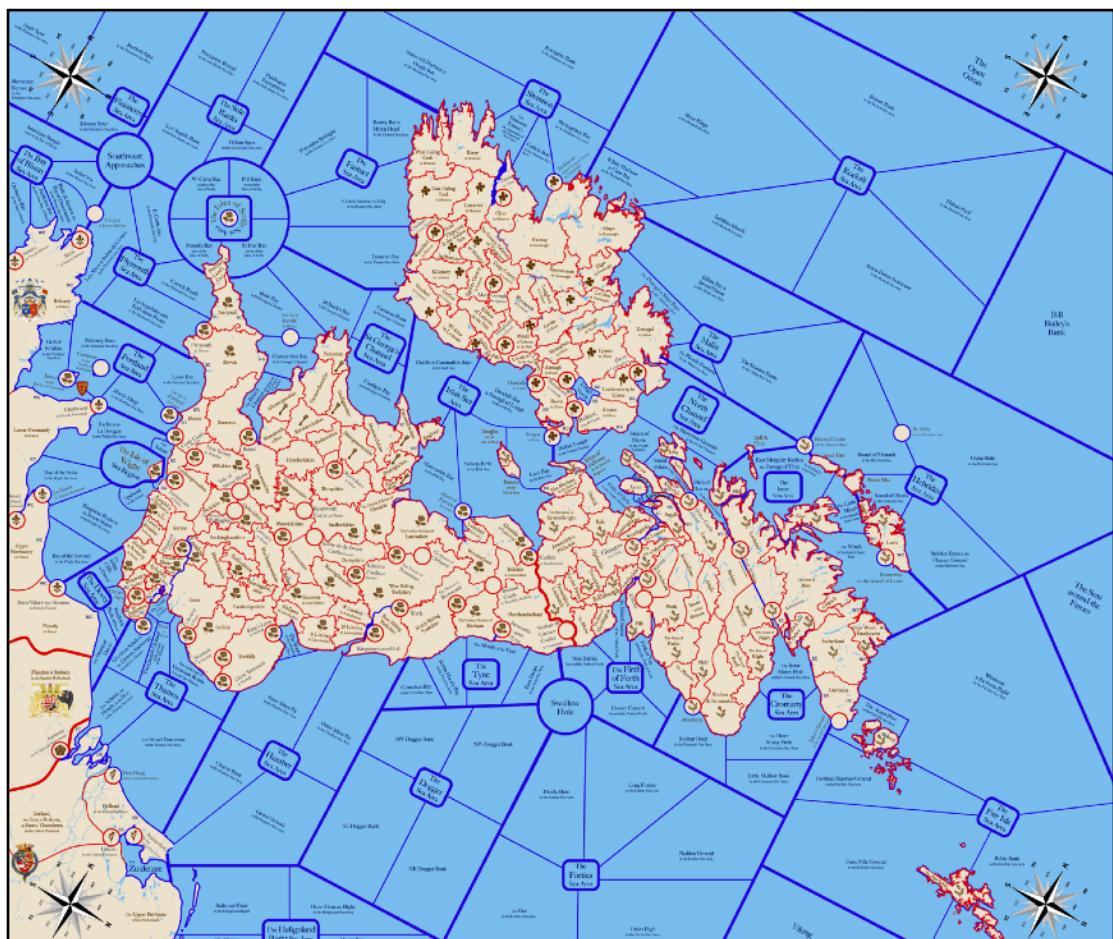


Wars of the Three Kingdoms



June 1642. Charles I is out of money. He has ruled without a Parliament for 11 years, having dissolved the last in 1629 for their opposition to his foreign policy and his Catholic wife. In those years, he has explored a variety of creative (or extra-legal) means to raise funds while fighting a Covenanter rebellion in Scotland resisting episcopal church governance. Forced to summon a parliament in early 1640, he dissolves it a few weeks later, facing opposition to his war in Scotland and his religious policies.

He tries again later that year, and the new Parliament is even more opposed to his rule, condemning his tactics at raising money, and indicting the Earl of Stratford, who is in command of Charles' forces in Ireland, for misusing the Army in Ireland to influence affairs in Great Britain. As the next year opens, Parliament declares that it may dissolve and summon itself independently of the King, Stratford is executed, and Ireland rises in a new rebellion against the Plantation process of confiscating land and offering it to Scottish migrants (and against the actions of the Lagan Army, a paramilitary group those colonists form in Ulster).

The Irish rebellion has convinced the Dissenter Parliament that an Anglo-Catholic conspiracy against the “true religion” lies under the surface of these events. Both Charles and Parliament desire to reinforce the Royalist garrison and put down the rebellion, but neither will trust the other with an army. In early 1642, Charles tries to arrest five members of Parliament on charges of treason. The Speaker refuses to indicate where they might be, indicating his loyalties and even his senses serve the House of Commons. Charles leaves London for the North, and attempts to secure the arsenal at Kingston-upon-Hull in late April. The Parliament-appointed military governor refuses to open the gates, and as Summer begins, Charles has been forced to return to York and is heading towards Wales.

In Scotland, the Covenanters have split into two factions; a more radical “Kirk” faction (later referred to as Whiggamores) that is sympathetic to Parliament, and an “Engager” faction that seeks to work with Scottish Royalists and work with Charles. In April, amidst deteriorating relations between their two wings, the Covenenters send an expeditionary force to Ireland to protect Protestant colonists from the Irish Rebellion.

Meanwhile in Ireland, after rising in rebellion the previous year, Catholic leaders in Ireland form the Irish Confederacy in May 1642. They face a Protestant paramilitary group (the Lagan Army) working with Scottish Covenanter troops in the north, and a Royalist garrison in the Pale led by the Duke of Ormond.

Dramatis Personae

ENGLAND

Charles Stuart, Prince of Wales (and later King Charles II) ("The **Crown**"), young, accompanying his father (for now...) and soon to be titular head of Crown forces in the West Country.

Prince Rupert of the Rhine, a Palatinate commander who has arrived in England to support his uncle and cousin, appointed General of Horse and soon to be created the Duke of **Cumberland**

William Cavendish, Marquess (and later Duke) of **Newcastle**; self-funding the Royalist forces in the North of England

Edward Montagu, Earl of **Manchester**; leads the Presbyterian faction of Parliament, Major-General of the Eastern Association parliamentary forces.

Oliver Cromwell, member of Parliament for Cambridge; leader of the Independent faction of Parliament, creates the New Model Army and eventual leader of the **Protectorate**.

SCOTLAND

James Graham, Earl (and later Marquess) of **Montrose**; leads the Royalist faction in Scotland, having just been released from the prison at Edinburgh Castle for intrigues against the Marquess of Argyll.

