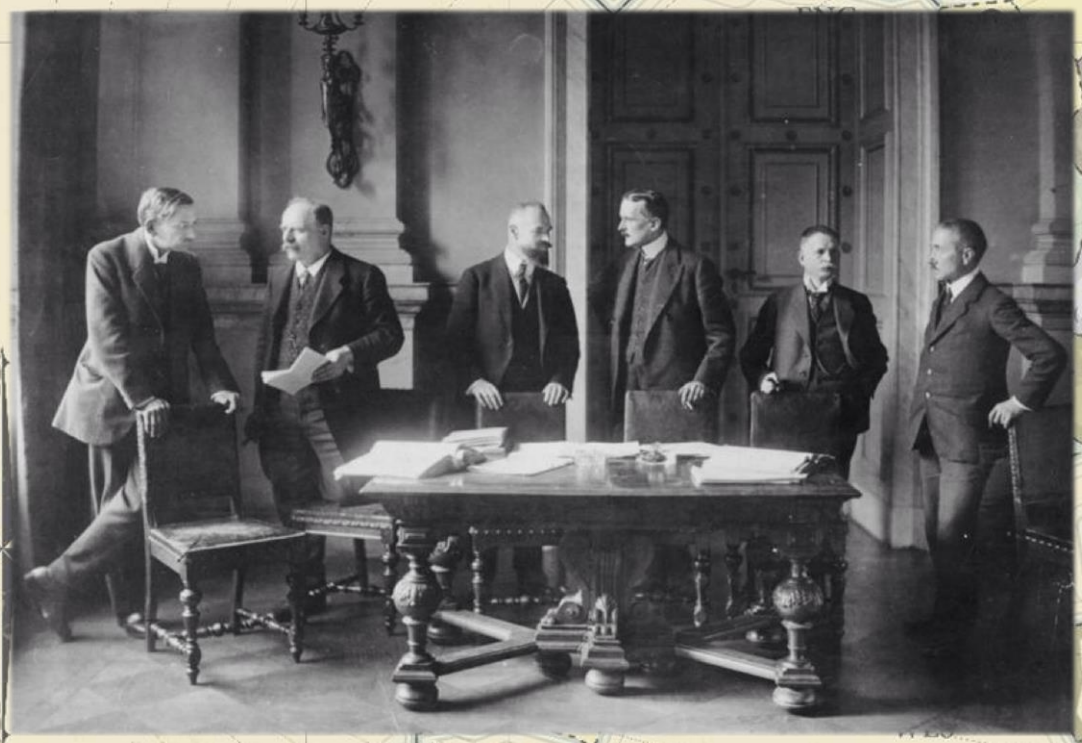
Leiden Model United Nations

Historical Committee

Rules of Procedure / Rules of the game



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At the beginning of the 20th century, Europe was a complicated cauldron of political intrigue. You are about to travel back to those times and change the course of history in your favour.

Delegations and Countries

The **Historical Committee** is an expansion of the **Diplomacy®** and consists of seven delegations. Each delegation consists of two delegates and represents one of the seven "Great Powers of Europe" in the years prior to World War I. These Great Powers include England, Germany, Russia, Turkey, Italy, France, and Austria-Hungary (hereafter referred to as Austria).

Note: At various places in the rules, the term "country" is used generically to represent "Great Power."

Object of the committee

As soon as one Great Power controls 18 supply centres, it's considered to have gained control of Europe and gains 5 additional victory points. The delegation representing that Great Power is, however, not necessarily the winner. Non-territorial victory points are awarded for achieving certain historical goals. Supply centres and non-territorial victory points both contribute to the final score. It is also possible for countries to create treaties. It may therefore even happen that the weekend ends without a single bullet being fired, but it is more likely that war ensues. The end must bring us a single winner, or a draw.

Map

Boundaries: All major countries are coloured and marked with heavy coloured lines. All major powers are also divided into provinces and supply- centre provinces by dotted lines. The countries that are not a part of a major power and parts of oceans waterways are marked by the same dotted lines.

Types of provinces: There are three types of provinces: *inland*, *water*, and *coastal*. Only Armies move on inland provinces and only Fleets move on water provinces. A coastal province is land that is adjacent to one or more water provinces. For example, Denmark, Brest, and Spain are coastal provinces. *An Army or a Fleet can occupy a coastal province.*

Supply centres: A total of 34 inland and coastal provinces on the game board are designated as supply centres. Each supply centre is marked with a star. A Great Power has as many Armies or Fleets as the number of supply centres it controlled at the end of the last Fall turn. Consequently, there will never be more than 34 Armies and Fleets (also referred to as "units") on the game board at one time. A country gains or loses units in accordance with the number of supply centres it controls. See pg. 18 for more on supply- centre control.

Units (Armies and Fleets)

Each Army unit is represented by a square playing piece. Each Fleet unit is represented by a narrow rectangular playing piece. One side of each piece has a design that represents the appropriate unit, and the other side has the colour of the Great Power. Use whichever side is more helpful. The unit colours of each Great Power are displayed on the edge of the game board and indicated in the following table. If an expanding Great Power runs out of Army units or Fleet units, the units of an eliminated country can be used.

STARTING POSITIONS

Supply centres: At the start of the game, each Great Power controls three supply centres, with the exception of Russia, which controls four. Place the appropriate unit on the designated supply centre as shown in the following table. The 12 remaining supply centres aren't occupied at the start of the game.

Note: An "A" indicates an Army, and an "F" indicates a Fleet.

Country	Unit colour	Unit city	Unit city	Unit city
Austria	Purple	A Vienna	A Budapest	F Trieste
England	Steel grey	F London	F Edinburgh	A Liverpool
France	Blue-grey	A Paris	A Marseilles	A Brest
Germany	Dark grey	A Berlin	A Munich	F Kiel
Italy	Green	A Rome	A Venice	F Naples
Russia	White	A Moscow F St. Petersburg (SC)	F Sevastopol	A Warsaw
Turkey	Yellow	F Ankara	A Constantinople	A Smyrna

Flag Markers: The game includes one set of markers for each Great Power. Players can use these markers to identify which supply centres they control on the game board.

HOW IT WORKS

1. OVERVIEW

Diplomacy is a game of negotiations, alliances, promises kept, and promises broken. In order to survive, a diplomat needs help from others. In order to win, a delegation must eventually stand alone. Knowing whom to trust, when to trust them, what to promise, and when to promise it, is the heart of diplomacy. Remember, you are a diplomat first, a commander second.

