

## II

"1885" - A Diplomacy Variant - Created by Fred C. Davis, Jr., 1973/ Revised, 1976

1. All standard rules (1971) of Diplomacy apply, except as noted below:
2. There are 46 Supply Centers. Sweden and Spain are added as Great Powers. Austria, Germany and Turkey have 4 Supply Centers; Russia has 5. Several new neutral S.C.'s have been added: Switzerland, Egypt, Ireland, Iceland, Morocco and Persia. (See map for changes, especially the Turkish Empire borders of 1885).
3. The Great Powers will begin the game with the following new units, or units changed in type, in addition to the units and locations specified in the Regular rules.

AUSTRIA: A Cluj, F Split (there is no province Trieste)

ENGLAND: F Liverpool (instead of A)

GERMANY: A Dresden

RUSSIA: Units in St. Pete. and Sevastopol may be either A's or F's. Player does not have to reveal nature of units before first move. There is no unit in Archangel at start of game (see Rule 11).

SPAIN: A Madrid, A Cadiz, F Valencia

SWEDEN: A Stockholm, F Malmo, unit in Norway may either either an A or F. (Same as Italy)

TURKEY: F Sinope (there is no Ankara). There is no unit in Macedonia at start of the game (see Rule 11).

ITALY: The unit in Rome may be either an A or F. Player does not have to reveal nature of the unit before the first move.

4. The first move of the game is January 1885, and each subsequent move will take place during a single month. The Build/Removal seasons will be in March, June, September and December (as in "Abstraction").
5. Victory Requirements:
  - a. For a single player, the Victory Criterion is 24 Supply Centers.
  - b. Any two players may obtain an "Alliance Victory" if they jointly own at least 34 Centers at the end of a "Fall" move.
  - c. Any three players may obtain an "Alliance Victory" if they jointly own at least 38 Centers at the end of a "Fall" move.
  - d. The game may also end if all the Powers agree to concede the game to one Power or a coalition before any one country has obtained 24 Supply Centers.
6. Special characteristics of certain provinces:
  - a. Sicily is a Build Center for Italy only. It is part of Italy from the start of the game, and Italy may build units here whenever she owns this province.
  - b. The following Neutral Supply Centers may be used for building units if owned by the Great Power listed:
    1. Ireland, if owned by England.
    2. Portugal, if owned by Spain.
7. Convoy by Regular Diplomacy method is allowed only if it covers the crossing of a single sea space. This convoy order will be called the "Fast Ferry."
8. All convoys involving the crossing of more than one sea space may be undertaken only by the formation of an "Army/Fleet," as in "Abstraction" or "Atlantica." (Convoy and Combat rules covering Army/Fleets will be sent on request to players not having them, or may be entered here by GM's reprinting these rules).

(more)

9. Direct Passage. Armies may move between Naples and Sicily without convoy. This does NOT prevent Fleets from moving and supporting directly between Tyrrhenian and Ionian Seas. All 4 provinces should be considered as coming together in a 4-point meet. Accordingly, attacks and supports may be made by BOTH Armies and Fleets, as between any other adjacent provinces.
  10. Retreats and Removals.
    - a. Retreats are made by Just's Right-Hand Rule if a player fails to submit a retreat order. Normally, this will occur only at the conclusion of a "Spring" type move (e.g. January, April). After a "Fall" move, the player may submit a retreat order with his Build or Removal order; and the other players may make their Builds contingent on the nature of that Retreat order. Retreats take precedence over Builds.
    - b. A player may not write an "Off the Board" or "Disbanded" retreat order. Any written order for a retreat must be to an existing province. A unit will be forced off the board only if the GM finds no other move for it. An "Off the Board" move is equivalent to annihilation.
    - c. Removal of units in a Postal game will be made by the GM when a player fails to submit a removal order. There is no requirement that the GM must remove fleets before armies, or Away nits before Home units, where he finds that such a procedure would result in the gift of a Supply Center to another Power. In all such cases, the GM is required to remove the unit or units which, in his judgement, would have the least effect on the course of the game.
  11. There is no Turkish unit in Macedonia or Russian unit in Archangel at the start of the game. Turkey starts with 3 units on the board; Russia with 4. If Turkey still controls Macedonia or Russia controls Archangel after February 1885, they may build units for these Supply Centers in any Home S.C. in March. They do not have to occupy these Centers to do so.
  12. New abbreviations on the Map:

Cro. = Croatia	Nav. = Navarre
Dres. = Dresden	Swa. = Swabia
Mac. = Macedonia	
- (Note there are no two-coasted provinces. Fleets in Malmo move in coastal waters between the Skaggerak and Baltic coasts.)
- (Austria, Germany and Russia start out with 4 units on the board. All other Powers begin the game with 3 units on the board.)



**1885 II**  
 Nine-Power Diplomacy Variant  
 Designed by  
 Fred C. Davis, Jr. - 1973/76

**KEY**  
 \* = Home Supply Center  
 ⊙ = Neutral S.C.  
 ◊ = Build Center

ARMY/FLEET RULES MODULE - By Fred C. Davis, Jr. 1984 Revision

I. Convoy by the Diplomacy Rulebook method is allowed only for the crossing of a single sea space.

- a. A Fleet may convoy an Army belonging to its own country or to any other Power across this single space. This one-space convoy will be called the "Fast Ferry," and the order for its use should include that term.
- b. In an unsuccessful disembarkation when both units belong to the same Power, the Army will remain aboard the Fleet, to become an Army/Fleet. If the units belong to different Powers, the Army must return to the land province from which it started, since an A/F cannot consist of units from two countries.