James Hamilton, Marquess (and later Duke) of **Hamilton**, at birth third in the line of succession to the Scottish throne; leads the Engager faction in Scotland

Archibald Campbell, Marquess of **Argyll**, leads the radical Kirk/Whiggamore faction in Scotland

IRELAND

James Butler, Marquess (later Duke) of **Ormond**; Lord Lieutenant of Ireland, in command of the Royal Irish Army and Dublin Castle, and, well, a Royalist

The Irish **Confederacy**; an alliance of various notables and communities of Irish Catholics (Gaelic and Old English/Hiberno-Normans)

THE GAME

The *Coordinator*; a faceless and tireless servant of the above, taking no sides and having no loyalties, other than to the Game.

Diplomacy during the Wars of the Three Kingdoms

This guide assumes you are new to Diplomacy, as well as this variant. If you have a working knowledge of classic Diplomacy, look for passages [written with blue ink](#). These will highlight changes from what you may be used to.

This game is a contest of negotiation. This game is not like Risk; you will not be able to simply bury your opponents, or out-fight them. They must help you win. This is not a war game.

Nevertheless, contrasting this game with war games may be useful. The game is not attempting to model military conflict generally, nor the British Civil Wars specifically. You are not expected in any way to behave as your nominal historical antecedent did, to ally with their allies, and will not specifically be rewarded for taking the same decisions they did.

Moreover, you will not be able to win this game through the combination of wise orders, good strategy (thought both will be important), and luck (of which there is no element in this game). Instead, this game requires you to work with people who know you intend to eliminate them from the game, and will likely betray them at some point. You know the same. Nevertheless, neither you nor they can prosper unless you cooperate with at least some of them. Developing a proposition that they can be convinced helps them more long term than it does you, while knowing that the situation is the reverse, is how you will gain the advantage.

This is a game where lying and betrayal are expected (even essential), and acceptable. Yet, having a reputation for doing so will certainly be your undoing. While players are expected not to hold past grudges against other players (this is a “sandbox”), within the confines of the game people are entirely allowed to hold grudges, even as a canny player will let those go judiciously to ally with their former enemies, and even their former betrayers.

The game is likely to take ten to twelve game-years, which would mean if you are one of the final players, you will be writing letters from time to time for a calendar year. The discussions you have and the arrangements you make early on will likely not last to the end of the game, but will (inevitably) shape your options months from now.

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Gameplay

The game takes place over a number of years, starting in 1642. Each year is split into four seasons. All players take their turns at once; during Spring, Summer, and Autumn, players will confidentially submit orders to their troops which, at the turn deadline, will all take place at once. During Winter, control of territory (supply centres, discussed later) is adjusted, based on where troops finished their movement, conflicts, and retreats at the end of Autumn. Based on this adjusted control, and depending on the amount of supply that may thus have changed, players may be able to build new units, or be required to remove excess units.

This game starts in the Summer of 1642; the first year there will be two movement phases (Summer, Autumn), followed by 1643's Winter Adjustments. Starting in 1643, the standard pattern of three movement phases will begin.

An analogue and postal game

This game is played entirely by communicating; players with each other to cooperate, intimidate, or motivate, and with the Coordinator, to submit orders for each season. We've found that player communication is shaped by the means of that communication. Conversing via text messages or WhatsApp encourages a certain type of discussion, email another. To provide space for players to draft and send considered proposals, and in turn to consider proposals they receive, this game will be largely be played via the postal services. N.B. Please see Annexe 3, a suggested style guide that could minimise confusion. In the event of any misunderstands, all players are presumed to have assumed all risks, and indemnified the Coordinator from any liability, legal/financial/social.

Communicating with other players

In order to present players with the tension of communicating quickly so there's time available for responses and updated orders, and to encourage them to present full proposals, respond with clear decisions, etc, players will communicate with each other without use of electronic assistance.¹ **This means players may only communicate with each other by using postal services² to deliver letters³ to each other**, where they wish to discuss cooperation or deliver threats. N.B. Players may not send post purporting to be from another player, nor masquerade as another player in any way

Those players that live in the same household or community must still communicate about their intentions in the game via post, to ensure other players are minimally disadvantaged—in any given game there well

¹ An exception is being made for a player residing in Mexico City, involving electronic transmittal of communication to a G7 country, who will then send those communiqués via standard post.

² (including the diplomatic pouch or courier services if that is available and expedient)

³ hand written preferred, though typed is acceptable

may be players in four countries on two continents. If you meet socially, you're welcome to discuss the past events of the game as if you were entirely ignorant of your side's perspectives or plans—this means you cannot discuss how your side in the game feels about different players, why you took certain actions, nor what your future plans might be. This is critical, as allowing that conduct would quickly mean players' physical proximity determines the course of the game. In the case of players living in the same household, this may necessitate posting letters to their home address from a public postbox. To avoid confusion, it is suggested that all post contain a return address (that correctly identifies the specific player sending the communication) as well as naming the intended recipient living at the destination address.

Submitting orders

To prevent needless delays in reporting the results of each season, and yet preserve this non-electronic spirit, the first orders submitted by a player each movement season ([Spring](#), [Summer](#), [Autumn](#)) must be posted to the Coordinator. However, subsequent revisions may be written/typed onto paper, then photographed, and that photograph may be submitted via use of a dedicated email address (viz. orders@w3k.uk) that will record the date and time of submission, and collate those photographs for the Coordinator's review when determining the results of a season. The Coordinator will ignore any content of these emails other than the photographed written orders. N.B. to allow the Coordinator to avoid seeing orders before the deadline, please use the recommended subject headings in Annexe 3.

Orders for Retreat phases, and Winter Adjustments, can be sent via photographed instructions emailed in the first instance. This, and the shorter deadlines, allow and reflect the classic game's instruction that players in live games not be afforded time to consult each other, but rather respond as quickly as possible.

Keeping up to date with the game

As this game will largely be played by hand; players will be called upon to keep track of where all players' units are, what they have said to others, what others have said to them, and their future plans. Despite this effort to have the game operate without reliance on postwar technology, each player will be furnished an electronic copy of the map at the beginning of the game (please see Annexe 2). They are welcome to use that map on an electronic device, or have it printed so they might track unit movements through physical "game pieces".

The coordinator will report the various mid-year (movement season) results via photographs delivered electronically, to avoid needless delays. Where units have been forced to retreat, the relevant players will be contacted via that means, and submit their decisions in terms of retreat orders via the same. Players will also submit their Winter supply adjustment (build and remove) orders photographically.

The end of year results, that include unit adjustments and a map that reflects current territory control, will be mailed to each player by the Coordinator.

Electronic concessions

There are further allowances being made, to make this game enjoyable amidst a hectic modern society. Where possible, this game is designed to promote “analogue” play to create atmosphere, while using electronic assistance discretely, to reduce hassle and delay.

To ensure that players are able to send post to the correct address irrespective of players’ travel plans, players will have access to an online document (<https://r.sinha.uk/w3k-players>) where they may list primary and any secondary addresses, and the dates those additional addresses will be preferred. **Players going on holiday are requested to provide dates, and addresses where they may be reached, as soon as they have those details, and before they depart.** Failing this, they are encouraged to indicate to allies and the Coordinator that their allies will be providing proxy orders for their troops. Players communicating with others who are sharing two addresses are advised if possible to post letters to both addresses indicated if attempting to reach travellers near the beginning or end of their journey. The above document will also document will include the roster for all on-going games.