At the beginning of each turn, delegations speech, and then meet together in small groups to discuss their plans and suggest strategies. Alliances between delegations are openly or secretly made, and orders are (hopefully) coordinated. Immediately following this period of "diplomacy," each delegation secretly writes an order for each of his or her units on a slip of paper. When all delegates have written their orders, the orders are simultaneously revealed, and then the orders are all resolved. Some units are moved, some have to retreat, and some are removed. Resolving orders is the most challenging part of the rules and requires complete knowledge of the rules.

STUDENT OFFICERS

The student officers know all the rules and are the final arbiter in any dispute about the rules of procedure. They are, as it were, the diplomatic game master.

The student officers keep time for the negotiation sessions, collect and read orders, resolve issues, and make rulings when necessary. Their role is strictly neutral.

Each turn represents six months of time. The first turn is called a Spring turn and the next a Fall turn. After each Fall turn, each Great Power must reconcile the number of units it controls

with the number of supply centres it controls. At this time some units are removed and new ones are built.
Each turn has a series of phases. Here are the phases in a complete two-turn year:

Spring four-phase turn

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

Fall five-phase turn

1. Speeching phase, if requested
2. Diplomatic phase
3. Order Writing phase
4. Order Resolution phase
5. Retreat and Disbanding phase
6. Gaining and Losing Units phase

2. SPEECH PHASE

During this phase, delegations speech. The duration of the speech is announced beforehand by the student officers and may differ every half year. The order of speeches is determined by chance. The student officers draw delegation names from a hat.

3. DIPLOMATIC PHASE

During this phase, players meet to discuss their plans for upcoming turns. Alliances are made and strategies are set. These "diplomatic negotiations" take place before each turn. Negotiations last 30 minutes before the first turn and 15 minutes before each turn thereafter. Negotiations may end sooner if all players agree.
Conversations, deals, schemes, and agreements among delegations will greatly affect the course of the game. During diplomatic negotiations, players may say anything they wish. Some delegates usually go to another room or organize private groups of two or three. They may try to keep their conversations secret. They may try to overhear the conversations of others. These conversations usually consist of bargaining or joint military planning, but they may include exchanges of information, denouncements, threats, spreading of rumours, and so on. Public announcements may be made and documents may be written, made public, or kept secret, as the delegations see fit. These discussions and written agreements, however, do not bind a delegate to anything he or she may say. Deciding whom to trust as situations arise is an important part of the game.
An extra speeching phase may be requested at the end of this phase.
Note: Using the map pad during diplomatic negotiations is an excellent way to keep track of locations, strategies, and alliances.

4. ORDER WRITING PHASE

Each delegation secretly writes "orders" for each of his or her units on a slip of paper, in silence. All players then reveal orders at the same time. Each delegations reads his or her orders while others make sure that what they hear is what is written. A legal order must be followed. An order written by mistake, if legal, must be followed. An "illegal" order or an order that is judged to be unsuccessful isn't followed. A unit that is given an illegal order (or given no order) must stand in place (the unit holds).

Order dates

All orders must be dated and should alternate between Spring and Fall beginning with the year 1901. For example, the first set of turn orders should be dated "Spring 1901." The second set should be dated "Fall 1901." The third set should be dated "Spring 1902," and so on.

Order format

Delegations should make a list of their units and the provinces they occupy for easy reference during diplomatic conferences. In each set of orders, the type of unit is written first ("A" or "F") followed by the province that each unit occupies. For example. "A Paris" or "A Par" is short for an Army in Paris. This is followed by the order that the unit is given. For example, "A Par Holds" means that the Army in Paris should hold, or stay in place. The designation of "A" or "F" in orders is to remind players of their pieces. If you leave our the unit designation in an order, the order does not fail since there can be only one possible unit in a province.

Abbreviations

Delegations may refer to the abbreviations on the back cover of this rulebook for countries or provinces when writing their orders. A number of provinces begin with the same three letters, so many of those provinces have special abbreviations. When in doubt, write it out.
Keep in mind that only one unit can be in a province (inland, water, or coastal) at the same time, so there shouldn't be any confusion as to which unit is being ordered.

Types of orders

On each turn, each Great Power can order all, some, or none of its units to do one of the following:

- Hold
- Move
- Support
- Convoy
- Insurrection (explained on page 16)

UNDERLINED ORDERS

Examples of orders are listed throughout this book. Orders that aren't executed (because of interference by other orders) are underlined. This is a standard for the game of *Diplomacy* that has been in effect for years and is used in many strategy guides and other literature. While playing the game, there isn't any need to underline orders.

Note: Only Fleets can be ordered to convoy.

Hold order

You can attempt to keep a unit in place by ordering it to "hold." Not giving a unit an order is interpreted as ordering it to hold. Following is an example of a hold order:

F London Holds (or) F Lon–Holds

Move order

Throughout the game, units will be ordered to move to provinces that are occupied. This is referred to as "attacking," and will be discussed throughout this section.

Writing a Move Order

A move order is written with a dash to separate the unit type and location from the order. For example, an order to move from Paris to Burgundy would look like this:

A Paris–Burgundy (or) A Par–Bur

Army Movement

An Army can be ordered to move into an adjacent inland or coastal province. Armies can't be ordered to move into a water province. Since no two units can occupy the same province at the same time, an Army that is ordered to move to an adjacent province can end up not moving at all (because of the positions or orders of other units). See the following sections for more examples of movement.

Note: An Army can move across water provinces from one coastal province to another via one or more Fleets. This is called a "convoy" and is explained in the Convoy Order rules on page 12.

Army Movement Example: An Army in Paris could move to Brest, Picardy, Burgundy, or Gascony. See Diagram 1.

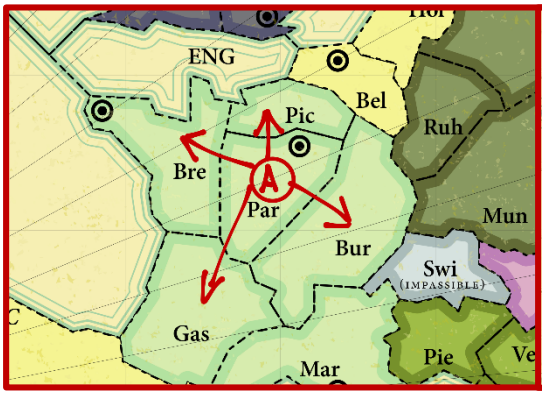

Diagram 1

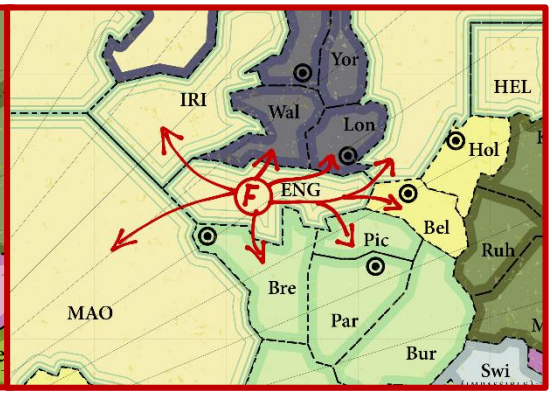

Diagram 2

Fleet Movement

A Fleet can be ordered to move to an adjacent water province or coastal province. Fleets can't be ordered to move to an inland province. Diagram 2 shows that a Fleet in the English Channel can move to the Irish Sea, Wales, London, Belgium, Picardy, Brest, the North Sea, or the Mid-Atlantic.

