
DIPLOMACY

THE ALEXANDER RULES

By Justin Alexander

Based on *Diplomacy* by Avalon Hill

In the words of *The Diplomacy Player's Technical Guide*: "*Diplomacy* merits such a body of game laws as chess has: One that is clean, clear, consistent, comprehensible, conventional, concrete, concise, complete, discrete, finite, playable, unambiguous, standard, traditional, elegant, firm, precise, and logically whole."

The Alexander Rules are designed to provide such a set of rules.

It is an unfortunate reality that the rules of *Diplomacy* - as published by Allan B. Calhamer, Games Research, Avalon Hill, and Hasbro - have always contained ambiguities and inconsistencies: Situations in which a "correct and consistent" adjudication by the rules (i.e., an adjudication which will be identical from one Gamemaster or Judge to the next) is impossible.

HISTORY OF DIPLOMACY RULES

For the casual student, the extant rules for *Diplomacy* (as published in America) are:

D1959
GR1961
GR1971
AH1976
AH1982
AH1992
H1999
H1999 (computer)
H2000

The D1959 rules are the original rules as published by Allan B. Calhamer. When Games Research, Inc. acquired the rights to the game in 1961 they published their own rulebook (GR1961) - which was, in all ways, identical to the 1959 rulebook except for typographical design and lay-out.

The rules were first revised by Games Research, Inc. ten years later. A team consisting of Rod Walker, Steve Marion, John McCallum, John Boardman, and others was commissioned to work with Allan Calhamer. The result was the GR1971 rulebook. This rulebook reorganized the entire rule set, introducing the idea of numbering and naming each rule

individually. The rulebook clarified a number of concepts and introduced rule XII.5: A Convoyed Attack Does Not Protect the Convoying Fleets. This rule was an attempt to resolve first order paradoxes (see below).

When Avalon Hill acquired Diplomacy in 1976, they published their own rulebook (AH1976). This rulebook was identical to the GR1971 rulebook, but bore a new copyright date.

Six years later, in 1982, Avalon Hill released a revised ruleset. Known as the 1982 or “2nd Edition” rulebook (despite the fact it was really the *third* edition of the published game), this rulebook (AH1982) again offered revisions in an attempt to create a more consistent ruleset. Notably, rule XII.5 was changed to: A Convoyed Attack Does Not Cut Certain Supports (this rule was an attempt to resolve second order paradoxes) and rule XII.6: Both a Convoy and an Overland Route was added (this rule was an attempt to stop the “kidnapped army” ambiguity).

Avalon Hill revised the rulebook a second time in 1992, resulting in the AH1992 (3rd Edition) rulebook. These rules were, essentially, identical to the AH1982 rulebook, but there were editorial changes designed to clarify the distinction between a Move order, a Support order, and a Convoy order. These editorial changes resulted in an alteration in the numbering and naming of the rules - meaning that referring to a rule by the numerical scheme was no longer practical unless you specified the rulebook you were referring to. (As a result, most players in the Diplomacy community continue to use the 1982 references and ignored the 1992 rulebook.)

Avalon Hill was sold to Hasbro in the late 1990's. Under Hasbro's ownership, a new edition of *Diplomacy* was released in 1999 with a completely revised rulebook (H1999). This rulebook, also known as the 4th Edition, was aimed firmly at the neophyte, illustrated with copious examples and explanative text. Unfortunately, in an effort to make the rules accessible to a family audience, the H1999 rulebook sacrificed precision, ease of use, and consistency: The numerical ordering of the rules was abandoned, the rules were badly broken up by the examples without clear reference, and the second and (under some interpretations) first order paradoxes were reintroduced to the ruleset. On the other hand, the H1999 rules did include the first clear resolution of the “kidnapped army” ambiguity.

At the same time that Hasbro released its revised edition of *Diplomacy*, it also released a CD-ROM version of the game. The CD-ROM game shipped with its own rulebook (referred to as the H1999 computer rulebook), which differed from the H1999 rulebook in only one regard: It did not include a clear resolution of the “kidnapped army” ambiguity, and - in fact - took a step backward here, as well, to the 1976 rules.