There will also be an online calendar “feed” that can be subscribed to by most modern calendaring programs. This feed will provide the deadlines for receipt of orders by the Coordinator. Those deadlines cannot be shifted other than in extreme circumstances beyond the control of the player. Each game will have its own calendar feed; please check the above link for a document where each game’s calendar feed details are stored.

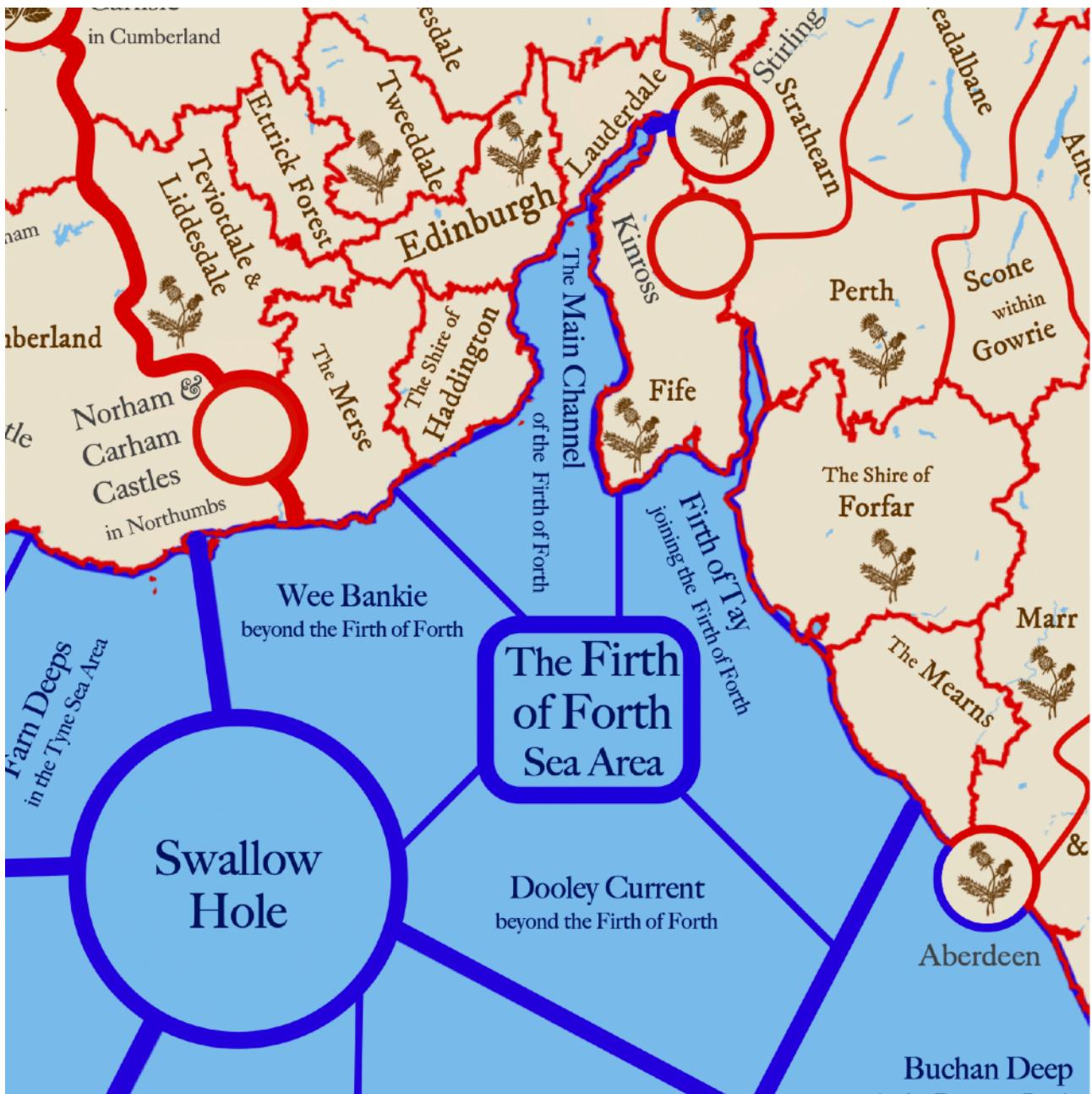
As this is a new map, and quite detailed, there will be a website where any player can look up what regions a unit may validly travel to from a given territory. It will not provide any insight as to whether that would be a wise choice.

The below schedule describes the 7 week cycle of a game year:

Timeline		What happens	How it happens
T+0	Spring/Summer/Autumn Movement begins	Players send in their first draft orders for the turn	Mail via post to the Coordinator
	Communication during the season between players	Players send letters to each other, describing plans, hopes, fears, threats, and inducements	Mail via post to each other
	Revisions to season's orders as plans change	Players alter their orders based on the promises, lies, and inducements of other players	Electronic mail or a photograph of new written orders is sent to the Coordinator
T+12d	Deadline expires	Coordinator informs players of draft results, <i>a priori</i> of retreats	Electronic mail of a photograph of the written results, as well as copies of all executed orders for verification
T+14d	Spring/Summer/Autumn Retreats	Players inform Coordinator of their retreat plans	Players send a photograph of written retreat orders via electronic mail to the Coordinator
T+15d	Final Results	Coordinator shares the final results for this season <i>a posteriori</i> of retreats	Electronic mail of a photograph of the written results, as well as copies of retreat orders for verification
T+45d	Winter Adjustments begin	Fall results include offers to build or demands to remove units for all players; Players respond with their Adjustment orders	Players send a photograph of written adjustment orders via electronic mail to the Coordinator
T+47 days	Winter Adjustments deadline passes	Coordinator executes valid build and removal orders, enforces unexecuted unit removals; results are shared, along with an updated map.	The Coordinator emails a photograph of the written results, and a PDF of the updated map. The updated map is also posted online.

All calendar days are assumed to end at 7 am GMT the following day; it is the responsibility of each player to determine their schedule in their own time zone. While the electronic calendar feed will include timezone information, each player must assure themselves that this has been properly set up in their electronic calendar/diary.

Basic concepts



The map has two types of spaces; land and sea. Each has two subtypes; land into inland and coastal regions, and sea into primary and local sea regions. We'll explore those differences later. Please note: there is no difference between land regions that are circles, and those with meandering boundaries; the circles simply depict smaller areas (cities, castles, etc). They are entirely equivalent in the game.

Land regions (whether inland or coastal) may be “supply centres”. Again, land areas may or may not be supply centres regardless of their shape. Supply centres are indicated variously by the symbols to the right, depending on the country they're in. There is no difference between one supply centre and another, and these symbols are varied only for theme. Being a supply centre means that land region's internal economy, politics, and infrastructure supplies the needed resources to allow a player to have a unit in the field. What those resources are, is not important. The number of units you have will be reconciled each Winter to the



amount of supply you have; one supply centre, one unit. You win the game by using units to conquer supply centres, which afford you the resources to build more units, to conquer more supply centres, etc.