When a Fleet is in a coastal province, its warships are considered to be at any point along the coast of that province. A Fleet in a coastal province can be ordered to move to an adjacent coastal province only if it's *adjacent along the coastline* (as if the Fleet was moving down the coast). For example, in Diagram 3 a Fleet in Rome can be ordered to move from Rome to Tuscany

or to Naples (or to the Tyrrhenian Sea). But a Fleet in Rome can't be ordered to move to Venice or Apulia because, although those provinces are adjacent along an inland boundary, they aren't adjacent *along the coastline.*

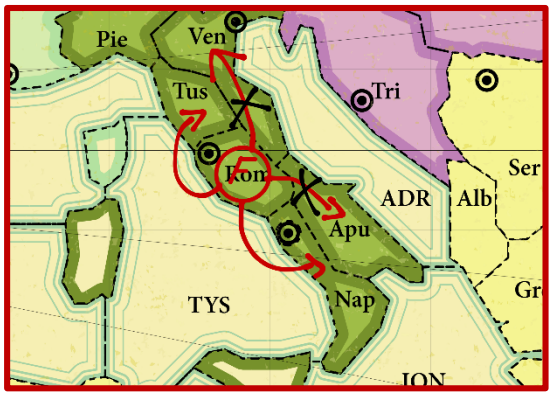

Diagram 3

Restricted Movement

Any location on the game board that isn't named can't be occupied. Switzerland is impassable and can't be occupied. With the exception of England, islands can't be occupied.

Specific Movement Clarifications

There are a few tricky areas on the map. How to move into and out of them is explained below:

Bulgaria, Spain, and **St. Petersburg:** These are the only coastal provinces that have two separately *identified coasts.* A Fleet entering one of these provinces enters along one coast and can then move to a province adjacent to that coast only. The Fleet, nevertheless, is considered to be occupying the entire province. Such a Fleet should be placed on the coastline rather than completely inland. For example, a Fleet at Spain's North Coast can't be ordered to move to the Western Mediterranean or to the Gulf of Lyon or to Marseilles. It is, however, considered to be occupying all of Spain.

If a Fleet is ordered to one of these provinces and it's possible for the Fleet to move to either coast, the order must specify which coast, or the Fleet doesn't move. For example, a Fleet in Constantinople can move to Bulgaria's East or South Coast. The order would be written "F Con–Bul EC" or "F Con–Bul SC." Likewise, a Fleet in the Mid- Atlantic Ocean can move to Spain's North or South Coast, but the order must specify which coast.

Kiel and **Constantinople:** Because of the waterways that run through these two provinces, they're considered as having one coast. Fleets can enter them along one coast and be considered anywhere along the coastline. For example, a Fleet could move from the Black Sea to Constantinople on one turn ("F Bla–Con") and then on a later turn move from Constantinople to the Aegean Sea (or other adjacent provinces). Likewise, a Fleet could move from Holland to Kiel on one turn and then move from Kiel to Berlin on a later turn (through the Kiel Canal) without having to go around or go to Denmark. Armies can also pass into and out of these provinces, freely bridging these waterways. This doesn't mean that units can jump over these provinces.

Sweden and **Denmark:** An Army or Fleet can move from Sweden to Denmark (or vice versa) in one turn. A Fleet moving from the Baltic Sea can't move directly to the Skagerrak province (or vice versa), but must first move to Sweden or Denmark. The common border with

Denmark doesn't separate the coast of Sweden into two coastlines. Denmark doesn't border on Berlin.

Standoffs

The following common situations involve forces of equal strength trying to occupy the same province at the same time. These situations are called standoffs. These rules apply when one or more countries are involved. There are a few exceptions to these rules, which are described in the section *Rare Cases and Tricky Situations* in the complete Diplomacy Rulebook.

- **Units of equal strength trying to occupy the same province cause all those units to remain in their original provinces.**
  If two or more units are ordered to the same province, none of them can move. (This is also true of equally *supported* units, which will be explained in the Support Order section.) In Diagram 4, if the German Army in Berlin is ordered to Silesia and the Russian Army in Warsaw is ordered to Silesia, neither unit will move and Silesia will remain vacant
- **A standoff doesn't dislodge a unit already in the province where the standoff took place.**
  If two units (or forces of equal strength) attack the same province, thus standing each other off, a unit already in that province isn't dislodged. So, in Diagram 4, if there had been a unit holding in Silesia, the results would be the same and the unit in Silesia would remain.
- **One unit not moving can stop a unit or series of units from moving.**
  If a unit is ordered to hold, or is prevented from moving, and other units are ordered into its province, those other units can't move. (It's like a traffic backup!) In Diagram 5, there is a Russian Army in Prussia. The Russian player told Germany that he would move out of Prussia (but he lied and ordered the Army to hold instead). The German player ordered his Army from Berlin to Prussia and his Fleet from Kiel to Berlin. The result is that nothing moves.
- **Units can't trade places without the use of a convoy.**
  If two units are each ordered to the province that the other occupies, neither can move. For example, in Diagram 6, neither unit would move. (There is a way around this through the use of convoys. See Convoy Orders on page 12.)
- **Three or more units can rotate provinces during a turn provided none directly trade places.**
  For example, in Diagram 7 all orders would succeed as no one unit directly trades places with another.

