

I. GENERAL

1. Designed by Neil Duncan & Dave Newnham. Based on 1939 II. The standard Diplomacy rules apply except as modified below. The game is designed to be played on the Modified [6 player] 1939 Map.

2. UNITS: There are four types of units:-

- a) Army: Unit indicator = A
- b) Fleet: Unit indicator = F
- c) Tank: Unit indicator = T [See details in Section VI]
- d) Bomber: Unit indicator = B [See details in Section VIII]

II. OWNING PROVINCES

3. Whether a supply centre/province is owned or not effects a players SP count/Bomber landing ability.

4. An owned supply centre shall be a province that was last occupied by a players ground/sea unit at the end of an Autumn adjudication and has not since been occupied by a ground/sea unit of another player.

5. An owned province shall be a province that was last occupied by a players ground/sea unit at the end of any seasons moves and has not since been occupied by a ground/sea unit of another player.

6. At the start of the game all home centres and home provinces are owned by the appropriate player. These remain owned unless occupied by another players ground/sea units. Having been occupied, ownership may be re-gained by occupying them as per paras 4 & 5.

III. SUPPLY

7. Each supply centre a player owns yields supply points [SP's] which are used in each winter adjustment to support the existence of his units just as owned centres are used in standard diplomacy.

8. Each winter:-

- a) Any owned Home Centre [whether originally belonging to the player or not] yields 3 SP's.
- b) Any owned neutral centre yields 2 SP's.

9. The costs of building and supporting units are:-

- a) For each Army and/or Fleet - 2 SP's.
- b) For each Tank and/or Bomber - 3 SP's.

10. A player must have enough SP's to support his current units. If at a winter adjustment his calculated + transferred [see para 12] SP's are less than the number required to support his current units, he must disband units until the supply requirements are met. Where a unit is disbanded due to lack of SP's, a less costly unit may not be built to replace it, in the same season.

EXAMPLE:

Player X has 2 A's, 1 F, 1 T and 1 B requiring 12 SP's.

The SP count of owned centres totals 11.

He may not disband the T or B AND order the building of a A or F.

11. Building of additional units may not take place unless the calculated + transferred SP's exceed that required to support current units. The cost of building extra units is shown at para 9.

12. A player may transfer up to 20% of his SP's to other players, ordered with winter adjustments. Transfer of SP's may not be

conditional. i.e: Orders may not state conditions which must be met before transfer takes place. Continued transfer of SP's must be specified in each winter seasons orders. It is recommended that players expecting to receive a transfer, submit alternate winter orders in case the SP's are not received.

13. A player may voluntarily disband units to save SP's. He may transfer the SP's thus saved [see para 12]. He may not, however, order builds of additional units using the saved SP's, in the same season.

#### IV. GAME START-UP

14. At the start of the game each neutral supply centre is garrisoned by an anarchic Army. These neutral armies may be attacked or supported by players during the game.

15. Play commences in the Autumn 1938 season. After appropriate negotiation, players submit their required builds [in accordance with their SP count] for the winter adjudication.

#### V. SPECIALIST UNITS

16. Two specialist units are available to players; Tanks and Bombers. In general; Tanks provide strike power and enhanced movement to a players ground forces and Bombers function as long-range support and disruption units.

#### VI. TANK UNITS

17. The value of Tank units lies in their double-strength single-move attack capability & single-strength double-move "movement" ability.

##### BUILDING:

18. Tanks may only be built on a ratio of 1-to-2 Armies. Thus at the start of the game the earliest a player could build his first Tank would be at the same time as he builds his second Army. [This could be during the initial builds provided two armies are built at the same time]. Once built, Tanks remain on the board until disbanded. Further Tank builds are, however, subject to the 1-to-2 build ratio. A player who has lost some of his armies after building Tanks would have to build armies until the ratio is achieved before building any further Tanks.

##### EXAMPLE:

Player X after having to disband an A; has 3 A's and 2 T's.

He will have to build 3 A's before being able to build another T.

[NOTE: He could build the T at the same time as the 3rd A].