You may notice that on the starting map for your game, supply centres are show in various colours. This colours map to the various players, indicating control at the start of the game. The updated maps sent at the end of each game year will show then-current control via the same means.

Names on this map are in different fonts to help you identify what they're describing. Land regions generally have names that look **Like This**. If they look **Like This**, they are the names of smaller regions represented as circles; these are castles, cities, and ports. Again, that distinction has no game effect; all land regions are functionally the same, aside from the two questions of whether they are on the coast, and whether they are supply centres. Sea regions have names in blue, and look **Like This**. Sea regions are all functionally the same, other than identifying which territories are adjacent; see pg 13.

Winning the game

To win, a player must control **55** supply centres (the provinces with the symbols you saw above) **and one** of two potential capital cities for **each** of the three kingdoms:

ENGLAND

London

or York

SCOTLAND

Edinburgh

or Glasgow

IRELAND

Dublin

or Belfast

To draw, a group of players must eliminate all players that do not control both of one country's potential capital cities. To wit, there can be no draw other than between Kingdoms. Wales is not a Kingdom.

Losing the game and the mercy position

As you lose territory with supply centres, the number of units you can sustain in the field will drop as well. Normally your maximum number of units is equal to the number of supply centres you own. **There is one exception:** if you own zero supply centres, you will still be afforded one unit.

This unit cannot be replaced (as you have nowhere to build, see details about building units on the next page), but so long as it is not destroyed, you may continue participating in the game with this single unit, or give over control of it (see proxy orders on page 16).

If you end up in this situation, and are able to end an Autumn season in a supply centre, you will have conquered one for yourself. The first you secure will make up for being heretofore in deficit, but should you be able to conquer a second, you will have the opportunity to build again. In theory it could be possible to take the mercy position and rebuild to relevance, and even potentially victory.

Alternatively, you could read material on “Janissaries” for potential options for play from the mercy position that are not as speculative.

Years, seasons, turns

The game year has four seasons; Winter, Spring, Summer, Autumn. In Spring, Summer, and Autumn, you discuss your plans with your allies, intimidate your enemies, and send orders to your troops. At the end of the season, the Coordinator takes all submitted orders, and informs the players of the results of the season. If units are called upon to retreat, the Coordinator will contact those players, and retreat those units according to those instructions.

In the Winter, the number of supply centres you own are adjusted. If you owned it at the end of the year before, and no other power's troops are occupying it at the end of Autumn Retreats, it remains yours whether you are occupying it or not, and whether others have entered it or not in Spring or Summer. If you did not own a supply centre, and currently occupy it at the end of Autumn retreats, it now belongs to you. If you have more supply centres than units, you may be offered the option to build more; if you have fewer, you will be required to remove enough units to ensure that as Spring begins you do not have excess.

N.B If you have read about “Home Supply Centres”, that rule does not apply in this variant. In this game players with unallocated supply are able to build in the Winter in any empty supply centre they own. They are not limited to those supply centres they owned in the Summer of 1642.

Units come in two types; fleets and armies. Armies can move on land, or through convoys via fleets (more later), across seas to other land regions. Fleets can move across the seas, and into coastal land regions.

Unit orders

Units can perform a few actions, as well as holding (staying in place and taking no other action):

- *Move* (which is the same as attack)
- *Support* another unit defensively or offensively
- *Convert* from army to fleet or vice versa
- *Convoy* armies (fleets only)

All units are the same strength as each other; every Army is as strong as every other Army, and every other Fleet. Each region can only have one unit within it at once. Each unit can only move one space, to an adjacent region, per season (this is still true, but slightly more complicate in the sea, which is discussed below). If a unit enters a region that contains another, or two attempt to enter the same region, they *bounce* and return to their origin. Units *dislodge* or force others to retreat by obtaining the support of other units.

If you have a unit in a coastal supply centre you already own, you may order that unit to *Convert* between the two types of units, from fleets to armies or vice versa. This takes time; a given unit be given the conversion order in two sequential turns. That unit will hold in place, and be unable to provide support, though it may benefit from defensive support offered by other troops. However regardless of that support, if it is attacked, the conversion is disrupted (similar to how support gets cut, discussed below) and if the player wishes to persevere, they must start again. This disruption takes place whether or not the unit is dislodged. If that order succeeds for two consecutive turns, the unit is replaced by a unit of the opposite type at the end of the second turn.

The Crown (red) orders its army in Ashby-de-la-Zouch Castle to enter Staffordshire. Newcastle (magenta) has an army already there.

Newcastle's Army Staffordshire holds.

Cumberland (brown) has an army in Shropshire, which also holds.

This attack will fail, as the Crown's attack has a strength of 1, and Newcastle's defence has a strength of 1.



The Crown orders its army in Ashby-de-la-Zouch Castle to attack Newcastle's army in Staffordshire.

Newcastle's army holds.

Here, Cumberland's army in Shropshire supports the Crown Army Ashby-de-la-Zouch into Staffordshire.

This attack will succeed, as the Crown's attack has a strength of 2, and Newcastle's defence has a strength of 1.



Here, another Newcastle army is in Cheshire.

The Crown orders its army in Ashby-de-la-Zouch Castle to attack Newcastle's army in Staffordshire.

Newcastle's Army Staffordshire holds, and is supported in place by Army Cheshire.

Cumberland's Army Shropshire again supports the Crown Army Ashby-de-la-Zouch into Staffordshire.

This attack will fail, as the Crown's attack has a strength of 2, and Newcastle's defence also has a strength of 2.



Here, Army Cheshire attacks Shropshire instead.

The Crown orders its army in Ashby-de-la-Zouch Castle to attack Newcastle's army in Staffordshire. Cumberland's Army Shropshire again supports.

Newcastle's Army Staffordshire holds.

This attack will fail, as Army Cheshire cuts Army Shropshire's support for the Crown's attack, leaving the attack with a strength of 1. Newcastle's defence also has a strength of 1.



Sea movement and Sea Areas

While army movement is straight-forward (each army can move to, or support action in, any land province it borders), things are a bit more complicate for fleets. The seas and ocean around the British Isles are, for this game, divided into territories that are largely grouped together into Sea Areas derived from the BBC Shipping Forecast. Each Sea Area has a Primary Sea Region, and a number of Local Sea Regions.

Each Local Sea Region borders:

- all other Local Sea Regions and the Primary Sea Region of its Sea Area,
- *for any Local Sea Region it borders that aren't in its Sea Area*, that region, and that Area's Primary Sea Region,
- Any coastal land regions it borders itself.

Each Primary Sea Region borders:

- all Local Sea Regions in its Sea Area,
- all Local Sea Regions that border its entire Sea Area,
- the Primary Sea Region of those Sea Areas its Area borders,
- all coastal land regions bordering or (in the case of islands) within its Sea Area.