Hasbro has also released a H2000 rulebook, differentiated from the H1999 rulebook only by the copyright date. A third version of this rulebook, published by wizards of the coast, was released in 2008 with no significant changes (although the name of the Build Phase had been changed to the “Gaining and Losing Units Phase”).

So, in general, it is safe to say that there have been five versions of the rulebook:

D1959/GR1961 (Original Edition)
GR1971/AH1976 (1st Edition)
AH1982 (2nd Edition)
AH1992 (3rd Edition)
H1999/H2000/WOTC2008 (4th Edition)

With a minor variation of the 4th Edition for the CD-ROM edition of the game.

AMBIGUITIES

Ambiguities are situations in which the rules are unclear. There are two possible outcomes of adjudication, but the discrepancy is caused because the meaning of the rules is unclear. If the meaning of the rules were clear, then no discrepancy would exist.

The Coastal Crawl

In the original edition of the game, the definition of a “space” was not as clearly defined as it is today. As a result, one interpretation of the rules postulated that, for example, the north coast and the south coast were two separate provinces, allowing:

F Por-Spa (nc)
F Spa (sc)-Por

Calhamer explicitly did not desire that this move – known as the “coastal crawl” – should be legal. As a result, the 1971 revision of the rules clarified the definition of spaces and disallowed the coastal crawl.

Multiple Convoy Routes

Under the original rules it was entirely unclear how multiple, legitimate convoy routes should be handled. For example:

A Tun-Nap
F Ion C A Tun-Nap
F Tyn C A Tun-Nap

Should such an order be disallowed because it “admits of two meanings”? If it is allowed, should the army be allowed to move to Tunis if one (but not both) convoys are disrupted? In the 1971 revision, rule XII.4 (Ambiguous Convoy Routes) allowed the orders, but stated that “if any of the possible routes are destroyed by dislodgment of a fleet, the army may not move”.

This, however, created new problems. Now all a foreign power needed to do to prevent a convoy was to order an alternate convoy and then arrange for its own fleet to be dislodged.

So the 2nd Edition reversed course, replacing rule XII.4 with “More Than One Convoy Route: If the orders as written permit more than one route by which the convoyed army could proceed from its source to its destination, the order is not void on account of this ambiguity; and the army is not prevented from moving due to dislodgment of fleets, unless all routes are disrupted.”

Kidnapped Army

Another problem with convoys were “kidnapped armies”. Here an army in a coastal province is attempting to move into an empty, adjacent coastal province. A foreign power slyly orders a convoy for the unit, and then arranges for the convoy to be disrupted. Now, it seemed, the army no longer moved – because their convoy had been disrupted (rule XII.3).

The 2nd Edition rulebook attempted to correct this problem with rule XII.6: “Both a Convoy Route and an Overland Route: If an army could arrive at its destination either overland or by convoy, one route must be considered and the other disregarded, depending upon the intent as shown by the totality of the orders written by the player governing the army.”

The problem is that rule XII.6 amounted to absolutely nothing. What does “shown by the totality of the orders written by the player governing the army” mean, exactly?

This problem remained uncorrected until the 4th Edition of the rules, where an unnumbered rule reads: “If at least one of the convoying Fleets belongs to the player who controls the Army, then the convoy is used. The land route is disregarded. If none of the convoying Fleets belong to the player who controls the army, then the land route is used. However, the player controlling the army can use the convoy route if he/she indicated ‘via convoy’ on the Army move order in question.” (pg. 15)

This, however, is the rule which was dropped for the H1999 computer version of the manual, because the CD-ROM game offered no mechanic by which “via convoy” could be indicated. The H1999 computer version of the manual states that “if either the overland route or the convoy route is valid, then the Army will move to its destination”.

Note that both of these rules resolves the ambiguity in a different fashion.

