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HOUSE RULES

I. GM Discretion, Rulebook:

(1) GM Discretion:

The GM has the discretion to disregard specific provisions of these House Rules in order to reach a result in keeping with the spirit and character of the game of Diplomacy, but will do so only after concluding that less drastic alternatives would be unsatisfactory.

(2) Rulebook:

Except as set forth in these House Rules, the GM will follow the 2000 rules, published by Hasboro.

<http://www.wizards.com/avalonhill/rules/diplomacy.pdf>

II. Status of Orders:

(1) Preliminary and Final Orders:

Submission of preliminary orders is strongly encouraged, but not required.

All orders will be considered preliminary unless marked "Final".

(2) Transmission and Identification of Order Sets:

All order sets submitted must be addressed "To" the GM (not "CC" or "BCC") at an address supplied by the GM for that purpose unless the GM instructs otherwise, and must contain the following information and/or adhere to the following format in the Subject line of the email:

Game name; player country; season of turn; year of turn.

The GM is not required to accept order sets that do not meet these requirements, nor will the GM be required to search for nonconforming order sets.

(3) Orders Submitted by Proxy:

A player may designate another player to receive a proxy which would allow the receiving player to order one or more units (or, in the case of builds, the Supply Centers) of the player granting the proxy for the next turn only, whether it be a movement turn, retreat turn, or adjustment turn. The units (or in the case of builds, the Supply Centers) for which the proxy is given must be specified exactly. Any ambiguity will result in no proxy being granted for the units or Supply Centers in question. The proxy will be effective upon acknowledgement by the GM. Acknowledgement will be given to the granting player and the receiving player only, and will not be made public by the GM. The granting player may revoke the proxy at

any time. The revocation will be effective upon acknowledgement by the GM, and only the granting player will be sent an acknowledgement.

(4) Perpetual Orders:

The GM will not accept instructions designating an order set as perpetual.

(5) Contingent Retreat or Adjustment Orders:

Retreat or adjustment turns will be separate from movement turns. Contingent retreat or adjustment orders are not required, and negotiations are allowed prior to a retreat or adjustment turn. Players may submit contingent retreat, build or disband orders.

(6) Public Orders:

If the GM requests that a player or players submit retreat, build or disband orders publicly (to all players and/or to a public email group or list, in addition to or in lieu of submission directly to the GM) in order to speed the play of the game, such submission shall be considered final, any designation of the orders as "preliminary" notwithstanding, and the GM shall adjudicate based upon those submitted orders. Any player remaining in the game, however, may request that the GM permit private submission of orders, in which case the GM shall accept orders and set a deadline using the usual procedure of the GM.

III. General Adjudication Rules:

(1) Interpretation of Orders:

Order sets and individual orders will be adjudicated with no presumption being made that each player wishes to submit a complete set of valid orders. At the GM's discretion, clarification will be requested upon receipt of an order set.

(2) Abbreviations and Typographical Errors:

Spelling out province names and other words used in orders is preferred, but any abbreviations that are not ambiguous, in the sole opinion of the GM, are acceptable. A typographical error in an order that is nonetheless understandable by the GM will not cause the GM to rule an order ambiguous. A typographical error that results in an order containing either an abbreviation or the fully spelled out name of another province shall be adjudicated as an order pertaining to the province correctly abbreviated or spelled out.

(3) Inferred Orders:

If a unit or units of a particular player are not ordered by that player, the GM will not look to the orders of other units for the purpose of inferring an order for an unordered unit.

(4) Multiple sets of orders:

The last set of orders received before the adjudication takes place will be used. In the event a partial set of revised orders are received, the GM will adjudicate using the most recently received order set, but will examine previously received order sets in order to adjudicate with a full set of orders consisting of the most recently received order for each unit.

(5) Movement Orders:

Any unit ordered to move to a named space on the board other than the province in which it is presently located may not receive support to hold, irrespective of whether the unit is able to move in the manner stated. A unit ordered to move to a space not named on the board or a unit ordered to do anything else, may receive support to hold. An unordered unit or units will be considered to have been ordered to hold, and may receive support to hold.

(6) Multiple Orders for Units:

In the event that a unit is ordered more than once within the same set of orders, the last order reading from top to bottom of the order set will be used.

(7) Conditional Orders:

Orders specified for units that are to occur in the event (or non-event) of another player's actions in that turn will not be considered.

(8) Retreating units with only one possible retreat:

Should a unit have only one province to which to retreat then the GM may infer that order in an attempt to move the game on. When this is announced, a timescale will be given within which the player controlling the retreating unit may overrule the GM and request that unit is disbanded instead of retreating. At that time the disband order will be adjudicated and a new deadline set for the following turn.

