

1914 Diplomacy

By Lewis Pulsipher

A More Historical Variant for DIPLOMACY

To the veteran Avalon Hill game player, the most offputting characteristic of *DIPLOMACY* is that it doesn't seem to represent World War I in any way—that it isn't a simulation. Of course, *DIPLOMACY* was designed before conflict simulations existed outside of military establishments, and it succeeds very well as a challenging and stimulating game. But for those who feel uncomfortable without some measure of simulation, I offer this variation for five players. While it is still far from a standard style simulation, players will find that it is very different from normal *DIPLOMACY*.

Many characteristics of the Great War cannot be even vaguely simulated without ruining the game. For example, one must ignore the qualitative and quantitative differences in armed forces and industrial output. To make Germany and Austria almost equally strong is ridiculous from a simulation viewpoint but necessary from a game player's viewpoint. Every simulation is dominated by such distortions, but they will be more obvious in this game. Italy and Turkey, at least, have been reduced to non-player status, partly thanks to their relative weakness, partly because they did not enter the war immediately.

Similarly, blockades, whether surface or undersea, are so unique that one must ignore them. We know more or less how Britain and Germany were affected by blockades, but how can we say how an intensive blockade might have affected other powers, given different circumstances. America is also left out: conveniently we assume that no one interferes with American commerce enough to goad the U.S.A. into intervention.

Fleets represent light forces, down to destroyers, submarines, and trawlers; as well as dreadnought battleships. Very few dreadnoughts were completed during the war, and none were laid down and finished in the period. Thus a naval triumph by a country with a small dreadnought fleet must be seen as a victory for the torpedo over large ships, whether this is victory over merchant fleet or battle fleet.

The optional bomber rule enables players to carry out the plans of the British and German commands for 1919 and later. The British might have instituted an effective bombing campaign in 1918, but front line calls for more planes weren't resisted. The limited German bomber offensive against Britain in 1917-18 caused an amazing dislocation and loss of production (through absenteeism) in relation to the force involved.

1. *Starting.* The starting positions of the five Great Powers are as follows, with beginning supply points in parentheses (maintenance for 1914 has already been paid):

AUSTRIA (10): A Vienna, A Budapest, F Trieste

ENGLAND (15): A Liverpool, F London, F Edinburgh, F Eastern Mediterranean

FRANCE (15): F Brest, A Marseilles, A Paris, A North Africa

GERMANY (20): F Kiel, A Berlin, A Munich, A Ruhr

RUSSIA (15): A Sevastopol, A Warsaw, A St. Petersburg (Moscow is vacant)

Eastern Mediterranean, North Africa, and Ruhr are not supply centers, even though units begin the game there.

Minor countries: one army in each supply center except for Italy and Turkey:

ITALY: A Tunis, A Venice, F Naples

TURKEY: A Constantinople, A Ankara

2. *Passage of Time and Winning the Game.*

Although the war began late in the summer of 1914, the customary Spring and Fall 1914 moves are allowed in this variant; this helps reflect the speed and scope of the initial mobilization and invasions.

A country wins when it owns at least ten supply centers and owns at least three more than any other country. The game may end in any manner unanimously agreed to by surviving players, of course. If, incredibly, a minor country wins the game, the player who controls the minor is the winner.

3. *Capitals.* The capitals of the Great Powers are Vienna, London, Paris, Berlin, and Moscow. The capital of a minor country is the country itself, except for Italy (Rome) and Turkey (Constantinople). A Great Power capital may act as capital for a minor country if the minor country retains no home supply center.

When a country's capital is captured by any other country, all units of the country must stand in the following move season. In that season, or during Fall adjustments if they follow the capture, a new capital may be established; the order is given along with other orders for the season. The new capital must be one of the original home supply centers of the country (*but see above for minor countries*). If at any time a new capital cannot be established by a country it surrenders. All its units are removed from the board, its minor country PF totals (if any) fall to zero, and the player (if the country is a Great Power) is out of the game. Centers owned by the country become neutral. Minor countries which it had conquered become subject to control, but until such a minor country is controlled it has no unit(s). When someone gains control, the minor country receives the same unit(s) with which it began the game.

