

A 2-PLAYER VARIANT FOR "DIPLOMACY"

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GENERAL DESCRIPTION:

In 2-player "Diplomacy" each player assumes the role of one Great Power. The main innovation in this variant is the existence of a Table of International Relations (henceforth - TIR) which regulates the actions of the remaining Great Powers. Relations between any two Great Powers can be one of the following: Allied, Friendly, <sup>Neutral</sup> Hostile or "At War". Hereunder is a section of the TIR as would typically look in mid-game:

	AT WAR	HOSTILE	NEUTRAL	FRIENDLY	ALLIED
ENGLAND-ITALY			X		
ENGLAND-FRANCE	X				
RUSSIA-GERMANY					X

etc.....

Markers such as counters or coins may be used to indicate current relations.

INITIAL SET-UP:

The board is set up as in regular "Diplomacy". All markers on the TIR are set at Neutral, except the one for relations between the two Powers represented by the Players. This will be set on "At War" and will remain so for the rest of the game.

GAME SEQUENCE:

The game is played in turns, each turn consisting of four phases described briefly as follows:

Phase 1: Players secretly write orders for all Powers (excluding the opposing Power), and secretly allocate diplomacy points (henceforth - DP's).

Phase 2: Markers on TIR are rearranged according to dice-roll results, which are modified by diplomacy point allocation.

Phase 3: Final orders to units are determined.

Phase 4: Movements and Conflicts are resolved as in multiplayer Diplomacy.

VICTORY CONDITIONS: The goal of the game is to eliminate all units of the opposing player. (A player has not lost if he still has supply centers which may produce additional units.

DETAILED SEQUENCE OF PLAY:

Phase 1 - Players secretly write orders for their own units and for units of the remaining five Powers. Move and Convoy orders are written as in regular Diplomacy, as are Support orders for the players' own units. Support orders for the other units (of the 5 Powers) are written as "Army X S Army Y" without specifying Army Y's objective (which is determined later). Players then secretly allocate DP's to influence diplomatic relations between Powers. Each player may allocate up to 10 DP's, but no more than 2 DP's per "relationship" on the TIR. Allocation may be either positive (improve relations) or negative (subversive activity to cause deterioration of relations). The type of allocation (positive or negative must be specified).

Phase 2 - Two dice are rolled for each relationship in the TIR, and the result is then modified cumulatively by the DP allocation; the final result causes a change in the marker position as follows: 2-3 : Shift to "At War", 4-5: Shift one space to the left, 6-7-8: No shift, 9-10: Shift one space to the right, 11-12: Shift to "Allied". Results of less than 2 are treated as 2, and results of more than 12 are treated as 12.

Example: In a game of France vs. Russia, French-German relations are neutral. France allocated +2 DP's to this relationship, while the Russian player allocated -1. The dice-roll is 8.  $8 + 2 - 1 = 9$ , therefore the marker on the TIR is shifted one space to the right, and French-German relations become friendly.

Phase 3 - The orders written by both players are examined to determine which orders are valid. Valid orders are treated as regular Diplomacy orders with regard to conflict resolution etc. If a unit has two conflicting valid orders (from both players) the final order is determined at random. If no valid order has been given, the unit holds.

A player's orders to his own units are always valid. However, if a player's unit attacks another Power, the marker on the TIR denoting the player's relationship with that Power, is shifted to "At War", even if the attack is unsuccessful. (The term "attack" means henceforth and herein - an order to a unit to move to a space occupied by a unit of another power, even if that unit was ordered to move, OR to a supply center owned by another Power). Similarly, if a player's unit supports or convoys an attack against another Power, the appropriate marker is shifted two spaces to the left.

The validity of movement orders to the other five Powers is determined according to the following rules:

1. An order to attack is valid only if both Powers involved are at war.
2. A convoy order involving two Powers is valid only if both Powers are allied, but not if a Power is convoying an attack against another ally.
3. A unit which has no valid move is supported in holding if support ~~was~~ is ~~allocated for it in Phase 1~~ by a Power which is either friendly or allied, or of the same Power. It is also supported in moving (if it has <sup>a</sup> ~~no~~ valid move) - not attacking - under the same conditions.
4. A unit which has a valid order to attack will enjoy support of another unit if all the following apply:
  - a) The supporting unit is adjacent to the target space - as in regular Diplomacy - this applies also to Rule 3 above;
  - b) The supporting unit belongs to an ally or to the same power.
  - c) The attacked Power is either hostile or at war with the supporting Power.

#### RETREATS - BUILDING AND REMOVING UNITS

When one of these activities has to be performed by one of the five "non-player" Powers, each player secretly writes down a suggested course of action, and the final outcome is decided randomly by a die roll.