##### STRENGTH:

19. When Standing, Supporting or Attacking [single-province move ordered], a Tank acts with its full attack strength [2A]. During "movement" [double-province move ordered], a Tank acts with the strength of only a single Army.

20. A Tank that is prevented from "moving" due to the route province being contested [see para 24 & 26] and is then attacked, defends with its full strength.

21. A Tank whose "movement" is halted in the route province [see para 24 & 26] and is then attacked, defends with only the strength of a single Army.

22. A Standing or Supporting Tank that is attacked by a single unit has its strength reduced by half [for that season]. Thus, a Tank suffering multiple attacks from one or more players may loose its ability to support and may be forced to retreat.

**EXAMPLES:**

- a) Germany: T (Mun) Stands  
Russia: A(Mos) - Pol  
Turkey: A(Roa) - Pol  
A(Cze) S A(Roa) - Pol  
[RESULT: The Turkish move succeeds since the T has already been weakened by the Russian attack]
- b) Germany: T(Pol) S A(Pru)  
Russia: A(Mos) - Pol  
[RESULT: The T supports with a 1 A strength]
- c) Germany: T(Pol) S A(Pru)  
Russia: A(Mos) - Pol  
Turkey: A(Roa) - Pol  
[RESULT: The T's support is cut]

**NOTE:** 1) The reduction of strength by half is applicable even if the single attacking unit is another Tank.

**MOVEMENT:**

23. The route province must be specified in Tank "movement" orders.

**EXAMPLE:**

T(Mun) - Cro via Aus  
OR T(Mun) - Aus - Cro

24. If a Tank "movement" is stood-out of its destination province it will move to the route province unless that province is also successfully contested [see also para 26].

**EXAMPLES:**

- a) Germany: T(Mun) - Par via Bur  
France: A(Bre) - Par  
[RESULT: German T moves to Bur and French A stands]
- b) Germany: T(Mun) - Par via Bur  
France: A(Bre) - Par  
A(Gas) S A(Bre) - Par  
[RESULT: German T moves to Bur and French A moves to Par]
- c) Germany: T(Mun) - Par via Bur  
France: A(Mar) - Bur  
[RESULT: German T and French A stand]

25. Tank "movement" may be supported, into the route province, into the destination province or both.

**EXPLANATORY NOTE ON TANK MOVEMENT:**

26. If a Tank has to fight its way into the via province it will have no strength left to contest the destination province. If the attack value of the Tank plus its supporting units is two or more points greater than the defending value [defending unit plus its supports] then the Tank will have strength left to attempt to move to the specified destination province.

**EXAMPLES:**

- a) Germany: T(Ber) - Pru via Pol  
A(Cze) S T(Ber) - Pol  
Russia: A(Mos) - Pol  
[RESULT: Since the Tank only "moves" with a 1A strength, the supported move to Pol succeeds but the tank has no strength left to move to Pru.]

**NOTE:** 1) It doesn't matter whether Pru is un-occupied or if the second half of the movement is supported since the tank has expended its strength in gaining Pol.  
ii) If Russia were to order another unit to Pru, this would

succeed since the tank movement ceased in Pol (assuming that Pru is unoccupied and not contested by any other unit)

- b) Germany: T(Ber) - Pru via Pol  
T(Cze) S T(Ber) - Pol (or an A and Bs support)
- Russia: A(Mos) - Pol
- [RESULT: The attack/defence ratio is 3-to-1 and thus the move to Pol succeeds and the tank has a 1A strength available for the move to Pru.]
- c) The principle of support into the destination province follows standard Dip rules, appreciating that since this is a movement the Tank cannot have greater than a 1A strength.

#### CONVOY:

27. Tanks may be convoyed in the same manner as Armies.

#### RETREATS:

- 28. A Tank forced to retreat from its currently occupied province may move to any available, ADJACENT province.
- 29. A Tank whose "movement" is stopped in the route province and is then forced to retreat by a successful attack on this space, may retreat to the province from which it started its movement.

