

Colonial Diplomacy

“... [There existed] a shared political ideology across Eurasia that ensured nearly constant warfare. [...] Every empire had a distinctive term for its own ruler and never referred to any foreign ruler by that term [since] each nation believed its own emperor to be the sole rightful ruler of ‘all under Heaven,’ and everyone else should be his subjects, whether submitted and dutiful ones or not-yet-subjugated, rebellious ‘slaves.’ The punishment for rebelling or refusing to submit was war...”

Christopher I. Beckwith — *Empires Of The Silk Road: A History of Central Eurasia from the Bronze Age to the Present*

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Colonial Diplomacy™

SUMMARY OF RULES

Colonial Diplomacy is a game of grand strategy and diplomacy for 2-7 players, but is best with seven players. The aim of the game is to expand out of your “home country” and take control of as many colonies as possible in order to build the largest colonial empire. Colonies are marked on the map with black dots (●), and the special starting provinces for each player have a circle around the dot (○).

The rules of movement and conflict are elegantly simple in principle, but the correct method of execution of these simple rules can be a little obscure in some circumstances. This necessitates a detailed explanation of the mechanics of movement and conflict in the rulebook in order to cover all possible situations. This sheet represents a summary of the full rules and can be used to start play immediately if so desired. When questions arise, the appropriate section of the rulebook should be consulted (see the listing of its contents on the reverse side of this sheet).

Each player selects one of the seven major powers and places his starting units as per the initial set-up (page 4 of the rulebook). The game is played in turns, each representing two years, and starts in 1870.

Controlling the largest number of colonies is the aim for all players since victory at the end of the game goes to the player with the largest empire. The end of the game is predetermined by the players using one of the following criteria: (1) after a certain number of “years”, (2) after a certain length of time or (3) when a player owns a certain number of colonies. It is recommended that play lasts at least 10-12 turns or until a player owns at least 16 colonies.

The game begins with a *Diplomacy Phase* in which all players privately or openly discuss their plans for the coming turn. Deals, alliances, bluffs, threats and open hostility are all part of this phase, which is a crucial part of the game since it is impossible to win without the help of other players at various times.

After the negotiations are done, each player writes *Orders* for all his units in play which will determine what each unit will do on that turn. Players maneuver their army and fleet units in order to gain and defend colonies.

The ownership of colonies is determined every second turn (a “counting” turn; i.e., every four years). Occupancy of a colony on an odd-numbered turn (dark purple box on the map’s Turn Record Track) does not gain you control of that colony; it must be occupied at the end of a counting turn.

Once owned a colony may be left vacant and ownership will only change if another player occupies that colony at the end of a counting turn.

The possible orders which may be given to your units are:

- 1) HOLD: Stay in its present location.
- 2) ATTACK: Move into an adjacent space. All units may only move one space per turn. Armies may only move on land spaces (unless convoyed by a fleet). Fleets may move to any adjacent sea space and to any land space that borders a sea space. A fleet may move from province to province along a coast line.
- 3) CONVOY: A fleet may hold and convoy an army from any land space to any other land space that borders the fleet’s sea space. A chain of adjacent fleets may convoy an army across several sea spaces to a land space. A fleet ordered to convoy an army may do so unless dislodged from its space by an opposing fleet with greater strength (explained later under conflicts).
- 4) SUPPORT: A unit may hold and give support into an adjacent space. This may help a second unit to defend that space or attack into that space. As many units as desired may give support to another unit, thus increasing its chances of successfully carrying out its orders.

If a unit which is ordered to give support is itself attacked it cannot give support—its support is “cut”. The only exception is if support is given into the very space from which the attack comes, then support is *not cut*.

Once completed, each player’s orders are read out. The sequence in which the orders are read is not important since all moves are considered simultaneous and every unit is given the opportunity to carry out its intended move. The rules governing movement and conflict determine which unit gets to carry out its order and which will not.

The basic principles of movement and conflict are that each unit may only move one space per turn and only one unit is allowed in a space at any one time.

When the orders cause more than one unit to end in the same space a conflict occurs (e.g., if two units are each ordered to the same space or one unit is ordered to an already occupied province).

When conflicts occur the unit with the greater strength wins out. Each unit in the game, whether attacking, defending or supporting, has a strength of one. To calculate the strength of a force simply count the unit and the number of supports it has (e.g., if a unit with two supports—a force of three—attacks a unit with one support—a force of two—the attacking unit wins and moves into the space and the defending unit is “Dislodged” from the space and must retreat to an adjacent empty space). If two unequal forces are ordered to the same space the unit with the greater force will move and the other will not. A superior force may not dislodge a unit of the same nationality (i.e., you may not dislodge your own units).

A conflict occurring between equal forces (e.g., if two equal forces attack each other or attack the same space, neither will move) is termed a "Standoff".

When totaling the strength of a force remember not to count supporting units that are attacked by other units as their support is "cut". A unit ordered to attack another unit may itself be attacked and dislodged, but its attack order would still cut any support from the unit it was attacking.

All dislodged units must now be retreated to an adjacent empty space, but not to the space from which the attacker came nor to a space left empty as a result of a standoff. No convoyed retreats are allowed. If no retreat is possible the unit is "disbanded"—taken off the board.

At this point on every second turn of the game (1872, 1876, 1880, etc.) a count of the number of colonies is made for each player—these are termed "counting turns". On non-counting turns the turn is now over and play continues on with the next turn.

The number of colonies a player owns must equal the number of units that player has on the board. If the player controls more colonies than units new units may be built. If the player has fewer colonies than units a number of units have to be disbanded. If new units are to be built the player must write down the type of unit he wants (an army or navy) and the name of the province it is to be built on. "Builds" are only allowed on each player's original starting provinces and they must be unoccupied at the time.

This completes a full game turn. Move the turn record marker to the next turn. Play continues in this way until the game is concluded at which time the player with the largest number of colonies is declared the winner.

ORDER WRITING

A system of abbreviations is used to shorten the order writing:

- A** for Army
- F** for Fleet
- H** for Hold
- for Advance/Attack
- C** for Convoy
- S** for Support

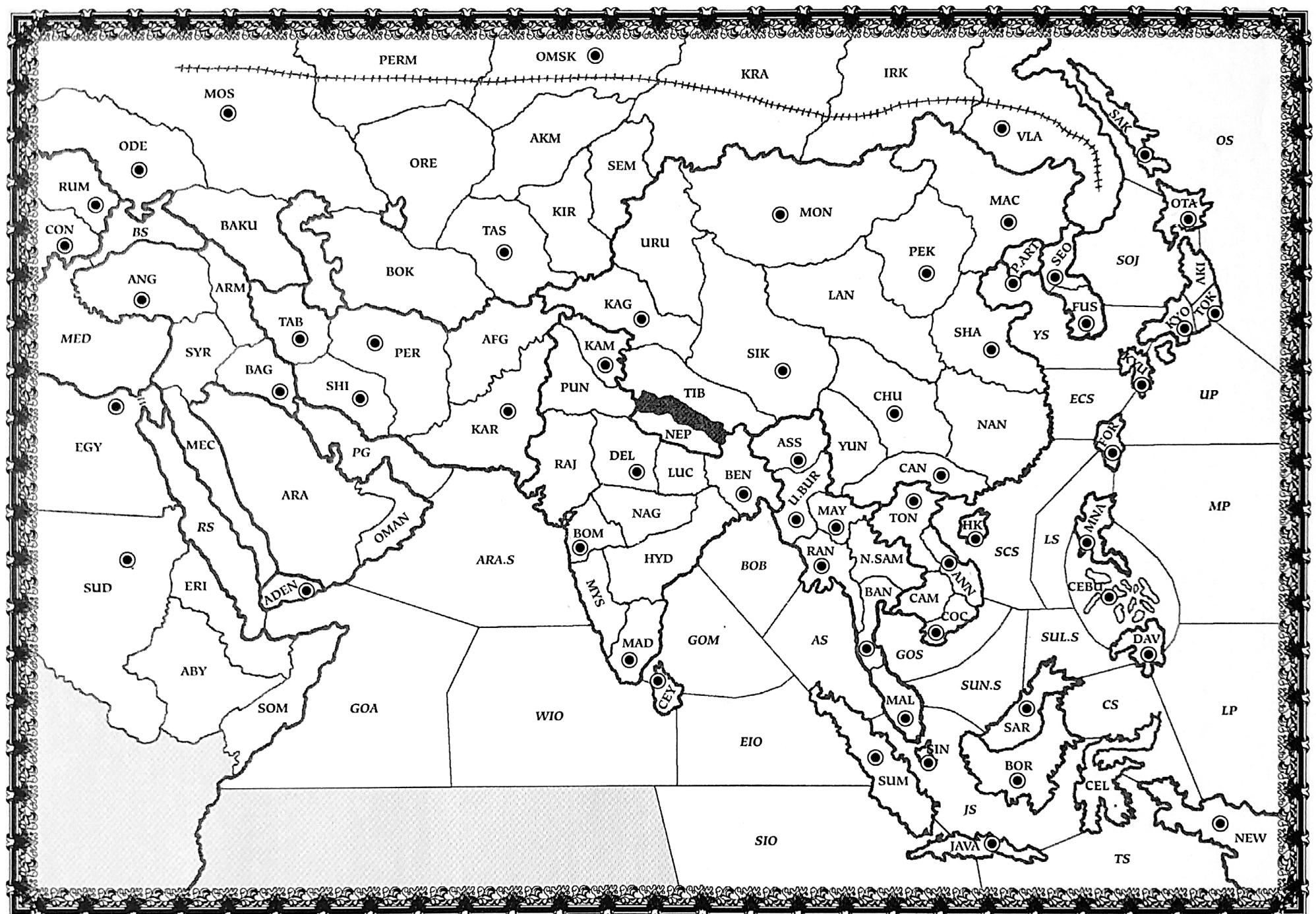
The province names are normally shortened to their first three letters and sea spaces to the first letter in each word of its name (e.g., TOK for Tokyo, BOB for Bay of Bengal, UP for Upper Pacific; see section 13.0 in the rulebook).