On the next page you will see the application of these rules to three regions in and around the Irish Sea. The thick white border shows you the perimeter of a given region (which is helpful for visualising what the boundaries of a Primary Sea Region are). The white gradient shows you where the fleet is, and the green areas are where it could move to, in one season.

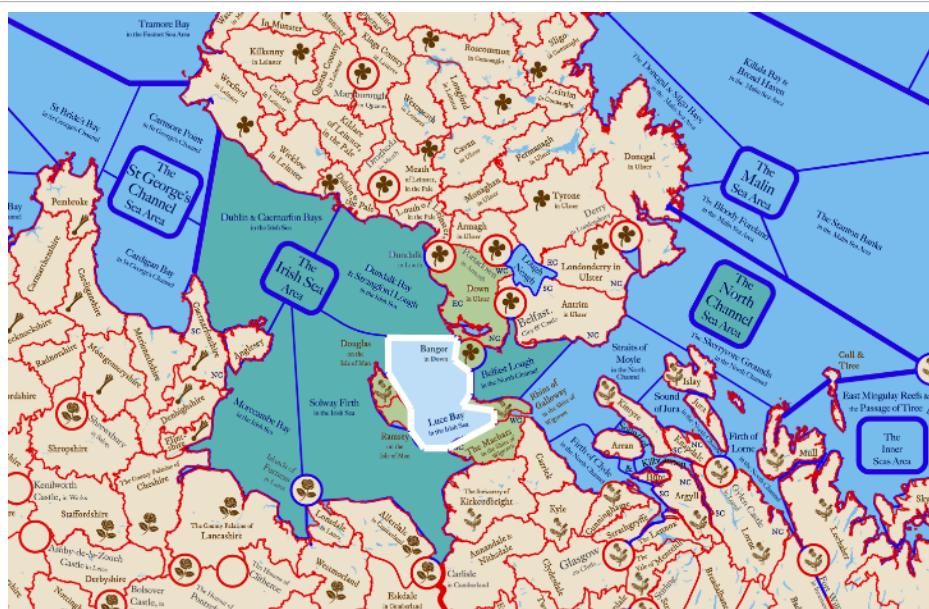
On the following page we look at the English Channel, and a specific description of where a fleet in a Local Sea Region of the Portland Sea Area, and one in the Primary Sea Region of the same area can move to in a given season.

As always, the ability to support a unit into a given region, or defensively support a unit in that same region, follows from the ability to move to that region.

This map highlights Luce Bay in the Irish Sea.

A fleet in Luce Bay may move to the regions highlighted in green, viz.

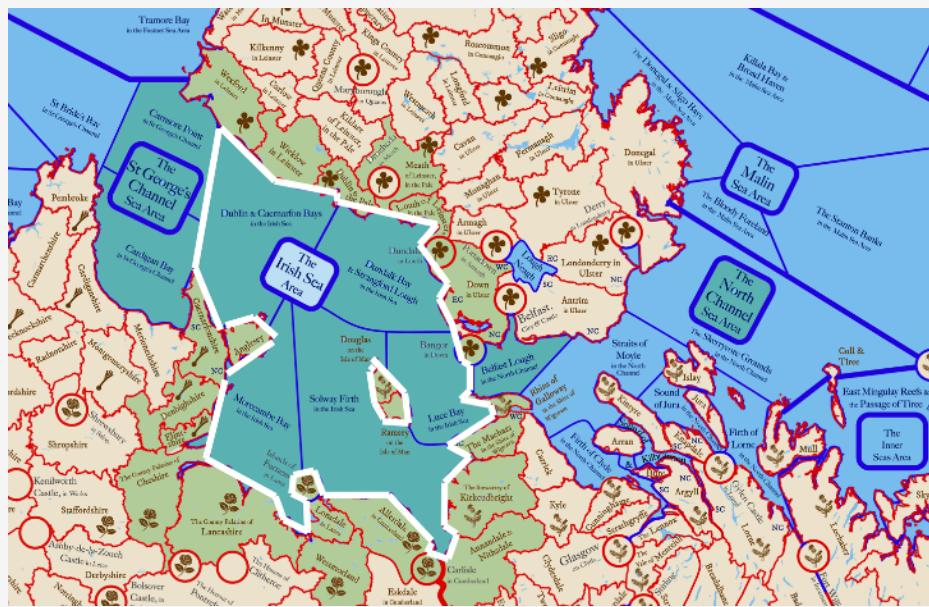
- Any sea region in its sea area
 - Any sea region it borders directly, both local and primary
 - Any land region it borders directly



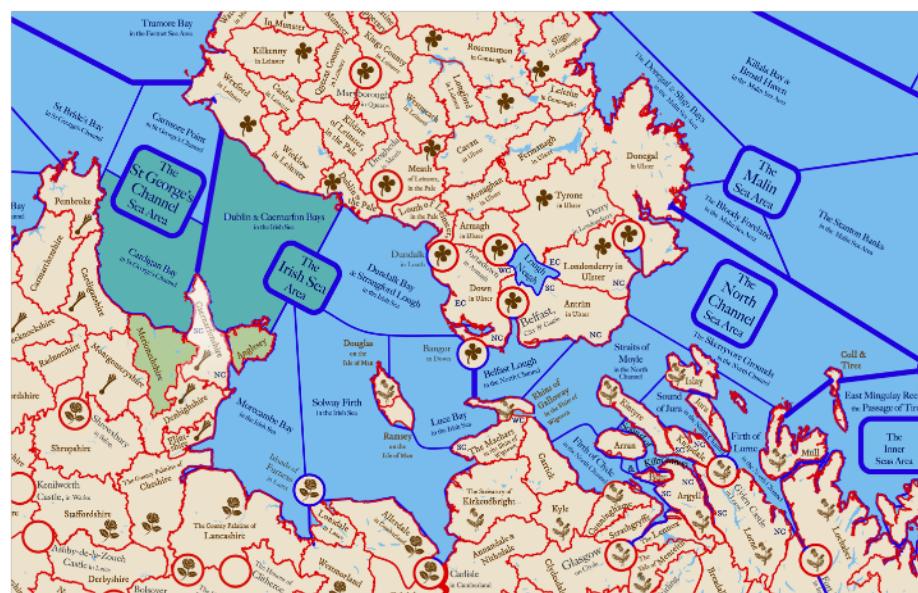
This map highlights the Irish Sea. The white boundary provides the sea area's perimeter, which may help illuminate what other regions are adjacent.