IV. Specification of Unit Type, Unit Nationality and Coast in Orders:

(1) Omitted or Inaccurate Designations:

An omitted designation of the type of a unit (A or F) in orders other than build orders will not invalidate the order. An inaccurate designation of the type of a unit (A or F) will not invalidate the order.

(2) Omitted or Inaccurate Nationality of Units:

An omitted designation of the nationality of a supported or convoyed foreign unit will not invalidate the order. An inaccurate designation of the nationality of a supported

or convoyed foreign unit will not invalidate the order.

(3) Omitted Specification of Coast in Movement, Support or Hold Orders of the Subject Fleet:

For a fleet located in a province having two coasts, an omitted specification of the coastal location of that fleet in an order for movement of that fleet to or from, for holding in, or for support from that province will not invalidate the order if legal movement to or from only one coast of the province is possible for the fleet.

(4) Inaccurate Specification of Coast in Movement or Hold Orders of the Subject Fleet:

For a fleet moving to or from, or holding in, a province having two coasts, an inaccurate specification of the coastal destination or location of that fleet in an order for movement of that fleet to or from, or for holding in, that province will not invalidate the order if legal movement to only one coast of the province is possible, or if the fleet is located in that province.

(5) Inaccurate Specification of Coast in Support Orders of the Subject Fleet:

For a fleet located in a province having two coasts, an inaccurate specification of the coastal location of that fleet in an order for support by that fleet will not invalidate the order.

(6) Omitted Specification of Coast in Orders for Support of a Fleet:

An order for support of a fleet to, from or for holding in a province having two coasts, in which there is no specification of the coast of the province will not invalidate the order if legal movement to only one coast of the province is possible for the fleet being supported, or if the fleet being supported is located in the province.

(7) Non-Corresponding Specification of Coast in Orders for Support of a Fleet:

An order for support of a fleet to, from or for holding in a province having two coasts, in which the coastal specification does not correspond to the coastal specification of the order for the unit being supported will not invalidate the order if legal movement to only one coast of the province is possible for the fleet being supported, or if the fleet being supported is located in the province.

V. Adjustment Orders:

(1) Omitted Build Designations:

If a player fails to designate the type of unit to be built in a build order, no unit will be built based upon that order if the Supply Center specified by the player can produce armies or fleets, but an army will be built if the Supply Center can produce armies

only.

(2) Excess Builds or Disbands:

If a player attempts to build or disband more units than the position would allow, the builds or disbands will be followed in order, from top to bottom of the order set until the correct number of builds or disbands are reached.

(3) Multiple Builds in a Center:

If a player attempts to build more than one unit in a single turn in the same Supply Center, the first build order, reading from top to bottom of the order set will be followed.

(4) Civil Disorder Removals:

If a power in civil disorder is required to remove a unit or units in an adjustment phase, the unit most distant from the nearest home Supply Center will be removed first. Distance will be calculated in terms of the minimum number of legal moves (regardless of whether the provinces on that route are occupied) necessary to return to the nearest home Supply Center, however, each sea province, (whether or not a fleet is present) will count as one move for any unit, and coastal areas will each count as one move for fleets.

(5) Impermissible Designation in Build Order:

If a player orders a fleet to be built in a Supply Center that cannot contain a fleet, no unit will be built based on that order.

VI. Convoy Orders:

(1) Retreat of Units After Dislodgment by Convoyed Armies:

If a unit has been dislodged by a convoyed army, the dislodged unit may retreat to the province from which the dislodging convoyed army originated, if the retreat is otherwise legal.

(2) Possible Convoy to an Adjacent Province:

If movement by an army to an adjacent province is possible, prior to adjudication, both directly and by convoy, and the order for the army does not explicitly state that the move is to be made by convoy, then the order will be adjudicated as an attempt to move by land. If the order for the army does explicitly state that the move is to be made by convoy, then the order for that army will be adjudicated as an attempt to move by convoy.

(3) Convoy Route Specification:

If multiple convoy routes for an army from the present province of that army to the ordered destination province are possible prior to adjudication, a player may write an order for that army that limits or specifies the convoy route that army is to attempt to take.

(4) Disruption of Attempted Convoys with Multiple Possible Routes:

If multiple convoy routes for an army from the present province of that army to the ordered destination province are possible prior to adjudication, the attempt to convoy will be disrupted if any fleet that is part of a specified or limited convoy route is dislodged, but if no specified or limited convoy route is listed in that player's orders, the attempted convoy will only be disrupted if fleets necessary for all the possible convoy routes to the destination province of that army are dislodged.