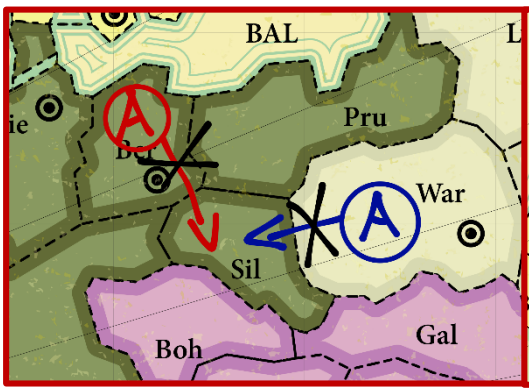

Diagram 4

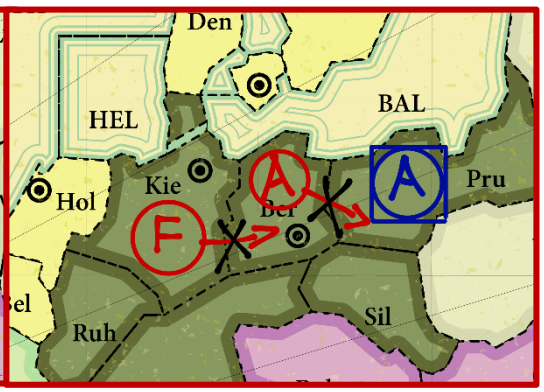

Diagram 5

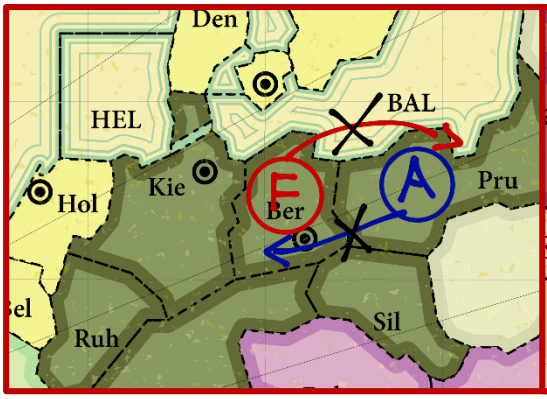

Diagram 6

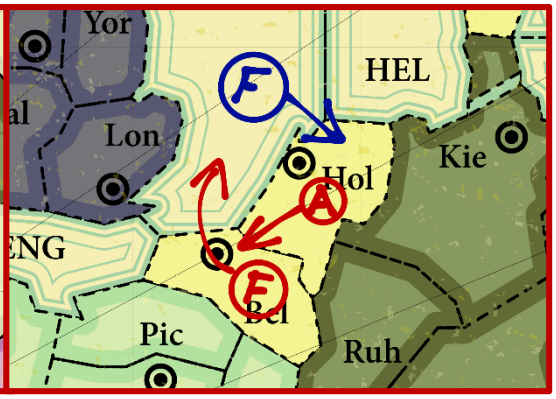

Diagram 7

Support order

This is the most critical and complex section of the rules. The "support" and "cutting support" rules must be understood in order to resolve most orders.

Overview

Since all units have equal strength, one unit can't attack and advance against another without help. That "help" is called support. If an attack is successful, the attacking unit moves into the province to which it was ordered. If the unit that was attacked had no orders of its own to move elsewhere, it's defeated and dislodged from the province. The dislodged unit must retreat or be disbanded. Retreating is explained in detail on page 14.

An Army or Fleet can provide support to another Army or Fleet. Support can be offensive (supporting an attacking move order) or defensive (supporting a hold, support, or convoy order). By supporting each other, attacking or defending units gain increased strength. For example, a unit holding with two supports has the strength of three: itself plus two supporters. Support can be provided to a fellow unit or to another player's unit. *Support can be given without consent and can't be refused!* This can cause some unexpected situations in the game that make it more interesting.

A unit moves with its own strength combined with all of its valid supports. It can complete its move unless it's opposed by a unit that is supported equally or better. One unit supporting another provides a combined strength of two and will defeat an opponent's unsupported unit. Likewise, a unit with two supporting units (strength of 3) will defeat an opponent's unit with only one support (strength of 2).

WRITING A SUPPORT ORDER

1. Write down your unit type (A or F)
2. Write down the province where your unit is located
3. Write an "S" (for Support)
4. Write the type, current location and destination of the unit receiving support (if the supported unit is moving)

Example: **"A Par S A Mar-Bur"** orders an Army in Paris to support an Army in Marseilles moving into Burgundy.

How to Support

A unit gives up its chance to move on a turn in order to support another unit's order. The province that a unit is providing support to must be one that the supporting unit could have legally moved to during that turn. Thus, an Army in Brest can't support a Fleet in the English Channel because an Army can't move into a water province. Likewise, a Fleet in Rome can't support a unit's move to Venice because, although adjacent by land, the Fleet can't move to Venice from Rome.

A Fleet that can move to a province with two separate coasts (a Fleet in the Mid-Atlantic, for example) can support another Army or Fleet into that province (in this case Spain), without regard to separate coastlines.

Supporting a Unit

- **A unit not ordered to move can be supported by a support order that only mentions its province**.

  A unit that is ordered to hold, convoy, support, or not ordered at all can receive support in holding its position. For example, if the order is written "F Den S F Bal," then the Fleet in Denmark will support the Fleet in the Baltic Sea as long as the Fleet in the Baltic is holding, convoying, or supporting. If the Fleet in the Baltic attempts to move, then the support from Denmark is invalid.
- **A unit ordered to move can only be supported by a support order that matches the move the unit is trying to make.**

  For example, an Army in Bohemia is ordered to support an Army in Munich in its move to Silesia (A Boh S A Mun–Sil). However, the Army in Munich is ordered to move to Tyrolia instead (A Mun–Tyr). The support order fails because the move it's supporting isn't the move that was ordered. This support order doesn't become a support order to hold.

Simple Support

In Diagram 8, the French Army in Gascony supports the Army in Marseilles to Burgundy. The German Army in Burgundy will be dislodged. In Diagram 9, the German Army in Silesia is supported by the Fleet in the Baltic in pushing the Russian Army out of Prussia. Note that the German Army and Fleet are both adjacent to the target province (Prussia) but not to each other. A unit doesn't have to be adjacent to the unit it's supporting. However, it must be next to the province into which it's giving support and must be able to legally move there itself.