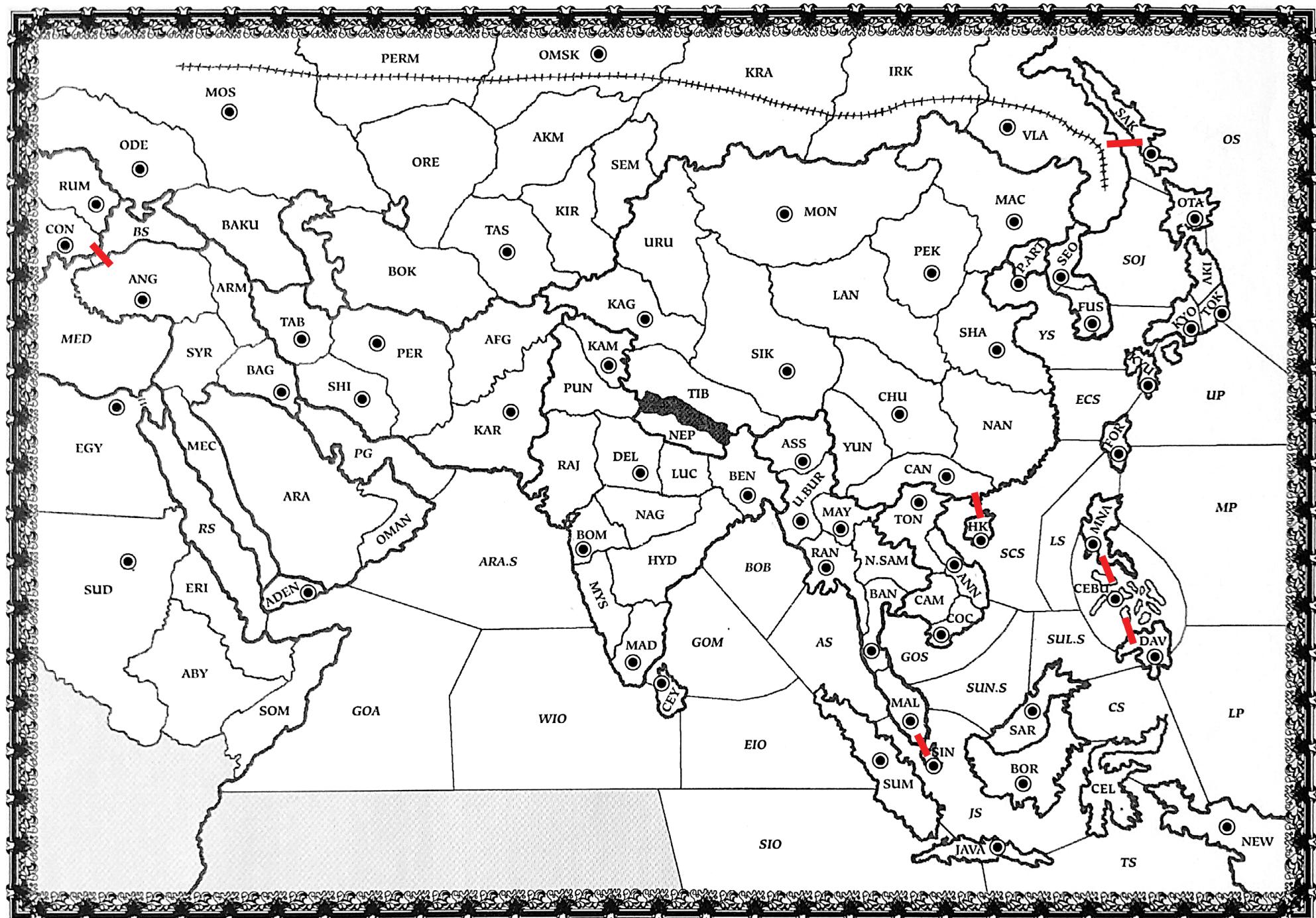
The type of unit and its location is written first followed by its order (e.g., A MOS H means the army in Moscow holds). If attacking write the name of the province attacked (e.g., A EGY—SUD means the army in Egypt attacks the Sudan). If convoying write the name of the unit being convoyed and the initial and final locations (e.g., F JS C A SUM—BOR means the fleet in the Java Sea is convoying the army in Sumatra to Borneo). If supporting a unit that is holding write the type of unit and its location (e.g., A ANG S F CON means the army in Angora supports the fleet in Constantinople). If supporting an attack write the type of unit and the initial and final locations (e.g., F UP S F YS—SOJ means the fleet in the Upper Pacific supports the fleet in the Yellow Sea in its attack on the Sea of Japan).

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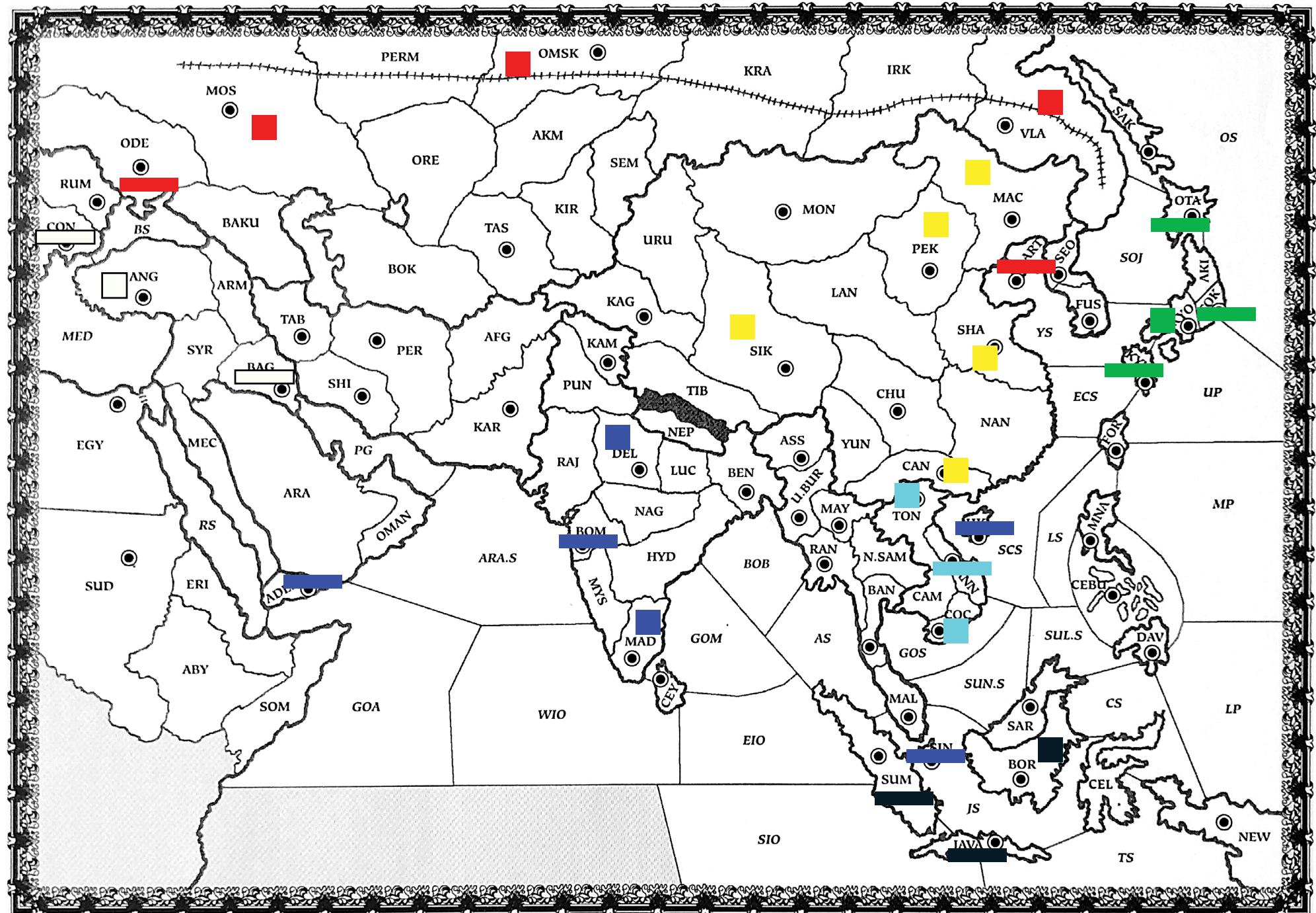




These bridges represent territories that are visually separated by waterways but are adjacent when considering legal movement and supply orders for armies.

Note that CEBU is considered as DEN would be in the classical Diplomacy map. Fleets do not consider it to have distinct coasts, while an army can freely move to this territory from MNA and DAV.

Opening Positions



Britain

A DEL A MAD
F BOM F HK
E ADAN E SIN

China

A PEK A SHA
A CAN A MAC
A SIK

France

A TON
F ANN
A COC

Holland

A BOR F JAVA F SUM

Japan

F TOK F OTA
F KYU A KYO

Russi

A MOS A OMSK
A VLA F ODE
E PART

Turkey

A ANG F BAG
F CON

Sample Orders

Hold

A PUN H

Movement (Army)

A MAC—VLA

Movement (Fleet)

F SUN.S—SAR

Support (Movement)

F ARA.S S A RAJ—KAR

Support (Hold / Convoy / Support)

F EGY S F MED

Support (Foreign Unit Movement)

F EGY S F TURK. MED—RS

Support (Foreign Unit Hold / Convoy / Support)

A CAN S A FRA TON

Convoy

A SHA—KYU
F YS C A SHA—KYU

Convoy (Multiple Fleets)

A SIN—RAN
F JS C A SIN—RAN
F AS C A SIN—RAN

Retreat (after Fall turn)