4. *Supply Points.* The supply center/unit system is entirely replaced by a system of supply points (SP). SP are used to support the existence of units just as supplies are used in standard *DIPLOMACY*. SP may be accumulated, however, and up to 20% of the SP a Great Power possesses each Fall adjustment period may be transferred to other countries. Bribes and loans are entered into at the player's risk, and transfers of credit may not be conditionally given, that is, the order may not state certain conditions which must exist before the SP are transferred. All transfers are ordered with Fall adjustments, and players expecting to receive SP from other sources must write alternate Fall adjustments orders in case the SP are not received.

5. *Supply centers.* A supply center is captured by occupation in any season. A country receives no supply points for a center it owns if no supply line (rule 9) can be traced from the center to the country's capital. Centers yield the following SP each Fall, beginning with Fall 1914:

A Great Power's own home center: six

Another Great Power's home center: five

Any other center: four

6. *Maintaining Units.* An expenditure of three SP is required with each Fall adjustment period to maintain the existence of each army, fleet, or bomber in the following year. In addition, SP must be expended to build a new unit, viz: four for a fleet, three for an army, two for a bomber. A unit may be removed from the board in order to save SP, but no unit may be built by the removing country in the same Fall adjustment period.

7. *Supply Costs of Combat.* SP must also be expended to permit combat and retreats, as follows:

one SP for each successful bombing raid;

two SP for each defeated bombing raid (the player may instead allow his bomber to be destroyed);

one SP for each defense of a center against bombing if an enemy bomber is actually defeated;

one SP for each convoying fleet;

one SP per unit per conflict, including all supporting units;

if there is no conflict there is no expenditure;

one SP per attacking unit in a conflict, that is, a moving unit (additional to the SP cost of conflict itself);

one SP per retreat (additional to the SP cost of conflict itself);

Rail or other movement without conflict requires no SP expenditure.

For example, Germany orders A Ruhr-Burgundy, A Munich S A Ruhr-Burgundy. France orders A Burgundy H (retreats to Paris). Germany pays three SP, one for each army plus one for the attacking A Ruhr. France pays two SP, one for the battle and one for the retreat. If France *instead* ordered A Gascony-Burgundy (no A Burgundy) it would pay just one SP (for the battle—a failed move is *not* a retreat).

8. *Inadequate Supply.* If a country lacks the SP required to permit an action, the action ordered does not take place, or the unit in battle has no combat strength, or the unit cannot retreat. The priority followed for allocating SP when an insufficient number are available is: 1. retreats; 2. defending (including supports), land before sea, stands before supports; 3. attacking, land before sea, moves before supports; 4. bombers, defending before attacking. For example, let us say France needs two SP for armies defending a space, one SP for a retreat, three SP for attacks (attack plus one support), and one SP for bombing.

A. If France has six SP, all but the bombing are supplied.

B. If five SP, in addition the unit supporting the attacking unit is unsupplied, so the support is invalid.

C. If four SP, in addition the attacking unit is unsupplied and consequently the move has no effect—it fails. The support for the attacking unit costs nothing, since there is no conflict, so France expends only three of the four SP available.

D. In cases of equal priority, the player expending the SPs decides which situation will lack supply. Obviously, it is important for every country to plan ahead to avoid a military collapse.

9. *Supply Lines.* The absence of supply line restrictions may be the greatest simulation failure of *DIPLOMACY*. In this variant, after the Fall adjustments but before Spring negotiations begin, a supply line must be found for every unit on the board. Any unit without a supply line is eliminated.

A supply line is a contiguous line of land and sea spaces, unoccupied by any unit or occupied by a friendly unit and excluding unfriendly supply center spaces, of any length; no unoccupied non-center space in the supply line, except the first space and any spaces in the unit's home country, may be adjacent to a space occupied by a non-friendly unit which is able to move to the non-center space (in other words, an army doesn't block a sea supply line, nor a fleet an inland line); and the line must lead from the unit to the capital of the unit's country.