II. Army/Fleet Convoys:

- a. All convoys involving the crossing of more than one sea space may only be undertaken by the formation of an "Army/Fleet" to carry the Army by piggy-back. On a given move, an Army in a coastal province adjacent to a Fleet at sea may board the Fleet, which becomes an A/F. The A/F may then move to another sea space, and may then also disembark the Army into any land province adjacent to the second sea space. An A/F can only consist of two units belonging to the same country. (i.e. "A Marseilles boards F Gulf of Lions; A/F Gulf of Lions-Western Med; A disembarks Tunis.")
- b. An A/F can remain physically intact on the Board for 3 consecutive moves, excluding Build periods. Thus, an Army can be on the seas for a total of 4 consecutive A/F moves before exhausting its rations. If the Army is not successfully disembarked before the end of the 4th move, it is annihilated by starvation. e.g. An A which boards a F in Spring 1902 could stay with that F for Spring, Fall, and Spring 1903, but must be landed before the end of Fall 1903, or it will be removed from the board. Removal of the Army will not affect the existence of the Fleet.

III. Army/Fleet Combined Operations:

- a. An A/F has the same combat factor as a single Fleet. It may attack, support, and be supported. It cannot convoy another Army via the Fast Ferry, since its transports are already fully loaded. An A/F can exist only in a sea space. It cannot be ordered into a land province as an entity, but it may support some other unit into a land province. (See IV. a. for Retreats.)
- b. If an Army is ordered to board a Fleet, and the A/F is then prevented from moving to another sea space, the A/F remains intact. If the Fleet is ordered to "Hold," the A/F will also remain intact.
- c. If an Army is ordered to board a Fleet, and the Fleet is simultaneously attacked and required to defend its sea space against another Fleet, or Fleets, the Army fails to board, and remains in its previous land province. This is true even when the Fleet is successful in defending its sea space against its attacker(s). The Army will also fail to board if the Fleet is ordered to support another unit.

(New)

Clarification: "Defend" means where the A/F was given an order to "Hold" after boarding the Army, or the A/F was forced to remain in the original sea space for any other reason. This rule does not affect the A/F convoy when the A/F moves successfully to another sea space, and another Fleet moves into the original sea space afterwards. It is assumed that the second F moved in after the A/F moved out; therefore, the first F did not have to "defend" the space.

(This is different from the Regular Diplomacy Rule, where an unsuccessful attack upon a Fleet never disrupts a convoy. The rationale here is that an A/F is a much more complex animal than an ordinary convoy. If the F has to run off and fight a naval battle at the edge of its space, it does not have time to regroup and obtain the necessary stores to form an A/F afterwards. It could, however, still run a "Fast Ferry.")

(more)

(Revised)

- d. If an Army's attack (disembarkation) on a land province fails, the A/F remains intact. Any order for the Fleet to move elsewhere will not take place, as the F is forced to remain in place to reboard the Army.
- e. An Army which is landed after spending one, two or three consecutive moves with an A/F may be again picked up by the same Fleet on the next move.
- f. A Fleet may not simultaneously land one Army and pick up another. All boardings must be made at the beginnings of turns. (X-Secs. IV. d. & e. for how attacks on a F at start of a turn prevent a disembarkation).
- g. A Fleet which lands an Army in a land province before making its own move may then support that Army into the province for its move. Or, having landed an Army before moving, it may then move elsewhere. It may not support another unit elsewhere.
- h. Any A/F Convoy or Disembarkation order which results in a Paradox (a movement which cannot be adjudicated due to circular reasoning) will result in a GM finding that all involved units Hold. This includes situations where two different units of equal strength attempt to occupy a space from the same sea space, as can happen when an A/F moves into a space vacated by a F, and attempts to disembark its A into the same space the F has just moved to.

#### IV. Retreats, Dislodgements, Annihilation, Removals

- a. A dislodged A/F must attempt to Retreat to a sea space. If the only space open for a Retreat is a land one, only the Fleet will survive, and the A is annihilated. (In a naval battle, warships would have a higher chance of survival than troop transports, tankers, etc.)
- b. If an A/F is annihilated, including by an "off-the-Board" move, both units are removed.
- c. If the loss of a Supply Center requires the removal of a unit from the Board, and the player fails to submit a removal order, the Rule of "Fleets before Armies" may be changed by the Gamesmaster in the case of A/F's, since the literal application of this rule would also result in the destruction of the Army. The GM may, instead, remove an Army which is part of an A/F.
- d. When an A/F attempts to disembark its A, with F support, and the F, instead, is dislodged from its sea space, the disembarkation order will fail, even if the A could otherwise successfully disembark in the land province to which it has been ordered. The dislodged A and F must retreat together to the same sea space. If the only available space for a Retreat is a land space, the F will retreat, and the A is annihilated.
- e. If the A/F attempts to disembark its A and have the F simultaneously move to a different space without supporting its A, and the F would lose its original sea space due to a move with support by units of other Powers, the disembarkation order will fail, even if the A could otherwise successfully disembark in the province to which it has been ordered. This is because the initial space in which the A/F was located is being occupied by an "attack," which disrupts the disembarkation; and also to be consistent with Sec. d. above. In any such case, the A will accompany the F in its ordered move, providing the F was ordered to a sea space. If the F was ordered to a land space, the GM will move the A/F to the nearest sea space in accordance with the Right-Hand Rule, if no Retreat orders are on file.
- f. However, if the A/F merely disembarks its A into a land province and then moves away without supporting the A, and the initial sea space is then occupied by another F or A/F of any nationality, which takes the space without support, the disembarkation succeeds. This is because a single unit moving without support could not have dislodged the A/F. The presumption is that there was no real "attack", and the disembarkation was completed before any other units entered the sea space.

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