A BEN—NEP

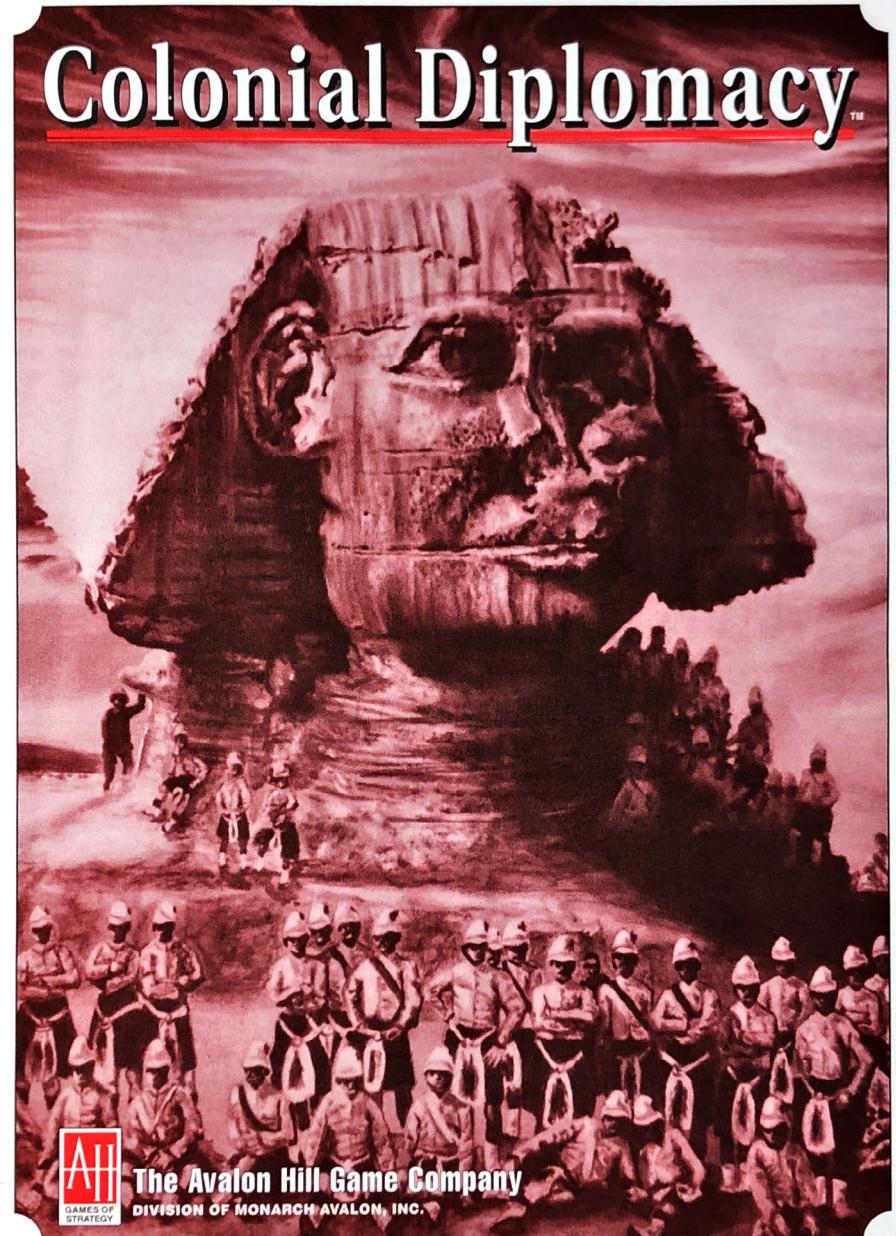
Build (after Fall turn)

A OMSK
F SUM

Rules

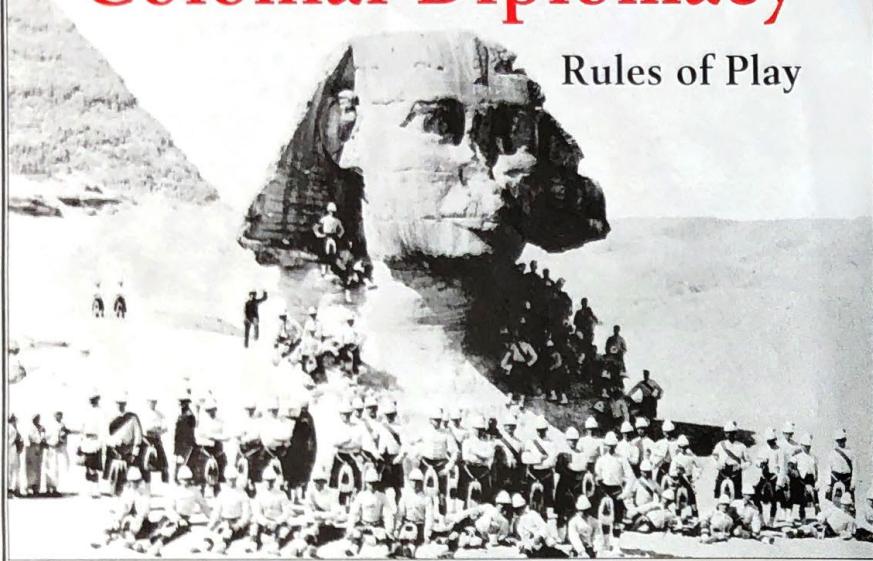
* Players familiar with Diplomacy can read only sections 2 and 9 in order to understand the additional rules needed for the Colonial variant.

In addition, note that rather than Spring and Fall seasons comprising each turn, Colonial Diplomacy treats each turn as two years. Under this timeline, adjustments are conducted every four game years (thus maintaining every second turn as an adjustment phase).



Colonial Diplomacy

Rules of Play



1.0 INTRODUCTION

Colonial Diplomacy is a game that recreates the dynamic, yet turbulent years of 19th Century European Colonialism, when huge areas of the Ottoman Empire, the Indian sub-continent, China, IndoChina and the East Indies were brought under European control and exploitation. The race for colonies in Asia had started in the 17th Century with the Dutch and British East India Companies, but culminated in the latter half of the 19th Century with an unprecedented and relentless grab for foreign possessions. Large colonial empires were formed and both China and Japan were forced to recognize western civilization and open their doors to trade.

This game begins with the world situation around the late 1860s, with each player taking the part of one of the seven great powers involved in the struggle during this era: Britain, France, Russia, Holland, Turkey, China and Japan. Although it is best played with seven players, rules for two to six players are also included.

During the 19th century the world was in a state of flux with national and colonial boundaries constantly changing. No single map can adequately portray the world's geography during this time, so the mapboard is representative of the era rather than a depiction at one point in time. An historical account of the period is given in the historical perspective at the end of the rulebook.

Provinces with special strategic, economic or military importance are termed "colonial provinces" (supply centers in *Diplomacy*) and are marked by black dots on the map. Ownership of these provinces is the aim of the game, since victory at the end of the game goes to the player with the highest number of colonies. Each player will have his own set of problems to overcome in the race for more colonies.

Players maneuver their forces over the mapboard in order to expand their empires and although military strategy is important, skillful diplomacy, negotiation of alliances, crucial timing and a good sense of character judgment (watching for the inevitable backstab) are all included.

essential for victory. So take up the challenge of the 19th Century and join in the race to establish your own colonial empire.

Experienced *Diplomacy* players should read Section 11 in order to start play immediately, since the mechanics of play will be familiar to them.

New gamers should not be overwhelmed by the length of this rulebook. Much of the material contained is historical data and lengthy explanations for various game mechanics. Easily understood concepts often require lengthy explanations in order to be perfectly clear and comprehensive. The rules do not have to be memorized and are only used as a reference to be consulted when questions arise during the course of a game.

2.0 GAME COMPONENTS

This game contains the following equipment:

- ◆ one 32" x 22" mounted mapboard
- ◆ one 20-page rulebook
- ◆ seven conference maps
- ◆ seven sets of 20 army and fleet units
- ◆ one Summary Rules Sheet

2.1 MAPBOARD

2.11 DESCRIPTION: The mapboard depicts this part of the world as it roughly was in the second half of the 19th Century. Only named land and sea spaces can be entered. Solid black lines divide the board into a number of land and sea areas. Land areas represent countries, some of which are further subdivided into provinces by dotted black lines. All land and sea spaces with proper names can be entered.

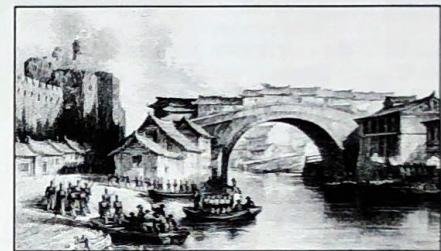
2.12 MAJOR POWERS: Provinces of the same color and grouped together represent the empires of the seven major powers:

COUNTRY	COLOR
BRITAIN	Dark Blue
CHINA	Yellow
FRANCE	Light Blue
JAPAN	Green
TURKEY	White
HOLLAND	Black
RUSSIA	Red

2.13 COLONIES: Provinces with special strategic, economic or military significance are denoted by black dots. Ownership of these provinces is the aim of the

game since victory goes to the player with the most colonies.

2.14 STARTING COLONIES: The colonies owned by the major powers at the start of the game have a circle around the black dot and are termed starting colonies. Only these provinces can be used by the respective powers when they are building new units on the board. Some countries have provinces that are not controlled at the start of the game (e.g., Tashkent and Kashgar). These provinces must be occupied before they become owned colonies, but they never count as provinces on which new units may be built.



British troops in the First Opium War

2.15 MAPBOARD EXPLANATIONS

2.151 LAND BRIDGES: Land movement is allowed between certain provinces separated by a narrow stretch of water. This is indicated by an arrow connecting the two provinces concerned (e.g., an army or fleet unit may move directly from Malaya to Singapore). No fleet is required to convoy an army.

2.152 CEBU: The province of Cebu is a single game space containing both land and sea and may be occupied by either an army or fleet unit. It takes two moves to get from Davao to Manila. Davao to Cebu, then Cebu to Manila. A fleet in a sea space adjacent to Cebu may convoy an army there (e.g., a fleet in the Sulu Sea may convoy an army from Sarawak to Cebu).

2.153 NEPAL/TIBET: The dark-colored area between Nepal and Tibet labeled "Impassable" indicates that movement is not allowed between these two provinces, due to obstruction by the Himalayan Mountains.

2.154 EGYPT: The Red Sea and Suez Canal divide Egypt into two parts on the map, but it is still only one province. An army can move from Egypt to either Sudan, Mecca or Syria. A fleet can move to Sudan, Mecca, Syria, the Mediterranean Sea or the Red Sea. A fleet may move from the Red Sea to Egypt, then on the next turn, move from Egypt to the Mediterranean Sea via the Suez Canal.

2.155 PROVINCES WITH TWO COASTS: Provinces with more than one coast—east and west coasts (Bangkok, Seoul), or north and south coasts (Arabia)—need special care when moving (e.g., if a fleet moves from the Sea of Japan to the east coast of Seoul, it stays on the east coast and can only move to either Fusan, Vladivostok or back to the Sea of Japan; it may not move off the west coast into the Yellow Sea). NOTE: Malaya is not divided into two coasts by Singapore, which is an island off the tip of the Malayan Peninsula. Thus a fleet could move from the Gulf of Siam to Malaya and then to the Andaman Sea on its next move.

2.2 UNITS

Seven sets of differently colored units are provided. Each major power receives a number of army and fleet units. Army units are represented by square blocks and fleet units by rectangular blocks. Each power's set of units is colored the same as its initial empire on the mapboard.