For example, Germany has A Gascony, A Ruhr, and owns all its home centers. France has F Mid-Atlantic, A Marseilles, A Paris, and owns Brest. All pieces possess supply lines. If the French A Marseilles was in Burgundy then the German A Gascony would not have a supply line (it cannot go through Mar-Pie-Tyr-Mun because Marseilles is an enemy center). If A Gascony were in Spain it would be unsupplied—the line can run to the first space, Gascony, even though an enemy unit is adjacent, but it cannot run through Burgundy as well. (The line might run through Lyon-Tyr-Ion-Adr if no fleets were adjacent, but thereafter unfriendly centers, it not units, would block it.)

For supply purposes, all countries controlled by a player are friendly to one another. A country is automatically friendly to its Ally. Finally, a player may order that a particular country he controls will be friendly, for supply purposes, to another.

10. Railways. An army may move by railroad. The provinces it begins and ends the move in may be outside its home country, but all other provinces it moves through must be in its home country. The provinces involved must be unoccupied at all times during the season except by the rail-travelling army or by bombers. If an army or fleet enters one of the provinces along the route, the rail army ends its move *before* it reaches this province—it exerts no influence on the other unit because an army moving by rail cannot participate in any conflict. (If the army's move is entirely blocked it may still defend the province it is in.)

For example, German A Warsaw RR-Silesia-Munich-Berlin. If Italy orders A Tyrolia-Munich, A Warsaw stops in Silesia and does not stand off the Italian. Supposing also that Russia orders A Galicia-Silesia, A Moscow-Warsaw, the German never gets going by rail, but it does defend itself (and Warsaw).

An army ordered to move by rail cannot be supported even if, as in the last example, the army isn't able to use the railroads.

11. Sea Movement. Fleet movement is divided into two segments. The first segment is simultaneous with army and bomber movement. The second segment occurs thereafter, involving fleets only. The orders for both segments are written along with all orders for the move season. Conditional orders, that is, orders which vary with the results of the first segment, are not allowed.

A fleet may be given an order for the second segment only if its orders for both segments concern/ affect sea spaces only.

For example:

F Belgium (1)-English, (2)-MidAtlantic

F English (1) S F Edinburgh-North, (2) S F North but not F English (1) S F North-Belgium, (2)-MidAtlantic.

A convoy must take place in the first segment, of course, but a convoying fleet may do something else in the second segment even though its first segment order affected a land space (via the convoyed army).

A fleet dislodged in the first segment does not retreat until after the second segment. Standoffs in either segment prevent retreats, but units block retreat only in the spaces they occupy at the end of the second segment, not the first.

12. Fleets and Coastal Centers. A fleet cannot enter a non-friendly supply center unless it is supported by an army. This applies even (especially) to vacant centers. The fleet plus army *will* dislodge an enemy army just as in standard *DIPLOMACY*.

13. Retreats. A unit which retreated in the preceding move season may not attack or support an attack. This is a consequence of loss of morale caused by the earlier defeat. A unit may not retreat to a center owned by another country, unless that country gives written permission for the particular retreat to take place.

14. Center Ownership. If a country owning a center gives written permission for the move, another country's unit may choose to occupy a center owned by the country *without capturing it*. If during Fall adjustments two countries declare each other Allies, in the following year they *cannot* capture each other's centers, even if occupying them, and are automatically friendly for supply line purposes in the following Fall adjustments.

15. Bombers. No bombers may be built until the Fall 1917 adjustments. Only Great Powers may build bombers. A Great Power may build no more than one bomber unit in Fall 1917, and no more than two in any following year. Bombers cost two SP to build, and three SP to maintain each year. Unlike other units, bombers may be built in any space occupied by the building country's units or in any center owned by the country.

A bomber may be in a province with another unit of the same country. Bombers cannot occupy sea spaces.

In each move season a bomber may do one of the following:

1) Change its base. The bomber moves to any friendly supply center, or province occupied by a friendly army or fleet, which is within *twice* its range.

