

Diplomacy of ERA

EMPIRE

QUICK START RULES

Diplomacy: Era of Empire is a game of grand strategy and diplomacy for two to seven players, but is best with seven players. The aim of the game is to expand out of your “home country” and take control of as many Supply Centers as possible in order to build the largest empire. Supply Centers are marked on the map with a star.

OVERVIEW

The rules of movement and conflict are elegantly simple in principle, but the correct method of executing these simple rules can be a little obscure in some circumstances. This sheet represents a summary of the full rules and can be used to start play immediately if so desired. When questions arise, the appropriate section of the rulebook should be consulted.

Each player selects one of the seven Powers and places their starting units as per the initial setup. The game is played in turns and starts in 1870. Each game year has a Spring turn and a Fall turn, with a Winter or Build/Disband Phase before the game year ends.

Controlling the largest number of Supply Centers is the aim for all players, since victory at the end of the game goes to the player with the largest empire. The end of the game is predetermined by the players using one of the following criteria: (1) after a certain number of game “years”, (2) after a certain length of time, (3) when a player owns 22 or more Supply Centers, or (4) players agree to a draw that includes all survivors. It’s recommended that play lasts at least 12-14 turns or 4 hours of time if ending on the first two conditions.

HOW TO PLAY

Each turn begins with a Diplomatic Phase in which all players privately or openly discuss their plans for the coming turn. Deals, alliances, bluffs, threats, and open hostility are all part of this phase, which is a crucial part of the game since it is impossible to win without the help of other players at various times.

After the negotiations are done, each player writes orders for all their units in play, which will determine what each unit will do that turn. Players maneuver their Army and Fleet units in order to gain and defend Supply Centers.

The ownership of Supply Centers is determined at the end of every Fall turn. Occupying a Supply

Center in a Spring turn does not gain you control of that Supply Center; it must be occupied at the end of a Fall Turn.

Once owned, a Supply Center may be left vacant, and ownership will only change if another player occupies that Supply Center at the end of a Fall turn.

Spring four-phase turn

1. Diplomatic phase
2. Order Writing phase
3. Order Resolution phase
4. Retreat and Disbanding phase

Fall five-phase turn

1. Diplomatic phase
2. Order Writing phase
3. Order Resolution phase
4. Retreat and Disbanding phase
5. Gaining and Losing Units phase (Winter)

ORDERS

The possible orders which may be given to your units are:

- 1) **HOLD:** Stay in its present location.
- 2) **MOVE:** Move into an adjacent province. All units may only move one space per turn. Armies may only move on land provinces (unless convoyed by a Fleet). Fleets may move to any adjacent water province or any coastal province that borders its water province. A Fleet may move from province to province along a coastline.
- 3) **CONVOY:** A Fleet may hold and convoy an Army from any coastal province to any other coastal province that borders the Fleet’s water province. A chain of adjacent Fleets may convoy an Army across several water provinces to a coastal province. A Fleet ordered to convoy an Army may do so unless it is dislodged from its space by an opposing Fleet with greater strength.
- 4) **SUPPORT:** A unit may hold and give support into an adjacent province. This may help a second unit defend that province or attack into that province. As many units as desired may give support to another unit, thus increasing its

chances of successfully carrying out its orders. Support may also come from a foreign power.

If a unit which is ordered to give support is itself attacked, it cannot give support—its support is “cut”. The only exception is if the support is given into the very space from which that attack comes, then support is not cut.

ORDER RESOLUTION

Once all orders have been written, each player's orders are read out. The sequence in which the orders are read is not important since all moves are considered simultaneous and every unit is given the opportunity to carry out its intended move. The rules governing movement and conflict determine which units get to carry out their orders and which will not.

The basic principles of movement and conflict are that each unit may only move one province per turn and only one unit is allowed in each province at any one time.

CONFLICTS

When the orders cause more than one unit to end up in the same province, a conflict occurs (e.g., if two units are each ordered to move into the same province or one unit is ordered to an already occupied province).

When conflicts occur, the unit with the greater strength wins out. Each unit in the game, whether attacking, defending, or supporting, has a strength of one. To calculate the strength of a force, simply count the unit and the number of supports it has (e.g., if a unit with two supports—a strength of three—attacks a unit with one support—a strength of two—the attacking unit wins and moves into the space and the defending unit is “dislodged” from the space and must retreat to an adjacent empty space). If two unequal forces are ordered to the same space, the unit with the greater force will move and the other will not. However, a superior force cannot dislodge a unit of the same nationality (i.e., you may not dislodge your own units).

A conflict occurring between equal forces (e.g., if two equal forces attack each other or attack the same space) is termed a “Standoff” or “Bounce” and the result is that neither unit moves.

When totaling the strength of a force, remember not to count supporting units that are themselves attacked by other units, as their support is “cut”. A unit ordered to attack another unit may itself be attacked and dislodged, but its attack order would still cut any support from the unit it was attacking.

All dislodged units must immediately retreat to an adjacent empty space, but not to the space from which the attacker came nor to any space left empty as a result of a standoff. Convoyed

retreats are not allowed. If no retreat is possible, the unit is “disbanded”—taken off the board.

WINTER

After any conflicts are resolved at the end of each Fall turn, a count of the number of Supply Centers is made for each player.

The number of Supply Centers a player owns must equal the number of units that player has on the board. If the player controls more Supply Centers than units, then new units may be built. If the player has fewer Supply Centers than units, then a number of units must be disbanded. If new units are to be built, the player must write down the type of unit (Army or Fleet) and the name of the province it is to be built in. “Builds” are allowed in any unoccupied Supply Center owned by that player. A player may also elect to convert an Army or Fleet if the unit currently occupies a Supply Center. The player must write down the type of unit and the current province of the unit to be converted.

This completes a full game year. Play continues in this way until the game is concluded by the end game conditions decided by the players before the game began.

ORDER WRITING

A system of abbreviations is used to shorten the order writing:

A for Army	– for Move
F for Fleet	C for Convoy
H for Hold	S for Support

Land province names are normally shortened to their first three letters and water provinces to the first letter in each word of its name (e.g., TOK for Tokyo, BOB for Bay of Bengal, UPO for Upper Pacific Ocean).

The type of unit and its location is written first, followed by its order (e.g., A MOS H means the Army in Moscow holds). If attacking, write the name of the province attacked (e.g., A EGY – SUD means the Army in Egypt attacks Sudan). If convoying, write the name of the unit being convoyed and the initial and final locations (e.g., F JS C A SUM – BOR means the Fleet in the Java Sea is convoying the Army in Sumatra to Borneo). If supporting a hold, write the type of unit and its location (e.g., A ANG S F CON means the Army in Angora supports the Fleet in Constantinople). If supporting a move, write the type of unit and the initial and final locations (e.g., F UPO S F YS – SoJ means the Fleet in the Upper Pacific supports the Fleet in the Yellow Sea in its attack on the Sea of Japan).