2.3 CONFERENCE MAPS

These seven identical sheets are distributed to the seven players for use in negotiations with other players in secret, away from the mapboard.

2.4 ORDER SHEETS

Each player must have a sheet of paper with the current year of play at the top. Every turn players write their orders for their units on this "order sheet". Play begins in 1870.



French Colonial Cavalry Officer

3.0 INITIAL SET-UP

3.1 SCENARIO

The standard game is designed for seven players, but if fewer players are present initial set-ups for two to six players are given later.

3.2 SIDES

Take one unit from each of the seven major powers and place them in the box lid. Hold the lid in the air and each player draws one unit, the color thus determining which major power is played.

3.3 SET-UP

Each player now sets up his initial units in his "home country" according to the table given below ("A" indicates an army unit; "F" indicates a fleet unit):

BRITAIN:	
A Delhi	A Madras
F Bombay	F Hong Kong
F Aden	F Singapore
CHINA:	
A Peking	A Shanghai
A Canton	A Manchuria
A Sinkiang	
FRANCE:	
A Tongking	F Annam
A Cochin	
HOLLAND:	
A Borneo	F Java
F Sumatra	
JAPAN:	
F Tokyo	F Otaru
F Kyushu	A Kyoto
RUSSIA:	
A Moscow	A Omsk
A Vladivostok	F Odessa
F Port Arthur	
TURKEY:	
A Angora	F Baghdad
F Constantinople	

4.0 THE STANDARD GAME

4.1 BASIC FLOW OF THE GAME

Each turn players look at the map assessing their situation and then plan their strategy for the next turn. A diplomacy phase follows during which players discuss their intended moves, negotiate alliances, plan joint moves, spread rumors, attempt to disrupt other player's alliances, and so forth. Based on the results of their negotiations with the other powers, players simultaneously write their orders (in secret) on their order sheets. All units are then moved if possible and resulting conflicts resolved. This cycle is repeated during every subsequent turn.

On every second turn (1872, 1876, 1880, etc.) an additional phase is added at the end of the turn, in which military units may be created and placed on the board and in some cases units removed from the board. This is determined by the number of colonies each player owns.

4.2 HOW TO WIN

To win a player must control a required number of colonies:

SHORT GAME	16 COLONIES
STANDARD GAME	24 COLONIES
LONG GAME	30 COLONIES

Players may end the game by mutual agreement before a winner is determined, in which case the player with the largest number of colonies is the winner.

4.3 SEQUENCE OF PLAY

The game is played in turns representing two years and starts in 1870. Each turn follows the same sequence:

- Diplomacy Phase
- Order Writing Phase
- Movement and Conflict Phase
- Military Unit Adjustment Phase

NOTE: this last phase only occurs on even numbered turns (1872, 1876, 1880, etc.)

4.31 DIPLOMACY PHASE: This is performed during every game turn. Players negotiate with each other, either openly or secretly and discuss their plans for the turn. This period should last between 15 to 20 minutes each turn, although any period of time may be chosen as long as all players agree.

4.32 ORDER WRITING PHASE: This is performed during every game turn. A five minute period (or less if mutually agreeable) is allowed at the end of the diplomacy phase for order writing, during which, no further negotiations between players may occur.

Each player secretly writes orders for all his military units.

4.33 MOVEMENT AND CONFLICT PHASE: This is performed during every game term. Each player hands his order sheet to the player on his left. Proceeding in a clockwise direction each set of orders is then read out and the units moved on the mapboard. Since all movements are considered simultaneous, all unit's orders are carried out, but some unit's orders will be rendered impossible or prevented by other player's moves.

The set of rules governing the mechanics of play will determine which units will get to complete their orders and which will be prevented from doing so.

4.34 MILITARY UNIT ADJUSTMENT PHASE: This phase occurs only on even-numbered turns (1872, 1876, etc.). During this phase players may place new military units on the board or if necessary remove units that can no longer be maintained.



Signing of the Treaty of Tientsien, 1858

5.0 DIPLOMACY PHASE

The diplomacy phases throughout the game are the key to success. The best military plans can be foiled if your neighboring major powers disagree with your "foreign policy". Therefore you must coerce others into seeing things your way in return for promises to them, which you may or may not keep.

During this time players may openly or secretly discuss plans with each other. Bargaining, alliance formation, military planning, threatening and spreading rumors are all part of the game. Nothing discussed during this phase is binding; who to trust and how far to trust them is the name of the game.

Agreements may be made between any number of players and players may agree to anything that is within the rules. They can support each other's military units and transport each other's units by sea.

6.0 ORDER WRITING PHASE

6.1 WRITING ORDERS

This phase is done in secret after all diplomacy has ended and players write orders for all their units in play. All players must use the notation system given in these rules, so that any player looking at a set of orders will know exactly what is intended.

6.11 On the order sheet list your units and their current locations. For brevity a system of abbreviations is used:

A for army
F for fleet

6.12 Provinces are shortened to the first three letters in their names if over four letters long (e.g., Moscow is MOS, Tokyo is TOK). A sea space is shortened to the first letter of each word in its name (e.g., Sea of Japan is SOJ, Persian Gulf is PG).

A few provinces have similar names and their abbreviations can be found in Section 13 and on the conference map. For example, the order sheet for a Dutch player on the 1870 turn with a fleet in Sumatra, a fleet in Java, and an army in Borneo would read:

F SUM
F JAVA
A BOR

6.13 One of four possible orders can be written for a military unit and each is expressed by a specific notation:

HOLD	H
ADVANCE	—
SUPPORT	S
CONVOY	C

No unit may be given more than one order for a particular turn.

6.14 Following the order, list the province into which the order is directed or the identity of the unit which is being supported or convoyed. If another player is being supported or convoyed, first list the nationality then the specific unit. This will be explained fully when each of the possible orders is analyzed.

6.15 Once the order writing phase is over, no orders can be changed. Units not given orders or units given illegal orders (not written correctly or not possible within the rules) merely hold (stay put) in their current location.

6.2 THE POSSIBLE ORDERS

Each unit must be ordered to perform one of the following orders. These orders are written during the order writing phase and executed during the movement and conflict phase.

6.21 HOLD: This order instructs the army or fleet to remain where it is and do nothing. Units with illegal orders or no orders simply hold.

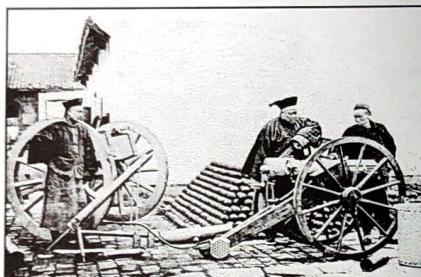
6.22 ADVANCE (or "Attack"): This order must be followed by the abbreviation of the name of the province or sea area the unit is to attack. The order instructs the army or fleet to advance into a particular space (e.g., if you order an army in Tabriz to Baghdad the order is written A TAB—BAG).

6.221 A unit may only attack into an adjacent province or sea area. The province or sea area to be attacked must have a common border with the unit's original location.

6.222 Army units (except when convoyed) may only attack into adjacent land provinces. They may never attack a sea space.

6.223 Fleet units may advance from one sea to an adjacent sea, from a sea to a coastal province that borders directly on that sea (they are considered to be on the coastline), from a coastal province to an adjacent sea, and from one province to an adjacent province along the coastline. A fleet may not advance from one province to another adjacent province if the movement is not along the coastline. Thus the possible orders for a fleet in Rangoon are into Upper Burma, Bay of Bengal, Bangkok and the Andaman Sea. Similarly if a fleet is on an island it may move into an adjacent sea space (e.g., from Kyushu it is possible to attack into the Yellow Sea, East China Sea or Upper Pacific and into Kyoto).

6.224 There may be no more than one unit, either an army or a fleet, in each province or sea area at a time. When more than one unit is ordered to attack into the same space the number of pieces supporting the attack will determine which piece occupies the space. This is explained in the rules under movement and conflict.



The Chinese Arsenal at Nanking,
established in 1876

6.225 Units may not move to islands or spaces that do not have a name. These are not game spaces.

6.23 SUPPORT: This order instructs a unit not to move and to give support to an adjacent space. You may support your own units or those of another major power. One unit can only support one other unit per game turn. Support can be given in either of two ways:

6.231 You can give support to a unit that itself is not moving and wants to hold in a certain province or sea space. The unit and the province or sea space into which support is given, must immediately follow the support order (e.g., S A LUC means that support is given to an army in Lucknow).

6.232 A unit can support another unit that is attempting to move from one space to another. The unit and its initial space are listed followed by the space you are supporting the unit into (e.g., if a unit in Karachi wishes to support a unit in Persia attacking Afghanistan, the order is A KAR S A PER—AFG).

6.233 A unit may not support a second unit in a space that the second unit is attempting to move out of, just in case the attempted move fails (e.g., A PER—AFG, A KAR S A PER). This support order is not valid since A PER was ordered to move.

6.234 In order to give support into a particular space a unit must be capable of moving into that same space by itself (not via a convoy). Therefore, a unit must be adjacent to the province or sea space into which it intends to give support.

A unit does not have to be adjacent to the unit it is supporting (in the case of support being given to a unit that is moving) but must be adjacent to the space into which it gives support (e.g., a French fleet in the Sunda Sea can support a Dutch fleet in the Andaman Sea attacking the Java Sea; the order is F SUN.S S Dutch F AS—JS). Note that if another player's unit is supported, the nationality is listed.

Obviously army units may not support into seas and fleet units may not support into inland provinces (they may support into coastal provinces).

6.235 A note on provinces with two coasts (Seoul, Arabia and Bangkok). A fleet which is adjacent to one of these provinces may support an action into that province, regardless of which coastline it is adjacent to (e.g., a fleet in the Gulf of Aden can support a fleet in the Persian Gulf to move into Arabia).

6.24 CONVOY: This order instructs the fleet unit in a sea space to convoy an army unit from any province on the coast (or island) adjacent to that sea space to any other coastal province (or island) adjacent to that sea space. The army unit and its initial and final destination must follow the convoy order (e.g., a fleet in the

Red Sea can convoy an army from Egypt to Aden; the order is F RS C A EGY—ADEN, A EGY—ADEN).