### VII. BOMBER UNITS

30. The value of Bomber units lies in their ability to support or disrupt the enemies forces at locations remote from their current position.

#### BUILDING:

31. A player may build a Bomber unit provided that after the build he will have NOT MORE than one Bomber more than the number of Armies that he possesses. Once built, Bombers remain on the board until disbanded. Further Bomber builds are, however, subject to the above requirement.

#### STRENGTH:

32. A Bomber has no combat strength except whilst conducting a support or support cutting mission [see para 38 & 39]. During the actual support or cutting of support it has a strength equal to that of an Army. It may never capture a province or receive support.

#### RANGE:

- 33. During the game Bomber units range improve as follows:-
  - a) From 1939 until Spring 1943, range 5.
  - b) From Autumn 1943 until Spring 1945, range 6.
  - c) From Autumn 1945 until Spring 1948, range 7.
  - d) From Autumn 1948, range 8.

#### MOVEMENT:

- 34. A Bomber may fly any number of spaces up to its range each season. Any land province it flies into counts as one unit of its range. Any sea province that it flies into counts as 1.5 units of its range.
- 35. Any number of Bombers may occupy a single space during movement and are not hindered in any way by the presence of other units [except strategic bombing see para 40].
- 36. It must complete its move in a land province [see para 42 & 44]. Upon the completion of its move a Bomber may occupy the same space as a ground/sea unit, but may not occupy the same space as another Bomber.

#### MISSIONS:

37. Each season a Bomber may Stand, conduct a movement or carry out one of the following missions:-

- a) Support a **(C)** [except another Bomber]
- b) Cut support given by an opposing unit [except another Bomber]
- c) Strategically bomb a supply centre.

38. A Bomber supports a standing or attacking land/sea unit by flying to the attacked/defended province and indicates the support by listing the unit being supported and its order.

EXAMPLES:

- a) A(Aus) - Cze  
B(Ven) - Aus - Cze [S A(Aus) - Cze] - Hun - Cro

- b) F(MAO) Stands  
B(Spa) - MAO [S F(MAO)] - Bre

39. A Bomber cuts support of a land/sea unit by flying to the units province and indicating the action by use of a "N".

EXAMPLE:

B(Ven) - Aus - Hun(N) - Aus - Ven

If the unit does something other than support, the mission is aborted.

40. A Bomber Strategically bombs a supply centre by flying to the centre and indicating the action by use of a "R".

EXAMPLE:

B(Con) - Bul - Roa(R) - BLA - Con

To conduct a strategic bombing mission a Bomber must take-off and land in the same province. Strategic bombing is only successful if:-

- a) The centre is unoccupied and uncontested and,
- b) The take-off province is available for landing, at the completion of the mission.
- c) If these two conditions are not met, the mission is aborted.

41. After strategic bombing, a centre [for the following winter only] produces two less SP's and no unit may be built there. Thus a home centre would only yield 1 SP and a neutral centre none.

LANDING:

42. A Bomber may land only in an OWNED land province [see para 4/5 & 38].

43. When the designated landing province of a Bomber is occupied by another player [except as provided for in para 44]:-

- a) During a movement:  
The Bomber proceeds along its flight-path until reaching the owned province furthest from its take-off province at which point movement ceases. If no owned province is specified in the flight-path, the movement is aborted.
- b) When on a mission [except strategic bombing see 40]:  
The mission is completed and the landing takes place:-
  - i) On the owned province [along the post-mission flight-path] closest to the designated landing province OR,
  - ii) On the owned province [along the pre-mission flight-path] closest to the take-off province.
  - iii) If no owned province is specified in the flight-path, the mission is aborted.