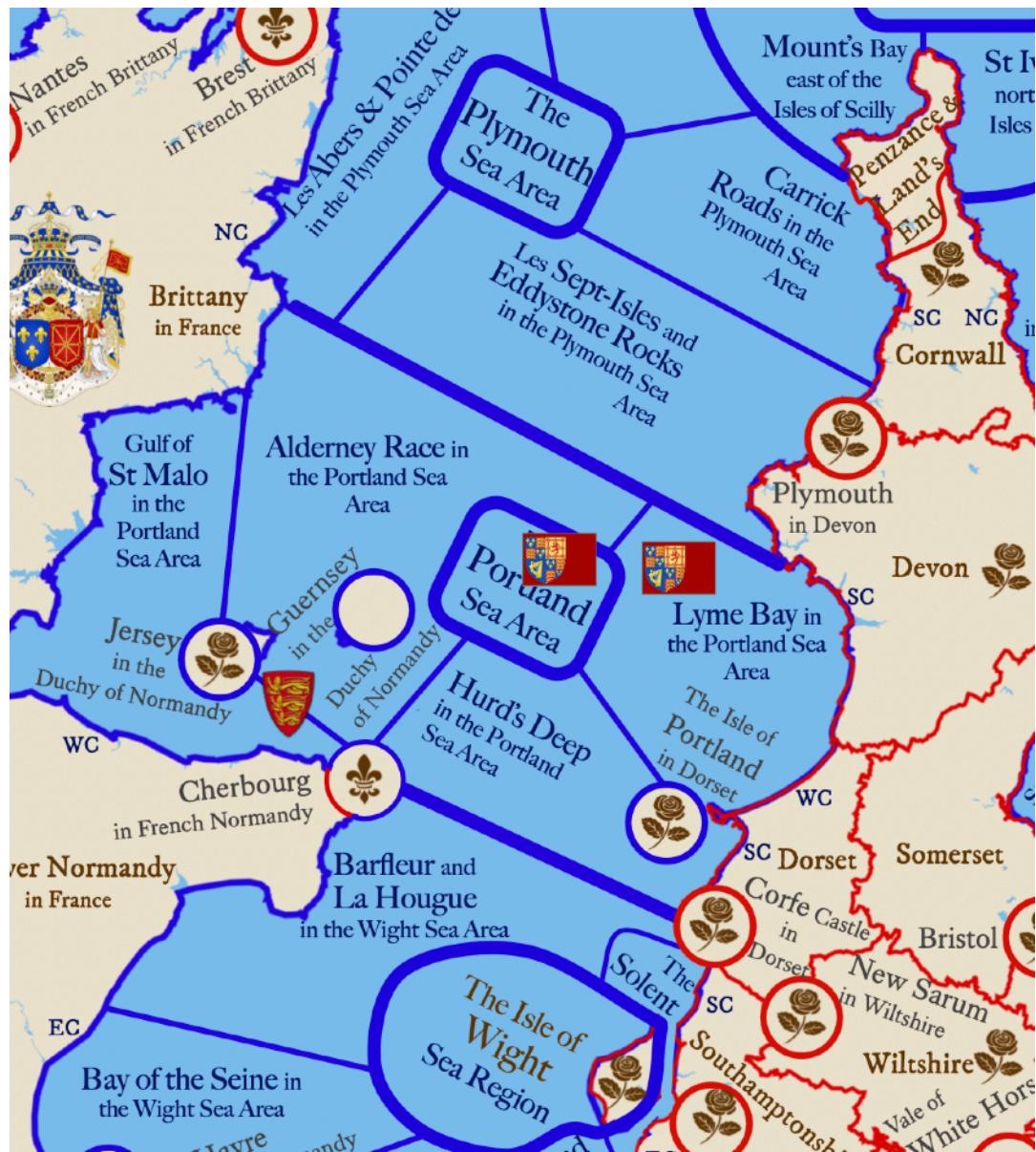
A fleet in the Irish Sea primary sea region may move to the regions highlighted in green, viz.

- Any sea region in its sea area
 - Any sea region it borders directly, both local and primary
 - Any land region it borders directly



This map highlights the south coast of Caernarfonshire. A fleet on the south coast may move to the regions highlighted in green. Note its access to adjacent local and primary sea regions, but not the rest of their sea areas.





The fleet in Lyme Bay (a Local Sea Region) can move to:	The fleet in the Portland Sea Area (a Primary Sea Region) can move to:
<ul style="list-style-type: none"> Devon/South Coast, Dorset/West Coast, The Isle of Portland 	<ul style="list-style-type: none"> Devon/South Coast, Dorset/West Coast, The Isle of Portland, Corfe Castle
<ul style="list-style-type: none"> The Plymouth Sea Area, Les Sept-Isles and Eddystone Rocks 	<ul style="list-style-type: none"> Brittany/North Coast, Lower Normandy/West Coast, Cherbourg
	<ul style="list-style-type: none"> Jersey, Guernsey
<ul style="list-style-type: none"> The Portland Sea Area, Hurd's Deep, Alderney Race, the Gulf of Mayo 	<ul style="list-style-type: none"> The Plymouth Sea Area, Les Sept-Isles and Eddystone Rocks, Les Abers & Point de Corsen
	<ul style="list-style-type: none"> The Isle of Wight, and Barfleur & La Hougue
<ul style="list-style-type: none"> The Isle of Wight, and Barfleur & La Hougue 	<ul style="list-style-type: none"> Hurd's Deep, Alderney Race, the Gulf of Mayo, and Lyme Bay, in the Portland Sea Area,

Convoys

Fleets can perform an additional type of action, namely to *Convoy* armies from one coastal space to another, potentially in combination with other fleets. The army orders to its destination, which is on a coast across the seas. If fleets sufficient to form a path have orders to provide a convoy for that army, from its origin to its destination, the army successfully moves to the other coastal territory.

Convoys can also be cut; however for this to happen, a fleet needed to form that “bridge” must be dislodged. Simply being attacked will not interfere with the convoy, unlike with support orders.



In the example to the left, the Crown’s army in Caernarfonshire wishes to cross to Dublin. There happen to be no Crown fleets in the vicinity. If this player can come to terms with the Irish Confederacy, they could be transported on that fleet:

THE CROWN

Army Caernarfonshire moves to Dublin & the Pale.

IRISH CONFEDERACY

Fleet Dublin & Caernarfon Bays convoys Army Caernarfonshire to Dublin & the Pale.

Alternatively the Crown could strike a deal with Argyll, for Fleet Irish Sea to provide the convoy. In that case, the Crown would place the same order. The only change would be that Argyll would need to order a convoy:

ARGYLL

Fleet Irish Sea convoys Army Caernarfonshire to Dublin & the Pale.

Either of these convoys could be disrupted by Cumberland. For example, if Cumberland thinks the convoy will route through the Irish Sea:

CUMBERLAND

Fleet Morecombe Bay moves to the Irish Sea. Fleet Solway Firth supports Fleet Morecombe to the Irish Sea.

However, Argyll cannot stop both convoy orders, as it only has three fleets in the vicinity. Should both Argyll *and* the Irish Confederacy place the above convoy orders, one will not be dislodged, that one would succeed, and the Crown would not need to pick one in particular. If a fleet “bridge” remains after orders are processed, the army will be able to make the journey.

More detail on movement, attack, and support

A unit providing support to another (on attack or defence) can be prevented from doing so—it's support can be *cut*—by any attack by any unit owned by a different player (you cannot cut your own support). The attack does not need to succeed for the support to be cut; a bounce is sufficient. This is a common way for players to defend against supported attacks.