6.241 A fleet unit can only convoy one army unit per turn.

6.242 A fleet in a coastal province may not convoy an army unit.

6.243 A fleet which is convoying can perform no other orders that turn. It remains where it is and does not move.

6.244 The convoyed army unit must end its move on a land space. It may not remain at sea.

6.245 An army unit can be convoyed by any number of fleet units across a number of adjacent sea spaces as long as each sea space contains a fleet with orders to transport that army. The army unit's orders should be to attack the desired province and each fleet should have orders to convoy that army unit (e.g., a Dutch army in Java can attack Formosa: A JAVA—FOR and fleet units in the Java Sea, Sunda Sea and South China Sea should each have the order C A JAVA—FOR). If the orders allow for more than one convoy route from initial to final destination the orders are valid, but if any of the possible routes are disrupted, the army may not move.

6.246 A convoyed army can only be given orders to attack. It may not be given orders to support.

6.247 A fleet unit may only convoy an army unit into a land space that the fleet itself could move into.

6.248 DISRUPTING A CONVOY ORDER: If a fleet ordered to convoy an army is attacked by a force of greater strength (explained later) and forced to retreat out of its current sea space (this is called dislodging a piece), it may not convoy that turn and the army stays in its current province. If a fleet is attacked but not dislodged, it may still convoy that turn.

For example: Dutch army in Sumatra attacks Rangoon and a Dutch fleet in Andaman Sea convoys the army; the orders are A SUM—RAN, F AS C A SUM—RAN. This is prevented by a British fleet in Bay of Bengal attacking the fleet in the Andaman Sea with support from a fleet in Gulf of Manaar, the orders being F BOB—AS, F GOM S F BOB—AS. The result is the British fleet entering Andaman Sea and the Dutch fleet retreating. The Dutch army stays in Sumatra.

Before discussing the movement and conflict phase it is appropriate, using the above example, to explain how a unit ordered to receive support from another piece, can lose this support (cutting support).

6.25 CUTTING SUPPORT: In the above example if a Dutch fleet (or any nationality other than British) in the Eastern Indian Ocean, for example, attacked Gulf of Manaar this would prevent the British fleet there from supporting the British fleet in Bay Of Bengal

It initially appears that each side has a force of two into Peking, but the Japanese fleet in the Yellow Sea cuts the support of the Chinese army in Shanghai. Thus the Japanese army in Mongolia advances into Peking. In order to prevent this, the Chinese could have attacked with the Shanghai army and supported with the unit in Langchow. Then each side would have had a force of two and a standoff would have been the result.

7.43 SPECIAL CONFLICT SITUATIONS

7.431 SELF DISLODGMENT PROHIBITED: If a superior force is ordered to attack a space occupied by another unit of the same major power and that unit is prevented from leaving that space, then the superior force cannot dislodge its own unit. However, the order is still valid for the purpose of standing off an equally well supported attack by another power into this same space.

Example:

HOLLAND: F CEBU—SUL.S., F DAV—CEBU,
F LP S F DAV—CEBU
JAPAN: F SUL.S H, F MNA—CEBU, F MP S F
MNA—CEBU

The Dutch fleet fails to move into the Sulu Sea and the Dutch attack on Cebu may not dislodge its own unit. However this attack has prevented the Japanese attack on Cebu.

7.432 SELF-STANDOFF

7.4321 Although a power may not dislodge its own units it may order two equally well supported attacks into the same space. Neither may advance (a "self-standoff"), but the space involved if unoccupied, could not be used by any power to retreat into.

7.4322 A self-standoff also occurs when a power orders two of its units, each to the space the other occupies.

7.433 DISLODGMENT OF A PIECE AFTER A STANDOFF

7.4331 If two or more equally well supported units are ordered to the same space neither of them may move, and if attacked themselves by a superior force they would be dislodged from their own space.

Example:

RUSSIA: A SHI—PER
TURKEY: A BOK—PER, A BAG—SHI, F PG S
A BAG—SHI

Despite the Russian piece being dislodged no one enters Persia. This is a standoff space.

7.4332 However if two units are ordered to the same space and one of them is dislodged by a unit coming from that space, no standoff occurs and the other unit which was not dislodged may advance.

Example:

RUSSIA: A SHI—PER
TURKEY: A BOK—PER, A PER—SHI, F PG S A
PER—SHI

Although the Russian army in Shiraz and the Turkish army in Bokhara are both ordered to Persia, no standoff occurs and the Bokhara army advances into Persia because the Turkish army attacking from Persia is able to dislodge the Russian army in Shiraz. It should be noted therefore that a dislodged unit has no effect on the space its attacker came from.

7.434 A CONVOYED ATTACK

A convoyed army with attack orders may only do so if its convoying fleet is not dislodged.

Example:

BRITAIN: A MAD—CEY, F GOM C A
MAD—CEY
DUTCH: F AS—GOM, F CEY S F AS—GOM

The Dutch attack dislodges the British fleet and the army remains in Madras. The army unit's attack on Ceylon does not cut the support of the Dutch fleet in Ceylon, since support may not be cut by an attack from the space into which the support was given.

7.435 RETREATS

When all the orders have been read, moves made and conflicts resolved, any units that are dislodged are forced to retreat. Following is a list of the retreat rules:

7.4351 The retreat must be to a space that the unit is capable of entering on a normal move (i.e., an adjacent space).

7.4352 A unit may not be convoyed during a retreat.

7.4353 A unit may not retreat into a space which is occupied nor into a space from which its attacker came, nor a space that was left vacant as a result of a standoff that turn.

7.4354 If two or more units must retreat the retreat spaces should be written down secretly and then read out, as with normal orders.

If two or more units are retreated to the same space then they are both disbanded and removed from play.

A player may choose to disband a unit instead of retreating it. This would be beneficial if a player had two retreating units, but only one available space to retreat into. By disbanding one unit, the other could then retreat.

7.4355 If no space is available for retreat the unit is disbanded and removed from play.

8.0 MILITARY UNIT ADJUSTMENT PHASE

8.1 COLONIES

Provinces on the mapboard that are marked with black dots are termed "colonies". They have important economic or military significance and are capable of "maintaining" an army or fleet on the mapboard. Thus each major power may only have as many military units on the board as colonies that it controls. If a power gains or loses colonies it will gain or lose military units accordingly.

8.2 CONTROL OF COLONIES

At the start of the game each major power controls the colonies on which it has military units, as per the set-up instructions. All other colony spaces (including ones within players' "home countries") are not owned by anyone. In order to gain control of these colonies a major power must have a unit occupying the colony space at the end of a turn on which there is a military unit adjustment phase. This occurs on even numbered turns (i.e., 1872, 1876, 1880, etc.). If a unit moves into a colony space on an odd numbered turn and moves out again on the very next turn it does not control the province. It must be there at the end of an even numbered turn (termed a counting turn). Once control of a colony has been established by a major power, that power is free to leave the province vacant and will continue to control the space until another major power occupies it at the end of a counting turn (after all retreats).

8.3 ADJUSTING THE NUMBER OF MILITARY UNITS

8.31 On turns where there is a military unit adjustment phase (even numbered turns or counting turns) after all retreats are made, each major power counts up the number of colonies it controls.

8.32 Each player must then adjust the number of military units he has on the mapboard to equal the number of colonies he controls.

8.321 If a player has fewer colonies than units, the excess units must be disbanded and removed from the mapboard. Each player writes down which units are to be disbanded (e.g., "Disband A ANG").

8.322 If the player has more colonies than units, he may build a number of military units, so that his total number of units will equal the number of colonies. Each player writes down which units are being built (whether it is an army or fleet) and which provinces that they are to be built on. This is done secretly (e.g., "Build A ANG").

8.323 New units may only be built on the original starting colonies of each major power as listed in the set-up instructions (e.g., Turkey may only build new units in Constantinople, Angora and Baghdad). Thus if a major power is entitled to build units but all of its original colonies are occupied, then no new units may be built. Also, if a power has lost all of its original colonies it may continue on with the units it has but may not build new units until at least one original colony space has been recaptured and then left vacant on an even numbered turn.

8.324 Fleet units may only be built in colonies that border a sea space (coastal provinces).

8.325 All players simultaneously expose their orders for builds and removals and then carry them out.

8.3 CIVIL DISORDER

If a player leaves a game and there is nobody available to take his place, it is assumed that civil disorder has broken out in that major power. As a result all units of that power hold in place. They don't support each other. If such units are dislodged they do not retreat and are disbanded. If this power loses colonies and as a result must disband military units, the unit farthest from his home country's starting colonies is removed first. A fleet is disbanded before an army if equidistant. If one of a number of equally eligible units has to be removed, priority is determined by the alphabetical order of the names of the provinces concerned, the highest on the list coming off first.

9.0 OPTIONAL RULES

The following rules may be used to enhance the historical flavor of the game. They involve minor variations only of the normal game mechanics.

9.1 HONG KONG

The island of Hong Kong was of no real value to China and only became important for other nations because it provided a trading post linking China to the outside world. Thus Hong Kong does not count as a colony for CHINA (i.e., it does not count towards victory conditions, nor does it allow China to build an extra army as do all other colonial provinces).

9.11 China may not enter Hong Kong until the turn after another power has occupied it at the end of a counting move (even-numbered turns). Although China gains nothing by owning Hong Kong, it can prevent another power from claiming it if China is able to capture the island from them.

9.12 For major powers other than China, Hong Kong functions in all respects like any other colonial province.

9.2 THE TRANS-SIBERIAN RAILROAD

The Trans-Siberian Railroad (TSR) runs from Moscow to Vladivostok and allows for rapid mobilization of Russian army units across the vast Russian continent (i.e., it allows army units to move more than one province in a turn). The following rules govern its use.

9.21 This is an additional order which may be used by the Russian player and is designated "TSR" on the order sheet. This designation is placed between the names of the starting and finishing provinces. Thus an army in Moscow intending to move to Irkutsk would have orders "A MOS—TSR—IRK".

9.22 Only one unit may use the TSR per turn.

9.23 A unit using the TSR may only be transported to an unoccupied province. It may not perform any other function that turn (i.e., it may not attack an occupied province or give support to any other province). For example, an army in Moscow wishing to support a unit in Vladivostok or attack an enemy unit there, would have to move to Irkutsk on one move and then support or attack Vladivostok next move.

9.24 A unit may travel as far as it is allowed to go along the TSR according to the normal rules of conflict.

9.241 Thus if any other major power has a military unit in a province along the line of the TSR a Russian unit would have to stop in the nearest empty province along the line of the railroad before the enemy-occupied province. For example, with a Chinese army in Krasnoyarsk, a Russian army starting in Moscow could travel only as far as Omsk.