Brannan’s Rule

Brannan’s Rule was an early house rule which attempted to solve first order paradoxes (see below). It was named after Steve Cartier (aka Dan Brannan), and stated: “The army in a convoyed attack is deemed to come from the space occupied by the last convoying fleet.” The primary intended effect of this rule was to make it impossible for a convoyed attack to cut a support directed against a convoying fleet.

However, Brannan’s Rule has a couple of undesirable side-effects: If the army is coming from the space occupied by the last convoying fleet, then the army is occupying that space at the same time as the fleet (something which the rules expressly forbid at all times).

Allan Calhamer disagreed with Brannan's Rule, and in the 1971 revision an alternate solution was found to first order paradoxes (which specifically prevented the convoy from cutting a support against itself).

The rules, however, have never clearly stated that a convoyed attack comes from the army's original province - which means that the ambiguity of the issue crops up from time to time.

PARADOXES

Unlike ambiguities, the problem of paradoxes cannot be resolved by clarifying the rules. In most cases, the rules are crystal clear: The problem of the paradoxical situation is that it admits itself to two different resolutions under the rules. In order to correct a paradox, the rules must be changed or amended.

First Order Paradoxes

The simplest of the paradoxes involves a convoyed attack cutting the support of an attack which would, otherwise, disrupt the convoy:

England: F Lon S F Wal-ENG

England: F Wal-ENG

France: A Bre-ENG-Lon

France: F ENG C A Bre-Lon

Under the original rules of the game, this situation could not be adjudicated: If the convoy succeeds, then the support is cut and the convoy succeeds. If the support is not cut, then the convoy fails and the support is not cut.

In the AH1976 rules, this was corrected with rule XII.5: "A Convoyed Attack Does Not Protect the Convoying Fleets: If a convoyed army attacks a fleet which is supporting a fleet which is attacking one of the convoying fleets, the support is not cut."

Now the adjudication is clear: The support of F Lon is not cut and the attack on ENG by F Wal succeeds, dislodging F Bre and disrupting the convoy.

Second Order Paradoxes

But that didn't solve all the problems:

France: A Bre-ENG-Lon

France: F ENG C A Bre-Lon

England: F Lon S F Edi-NTH

England: F Edi-NTH

Russia: A Nwy-NTH-Bel

Russia: F NTH C A Nwy-Bel

Germany: F Bel S F Pic-ENG

Germany: F Pic-ENG

Do both convoys succeed or are both convoys disrupted because both convoys succeed?

Another revision of the rules was in order, and in AH1982 it was provided with a rewrite of rule XII.5: "A Convoyed Attack Does Not Cut Certain Supports: If a convoyed army attacks a fleet which is supporting an action in a body of water; and that body of water contains a convoying fleet, that support is not cut."

Unfortunately, this new rule had side effects – altering adjudications in situations where there had been no problem. And, worse yet, the result could almost certainly be described as wholly illogical in those actions:

England: F IRI-MAT

England: F ENG S F IRI-MAT

France: F Spa (nc) S F MAT

France: F MAT C A Por-Bre

France: F Por-MAT-Bre

Italy: F GOL C A Tus-Spa

Italy: A Tus-GOL-Spa

Under the 1976 rules, Italy's attack on Spain would cut the support and result in the disruption of the convoy through the Mid-Atlantic. Under the 1982 rules, Italy's attack on Spain has no effect at all. Worse yet, if you add:

Italy: A Mar S A Tus-GOL-Spa

France's fleet in Spain is actually *dislodged*, but still offers support under the 1982 rules.

Pandin's Paradox

Plus, the 1982 rule didn't resolve all the paradoxes. Pandin's Paradox results from orders like these:

France: A Bre-ENG-Lon

France: F ENG C A Bre-Lon

England: F Lon S F Wal-ENG

England: F Wal-ENG

Germany: F NTH S F Bel-ENG

Germany: F Bel-ENG

Ignoring the effects of the convoy, the attacks on the English Channel from England and Germany are equally supported – which means that France’s fleet in the English Channel would not be dislodged due to the beleaguered garrison rule. But now take the effects of the convoy into account: If the convoy succeeds, then it cuts London’s support, which means that England’s and Germany’s attack on the channel are no longer equally supported, which means that the fleet is dislodged, which means that the convoy is disrupted. Paradox.