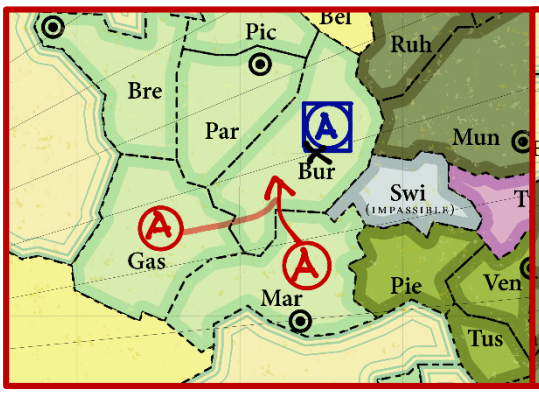

Diagram 8

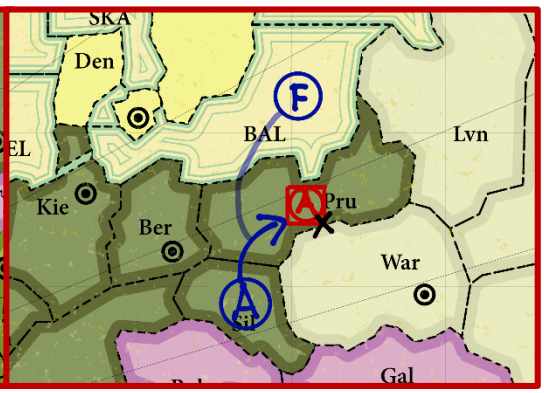

Diagram 9

Support in Standoffs

Diagrams 10 and 11 show two common standoff situations. In both cases, a strength of 2 meets a strength of 2 and all units stand in place. In Diagram 10, if there had been a Fleet in the Tyrrhenian, it wouldn't be dislodged by the standoff. (A standoff doesn't dislodge a unit already in the province where the standoff took place.)

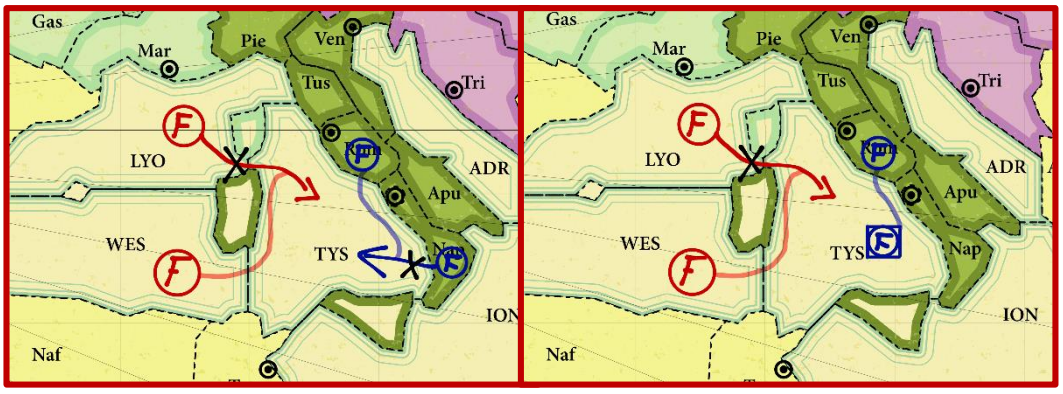

Diagram 10 Diagram 11

Dislodgment in Standoffs

- **A dislodged unit can still cause a standoff in a province different from the one that dislodged it.**

  When two or more equally supported units are ordered to the same province, neither can move—even if one of them is dislodged from a province *other than the one that is the target of the standoff during the same turn.*

  In Diagram 12, the Austrian attack from Bohemia successfully dislodges the Germany Army in Munich. However, that Army in Munich still causes a standoff with the Russian Army trying to enter Silesia.

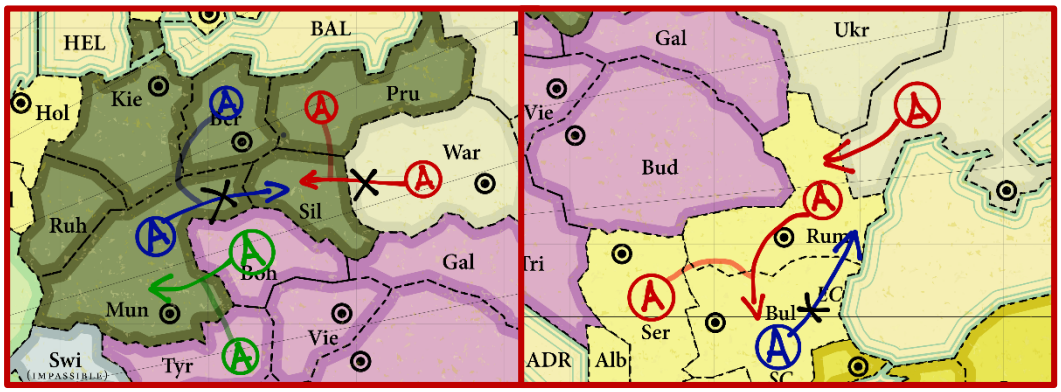

Diagram 12 Diagram 13

- **A dislodged unit, even with support, has no effect on the province that dislodged it.**

  If two units are ordered to the same province and one of them is dislodged by a unit coming from that province, the other attacking unit can move. This situation doesn't result in a standoff since the dislodged unit has no effect on the province that dislodged it.

  In Diagram 13, the Russian Army in Rumania dislodges the Turkish Army in Bulgaria. That Turkish Army and the Russian Army in Sevastopol are both ordered to Rumania, which would normally cause a standoff. However, because Rumania dislodged the

Army in Bulgaria, it has no effect on Rumania at all. This allows the Sevastopol Army to enter Rumania. The Army in Bulgaria must retreat.

In Diagram 14, even though the Turkish unit has support, it fails to prevent the unsupported Russian move into Rumania because a unit coming from Rumania dislodged the Turkish unit.

In the previous two examples, if Russia hadn't ordered "A Sev–Rum," Rumania would have been vacant, but not as the result of a standoff (there was no standoff). This is discussed further in the *Retreats* section on page 14.

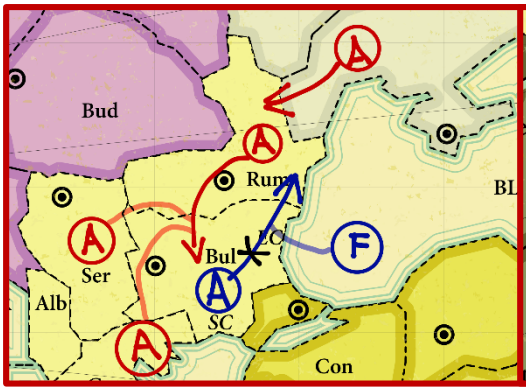

Diagram 14

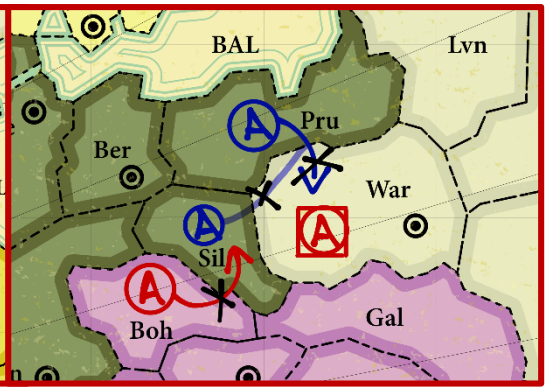

Diagram 15

Cutting support

Support can be cut. This will cause the support order to fail and support won't be given. **Note:** In this rulebook, examples of support orders that failed are underlined to show that the support was cut, not to show that the supported unit's order failed.