(5) Cutting Support by Convoy to an Adjacent Province:

If an army attempts to move by convoy to a province in which a unit is supporting an attack by another unit on the province from which that convoyed army originated, the convoyed army will cut the support.

(6) Adjudication of Paradoxical Convoy Situations:

In any adjudication in which a possible convoy disruption is either unresolved or has more than one possible resolution when following the appropriate rules in the Rulebook or elsewhere in these House Rules, all moves which are part of the paradox fail.

(7) Convoy of an attack against a unit of the same nationality as the convoying fleet:

If a player convoys another player's unit to a space occupied by one of the convoying player's units, the convoyed unit will succeed in dislodging the unit being attacked if it has received enough valid support to do so, and will succeed in cutting the support being given by the unit being attacked if it is otherwise allowed to do so.

(8) Effect of a unit convoyed to an adjacent province if a unit originating in the destination province of the convoy dislodges the convoyed unit.

If a unit convoyed to an adjacent province is dislodged by a unit originating in the destination province of the convoy, the convoyed unit may have an effect on a move by another unit to the destination province.

VII. Deadlines, Length of Turns, NMRs:

(1) Order Submission:

It is the responsibility of each player to make sure that a set of orders is submitted as required before the deadline for each turn. Time of submission of orders will be considered to be when the GM receives the orders, not when the orders were sent,

however, the GM will have the discretion to accept late orders if it is proven to the satisfaction of the GM that the orders were sent prior to the deadline. Individual and/or broadcast reminders may be given, but the lack of a reminder will not serve to excuse failure to submit orders.

(2) Timing of Adjudication:

Adjudication of a turn may take place early if all players have submitted final orders.

(3) Orders After Deadline:

Orders will be accepted until the start of adjudication.

(4) Length of Turns:

One week will normally be allowed for each movement turn and two days will normally be allowed for each retreat or adjustment turn. The GM may speed up or slow down the timing depending on the perceived complexity, to the GM, of the game situation, but will adhere to the original schedule if a faster pace is a hardship to any player.

(5) Delays:

Requests for delay received before the deadline will generally be granted. The GM reserves the right, after a warning is given, not to grant further delay requests if the play, in the sole opinion of the GM, is being unduly or excessively disrupted. The GM may replace any player whose extended absence, or repeated absences, in the sole opinion of the GM, would unduly or excessively disrupt the flow of the game.

(6) NMRs and Replacement of Players:

No NMRs will be allowed to have an impact on game play, and the game may be delayed in order for the GM to adjudicate with orders submitted from all powers. Players failing to submit an order set must contact the GM within 48 hours of the deadline and submit an order set, or the GM will arrange for a replacement. The GM will normally attempt to contact the NMRing player publicly and privately before arranging for a replacement, but the GM, in the sole discretion of the GM, reserves the right to immediately replace a player after one or more NMRs.

VIII. Adjudication Correction, Review:

(1) Correction of Adjudication:

Players discovering errors in adjudication can bring them to the attention of the GM, who will correct any errors. However, if another adjudication is published, without correction of an error, the error will stand.

(2) Extra Unit (Flying Dutchman) in Published Adjudication:

If it is discovered that an extra unit is present for a player, and that unit has existed for more than one adjudication, the imbalance between the number of units present and the number of units to which that player is actually entitled will be rectified,

Alternative A: if removal is necessary due to the player having more units than Supply Centers, at the time of the next adjustment turn the extra unit will be removed immediately upon recognition that such a unit exists, if the unit was added to the board (or a unit remains on the board which should have been adjudicated as having been disbanded) through an error of the GM. If the unit exists due to too many units having been built, the rule set forth in these House Rules pertaining to excess builds shall be employed to determine the unit that should be removed. If the unit exists due to not enough units having been disbanded, the rule set forth in these House Rules pertaining to civil disorder removals shall be employed to determine the unit that should be removed, with the determination of distance for civil disorder purposes to be made pursuant to the most recently adjudicated position.

(3) Multiple Units in One Province:

Any unit located by reason of an erroneous adjudication in a province correctly containing another unit shall be disbanded immediately, if that would have been the correct result, or relocated in the province in which it should have been located if another unit is not correctly occupying that province, otherwise the unit will be disbanded immediately. Any conflict in these house rules between this rule and any rule set forth in these house rules pertaining to an extra unit listed in a published adjudication shall be resolved in favor of this rule.