However, if a unit is being attacked, and the attack has support, the defending unit cannot cut the support itself by attacking the supporting unit. This often leads to a guessing game between opposing units, asking who will attack whom, and who will be supporting. In the below example, Cumberland (brown) and Newcastle (magenta) are allied against Montrose (blue)

Because a unit cannot cut support against itself, if Cumberland wishes to force their way into Annandale & Nithsdale they can with Newcastle's help:



CUMBERLAND

Army Carlisle supports Army Eskdale to Annandale.

Army Eskdale moves to Annandale

NEWCASTLE

Army Northumberland supports Eskdale.

Army Carham Castle moves to Teesdale. (*this will cut any support from Teesdale*)

However this relies on Montrose to play defensively. If Montrose attacks Northumberland, the above orders will leave Newcastle in a difficult position.

CUMBERLAND

Army Carlisle moves to Eskdale.

Army Merse supports Army Teesdale to Northumberland.

Army Teesdale moves to Northumberland. (*succeeds!*)

Of course, Northumberland could support Eskdale, and Carham could support Northumberland, but then no attack on Montrose is possible.

The components of these orders are very simple, but their interactions can be rather complex, if multiple units are involved, and the local geography provides one side a broader array of options.

Cooperation-related orders

This game's postal nature may make it expedient at time for players to order their troops to follow the commands of another. Of course, the constraints of slow communication and distance were more real in 1642 than today; units were frequently put under the command of allies, or sent great distances to join the main forces of another.

In light of this, there are two types of orders that can help players work together despite communications delays, deadlines, and their distance from each other on the map. During Movement seasons, players may loan each other units and during Winter Adjustments they may loan each other supply.

Proxy orders for units

In general, players are perfectly welcome to write down orders for units not under their command—though for the Coordinator's sake, please keep intentionally superfluous orders to a minimum. However, one player may agree with another to allow them to provide the order for a unit (or several) in a given season. As with any diplomatic pact between players, the Coordinator is ignorant of, and agnostic to, any such agreement. Nevertheless, the Coordinator will honour the instruction of one player indicating the orders for one or more units will be provided by another.

PLAYER A, OWNING AN ARMY CURRENTLY IN LONDON

Army London is under the orders of Player B.

OR

Command of Army London is offered to Player B.

PLAYER B

Army London to Surrey

Will result in an order being executed by Army London to enter Surrey.

These proxy orders must be issued every season that the unit owner wishes to hand over control. The unit owner may revise their orders the usual way to withdraw consent, and in its absence, the erstwhile proxy recipient's exhortations to (in the example) Army London will be ignored by all concerned.

Transferring supply

During Winter Adjustments, a player may allocate one or more units' supply to another player. The other player may place orders to build with that supply in mind. Similar to the need for proxy orders for specific units to be repeated each movement season, supply transfer orders must be repeated each Winter Adjustments if the transferring player wishes it to continue for the year ahead.

PLAYER A, HAVING EXCESS SUPPLY WARRANTING 5 BUILDS

Build an Army at Fort William

Build a Fleet at Kisimul Castle

Send 1 unit's supply to Player B

Send 2 units' supply to Player C

PLAYER B, HAVING EXCESS SUPPLY WARRANTING 1 BUILD

Build an Army in Glamorganshire

Build a Fleet in Portland (Dorset)

PLAYER C, HAVING DEFICIT SUPPLY REQUIRING 1 REMOVAL

Build an Army in Hastings & Pevensey

As with proxy orders, this transfer is null and void if the transferring player omits these instructions, with the result that the Coordinator will honour the recipient player's build instructions in order listed until their available supply runs out. The transfer is withdrawn through omission in Winter Adjustments; it is not possible to withdraw the supply mid-year.

In the above example, if Player A omitted their transfer requests, Player B would build an Army in Glamorganshire but not a fleet in Portland. Should the absence of expected supply leave a player in deficit, not only would the unit not be built, but the necessary removals would be selected by the Coordinator at random by drawing lots or a similar method. A player may not list both build orders and removal orders speculatively.

Annexe 1 | starting unit list

This is a list of territories controlled, and units available to players at the start of the game.

Player	Territory	Unit Type
Crown	Bristol	Fleet
	Gloucestershire	Army
	Wiltshire	Army
	Oxfordshire	Army
	Glamorganshire	Fleet
	Worcestershire	Army
Cumberland	Rouen, in French Normandy	Fleet
	Caernarfonshire (North Coast)	Fleet
	Denbighshire	Army
	Flintshire	Army
	Islands of Furness, in Lancashire	Fleet
	Allerdale, in Cumberland	Army
Newcastle	Carlisle, in Cumberland	Army
	Den Haag, in the United Provinces	Army
	Newcastle-upon-Tyne	Fleet
	County Palatine of Durham	Army
	Honour of Richmond	Army
	York	Fleet
	Bolsover Castle, in Derbyshire	Army
	Nottinghamshire	Army
	Le Havre, in French Normandy	Fleet

Player	Territory	Unit Type
Montrose	Edinburgh	Fleet
	Tweeddale	Army
	Teviotdale & Liddesdale	Army
	Stornoway, on the island of Lewis	Fleet
	Island of Lewis (West Coast)	Fleet
	Island of Skye	Army
Ormond	Amsterdam, in the United Provinces	Fleet
	Dublin & the Pale	Fleet
	County Meath, of Leinster, in the Pale	Army
	Drogheda, in Meath	Army
	County Palatine of Tipperary, in Munster	Army
	County Limerick, in Munster	Army
Protectorate	Ennis, in County Clare	Fleet
	Brest, in French Brittany	Fleet
	Deptford, in Surrey	Army
	Sutton-at-Hone, in Kent	Army
	Aylesford, in Kent	Army
	Canterbury, in Kent	Army
Manchester	Port of Deal, in Kent	Fleet
	Hastings & Pevensey, in Sussex	Fleet
	Utrecht, in the United Provinces	Fleet
	Cambridgeshire	Army
	Suffolk	Army
	Norwich, in Norfolk	Army
	Great Yarmouth, in Norfolk	Fleet
	King's Lynn, in Norfolk	Fleet
	Colchester, in Essex	Army
	Cherbourg, in French Normandy	Fleet

Player	Territory	Unit Type
Argyll	Argyll	Army
	Gylen Castle, in Lorne	Army
	Kintyre	Army
	Islay	Fleet
	Belfast, City and Castle	Fleet
	Derry, in County Londonderry	Fleet
Hamilton	Nantes, in French Brittany	Fleet
	Aberdeen	Fleet
	Marr	Army
	Buchan & Formanrtine	Fleet
	The Shire of Elgin	Army
	The Shire of Forfar	Fleet
Irish Confederacy	Perth	Army
	Saint-Valery-sur-Somme, in French Picardy	Fleet
	Kilkenny, in Leinster	Army
	Clonmel, in Cross Tipperary	Army
	East Riding, County Cork, in Munster	Fleet
	County Sligo, in Connaught	Fleet
	County Roscommon, in Connaught	Army
	County Leitrim, in Connaught	Army
	Antwerp, in the Spanish Netherlands	Army

Annexe 2 | electronic tools

The most current version of this Rulebook

<http://w3k.uk/Diplomacy-W3K-Rules.pdf>

This link will always link to a PDF of the most current copy of the rules. In order to minimise file size, it will not be print-quality in terms of the various figures and maps. If you would like a print-quality copy, please contact coordinator@w3k.uk.