2) Defend a center against bombing. The bomber remains where it is, but defends a center space within range.

3) Bomb another country's supply center. The bomber remains where it is, but bombs a center space within range.

Bomber range is two spaces in 1918 and 1919, three spaces thereafter.

For example, a German bomber in Burgundy in 1919 might change base to Livonia (if a German army or fleet occupies it at the end of the season), or Trieste (if Germany owns it or if the owner gives permission for the move), among others. It might defend Munich or Kiel (but not Berlin—it's too far away). It might bomb a French home center—all are in range—but not an English home center, since all are too far away. If it were 1920, however, London would be in range.

A defending bomber prevents one enemy bomber from bombing the defended center (a second bomber would succeed). A center which is successfully bombed produces no SP in the following Fall adjustments. Bombing does not affect supply lines or railroads.

Bombers cannot attack other units or give or receive support. A bomber is destroyed if dislodged, and cannot capture a center.

16. Control of Minor Countries. Players use political factors (PFs) representing a variety of influences to attempt to gain alliances with non-player countries ("minors"). The alliance is represented by control of the minor country by the

player. When a player controls a minor he orders its units and makes its adjustments. Control is determined at the end of Fall adjustments.

Allocation of PFs

A. A supply point may be converted to a political factor. At the start of the game, some countries already have some PFs in minor countries, as shown in the Minor Countries Table. An initial round of PF allocation and determination of control precedes Spring 1914. Thereafter, PFs are allocated along with Fall adjustments orders.

B. PFs may be allocated to any minor country, subject to the restrictions noted below. Once allocated they may not be removed, and may be eliminated only by the player who allocated them, or as provided for below. A side record of the PF total of each player in each minor must be maintained. This can be accomplished using a simple chart with minors listed down one side and players across the top. The chart can be covered with transparent plastic and marked with crayon or china marker, or a new one can be made each year.

Controlling Minors

C. To gain control of a minor, a player must have a PF total in the country equal to the sum of the "activation level" and the PF total of the player with the next largest number of PFs in the minor. For example, if Germany has 7 PFs in Italy, England has 5, and France has 2, Germany needs 11 more to gain control ($18 = 5 + 13$). However, the activation level is reduced by one for each game year played—for example in Fall 1916 adjustments all levels are two lower than listed.

After a player gains control of a minor country, he retains control, regardless of changes in PF totals in the country, until his own country or the minor country loses a home supply center. At that time his PF total in the minor is reduced until it is no greater than some other country's total in the minor. (If it is already equal or lower there is no change.) The minor country is no longer controlled, and has an activation level of one. Any player, including the one who just lost control, may gain control when he fulfills the usual conditions.

D. Two players may jointly gain control of a minor country by combining their PF totals, but control must be assigned to one or the other thereafter, without change.

E. Because a player's own country and any minors he controls are automatically Allies, they may not capture one another's supply centers even when occupying them, and they are friendly for supply purposes.

Penalties

F. When a unit owned or controlled by a player attempts to enter a center or province, or attacks a unit, owned by a minor country, the player's PF

MINOR COUNTRIES TABLE

Minor	Activation Level	Starting PF Totals				
		Aust.	Eng.	France	Ger.	Russia
Belgium	9	—	—	2	—	—
Bulgaria	8	4	—	—	2	—
Denmark	15	—	—	—	—	—
Greece	10	—	2	2	—	—
Holland	12	—	—	—	—	—
Italy	13	—	5	—	2	—
Norway	15	—	—	—	—	—
Portugal	6	—	4	—	—	—
Rumania	10	2	—	—	2	2
Serbia	6	—	2	2	—	6
Sweden	15	—	—	—	—	—
Spain	13	—	—	—	—	—
Turkey	9	—	2	2	8	—

total in that country is reduced to zero. This does not apply to countries the player controls, only to those which are uncontrolled or which are controlled by another player. The same penalty applies when a player's unit supports such an attack.

G. A player's PF total in a minor is reduced to zero if he owns, or controls a minor which owns, one of the minor's home centers.