- **Support is cut if the unit giving support is attacked from any province except the one where support is being given.**
  The support is cut whether this attack on the supporting unit succeeds or not.
  In Diagram 15, the support from the Army in Silesia is cut by an attack from Bohemia. Note that it was enough to attack the Army giving support to cut that support. It wasn't necessary to dislodge the supporting unit to cut that support.
- **Support is cut if the unit giving support is dislodged.**
  If a unit ordered to support another unit is dislodged by an attack from any province (including the province into which it's giving support) then the support is cut and the unit that was to receive support doesn't receive it.
  In Diagram 16, the German support isn't cut by the attack from Warsaw because that is the province into which support is being given. To cut support, the Army in Warsaw would have to *dislodge* the Army in Silesia, not merely attack it.

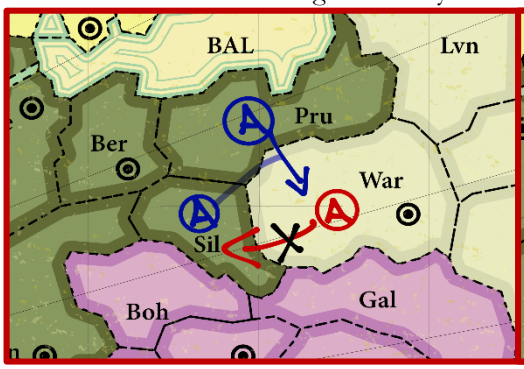

Diagram 16

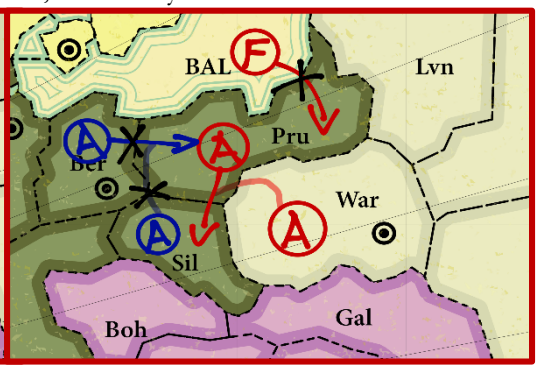

Diagram 17

In Diagram 17, the Russian Army coming from Prussia dislodges the German Army in Silesia. The support of the Silesian Army is thus cut and the German Army in Berlin stands off the Russian Fleet in the Baltic.

- **A unit being dislodged by one province can still cut support in another province.**
  Just as a unit being dislodged by one province can still cause a standoff in another, a unit still manages to cut support even if it's dislodged. Just make sure that the dislodgment isn't coming from the province where the unit is giving support. (Remember this rule: A dislodged unit, even with support, has no effect on the province that dislodged it.)
  In Diagram 18, even though the German Army in Munich is dislodged by a Russian attack, it's still able to cut the support of the Russian Army in Silesia. This prevents the Russian Army in Prussia from entering Berlin.

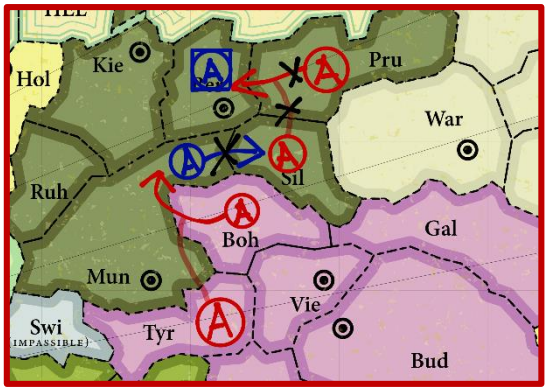

Diagram 18

Note: In complicated situations, it helps to first determine what support, if any, is cut. Once this is determined, it's easier to resolve orders.

Convoy Order

Convoying an army across one water province

A Fleet in a water province (not a coastal province) can convoy an Army from any coastal province adjacent to that water province to any other coastal province adjacent to that water province. To do this, the Army must be ordered to move to the intended province and the Fleet must be ordered to convoy it.

Note: A Fleet can't convoy a Fleet.

Writing convoy orders

Just as "S" indicates support, the letter "C" is used to indicate convoy. Following is an example of a convoy order:

A Ank–Sev; F Bla C A Ank–Sev

A Fleet can't convoy more than one Army during the same turn. The order to the Fleet must contain both the location and the destination of the Army being convoyed. Just as with support orders, the convoy order must match the move order given by the Army being convoyed. For example, if the Army in Rumania is ordered to Armenia (A Rum–Arm) and the convoy order

is written to take it to Ankara (F Bla C A Rum–Ank), then the convoy would fail and the Army would remain in Rumania.

Note: Fleets in any *coastal* province (including Constantinople, Denmark, and Kiel) can't convoy.

In Diagram 19, the Fleet in the North Sea convoys the Army in London to Norway.

UNDERLINED ORDERS
In this rulebook, examples of convoy orders that failed are underlined to show that the underlined Fleet was dislodged. Other Fleets in a convoy chain won't be underlined.

"Support" Can't be Convoyed
Only Armies can be convoyed. "Support" can't be transported from one Army via a convoy to another unit. For example, the orders shown below in bold are illegal and clearly fail.

England: A Pic–Bre, A Lon S A Pic–Bre, F Eng C A Lon S A Pic–Bre
France: F Bre–Holds

Convoying an Army Across Several Water Provinces If Fleets occupy adjacent water provinces, an Army can be convoyed through all these water provinces on one turn, landing in a coastal province adjacent to the final Fleet in the chain.

In Diagram 20, the English Army from London goes to Tunis on a single move with help from the French player.