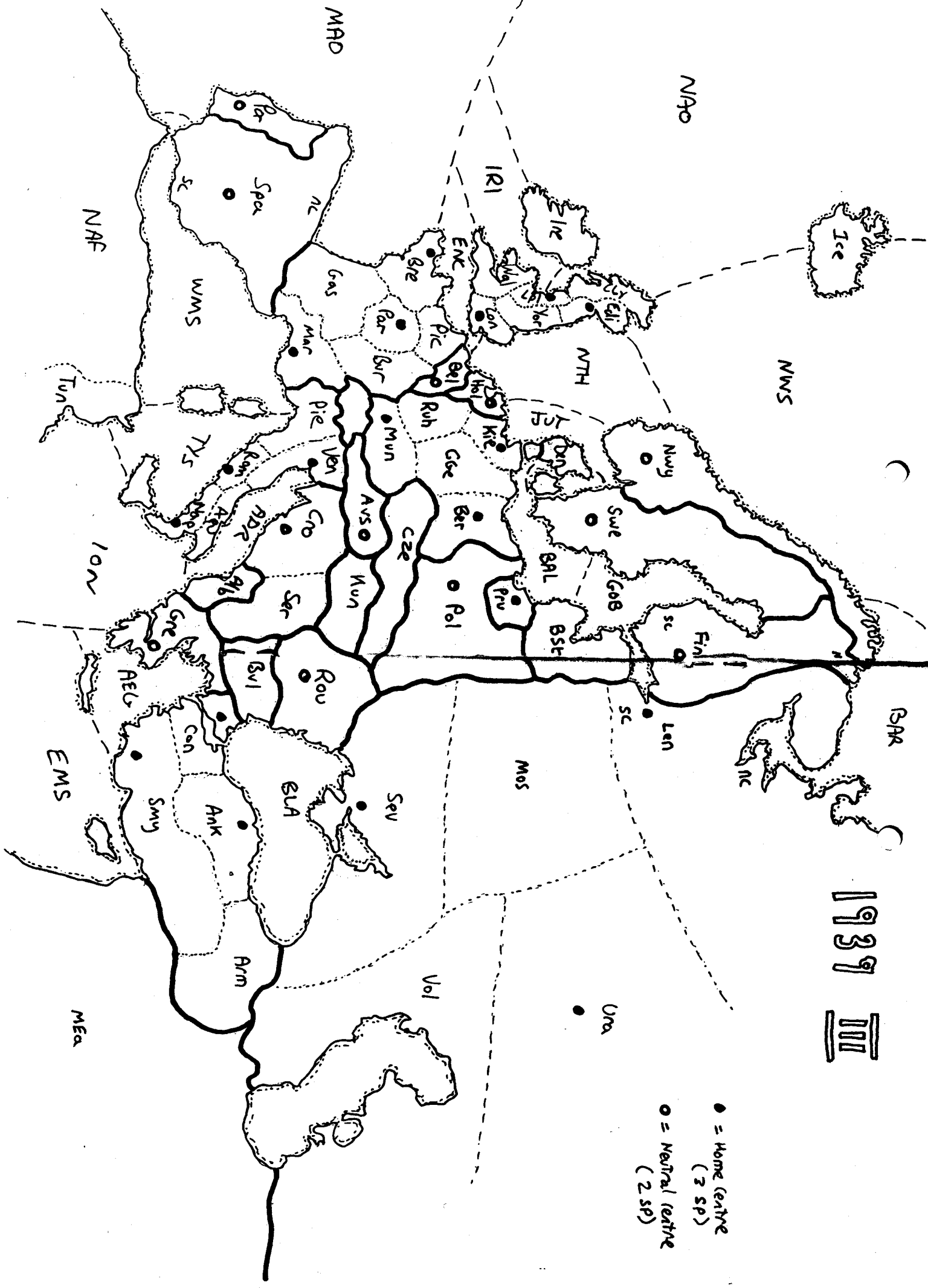
44. A Bomber may land in a province owned by another player, provided that the province owner gives his approval. He gives this approval by use of the term "Land" and specifying the province from which the Bomber takes-off.

EXAMPLE:

Russia: A(Len) - Nor  
Len [Land German B(Pru)]

Approval must be given for each season that a Bomber remains on a province owned by another player. If approval is not indicated and the

# 1939 III



- = Home Centre (3 SP)
- = Neutral Centre (2 SP)