H. Units of uncontrolled minors stand in civil disorder, with the exceptions mentioned in section M.

I. If a unit of a player's own country attacks or supports an attack on any one of the following minor countries while it is uncontrolled, his PF total in all the minor countries in the group is reduced to zero. Group 1: Belgium, Denmark, Holland, Norway, Sweden. Group 2: Spain, Portugal.

Minor Country Supply Points

J. Minor countries do not begin accumulating SP until controlled. A minor country may receive, but cannot give, a loan.

K. A controlled minor begins play with sufficient supplies for its present units, plus two per supply center. Uncontrolled minors always have enough SP to pay for defensive combat.

Miscellaneous

L. Because of the extra activity required during Fall adjustments in this variant, players may negotiate before adjustments take place. Half the time given for Spring or Fall negotiations is sufficient.

M. Turkey and Italy are semi-active when uncontrolled. The two Turkish units move A Constantinople-Smyrna, A Ankara-Smyrna. Italian A Venice and F Naples both move to Rome. If one of either pair is dislodged, the other stands. Italian A Venice retreats to Rome, if possible, if dislodged.

N. Austria cannot control Italy or Serbia, but can prevent another player from controlling them. Similarly, Russia cannot control Turkey, nor Germany control Belgium.

Comments: Some excerpts from the *Diplomacy Games and Variants* booklet by Lewis Pulsipher are used with permission.

For a trenchant and eminently quotable account of European diplomacy leading to World War I, read the relevant sections of A.J.P. Taylor's *The Struggle for Mastery in Europe 1848-1918*. For strategic bombing from the British viewpoint read Neville Jones, *The Origins of Strategic Bombing*. This is a policy study, not a "nuts and bolts" account of aerial adventure.

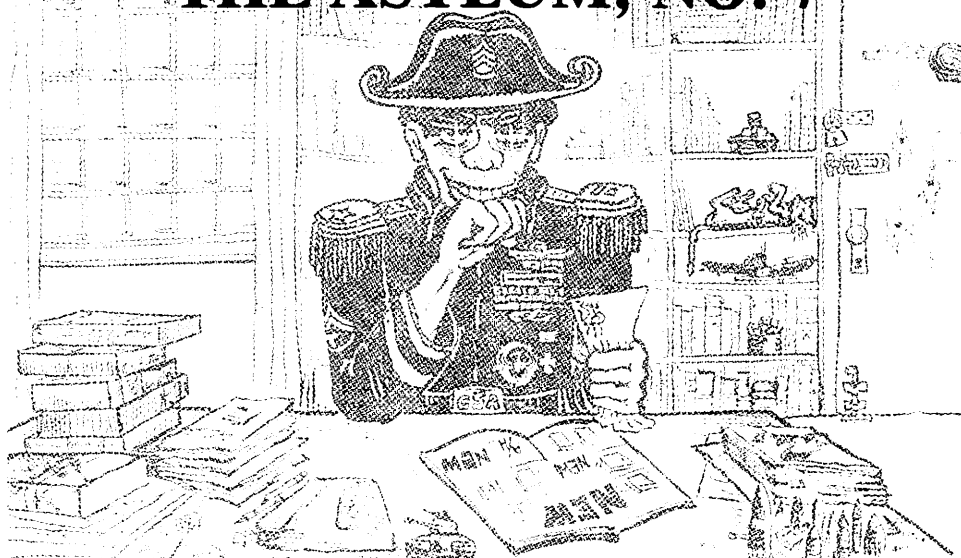
More restrictive alliance rules would give a better simulation, but interfere with the spirit of *DIPLOMACY*, which is of unfettered bargaining. Those who prefer more realism should write their own alliance rules, or use the Negotiations rules from *Diplomacy Games and Variants*.

You will find that each player must walk a supply tightrope. One cannot ignore the political arena (minor control), but SP converted to PF cannot be used by the military. One must have enough units to match the opposition, but enough SP must be saved to pay for the year's battles. Promising offensives may fail for lack of supply; attack is more costly than defense, but attrition becomes a valid strategy if you have saved more SP than the enemy. A player who tries to be safe will find himself without controlled minors or without enough units. If everyone tries to play safe a true World War I stalemate can result, without Bolsheviks and Americans to break it.