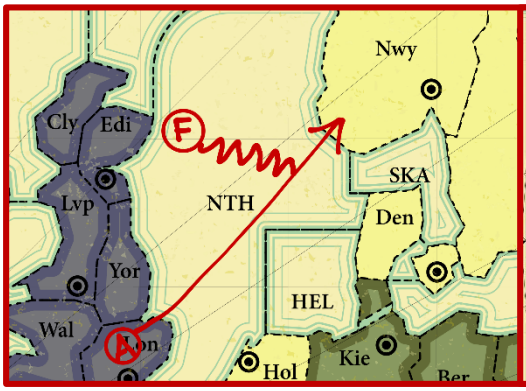

Diagram 20

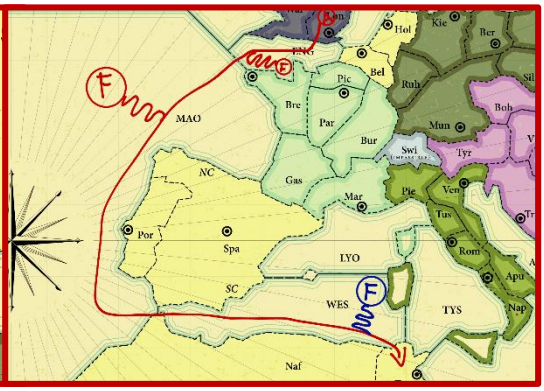

Diagram 21

Disrupting a Convoy

- **Dislodgment of a fleet in a convoy causes the convoy to fail.**
  If a Fleet ordered to convoy is dislodged during the turn, the Army to be convoyed remains in its original province. An attack on a convoying Fleet, which doesn't dislodge it, doesn't affect the convoy.
- **A convoy that causes the convoyed Army to standoff at its destination results in that army remaining in its original province.**
  If a convoyed Army arrives at its destination province and is unable to stay there because of a standoff with another unit(s), then that convoyed Army must remain in its original coastal province. (It could still be forced out of its original province by a

successful attack there.) An Army can be supported into its destination province to help avoid a standoff.

In Diagram 21, the Fleet in the Tyrrhenian is dislodged, so the French Army doesn't move from Spain to Naples.

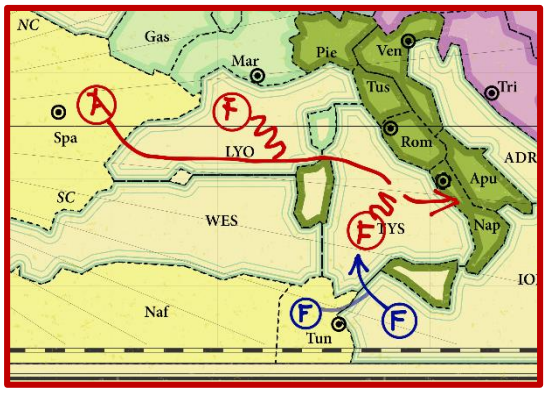

Diagram 21

5. THE ORDER RESOLUTION PHASE

After all the orders have been revealed and read, the Student Officers must resolve all of the conflicts. Resolution will result in successful moves, failed moves, standoffs, retreats, and disbandments. The units on the game board are moved and removed as described in the next two phases of play.

6. RETREAT AND DISBANDING PHASE

After all the orders have been revealed and read, the moves made, and the conflicts resolved, any dislodged (defeated) units make their retreat. These retreats are written down (just like orders) and revealed immediately. No diplomacy or discussion takes place prior to writing retreat orders—all countries are on their own.

A dislodged unit must retreat to an adjacent province that it could ordinarily move to if unopposed by other units. Sometimes a retreat is made deeper into enemy territory.

A unit can't retreat to:

- a province that is occupied;
- the province from which the attacker came; or
- a province that was left vacant by a standoff during the same turn.

If there is no available province to retreat to, the dislodged unit is immediately disbanded and removed from the game board.

Writing retreats

If two or more units must retreat, the retreat locations are immediately (and without discussion) written down by the players concerned. The written retreats are then simultaneously revealed. Retreats can't be convoyed or supported. Each player should write down the location of the dislodged unit and the location to which it's retreating.

Disbandment

If two or more units are ordered to retreat to the same province, they all must be disbanded. If a player fails to order a retreat when necessary, the unit is disbanded. A unit can always voluntarily disband instead of retreating.

7. GAINING AND LOSING UNITS PHASE (AFTER FALL TURN)

Controlling Supply centres

After each Fall turn, players check to see how many supply centres they control. A country controls a supply centre when one of its units occupies that supply- centre province after a Fall turn has been played and completed.

Once a country gains control of a supply centre, it can leave the centre vacant and still keep control of it, as long as that centre isn't occupied by another country at the close of a Fall turn. A unit that moves into a supply centre during a Spring turn and moves out of it during the Fall of the same year doesn't affect the ownership of the supply centre. In short, a country retains control of a supply centre as long as, at the end of each Fall turn (including retreats), the supply centre is either vacant or is occupied by one of its own units.

Adjusting number of units

After each Fall turn (including retreats, if any), players adjust their units to match the number of supply centres they control. This may result in some units being disbanded (if the player has lost supply centres that year) or in some units being built (if the player has gained supply centres that year). As with retreats, gaining and losing units (collectively known as "adjustments") are written and revealed simultaneously without discussion or diplomacy of any kind.

Disbanding

If a country has fewer supply centres than units, it must disband the excess number of units (owner's choice of which units).

Building

If a country has more supply centres than units, it can place new units in each unoccupied supply centre of its home country that it still controls. It can't build units in supply centres outside its home country.

> **EXAMPLE**
> The French player can build units only in Paris, Brest, and Marseilles throughout the course of the game. However, if Marseilles was under Italy's control and the French player had a unit in Brest, he or she would only be allowed to build in Paris, no matter how many builds France was entitled to on that turn. If the French player vacated Brest and regained control of Marseilles, he or she would be allowed to build there after another Fall turn (provided he or she was still entitled to build on that turn).

Additional building rules

Only an Army unit can be built on an inland province supply centre.

- When building a unit on a coastal province supply centre, a Fleet or Army must be specified in the written build order. If Russia builds a Fleet in St. Petersburg, the Russian player must also specify "North Coast" or "South Coast."

- If your country's home supply centres are all occupied by your own (or other players') units, then you can't build during the current Fall turn. Remember to leave some home supply centres open if you intend to build new units in the Fall.
- If your country has lost all of its home supply centres, you can still fight with the units (supplied by other centres) remaining under your control. In this case, you can't build new units until you recapture a home supply centre and control it at the close of a Fall turn.
- A country can decline to build a unit that it's entitled to for whatever reason (usually a diplomatic one).

Writing builds and disbandments

Delegations write down which units they will disband (if any) and what type of unit will be built in a home supply centre (if any). These orders are written without diplomacy or discussion and revealed at the same time. Any vague or invalid orders are ignored.

