

# Diplomacy Notes

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## PLAYERS AND COUNTRIES

- Best played by seven people
- At the start of the game, the players randomly decide which Great Power each will represent. This is the only element of chance in the game.

## OBJECT OF THE GAME

- If one of the countries controls 18 supply centres, it's considered to have gained control of Europe
- Game can end by agreement before a winner is determined (All players who have pieces on the board should share them equally).

## GAME BOARD

- **Boundaries:**
  - Boundaries between major countries are marked with heavy black lines
  - All major powers are also divided into provinces and supply-centre provinces by thinner black lines
  - The oceans and waterways are also divided into separate provinces by thin black lines. All countries and provinces (land and water) are identified by name
- **Types of Provinces:**
  - There are three types of provinces: *inland*, *water*, and *coastal*. Only Armies move on inland provinces and only Fleets move on water provinces
  - A coastal province is land that is adjacent to one or more water provinces
  - An Army or a Fleet can occupy a coastal province.
- **Supply Centres:**
  - A total of 34 inland and coastal provinces on the game board is designated as supply centres
  - Each supply centre is marked with a star
  - Country can have as many Armies of Fleets as occupied supply centres at the end of the last Fall turn
  - Max 34 Armies and Fleets

## UNITS (ARMIES AND FLEETS)

- Army Unit -> Square piece
  - Fleet Unit -> Narrow rectangular playing piece
  - Each Country Unit have their own colour (All colours displayed on the edge of the board)
  - If an expanding Great Power runs out of Army units or Fleet units, the units of an eliminated country can be used.
- ★ **All Units have the same strength** – But during the game they can support each other to increase their strength
- ★ **There can be only one unit in a province at a time**

## STARTING POSITIONS

- **Supply Centres:**
  - At the start each country controls 3 **Supply Centres**
  - **Russia** controls 4
  - 12 centres aren't occupied at the start of the game
- Units:
  - Army (A) = land only
  - Fleet (F) = water + coasts

Country	Unit Colour	Unit City	Unit City	Unit City
Austria	Red	(A) Vienna	(A) Budapest	(F) Trieste
England	Dark Blue	(F) London	(F) Edinburg	(A) Liverpool
France	Light Blue	(A) Paris	(A) Marseilles	(F) Brest
Germany	Black	(A) Berlin	(A) Minich	(F) Kiel
Italy	Green	(A) Rome	(A) Venice	(F) Naples
Russia	White	(A) Moskov (F) St. Petersburg (SC)	(F) Sevastopol	(A) Warsaw
Turkey	Yellow	(F) Ankara	(A) Constantinople	(A) Smyrna

## GAME TURN

Each year = **Spring + Fall.**

**Turn phases:**

1. **Diplomatic Phase** (negotiate alliances, plans, lies, etc.).
  - o 30 min before Spring 1901, then ~15 min.
2. **Order Writing Phase** – all orders written secretly, then revealed simultaneously.
3. **Order Resolution Phase** – resolve conflicts, moves, supports, standoffs.
4. **Retreat & Disband Phase** – dislodged units must retreat or be removed.
5. **(Fall only) Gain/Lose Units Phase** – adjust armies/fleets to match supply centers.

## WRITING ORDERS

- Always include: **Unit type + Location + Order.**
- Abbreviations OK if clear (A Par–Bur).
- **All orders are dated:** Spring/Fall + year (e.g. "Fall 1903").
- Poorly written but unambiguous = valid.
- Illegal/unclear orders = unit **Holds.**

## ORDER TYPES

### 1. Hold

- A Par H = Army in Paris stays put.
- Default if no order given.

### 2. Move

- A Par–Bur = Army Paris -> Burgundy.
- Armies: move to **adjacent land/coastal province.**
- Fleets: move to **adjacent water/coastal province.**
- Cannot move if:
  - o Another equal/stronger unit contests it (standoff).

- Occupied by a unit not dislodged.

### 3. Support (S)

- Boosts strength of another Hold/Move order.
- Must be able to **legally move** into the province you are supporting.
- Example:
  - A Par S A Mar–Bur = Army Paris supports Army Marseilles -> Burgundy.
- Support is **cut** if:
  - Supporting unit is attacked from a different province.
  - Supporting unit is dislodged.
- Support is **NOT cut** if:
  - Attack comes from province being supported.
  - You attack your own unit.

### 4. Convoy (C) (Fleets only)

- Used to move an **Army across water**.
- Example:
  - A Lon–Bel; F Nth C A Lon–Bel.
- Multiple fleets can chain convoys:
  - A Lon–Tun; F Eng C A Lon–Tun; F Mid C A Lon–Tun.
- Convoy fails if **any convoying fleet is dislodged**.
- Convoyed armies cannot convoy “support” actions.

## RESOLVING CONFLICTS

### Standoffs

- Equal strength -> all fail, units remain in place.
- Example: A Ber–Sil vs. A War–Sil -> neither moves.
- A unit already in the province is **not dislodged** by standoff.

## **Dislodgment**

- If attacked with higher strength, must **retreat or disband**.
- Retreat rules:
  - Must go to adjacent legal province.
  - Cannot retreat into:
    - Occupied province.
    - Attacker's origin.
    - Province that had a standoff this turn.
  - If no options -> disband.

## **Special Rules**

- **Units cannot swap provinces** unless via convoy.
- **Three-way rotation is allowed** (A -> B -> C -> A).
- **Self-dislodgment is illegal** (you can't force out your own unit).
- **Self-cutting support is illegal** (you can't cut your own support).
- **Convoys:**
  - Fail if fleet dislodged.
  - Army stays in place if standoff at destination.

## **Supply Centres & Builds**

- Checked **after Fall turn**.
- Control = unit present at end of Fall, or previously occupied if still empty.
- Units = number of supply centres controlled.
- **Building:**
  - Only in **home centres**.
  - Must be empty.
  - Fleets in St. Petersburg must specify **North or South Coast**.
- **Disbanding:**
  - If too many units, owner chooses which to remove.

## **22 CORE RULES**

1. All units equal strength.
2. Only one unit per province.
3. Equal strength -> standoff.
4. Standoff doesn't dislodge existing unit.
5. One stationary unit can block a chain of moves.
6. Units can't swap places unless convoyed.
7. Three+ units can rotate provinces.
8. A non-moving unit can be supported.
9. Moving unit must match support order exactly.
10. Dislodged unit can still cause standoff elsewhere.
11. Dislodged unit has no effect on province that dislodged it.
12. Can't dislodge your own unit.
13. Support is cut if attacked (except from province supported).
14. Support cut if supporter is dislodged.
15. Dislodged unit can still cut support elsewhere.
16. Attacking own unit doesn't cut its support.
17. Dislodged convoy fleet = convoy fails.
18. Convoy into standoff = army stays home.
19. Units can swap if convoyed.
20. Alternate convoy routes: success if 1+ works.
21. Convoyed army doesn't cut support against convoy fleets.
22. If convoy succeeds, army cuts support in destination province.