9.242 However, if two equal forces attack a province on the TSR resulting in a standoff, the TSR order is not disrupted and the Russian order would go ahead. (The same situation as having to dislodge a fleet in order to stop a convoy order.)

9.25 If a foreign power attacks a province on the TSR, to which or through which a Russian unit had been ordered to move, this would result in a standoff and neither unit would enter that province (unless the attacking unit had support). The Russian unit would stop in the nearest empty province along the line of the railroad.

Example:

RUSSIAN: A MOS—TSR—VLA

CHINA: A MON—KRA

This constitutes an equally well supported attack into Krasnoyarsk and the Chinese piece would stay in Mongolia and the Russian army would end its turn in Omsk. If there was another unit in Omsk the unit would have to remain in Perm.

9.26 A unit using the TSR may receive support to

enter an empty province along the line of the TSR, to stop a standoff as occurred in the above example.

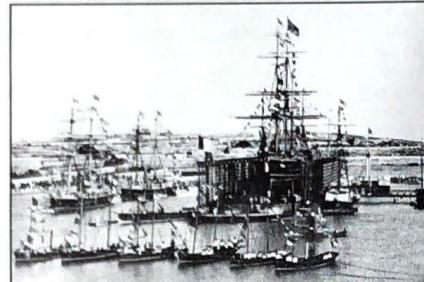
Example:

CHINA: A MAC—IRK

RUSSIA: A MOS—TSR—IRK, A VLA S A
MOS—IRK

The Russian army in Moscow moves to Irkutsk.

9.27 The presence of a Russian army unit on the line of the TSR does *not* block its path. A unit using the TSR may pass through a province occupied by a Russian unit as long as it doesn't end its movement in that province.



Opening of the Suez Canal in 1869

9.3 THE SUEZ CANAL

Because of the economic and strategic importance of the Suez Canal, control of Egypt became essential for the European powers. This rule reflects the importance of Egypt and allows the player who controls Egypt to move a fleet directly from the Mediterranean to the Red Sea (and vice versa), through the Suez Canal. The following rules apply.

9.31 You must have a unit in Egypt for the entire turn in order to use the canal (e.g., F EGY H, F MED—RS).

9.32 The unit in Egypt may have a support order (e.g., F EGY S F MED—RS or F EGY S A ERI—SUD since this does not move the unit out of Egypt).

9.33 The unit in Egypt may have an attack order so long as it results in a standoff and the unit in Egypt stays in Egypt (e.g., Turkish A EGY—SUD and British A ERI—SUD; a Turkish fleet could use the canal this turn).

9.34 You may permit a foreign power to use the Suez Canal, but orders must be written for this. The additional order which gives use of the canal to another player is SUEZ CANAL use—designated SC. This is followed by the nationality and order for the fleet permitted to use the canal (e.g., if Turkey is permitting a British fleet in the Red Sea to move to the

Mediterranean Sea through the canal the orders would read: A EGY S SUB, SC British F RS—MED).

9.35 If supporting a foreign power through the canal, simply write the support order as normal, since use of the canal is implied (e.g., Turkey F EGY S British F RS—MED).

9.36 If a superior force dislodges the unit controlling Egypt, a fleet ordered to use the canal will be prevented from doing so.

9.37 The above rules govern the eligibility of a fleet to use the Suez Canal and attack either the Red Sea or Mediterranean Sea. Normal rules of conflict then apply to determine whether the order is successful or not.

10.0 THE STRATEGIC CHALLENGES



10.1 BRITAIN

The British empire has colonies stretching across most of the mapboard, with the jewel in the crown being its vast possessions in the Indian sub-continent. Britain must decide in which direction to expand: east toward Burma and the Malay Peninsula (thus strengthening its hold on Singapore) or west into the Punjab and Karachi (thus putting the Persian Gulf oil provinces within its grasp and protecting Aden). This latter option necessitates careful negotiations with both Russia and the Ottoman Turks. Britain can hold the balance of power for these two countries, but on the other hand a strong alliance between them may be unstoppable.

A real challenge for Britain is to hold Singapore. Skillful negotiations with France and Holland, and if it can be spared, an extra fleet in the Andaman Sea, can make it possible. It can even be in the interests of both the French and the Dutch to have the British as a buffer in case of an attack from either.

The British player should not be over-confident following his early successes, which are built into the game for historical reasons; Britain did indeed have a vast and powerful empire on which it was boasted the sun never set. However, any empire which starts the game strong and then appears to grow alarmingly in the early turns will be watched very suspiciously by the five other empires that it borders on.

Therefore, Britain should consolidate and not expand too aggressively or make enemies early, otherwise by mid-game it will find itself in the center of the board surrounded by unsympathetic enemies.



10.2 CHINA

China has potential invaders on all fronts and therefore must negotiate an alliance with one or more of its neighbors. In particular, border disputes with the French in Indo-China are costly, especially if units have to be brought from the north thus exposing that flank to attack from Russia and Japan.

In fact China, Russia and Japan form a deadly triangle in the intriguing battle for the Korean peninsula and surrounding provinces. The army in Manchuria is the key to China's success. It must pick up either Seoul, Fusan, Vladivostok or Port Arthur. The armies in Shanghai and Canton will be needed elsewhere, but leaving these provinces vacant may invite an unwelcome and perhaps permanent "visitor".

China will have to negotiate well or it will do no better than the Manchu rulers did in stemming the wave of foreign invaders.



10.3 FRANCE

French Indo-China will obviously want to expand into Siam and Burma, forcing negotiations with the Chinese. An alliance between the two is mutually beneficial, but can each be trusted not to "back-stab" with Canton and Tongking being adjacent?

The Malay peninsula, Formosa and the Philippines are other areas for expansion. An aggressive French player may ally with the British for attacks on China or the Dutch East Indies. If it can be negotiated, the ownership of Malaya, thus allowing a French fleet to reach the Andaman Sea, will greatly facilitate westward expansion of the French possessions.



10.4 HOLLAND

Control of the Java Sea is of paramount importance to the Dutch. Its loss could lead to the fall of the entire East Indies.

An attempt to capture Singapore results in a battle of wits, particularly if the French support the British. But once a decision has been made to attack Singapore it should be done swiftly; otherwise valuable time will be lost in fruitless standoffs and opportunities in the Philippines will be lost to Japan.

The major dilemma is then between north-east expansion to capture the Philippines or northwest up the Malay peninsula and across to Ceylon and India. A



Dutch fleet in the Andaman Sea is a menacing threat. Other players should be wary of a Japanese-Dutch alliance sweeping westward across the map.



10.5 JAPAN

Although Formosa and the Philippines are tempting targets early in the game, obtaining a foothold on the mainland before China and Russia are too powerful is essential for a Japanese victory.

Control of the Yellow Sea is crucial for an invasion of Korea (or an unsuspecting China). Diplomacy with China and Russia is greatly needed, but trusting alliances are seldom seen between these three traditional enemies.



The Japanese Imperial Family

If a Sino-Soviet alliance develops, Japan must find an ally in France or Holland in order to gain a sphere of influence on the mainland somewhere. If this fails, an advance on the Dutch East Indies with French help is a good alternative.



10.6 RUSSIA

Because of its two fronts the Russian player must negotiate with two different sets of opponents: China and Japan in the east, Turkey and Britain in the west. The outcome of the conflicts in the east will always be in doubt, but with some clever planning (and hopefully a trusty ally) it is possible to hold Port Arthur and Vladivostok and pick up part of Korea and then

Manchuria. If this succeeds Russia will do well. So although the west is Russia's main theater, it cannot afford to lose all its eastern seaboard possessions.

In the west, Rumania and the Black Sea will always be trouble spots between Russia and Turkey. An alliance between these two is very strong, but if either of the two provinces mentioned are entered the alliance will quickly break down.



10.7 TURKEY

Historically the Ottoman Empire was constantly under threat from an ever-expanding Russia and this can be the case in this game, particularly if Russia allies with the British. However, a "diplomatic" carving up of the Gulf States between the two and keeping the Black Sea neutral will help form the basis of an alliance between the two. Then Turkey can set about expanding into Egypt, before the British. But don't be too trusting, since a two pronged back-stab from Russia (through Baku and the Black Sea threatening Constantinople and Angora) will be crippling.

The main point of British expansion will determine the outcome for Turkey. If they advance on Arabia and up through the Red Sea, Turkey can't afford to be fighting with Russia. But if Britain invades Afghanistan and Persia with Turkish support (and Aden is left in British hands) then an all-out expansion into Russia is possible.

11.0 RULES FOR EXPERIENCED DIPLOMACY PLAYERS

Colonial Diplomacy has been designed for *Diplomacy* enthusiasts the world over who wish to use their negotiating skills and cunning acquired from years of play in order to conquer new horizons. It uses the same playing pieces, game rules and mechanics of play. But here the players are transported from the familiar world of pre-WWI Europe into the 19th Century and the great age of European colonialism. Players are confronted with a whole new set of political, military and geographical problems to solve with only their raw, hard-earned *Diplomacy* skills to fall back on.

Colonial Diplomacy therefore, retains all the essential ingredients of skill, negotiation, cooperation and the inevitable treachery, that have made *Diplomacy* so popular, and incorporates them into the new and challenging world of imperialism and nationalism of the colonial era.

In order to start play, simply read the sections in this rulebook on mapboard explanations (Section 2.15), initial set-up (Section 3.3) and victory conditions (Section 4.2).

Each turn of the game lasts two years, beginning in 1870 and the military unit adjustment phase occurs every second turn (i.e., every four years—1872, 1876, 1880, etc.). Orders for the first turn are dated 1870; for the second, 1872; for the third, 1874; and so on.

13.0 PROVINCE ABBREVIATIONS

For game spaces where confusion exists use the following abbreviations when writing orders:

ANDAMAN SEA	AND.S.
ARABIAN SEA	ARA.S.
HONG KONG	HK
KASHGAR	KAG
KASHMIR	KAM
MANCHURIA	MAC
MANDALAY	MAY
MANILA	MNA
NEW GUINEA	NEW
NORTH SIAM	N.SAM
PORT ARTHUR	P.ART
SINGAPORE	SIN
SINKIANG	SIK
SULU SEA	SUL.S.
SUNDA SEA	SUN.S.
UPPER BURMA	U.BUR

12.0 ALTERNATIVES FOR TWO TO SIX PLAYERS

Unless otherwise specified the starting set-up is the same as for the seven player game:

12.1 TWO PLAYERS

- (1) Turkey/China/Holland
- (2) Britain/France/Japan

Russia is neutral and may not be entered.

