

Greece	Gre
Bulgaria	Bul
Serbia	Ser
Albania	Alb
Rumania	Rum
Finland	Fin
Sweden	Swe
Norway	Nwy
Denmark	Den
Holland	Hol
Belgium	Bel
Spain	Spa
Portugal	Port
North Africa	NAf
Tunis	Tun

Bodies of Water:

Barents Sea	Bar
Norwegian Sea	Nrg
Gulf of Bothnia	Bot
Baltic Sea	Bal
Skagerrak	Skag
North Sea	Nth
Helgoland Bight	Hel
English Channel	Eng
North Atlantic Ocean	NAf
Irish Sea	Iri
Mid-Atlantic Ocean	MAf
Western Mediterranean	West
Gulf of Lyon	GoL
Tyrrhenian Sea	Tyn
Ionian Sea	Ion
Adriatic Sea	Adr
Eastern Mediterranean	East
Aegean Sea	Aeg
Black Sea	Bla

QUESTIONS:

Should you have a question on the rules of *DIPLOMACY*, we'll be glad to answer it. However, we regret that we cannot field game questions by phone. We will respond to any reasonable query by mail. Simply write your question(s) down and send them, along with a stamped, self-addressed envelope (if overseas, please enclose an International Reply Coupon of sufficient amount for return postage), to **The Avalon Hill Game Company** at 4157 Harford Road, Baltimore, Maryland, 21214. Please confine your questions to the rules herein; questions on design or historical subjects will not be answered.