DESIGN PRINCIPLES OF THE ALEXANDER RULES

The Alexander rules are designed to be:

Clear: The meaning of a rule is never vague or uncertain, and admits of only one interpretation. Ambiguities do not exist in the rules.

Robust: The rules are consistent and logical, allowing for only a single resolution to be possible for any given set of orders. Paradoxes do not exist under the rules.

Precise: Rules can be cited accurately and quickly. The rules have been structured to group concepts into clear hierarchies and are numbered to provide easy reference (under a numbering system which is distinct from previous numbering systems so as to minimize confusion). Terms within the rules are given specific definition.

Clean: When notes and comments are included, they are clearly separated from the rules themselves. (Notes are identified as such and contained within parentheses. These notes comment upon the rules, but are not part of the rule set.)

Elegant: The rules seek to provide the simplest means to any end. Unnecessary rules are avoided. Duplication of rules is avoided whenever possible.

Traditional: The Alexander Rules do not represent an alteration of *Diplomacy*, except in those circumstances when it is required to correct a paradox.

Complete: The Alexander Rules contain all the rules necessary to play *Diplomacy*.

Specifically, here are ways in which the ambiguities and paradoxes mentioned above have been resolved in the Alexander Rules:

Coastal Crawl: As per the most recent edition of the rules (following the GR1971 revision), the definition of a “province” in the Alexander Rules is precise and the coastal crawl is not allowed.

Multiple Convoy Routes: As per the most recent edition of the rules (following the AH1982 revision), multiple convoy routes are allowed and the convoy is not disrupted unless all routes are disrupted.

Kidnapped Armies: The Alexander Rules use a simpler standard than the most recent edition of the rules. If an Army could reach its destination via either a land route or a convoy route, it is assumed to move via the land route unless it is specifically ordered to move “via convoy”. Furthermore, an Army ordered to move via convoy that has all of its convoys disrupted will still attempt to move via land if that is possible.

Brannan’s Rule: As per the most recent edition of the rules (following the intentions of Allan B. Callhamer), a convoyed attack is always considered to have come from the province from which the attacking army is moving.

Paradoxes: The Alexander Rules contain neither the 1976 nor the 1982 anti-paradox rule. Instead, the following rule (IV.5.g) is used:

“RESOLVING PARADOXES: If a convoy would be disrupted if not for the effects of the Army being convoyed, then the convoy is disrupted. If a convoy would not be disrupted if not for the effects of the Army being convoyed, then the convoy is not disrupted even if a Fleet involved in the convoy is dislodged (this is an exception to rule IV.5.c).”

When adjudicating a convoy under this rule, first assume that the convoy fails. If the result of this assumption is that all possible convoy routes are disrupted, then the convoy fails. If the result of this assumption is that the convoy succeeds, then the convoy succeeds (even if the result of that success is that the fleet involved in the convoy is dislodged).

In first and second order paradoxes, this rule results in the Fleet being dislodged and the convoy being disrupted. This is consistent with the 1976 and 1982 anti-paradox rules, but avoids the unwarranted side effects of the 1982 rule.

For Pandin paradoxes (which have never been resolved under an official rule set), this rule creates an exception to the rule that a convoy is disrupted if one of the Fleets involved in the convoy is dislodged. This approach was taken because its result is more consistent with the resolution of analogous orders. The classic Pandin’s Paradox is represented by the moves:

France: A Bre-ENG-Wal

France: F ENG C A Bre-Wal

England: F Wal S F Lon-ENG

England: F Lon-ENG

Germany: F NTH S F Bel-ENG

Germany: F Bel-ENG

As described above. Take the following orders, however:

France: F ENG-Wal

England: F Wal S F Lon-ENG

England: F Lon-ENG

Germany: F NTH S F Bel-ENG

Germany: F Bel-ENG

Resolution: The French attack cuts Wales' support of London. Germany moves into the English Channel.