Address all questions, accompanied by a stamped, self-addressed envelope, to Lew at his 209 Alexander, Apt. D, Durham, NC 27705 address.



THE ASYLUM, NO. 7



INSIDE THE HILL by Alan R. Moon

My arrival at Avalon Hill was somewhat different from what I had expected. Not that I had expected any flag waving or ticker-tape, but the greetings had a long way to go to even make it to lukewarm. In the first few days I overheard several people say things like "Who's he?" and "What's an Alan Moon?". One semi-employee (that being a gamer who is always here but doesn't get paid for it) who had met me introduced me with: "He's the guy who writes *The Asylum*, and now he works in one." Proving that the truth can be funny.

Many gamers that I talked to on the phone seemed stunned and confused. Their unspoken question: "How did you get the job?", was clear. Rumors abounded. I was a company spy. I was an FBI spy. I was a spy for SPI. I heard one of my fellow workers tell another that I had been brought in to get rid of the whole staff in less than six months. After that, some seemed cautious. Some seemed scared. And no wonder. The closets are full of skeletons.

AH benefits are great though. The medical plan is especially good, even though to keep things as economical as possible, we have a generic doctor. He's never heard of any of the name diseases. Trench foot and pot belly are his specialties. Other benefits include a free *PANZERBLITZ* t-shirt that is required wearing apparel at conventions and a personalized waste paper basket made from a cardboard box and a plastic bag.

Some of my most enjoyable moments have been spent listening to design discussions. The following is a typical example:

Moe: I need an original hidden movement system that really works.

Larry: How about using 3D glasses.

Curly: We could call them fog-of-war glasses.

Moe: How about solid black glasses. The non-phasing player would wear them while the phasing player moves.

Larry: That's good.

Curly: Yea, I like it.

Moe: How about this map. Do you think it's too much like the *PUNIC WARS* map?

Larry: No, yours has all of Spain in it.

Curly: Sure, and you labeled the plain where the rain falls.

Larry: Besides, the guy who designed *PUNIC WARS* works here now. Doesn't he?

Moe: Is he the guy who locks himself in that room in the back everyday?

Larry: I think so.

Curly: Boy, is he weird.

Moe: Well, I gotta go proofread these rules.

Larry: I don't know if you're well enough for that.

Another enjoyable moment came while working on *THE GENERAL* one day. I found the real list of upcoming titles, which included:

BEEETLE BAILEY (a *SQUAD LEADER* expansion kit)
DONNA SUMMER MEETS THE DISCO DUCK
THE CONE OF SILENCE
GIDGET GOES SS
FROM HERE TO MATERNITY (a role playing game for unwed mothers)
GAUL STONES (the art of siege warfare)
LOST IN THE OZONE
FRANCIS GOES TO ARNHEM BRIDGE (a kick of a game)
THE LONGEST DECADE
PUBIC WARS & BATTLE OF THE BULGE (our first double package)
THE CREATURE THAT ATE CHARLOTTE AND HER WEB
DUNGEONITUS (complete with an ocean of calamine lotion)
THE RISING SURF
DRAGNET (a game of gladiatorial combat)
BULL RUNS
GI RUNS
PANTY RUNS
THE HUNDRED YEARS PEACE
THE DEVIL'S BRIGADE WENT DOWN TO GEORGIA
BLAZING PADDLES (a link-up game for *TRIREME AND GUNSLINGER*)
CAESAR SALAD (made with Roman lettuce)
CAESAR'S LESIONS (a game about the beginnings of medicine and celebrity diseases)
NO CAESAR TONIGHT
THE GREENER PASTURES GAMETTE
MAN OVERBOARD (recreating the crossing of the Delaware)
THE THIEF OF BAGPIPES
A BRIDGE TOFU (a game about the first trans-Pacific railroad)