Starting game map

<http://w3k.uk/W3K-Map-Starting.pdf>

<http://w3k.uk/W3K-Map-Starting-Units.pdf>

These are PDFs that present the state of the game at its start; the first depicts supply centre control, the second adds starting units and their locations.

Printable game map

<http://w3k.uk/W3K-Map-Printable.pdf>

This is a higher resolution PDF without territory control that will provide a suitable basis for a physical game board.

Game Player Lists and Addresses

<https://r.sinha.uk/w3k-players>

This is a Dropbox Paper document that lists every game, each player's power assignment, and each player's address. Please remember to update this document if correspondence should be sent to you at a different location, either temporarily or permanently. It is recommended that temporary changes include dates for when the alternate location is optimal.

Territory & valid move browser

<http://w3k.uk/moves.html>

This is a simple web page that allows you to type in (or scroll to find) the name of a territory and see all valid moves for a unit various on land, a specific coast, or generally at sea.

Annexe 3 | suggested style guide

As two games will be going on at the same time, and many players may have different (or even the same) position in both, you would be wise to identify yourself, and address the recipient of your communications, with reference to their position (the power they are playing), and the game name. To minimise confusion for postal workers, that may be best handled within the letters you post, while leaving the envelope innocuous to the casual eye. The same admonishment applies to post and photographs sent via electronic mail to the Coordinator.

Postal Communication

Envelopes

Front: Your real name and address as a return address.

Your recipient's real name and address as a destination

Rear: Your position's name, the game name, and the year. If the envelope contains orders (and thus should not be opened until the season deadline) Please append “Orders” after the season name. Alternatively, enclose the orders inside an internal envelope labelled “Orders”, that is inserted into the mailing envelope.

Letter

(Optionally) Your real name

Your position's name (*The Crown or Charles Stuart*)

The game name (*Powick Bridge*)

Game season, and year (*Autumn 1642*)

Salutation addressing your counterparty's position's name,

[Text of letter]

Valediction,

Your position's name

(Optionally) Your name

The game name

Game season, and year

Initial Orders (mailed)

(Optionally) Your real name

Your position's name (*The Crown or Charles Stuart*)

The game name (*Powick Bridge*)

Game season, year, submission type (*Autumn 1642 Movement Orders*)

Any “version” instructions you may wish to give, to guide the Coordinator in selecting the correct submission

Each unit’s order on a different line (*Army London moves to Surrey*)

While the recommendations on the previous page may seem slightly overwrought (and of course you are not required to use any of those elements), if you incorporate the information above it should prevent avoidable confusion, and in the case of orders, irrecoverable errors in gameplay.

Electronic submissions

One area where uniformity would greatly be appreciated is in any of the various submissions you will make via email. Here the Coordinator regrets insisting that players follow a common format so as to make resolution of seasons efficient and painless.

Email subject: Game Name - Power Name - Game Season, Year - Submission Type - Version

e.g. Powick Bridge, Montrose, Autumn 1644 Retreats, v1

Here, as above, Submission type means:

Movement Orders

Retreat Orders

Adjustment Orders

etc

In the body of the email, there need be no text, as everything relevant should be on the photographed written submission and the Coordinator will ignore any text in the body of the email. That photographed document should be formatted as with the postal submissions described on the previous page; viz.

(Optionally) Your real name

Your position’s name (*The Crown or Charles Stuart*)

The game name (*Powick Bridge*)

Game season, year, submission type (*Autumn 1642 Retreats*)

Any “version” instructions you may wish to give, to guide the Coordinator in selecting the correct submission

As the Coordinator will not be able to review submissions prior to the deadline, there will be no opportunity to request clarifications. Best efforts will be made to interpret players’ meaning, but the Coordinator may not apply their judgement to game decisions, only lexical interpretation.

Finally, the Coordinator appreciates all players’ efforts to write legibly.⁴

⁴ And recognises the hypocrisy of this wish

Annexe 4 | glossary

Army	A land-bound unit
Capital	A territory that is a feasible seat of government for a sustainable polity; the game requires a potential victor to control one of two potential capitals for each of the three main kingdoms
Convert	A two-season process of changing a unit from an army to a fleet or vice-versa
Convoy	The order to, or fleets so ordered to, transport an army from one coastal region to another
Fleet	A seagoing unit
Kingdom	Of the five land areas (England, Wales, Scotland, Ireland, the Continent), three are Kingdoms: England, Scotland, Ireland. In practice this means the victory conditions require the would-be King to control a viable capital for each of the three.
Local Sea Region	A territory within a Sea Area whose external boundaries are limited to where it specifically is visually adjacent to external regions
Move	The order for a unit to travel from one region to another that is adjacent, and combat any foreign unit they find in that region
Position	Similar to power, but addressing the specific and current game circumstances and resources, rather than the overarching course of a power in a game
Power	The unitary decision maker in a position, who commands its forces, and controls its territory; the player within the game context
Primary Sea Region	A territory within a Sea Area whose external boundaries are the boundaries of the overall Sea Area
Region	A single territory in the game, in which only one unit can reside at one time
Sea Area	A grouping of a Primary Sea Region and a number of Local Sea Regions, any of which can move to each other
Season	The four main divisions of a game year; the movement seasons (Spring, Summer, Autumn) are divided into two phases (Movement orders and Retreat orders) while the fourth Season (Winter) is synonymous with its one phase (Adjustment orders)
Supply centre	A region that provides the abstracted political, social, economic, and logistical resources to support one unit in the field
Support	The order to, or units so ordered to, provide their military value to another unit. Support can be delivered defensively (helping a unit that is not moving remain in place) or offensively (helping the attack of one unit on a given region)
Unit	One military group (all equivalent in strength) that is either a fleet or an army
Year	The sequence of four seasons that is overarching structure to the pattern of gameplay. The game ends at the end of a year where the victory conditions have been met by a power.

Annexe 5 | changes to this rulebook

Version		
1.3	28 Dec 2020	<ul style="list-style-type: none">• Updated URLs• More detail on written orders and their mailed vs emailed submission• More detail on turn structure and response
1.2	17 Dec 2020	<ul style="list-style-type: none">• Cutting support, updated language• Sea Areas, additional page of maps detailing movement• Land regions, more clarity on equivalence of counties and cities/castles• Win conditions, highlighted the need for 3 viable capitals• Replaced non-unit-containing maps with revised version• Added Player unit listing at game start as annexe• Updated URLs for ease of entry• Updated Annexe references
1.1	9 Dec 2020	First external release