Diplomacy QUICK START RULES

Welcome back to **Diplomacy**! The purpose of these Quick Start Rules is not to replace the rulebook. All of the official rules can be found in the rulebook; This Quick Start merely restates the main rules in a shorter format. They are aimed at new players looking for a quick introduction, or people who have played Diplomacy before but might need a refresher. For a deeper look with examples and more information, please consult the rulebook.

Overview

In **Diplomacy**, the seven players represent the great powers in Europe prior to World War I. They are Austria, England, France, Germany, Italy, Russia, and Turkey.

The object of the game is to achieve a solo victory, which is accomplished by owning 18 or more of the 34 Supply Centers at the end of a Fall turn. Alternatively, the game can end in a draw mutually agreed upon by all surviving players, by a set number of game turns, or by a time limit.

Gameplay

Gameplay is divided into years, beginning with 1901. Each game year has a Spring and a Fall turn. In the Spring turn, players negotiate with each other for a pre-determined amount of time about what they plan to do with their units. At the end of that negotiation, the players secretly write orders for their units. Those orders are then adjudicated for all players. Any retreats are resolved and then play continues with the Fall turn. Players once again negotiate for a predetermined amount of time and then give orders to their units. After all orders and potential retreats are resolved, the players then count the number of Supply Centers they control. If they control more Supply Centers than they have units, they will build units; if they control fewer Supply Centers than they have units, they will disband units. Without negotiation, the players secretly write their builds and disbands, which are then revealed to the group. Play then proceeds to the Spring turn of the next game year. Play will proceed in this way until one player achieves a solo victory, the remaining players agree to a draw, or a predetermined Time or Turn (e.g., 1907) limit is met.

Units

There are two types of units in **Diplomacy**: armies and fleets.

- Army Units - Can only occupy named land provinces
- Fleet Units - Can occupy named water provinces and any named land provinces bordering on water

RULE OF ONE:

- Only ONE unit may occupy a province at any time.
- Only ONE order is given to a unit per turn.
- Each unit has a strength of ONE when moving or holding, but strength can be added to a unit when it is supported.

Orders

There are FOUR types of orders in **Diplomacy**. They are HOLD, MOVE, SUPPORT, and CONVOY.

A unit that HOLDs on a turn stays in place with a strength of one. A unit can be explicitly ordered to hold, or it will hold by default if no order is given for that unit or if the order given for that unit is invalid. A hold order is typically written as <UNIT TYPE> <UNIT LOCATION> "HOLD" or "H".

Example: F London Holds (or) F Lon—Holds

A MOVE order sends a unit from its existing province to an adjacent province. Army units may only move to land provinces, whereas fleet units may move to water provinces or land provinces adjacent to water provinces. Fleets can move between adjacent land provinces that border on water provinces, but their coasts must touch. A move order is typically written as <UNIT TYPE> <UNIT LOCATION> — <ADJACENT LOCATION>.

Example: A Paris—Burgundy (or) A Par—Bur

A SUPPORT order adds ONE additional strength to another unit's order to HOLD or MOVE. The unit ordering a support must be adjacent to the province it's acting upon. Support can be given to any other adjacent unit, but a unit cannot be used to support an attack against itself. Remember: If a unit can MOVE into a province, then it can SUPPORT an action in that province. A support order is typically written as <UNIT TYPE> <UNIT LOCATION> "SUPPORT" or "S" <AN ACTION IN AN ADJACENT PROVINCE>.

Example: A Par S A Mar—Bur

A CONVOY order transports an ARMY unit from a land province to another land province via one or more FLEET unit(s) located in adjacent water province(s). The order for the army unit must be written as a MOVE and the order for the fleet must indicate a convoy of that army, indicating the path the army will take. A fleet in a land province may NOT convoy. A convoy order is typically written for the army as "A" <UNIT LOCATION> — <FINAL LOCATION AFTER CONVOY> and typically written for the fleet as "F" <UNIT LOCATION> "C" or "CONVOY" "A" <UNIT LOCATION> — <FINAL LOCATION AFTER CONVOY>.

Example: A Ank—Sev; F Bla C A Ank—Sev

Order Resolution

After the SPRING turn negotiation, the players write orders for each of their units. Those orders are read aloud for the entire board. After the orders are resolved, any dislodged units must be ordered to retreat. All retreat orders are written down and resolved simultaneously without negotiation. After any retreats are resolved, FALL turn negotiation begins. Order resolution for the FALL turn proceeds the same way as the SPRING turn.

Supply Centers change ownership only at the end of a FALL turn. Players count each Supply Center their power owns; (1) if a power has fewer Supply Centers than units on the board, they must order units to be disbanded, or (2) if a power has more Supply Centers than units on the board, they will order units to be built on their home Supply Centers. Writing the builds and disbands for units is done simultaneously and without negotiation. Play then proceeds to the next game year starting with the SPRING negotiation.

When resolving orders, remember that all units move simultaneously. If two units are ordered into the same province with the same strength, they will "bounce" back to their original provinces. Units ordered into each other's provinces cannot "switch" positions, except for convoys. A support order is "cut" or stopped if a unit from an adjacent province attempts to move into the supporting unit's province; however, a unit cannot cut support for an attack targeting that unit itself. If a unit with greater strength (thanks to support) moves into a province held by another unit that has less strength, the weaker unit is "dislodged". It must retreat to an adjacent, unoccupied province that was not the source of the attack and was not the site of a bounce. A unit with no valid retreat options is disbanded immediately; a player may also choose to have a unit disband instead of retreating. A power cannot dislodge or cut support to its own units.

Negotiation Recommendations

Negotiations during **Diplomacy** are open-ended and without restriction. Players may elect to discuss their plans in groups of two, three, four, or even all seven players. They may negotiate in secret or in public. Nothing a player says during negotiation is binding when it comes time to write orders.

Players are reminded that they're "role playing" as one of the seven great powers in Europe before World War I. Player elimination and lying during negotiations are part of the game. However, even though a player MAY say anything during negotiations, that doesn't mean that they SHOULD say it. **Diplomacy** is ultimately a game about building trust, because no one player starts the game with the ability to eliminate another player. If no one trusts a player because they consistently lie, they will eventually find themselves without willing allies. So, remember to restrict the drama to the board and maintain comity with the other players!

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