Changes to set-up: Holland starts with a fleet in Borneo.

12.2 THREE PLAYERS

- (1) Turkey/Japan/Holland
- (2) Russia/France
- (3) Britain/China

12.3 FOUR PLAYERS

- (1) Russia
- (2) Turkey/China
- (3) France/Britain
- (4) Holland/Japan

Changes to set-up: Holland starts with a fleet in Borneo.

12.4 FIVE PLAYERS

- (1) Russia/France
- (2) Britain
- (3) China
- (4) Holland
- (5) Japan/Turkey

12.5 SIX PLAYERS

Each player takes one of the major powers except for China, whose units hold but do not support each other.

Changes to set-up: China—army in Mongolia, Kashgar and Chungking; Britain—army in Bengal.

14.0 EXAMPLE OF PLAY

Set up the following pieces in the locations listed and work through the orders given to these units. This will clearly demonstrate how to play the game and lead to a good understanding of the movement and conflict rules.

CHINA: Army Canton, Army Yunnan

BRITAIN: Army Rangoon, Fleet Gulf of Siam, Fleet Hong Kong

FRANCE: Army Tongking, Army North Siam, Army Annam, Fleet Bangkok (East), Fleet South China Sea

14.1 THE ORDERS FOR TURN 1:

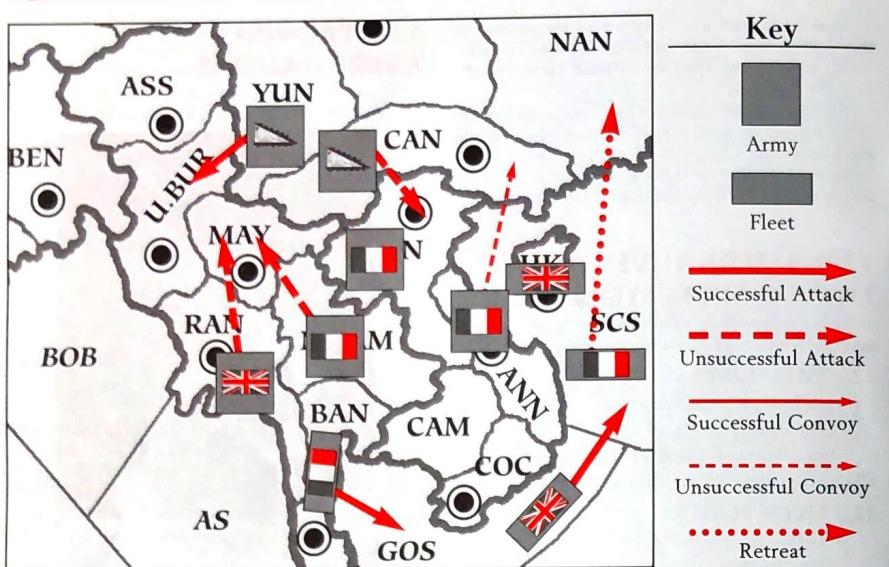
CHINA: A YUN—U.BUR, A CAN—TON

BRITAIN: A RAN—MAY, F GOS—SCS, F HK S F GOS—SCS

FRANCE: A ANN-CAN, F SCS C A ANN-CAN, A TON S A ANN-CAN, A N.SAM—MAY, F BAN-GOS

14.11 Execution of Orders:

CHINA: Army in Yunnan moves into Upper Burma unopposed. Army in Canton attacks an army of equal strength in Tongking (both have a strength of one). Without support the attack is unsuccessful and the army remains in Canton.



BRITAIN: Army in Rangoon attacks Mandalay, the French army in North Siam is also attacking Mandalay. These are equal forces and both units fail to move. This is a standoff and Mandalay although unoccupied could not be used as a space to retreat into—standoff spaces must be left empty. Fleet in Gulf of Siam with support from the fleet in Hong Kong (force with a strength of two) successfully attacks into South China Sea against the French fleet with a strength of one.

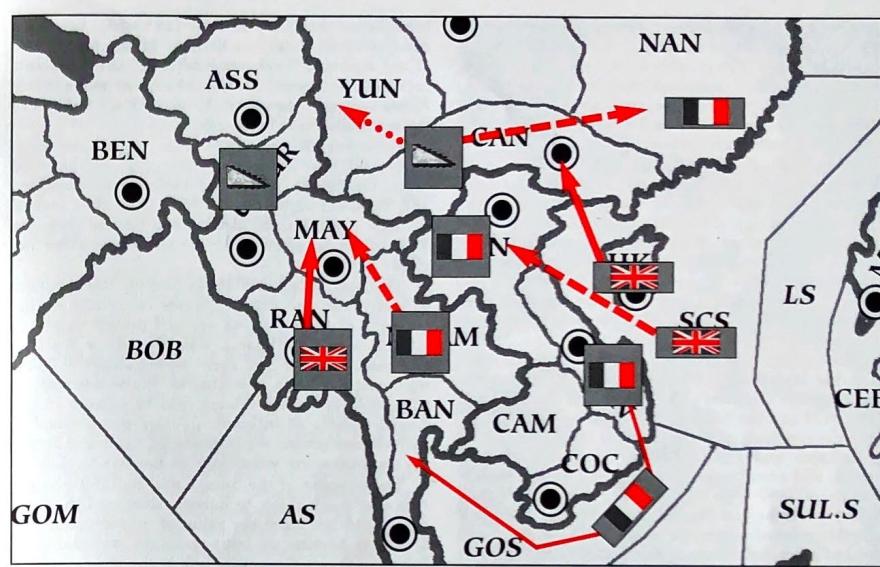
FRANCE: The successful British attack on South China Sea dislodges the French fleet there and prevents it from convoying the army in Annam. After all the orders have been executed the fleet will have to retreat to an adjacent empty space. Army in Annam therefore stays in Annam.

Army in North Siam has been involved in a stand-off with the British army in Rangoon and remains in North Siam.

Fleet in Bangkok moves into Gulf of Siam which has been vacated by the British fleet.

Support from the army in Tongking for the attack on Canton is wasted since the attack never took place as a result of the British defeat of the convoying fleet in South China Sea.

All the orders have been executed and now retreats



British fleet moves into Canton and the Chinese army must later retreat.

FRANCE: Army North Siam does not move since it attacked Mandalay with a strength of one and the army in Rangoon had a strength of two. Army Tongking had its support cut by the attack from the British fleet in South China Sea. It remains in Tongking.

Army Nanchang remains in Nanchang and its support to the British fleet in Hong Kong results in the British fleet taking Canton. (Note: the Chinese attack from Canton to Nanchang does not cut the support from the Nanchang fleet since the attack is coming from the space into which the support is being given. Army Annam moves to Bangkok, successfully convoyed by the fleet in the Gulf of Siam, which remains in the Gulf.

Retreats now take place and the Chinese army in Canton retreats to Yunnan.

14.3 POSITION OF PIECES AFTER THE TWO MOVES:

CHINA: Army Upper Burma, Army Yunnan
BRITAIN: Army Mandalay, Fleet Canton, Fleet South China Sea

FRANCE: Army North Siam, Army Tongking, Army Bangkok, Fleet Nanchang, Fleet Gulf of Siam

**14.4 UNIT ADJUSTMENT PHASE
(COUNTING TURN):**

BRITAIN: Gained Canton and Mandalay, thus it may build two new units—on unoccupied starting provinces.

FRANCE: No gains or losses. No change.
This completes two full turns of the game and play would continue in this way.

15.0 HISTORICAL PERSPECTIVE

By the dawn of the 19th Century, the age of European colonialism was already well under way. The Portuguese and Spanish spheres of influence had waxed and waned and Holland, Great Britain and France had replaced them as leaders in the race for Asian acquisitions.

The Dutch East India Company had fortified Batavia and proceeded to make it the center of Dutch colonial rule. They seized Malacca from the Portuguese in 1641 and established themselves as the strongest naval power in the area, giving the Dutch supremacy in the Java Sea and a complete monopoly of the spice trade with Indonesia.

Meanwhile, the British East India Company had been granted a charter by Queen Elizabeth I, giving it exclusive right to all trade in the area between Cape Horn and the Cape of Good Hope. It established trading posts in Bombay, Madras and Calcutta and from these extended its control over much of the country. French efforts in India were thwarted by British naval power in the Indian Ocean and the losses in the Napoleonic wars, so that by 1800 Pondicherry was the only trading post left open to them.

The extension of British control led to fierce wars with the Marathas (1803-05) to control Delhi, with the Nepalese Gurkhas (1814-16), with the Afghans (1839-42) and the Sikhs of the Punjab (1848-49). In time the remnants of the once-great Mogul Empire in India came under full political domination by the British and resentment grew, leading to the Indian Mutiny of 1857 with uprisings occurring in Merrut, Delhi, Lucknow and Nagpur. India became the most valuable colonial possession in the annals of imperialism and generated immense wealth for Britain.

Elsewhere too British influence was felt. In 1819 Singapore was taken for use as a naval base and trading port, as was Aden in 1839. The "Straits Settlements" of Malaya were established after a dispute with the Dutch was settled and it became a crown colony in 1867. From its base in India the empire then spread into Karachi (Sind) and the Punjab (1850). Burma was attacked in 1824 and fully annexed in 1885.

Until the early 19th Century China, under the influence of the Manchu emperors, had defiantly resisted contact with the "western barbarians" and Canton was the only port open for trade. This ended with the treaty of Nanking (1842) after the first Opium War and led to five more ports being opened and the British acquiring Hong Kong. An unending series of grants to foreign powers ensued and after heavy fighting in 1860 with Russian, French and British troops, Peking was taken; the victory for the western powers was a complete humiliation for China. The Manchu rulers' ability to repel the colonial powers was greatly reduced by four massive internal rebellions which were eventually put down.

The once-great Ottoman Empire was continually under threat during the 19th Century and it gradually lost control of many regions, chiefly to Russia and Britain. In fact Russian designs on Turkey (they wanted control of the Black Sea and Constantinople)

brought on the Crimean War (1853-56). Fearing a collapse of the Ottoman Empire, Britain and France allied with the Turks and defeated the Russians, capturing Sevastopol. In the subsequent peace treaty Russia agreed to the neutrality of the Black Sea and to not maintain a navy in its waters.

However, Russian advances elsewhere were successful: the southern Caucasus and Baku were taken, the Kazakh Steppe and Turkistan were invaded and Tashkent captured in 1865. Thus after several decades of continuous advancing in Central Asia, the Russian border stretched to Persia, Afghanistan and China.