LOSING YOUR COUNTRY AND REGAINING IT

It is possible to lose your last supply centre and thus your last army or fleet. When that happens, you lose all your territory, your military presence and thus technically your country. You will be considered a province of the Great Power that took your last supply centre. Luckily you will not be easily forgotten, and as diplomats you can strive to regain your country. You retain any non-territorial victory points that are still applicable, and you may therefore even win the game without having any land, though that is admittedly a rare situation.

So how does one regain one's country? The trick is to cause insurrections in the renegade province that once was your country. In order for these insurrections to succeed you'll require aid from other Great Powers.

Each Great Power has the option of giving their armies or fleets an Insurrection order. This effectively means the unit is disbanded and its weapons plus a few able men transported to the site of the insurrection. Such an insurrection requires one season (i.e. either a spring or a fall) to succeed. The order is given as follows:

England: F I Lon–Russia

Meaning that England disbands its fleet in London in order to support a Russian Insurrection. As this example shows, any unit can support an insurrection anywhere in the world. This surreptitious support is not subjected to the normal rules for movement of troops.

If a Great Power that has lost its country manages to get the support of two units (from one or two Great Powers), it may at the end of the season of the insurrection reclaim two of the supply centres of its home country and build a unit there. If one gets the support of four units for an insurrection, then one regains all three supply centre. Russia can regain all four supply centres if they gain support of at least six units. Any supply centre that is taken back must be unoccupied. For any occupied supply centre, an additional unit must join the insurrection.

A country to be revived must file orders to revive its country, explicitly stating which supply centres are to be regained, including order of preference in case less support is given than was expected. An order given without order of preference is considered invalid.

It might happen that the supported country does not file (valid) orders to revive its country, or one of the promised units fails to turn up, the insurrection ends unsuccessfully.

Helping an insurrection costs a delegation a unit for one season, but that may well be a small price to pay for dealing a blow to an enemy that will suddenly see a Great Power revived behind its front lines, or for an enemy to suddenly have to fight a war on two fronts. Also, any Great Power investing at least two units in an insurrection gains a non-territorial Victory Point.

NON-TERRITORIAL VICTORY POINTS

Each Great Power will be provided with a list of non-territorial victory points for their country alone at the start of the conference. Each country may also propose other achievements that will gain them non-territorial victory points. This way, proper research into your country is directly rewarded in game terms. Any achievements proposed must be reasonably historically accurate for your country. Your proposals will be evaluated by the student officers. They may allow or deny such achievements and can award up to 3 extra victory points per achievement. The student officers may or may not choose to limit the total number of extra points awarded to any country in order to maintain game balance.

'NON-TERRITORIAL' OR 'POLITICAL' VICTORY POINTS

To give you some idea on what kind of victory points you can come up with, here are some examples based om World War II events:

United Kingdom:

- Achieve 'Peace for our time'
- Make sure the British Expeditionary Force escapes Germany's troops in 1940 by evacuating them from Dunkirk
- Participate in the Yalta conference and make sure that Germany will be divided in a North German state, a South German state and a West German state after its surrender.

Union of Soviet Socialist Republics:

- Divide Poland between Germany and yourself
- Participate in the Yalta conference and ensure that Eastern Europe will be within the Soviet sphere of influence.

Germany

- Promise Russia a part of Poland in exchange for peace, but attack them afterwards anyway

United States of America

- Participate in the Yalta Conference and arrange the foundation of the United Nations
- Make sure the Nazi war criminals will be tried after the Second World War has ended.

ORGANISING A CONFERENCE

One way of gaining non-territorial victory points, is organising and / or participating in a congress, conference or convention. If you want to organise such a conference, follow the steps and rules written below.

1. Determine the preliminary goal for the conference.
2. Find other delegations that support you and determine the definite goal of the conference.
3. Determine the location and name of the conference.
4. Make sure that the area of the conference does not contain any army of fleet that is hostile to the conference.
5. Determine the participating delegations. No conference can be held with less than three delegations.
6. Fill in the 'Conference Organising Form' which will be provided to you at the conference.
7. Go to the presidency to ask for a conference room.
8. The conference will commence: one or two of the presidents will preside over the conference. The Rules of Procedure of the conference will consist of the ad-hoc LEMUN Rules of Procedure, unless a 2/3 majority of the conference decides otherwise.
9. The conference will last no longer than one year.
10. During the conference, the participating countries will have to send one of their delegates to the conference room. The other will continue in the Situation Room.
11. During the conference, the game will continue and the delegates present in the Situation Room will keep playing.
12. Every 10 to 20 minutes, one of the presidents will be able to send and receive notes from the 'home front' and contact with the delegates in the other Room is possible.
13. Delegations that can communicate in Morse Code will have the advantage of telegraph during the conference and will be able to communicate at will.
14. If in the Situation Room the area where the conference is held is conquered, the conference will be cut short immediately. If delegations want to continue the conference, the entire procedure must be followed again.
15. Only one conference can take place at the same time.

22 RULES TO HELP YOU RESOLVE ORDERS

5. All units have the same strength.
6. There can only be one unit in a province at a time.
7. Units of equal strength trying to occupy the same province cause all those units to remain in their original provinces.
8. A standoff doesn't dislodge a unit already in the province where the standoff took place.
9. One unit not moving can stop a series of other units from moving.
10. Units can't trade places without the use of a convoy.
11. Three or more units can rotate provinces during a turn provided none directly trade places.
12. A unit not ordered to move can be supported by a support order that only mentions its province.
13. A unit ordered to move can only be supported by a support order that matches the move the unit is trying to make.
14. A dislodged unit can still cause a standoff in a province different from the one that dislodged it.
15. A dislodged unit, even with support, has no effect on the province that dislodged it.
16. A country can't dislodge or support the dislodgment of one of its own units, even if that dislodgment is unexpected.
17. Support is cut if the unit giving support is attacked from any province except the one where support is being given.
18. Support is cut if the supporting unit is dislodged.
19. A unit being dislodged by one province can still cut support in another.
20. An attack by a country on one of its own units doesn't cut support.
21. A dislodgment of a Fleet necessary to a convoy causes that convoy to fail.
22. A convoy that causes the convoyed Army to standoff at its destination results in that Army remaining in its original province.
23. Two units can exchange places if either or both are convoyed. (This is the exception to Rule 6.)
24. An Army convoyed using alternate convoy orders reaches its destination as long as at least one convoy route remains open.
25. A convoyed Army doesn't cut the support of a unit supporting an attack against one of the Fleets necessary for the Army to convoy. (This supersedes Rule 13.)
26. An Army with at least one successful convoy route will cut the support given by a unit in the destination province that is supporting an attack on a Fleet in an alternate route in that convoy. (This supersedes Rule 21.)