(4) Review of GM Decisions:

If a player feels that an adjudication error has not been corrected after having made a request for correction, the GM, in the sole discretion of the GM, may publicly or privately request advice from one or more persons of the GM's choice who are not involved with the game, employ an adjudication program or programs, and/or consult with written rule supplements or guides, but the final decision as to any adjudication shall rest solely with the GM.

IX. Voting Procedures, Game Endings and House Rule Changes:

(1) Wins:

Wins may be conceded only to a single player. All players remaining in the game must agree upon a concession unanimously, other than players who specifically advise the GM that they wish to abstain from the vote. A single negative vote will defeat the proposal. All games are presumed to continue until a player wins by reaching eighteen Supply Centers, so an uncast vote (other than an abstention) counts as a negative vote and defeats the proposal, however, a player for whom a conceded

win is proposed will be held to have voted for the proposal.

(2) Draws:

Draws may or may not include all survivors, but must be agreed to unanimously by all players remaining in the game, other than players who specifically advise the GM that they wish to abstain from the vote. A draw that does not include all survivors presumes the elimination of the players not included in the draw. All games are presumed to continue until a player wins by reaching eighteen Supply Centers, so an uncast vote (other than an abstention) counts as a negative vote and defeats the proposal.

If, after a period of 6 game years, no Supply Centers have changed ownership, the game will automatically conclude, with the result being a draw including all survivors, unless all players remaining in the game vote in favor of continuing the game.

(3) Changes to House Rules:

Proposals may be made to change any specific House Rule or rules. The GM and all players remaining in the game must agree to any rule change unanimously, other than players who specifically advise the GM that they wish to abstain from the vote. All House Rules are presumed to remain unchanged, so an uncast vote (other than an abstention) counts as a negative vote and defeats the proposal.

(4) Confidentiality and Finality of Proposals:

Votes will be due simultaneously with the next due date for orders. The results of all votes will be published instead of the relevant adjudication if the proposal is approved, or together with the adjudication, if the proposal fails. All votes may be submitted confidentially, and players may submit revised votes. At the conclusion of a vote, the GM will not reveal any information as to the number of votes for each alternative in a proposal, or the specific vote of any player, or the identity of the author of the proposal.

(5) Limitation of Proposals:

The GM, in the sole discretion of the GM, may refuse to conduct votes on repetitive or humorous proposals.

A player submitting a proposal will be considered to have voted for the proposal if no explicit vote is received.

X. Press and Other Communications, Integrity of Identity and Email Systems:

(1) Acceptable Press:

The GM, in the sole discretion of the GM, reserves the right to refuse to publish a

piece or pieces of press for any reason. In general, press correctly identifying the author (white press) and press to be published anonymously (gray press) will be accepted. Press attributed to any person unofficially (dark gray press) or officially by the GM (black press) will not be accepted. The GM will publish all gray press in an "Anonymous Press" section of the adjudication separate from the orders of the individual players. White press will be published with the orders of the author.

(2) Disclosure of Authorship of Gray, Dark Gray or Black Press:

Authorship of gray press may be revealed in some or all instances, at the sole discretion of the GM, after the conclusion of the game.

(3) Forwarding of E-Mails:

E-mails and other communications are the intellectual property of their author, but the GM and players, by virtue of agreeing to GM or play in the game, freely give permission for the use of those e-mails and communications by other participants as part of the play of the particular game for which the e-mails or other communications were sent, subject to the restrictions of this Section.

Forwarding of e-mails will not be restricted by the GM.

(4) Prior Restrictions on Communications, Crossgaming Prohibited:

Except as otherwise provided for elsewhere in these House Rules, the GM will not impose any prior restrictions on the form or content of direct communications between any player and any one or more other players, or one or more persons not playing in this game, except that crossgaming (metagaming) will be grounds for immediate replacement. In addition, certain types of communications may be prohibited by law, or by the rules of the forum or community under the auspices of which this game is being played. Such communications are also prohibited under these House Rules.

(5) Communications Found Objectionable by the Recipient:

After a player has sent an email which the GM or a receiving player found objectionable for any reason is informed of the objectionability by the recipient, email of that type will not be sent in the future to that recipient. Repeated communications of a type known to be unacceptable to the intended recipient will be grounds for immediate replacement of the sender. Abuse of this rule by a player claiming to be offended by emails which the GM, in the sole discretion of the GM, finds inoffensive, will be grounds for immediate replacement of the receiver.

(6) Impersonation of Players or GM, Subversion of E-mail Systems and Adjudication Software:

Impersonation of one player by another, attempted deception or impersonation of the GM, or subversion of the integrity of the e-mail system or adjudication software of the GM, another player or a third party will be grounds for immediate replacement.