Or the following orders:

France: A Yor-Lon

England: F Wal S F Lon-ENG

England: F Lon-ENG

Germany: F NTH S F Bel-ENG

Germany: F Bel-ENG

Resolution: The French attack cuts Wales' support of London. Germany moves into the English Channel.

Or the following orders:

France: A Bre-MAT-IRI-Wal

France: F MAT C A Bre-Wal

France: F IRI C A Bre-Wal

England: F Wal S F Lon-ENG

England: F Lon-ENG

Germany: F NTH S F Bel-ENG

Germany: F Bel-ENG

Resolution: The French attack cuts Wales' support of London. Germany moves into the English Channel.

In short, given the following orders:

England: F Wal S F Lon-ENG

England: F Lon-ENG

Germany: F NTH S F Bel-ENG

Germany: F Bel-ENG

The only way that France can attack Wales and *not* cut the support of London (allowing Germany to move into the English Channel) is if it attempts to convoy an army through the English Channel.

The Alexander Rules solves Pandin's Paradox by handling the French convoy through the English Channel in the same way as all other French attacks upon Wales: The attack succeeds, the support is cut, and Germany moves into the English Channel. This means that the French fleet in the English Channel is dislodged, so a special exception is made which prevents the dislodgement from disrupting the convoy.

Another way of looking at it: Pandin's Paradox arises specifically because the Fleet in the English Channel, while being a crucial component of the attack on Wales, does not move *out* of the English Channel during the attack. As a result, unlike a unit attacking on its own, the convoying Fleet can be dislodged from its province of origin – which would disrupt the convoy and causes the paradox. Similarly, if units elsewhere could attack without moving, you'd end up with all sorts of paradoxes. For example, try to resolve the following attack under the assumption that the army in Bohemia attacks, but doesn't move and that dislodging the Bohemian army stops it from attacking:

Austria: A Boh ATTACKS Vie

Austria: A Gal S A Boh ATTACKS Vie

Germany: A Sil-Boh

Germany: A Mun S A Sil-Boh

Turkey: A Tyl-Boh

Turkey: A Vie S A Tyl-Boh

Ignore the Austrian attack. Bohemia is the scene of a stand-off, which means it benefits from the Beleaguered Garrison rule and is not dislodged. But when you take the Austrian attack into account, it dislodges the Turkish support from Vienna (cutting it), as a result Germany moves into Bohemia, dislodging the Austrian army, which prevents it from attacking, which prevents it from dislodging the Turkish support... Paradox.

This analogy allows us to precisely identify the two sources of the paradox: (1) The fact that the Austrian army doesn't move while it attacks. (2) The fact that dislodging the Austrian army causes its attack to fail.

Back to the convoy: Obviously we don't want the Fleet to move while it is convoying (that would open up a whole new can of worms). Nor do we want to allow a convoy to succeed when the Fleet has been dislodged, because the convoy would then be immune to

disruption. The solution? Create a single exception, in which the convoy can succeed even though the Fleet has been dislodged, but only when the convoyed attack is responsible for the Fleet being dislodged. (Which is, of course, exactly what the Alexander Rules do.)

As a final note, it should be understood that accessibility - per se - is not the goal of the Alexander Rules. Simply reading the Alexander Rules is not a good way to learn how to play *Diplomacy*: The rules are designed for precision and clarity, but not instructional value. The ideal situation would be a comprehensive *Beginner's Guide to Diplomacy* using the Alexander Rules - a project which I hope to complete at some point in the future.