The Boer War (1899-1902) tied up 400 thousand British troops and Britain became concerned for the security of India. Russia seemed poised to attack Afghanistan. Kashgarria was already a Russian economic satellite and there were rumors of Tibet becoming a Russian protectorate. In the negotiations that followed, Afghanistan was to remain in the British sphere of influence. Persia was divided in half—Russia getting the northern oil fields and Britain the southern warm water ports on the Persian Gulf.

The opening of the Suez Canal in 1869 brought Asia that much closer to Europe, shortened the trade routes and increased the value of its resources. The Mid-East became of great strategic importance to Britain as it was the crucial link in the chain connecting Britain to its Indian colonies. So much so that a threatened nationalist uprising in Egypt was the pretext for the bombardment of Alexandria in 1882 and the landing of British troops. Thereafter Egypt became a British protectorate for the next 50 years. Lord Kitchener extended British influence into the Sudan following the victory over the forces of the Mahdi near Khartoum in 1898.

France, although ruler of vast holdings in Africa, started late in the colonial race in Asia, but moved into lower Cochin-China in 1858 and soon had thriving colonies in Annam, Tongking, Laos and Cambodia. Southeast Asia was a useful economic area and its rich resources of rice, rubber, tin and coal were exploited to the full. By 1885 China recognized the *de facto* French protectorate over Indo-China.

For Japan, "westernization" finally broke through its walls of isolation in the 1850s and the Meiji Restoration resulted in a sweeping modernization program. An efficient, well-equipped Western-style army and navy was created as a result, but firmly grounded in the *Samurai* tradition. However, Japan lacked agricultural areas and raw materials and was gripped by acute economic problems, so Korea and Manchuria were soon viewed by her government as natural spheres of Japanese influence.

This put Japan on a head-on collision course with Russia which had already acquired areas of agricultural land from China in eastern Siberia and founded Vladivostok. Russia's Far East policy was to secure a foothold, with good warm water ports, on the Pacific coast. The Trans-Siberian Railway, which was started in 1893 in order to secure its distant eastern territories, also guarded its immense frontier with China. Russia extended its influence in Manchuria and obtained a 25-year lease of the southern part of the Liaotung peninsula (including Port Arthur).

Japan's expansionist ambitions were soon realized in the Sino-Japanese War of 1894-1895 resulting in China losing Korea and ceding Formosa to Japan. In the inevitable Russo-Japanese war of 1904-1905 that followed, Japan's military might and the abilities of her Western-educated officers shocked the world with the amazing defeat of the Russian fleet (which had just completed an epic voyage to reach the area) in the battle of Tsushima. Russia was forced out of Manchuria, Port Arthur and the southern half of Sakhalin and recognized Japan's influence in Korea. Japan went on to annex Korea in 1910.

Imperialism certainly was not invented in the 19th Century, but the scale of the empire building done during this era of modern colonialism was so vast that the efforts of Alexander the Great and ancient Rome seem minor by comparison. More than half the world's population came under the control of the handful of colonial powers. The causes of this unprecedented race for territory stemmed largely from the industrial revolution in Europe which resulted in competition for profitable overseas investments, foreign markets, and cheap raw materials. These economic rivalries fueled a new sense of nationalism which was spreading through Europe...and once the Suez Canal opened the race for colonies was soon out of control.

By 1910, most of the "available" territories had been claimed and little more uncontested "colonizing" remained to be done. The defeat of a major European power, Russia, by an Eastern one (which had already made significant imperialist advances of its own in the Far East and the Pacific) heralded the end of European domination of the world. The Japanese during World War II would shatter forever the image of Western supremacy, and the growth of Asian nationalism which followed soon gave rise to calls for independence. Amid a flurry of new wars and new nations, an era which had lasted more than 300 years faded into the history books.



*Admiral Togo,
victor of the Battle of Tsushima*

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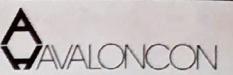
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1. All questions must be accompanied by a stamped, self-addressed envelope bearing uncanceled U.S. postage sufficient for first class mail. Foreigners unable to secure U.S. postage may purchase an International Reply Coupon sufficient for return postage from their local Post Office. Questions cannot be returned inside other ordered merchandise—keep your questions separate from orders.
2. Do not ask questions for more than one game. If your letter has to go from one designer to another the chances of it being lost or delayed are greatly increased.
3. Identify the game you are asking about. Do not refer to grid-coordinates. You must provide an illustration of any map situation you refer to.
4. Do not ask questions on design or historical subjects. This type of material is best covered in our magazine: *THE GENERAL*. Purchase of the recommended special issue of the magazine pertaining to this game should prove helpful.
5. Do not ask us to rewrite a rule for you or to explain it in other terms. We do not have the time to write individual essay responses to vague questions, nor can we possibly do so with any better results than the version you currently possess which underwent several carefully prepared drafts. Therefore, please phrase your questions in a Yes/No format and refer to the proper rule numbers when posing a question.
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Send to: **GAME QUESTIONS**
 4517 Harford Road
 Baltimore, MD 21214.



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Errata

Game schedule

Each game lasts about two months from first to last turn. Players are assigned the country they will represent one week before the first turn, and can begin negotiations at that point. After the two month limit is reached, the player with the most units wins.

Turn schedule

Orders are submitted twice per week, and due for all players at 12:00 midnight (PT) on Wednesday and Sunday. Players must submit orders to the Game Master on Slack before that time for them to be accepted. Orders will then be adjudicated at 12:30 PM (PT) the following day (Mondays and Thursdays).

If any units are successfully dislodged, retreat orders must be submitted within two hours of move order adjudication. Any unit that has been forced to retreat and is not issued a retreat order in this timespan will be disbanded.

After Fall turns, an additional two hours are granted after retreat orders have been submitted for each player to submit unit adjustment orders (building or disbanding).

Diplomatic communication

Players will provide and be provided the contact information by which the game will be played — though communication between players should and can be conducted by any means agreeable between allies.

Submitting Conditional Retreats and Adjustments

Players may choose to submit their retreats and adjustments with their Fall orders. As both retreats and adjustments depend on what the result is of all players orders, conditions may need to be attached to cover several possible scenarios. For example, a player might submit “If MUN is dislodged, retreats (in order of preference): BER, KIE” — in this case, if MUN is dislodged, it will retreat to BER if that territory is a legal retreat, and failing that will retreat to KIE. Similarly, a player may submit “If two Supply Centers are gained, build A LON and F EDI; if only one is gained, build F LON”. If a player submits conditional retreats and/or adjustments and the adjudication of orders results in a scenario not accounted for, that player will still need to submit valid orders within the time window allotted.

Required player involvement

You do not need to be “present” at the moment that orders are executed. The online board and scoreboard will be updated with the new positions. However, some turns may result in units needing to retreat or units being added or removed from the board; if you anticipate needing to issue a retreat order or adjust your units, please make yourself available after the turn is executed to send in those additional instructions. The Game Master will contact you by your primary contact method in either case.

Errata

Ending the game in a draw

It is possible that the game can end in a draw, but this must be agreed upon by all remaining players in consensus. To end the game in a draw, each player must include DRAW along with their normally issued orders. If all players include DRAW, the game is over and declared a draw split between remaining powers. If any player does not include DRAW with their orders, the vote for ending the game fails and gameplay proceeds. Any votes for a draw will be reported to all players when orders are executed. Powers that have resigned from the game or that are in Civil Disorder for any reason are not considered when determining a draw vote. These powers do not share in a successful draw even if Supply Centers are still controlled by that power at the end of the game.

Ending the game in surrender

Players may opt to issue a formal surrender, by writing SURRENDER when submitting orders secretly. A player that surrenders cannot submit further orders in the game, and is considered under civil disorder. If all players but one issue SURRENDER orders, the last remaining player is considered the winner by solo victory. If for some reason all players issue SURRENDER orders, the game ends in a tie

Ending the game in surrender to an alliance

If powers wish to surrender to an alliance — such that the allied players agree to a joint victory (a draw) — it is possible to do so by submitting a combination of SURRENDER and DRAW orders on the same turn. For instance, if Italy and Austria-Hungary wish to cede the game to a Russo-German alliance in Fall 1910, the former two

could submit SURRENDER orders, while the later two submit DRAW orders. In this case, the draw would be legal, and the Russian and German players would be victorious. In the previous scenario, if only one of the two SURRENDER orders are issued, that player is still considered to have surrendered, and is out of the game. If only one DRAW order is issued, the draw vote fails. In both scenarios, the game continues without the surrendering players.

Prematurely leaving the game

The success of the game depends on active participation and conviction for the duration of the game. That being said, you may need to exit before the game is complete. If that is the case, please make this known to the Game Master, and make whatever attempts possible to secure a replacement player for your Power. Bowing out with a suitable replacement is far more preferable than failing to issue move orders — if you fail to issue orders at any point, it will be assumed that you have abandoned the game and you will be replaced.

The Judge Judy Rule

In-game negotiations may be coercive, but anything that might land you in Judge Judy's courtroom is forbidden. Please do not damage, threaten to damage, or otherwise deprive another player of their property. Physical violence, or the threat thereof, is also forbidden. Disputes should be elevated to the Game Master. Violators of the Judge Judy Rule will be penalized accordingly, and may be reprimanded, expelled from the game, or otherwise.

Errata

This errata is specific to the Colonial variant, and corresponds to changes suggesting in the “Moulmein Convention” errata issued by Avalon Hill to fix issues with the game after Colonial Diplomacy was initially published.

Game Length

The game is played until one power controls 24 colonies (or all but one power has surrendered; or a draw is reached; as per the above errata). This is the “Standard Game” length listed in rule 4.2.

Sakhalin land bridge

In the original edition of Colonial Diplomacy, the territory of Sakhalin is completely surrounded by the Okhotsk Sea, and would therefore be impossible to dislodge—while at the same time supply a unit garrisoned there. To solve this, a land bridge is added between Vladivostok (VLA) and Sakhalin (SAK). Note that some variations add a land bridge from Otaru (OTA) to Sakhalin—this is not the case for this game: only A VLA–SAK is legal.

Chinese Hong Kong

Rule 9.11—which dictates that China may not enter Hong Kong until the first adjudication phase—is struck from the rulebook. Chinese units may legally enter Hong Kong (HK) within the first two turns; though the colony there still does not count towards China’s count of supply centers, as stipulated in rule 9.1.