I. BASICS

1. **GREAT POWERS:** Each player represents one of the Great Powers of Europe in the years just prior to World War I: Austria, England, France, Germany, Italy, Russia, and Turkey. At the start of the game, the players randomly determine which Great Power each player will represent.
 - a. **ELIMINATION:** If a Great Power no longer controls any supply centers, it is eliminated from the game. A Great Power which has been eliminated from the game is no longer considered *active*.
 - b. **HOME SUPPLY CENTERS:** A Great Power's home supply centers are the provinces used for the Great Power's starting positions (as defined in rule I.4.b).
2. **MAP:** The board on which the game is played is broken up into *provinces*. Some provinces are *supply centers*.
 - a. **PROVINCES:** Provinces are defined on the board by thin black lines.
 - b. **NAMES:** All provinces are identified by name. If a space on the board is not named, it is not a province. (Note: A unit can only move to and occupy a province. In some versions of the map, Switzerland has been named. As an exception to this rule, Switzerland is not a province, even when named.)
 - c. **SUPPLY CENTERS:** Provinces are designated as supply centers on the map with a star. (Note: There are 34 inland and coastal provinces on the map designated as supply centers. A Great Power has as many units as the number of supply centers it controlled at the end of the last Fall turn. Consequently, there will never be more than 34 units on the map at one time.)
 - d. **OCCUPATION:** A province is *occupied* by whatever Great Power has a unit in it. There can be only one unit in a province at a time.
 - e. **CONTROL:** A supply center is *controlled* by whatever Great Power last occupied it at the end of a Retreat and Disbanding Phase during a Fall turn. If there have been no previous Retreat and Disbanding Phases during a Fall turn, a supply center is controlled by whatever Great Power occupied at the beginning of the game. (Note: Flag markers can be used to designate which Great Power controls a supply center on the map.) (Note: In other words, a Great Power retains control of a supply center as long as, at the end of each Fall turn, the supply center is either vacant or is occupied by one of its own units.)
 - f. **BORDERS:** A *border* between two provinces allows movement between those provinces. On the map, any two provinces drawn next to each other possess a border. This is also known as the two provinces *bordering* each other.
3. **TYPES OF PROVINCES:** There are three types of provinces: *Inland*, *water*, and *coastal*.
 - a. **INLAND:** Only Armies can occupy an inland province.

- b. WATER: Only Fleets can occupy a water province.
- c. COASTAL: Both Fleets and Armies can occupy a coastal province.
- 4. **UNITS:** There are two types of units: *Armies* and *Fleets*.
 - a. COLOR: The units of a Great Power are designated by color, as shown on Table I.4.
 - b. STARTING POSITION: At the beginning of the game, a Great Power places units in the starting positions designated on Table I.4.
 - c. STRENGTH: All units have a strength of 1.
- 5. **OBJECT OF THE GAME:** To control 18 supply centers. As soon as a Great Power controls 18 supply centers it has won the game. (Note: This is known as “gaining control of Europe”.)
 - a. DRAW: If all active Great Powers agree to a draw, the game comes to an end. All active Great Powers share equally in the draw.
 - b. SHORT GAME: If all active Great Powers agree to end the game at a certain time, the game comes to an end at that time. By default, the game would end in a draw. However, if all active Great Players agree, the player who has the most pieces on the board at the end of short game can be the winner. (Note: These decisions are usually made before the game begins and cannot then be changed except by the agreement of all active Great Powers.)

TABLE I.4: Great Powers and Starting Positions

| Great Power | Unit Color | Starting Positions |
|--------------------|-------------------|---|
| Austria | Red | A Vienna, A Budapest, F Trieste |
| England | Dark Blue | F London, F Edinburgh, A Liverpool |
| France | Light Blue | A Paris, A Marseilles, F Brest |
| Germany | Black | A Berlin, A Munich, F Kiel |
| Italy | Green | A Rome, A Venice, F Naples |
| Russia | White | A Moscow, F Sevastapol, A Warsaw, F St. Petersburg (SC) |
| Turkey | Yellow | F Ankara, A Constantinople, A Smyrna |

II. TURNS

1. **TURNS:** There are two types of turns: *Spring turns* and *Fall turns*. Each turn is given a *date*. Each turn is made up of *phases*.
2. **DATES:** Turns alternate between Spring turns and Fall turns beginning with the year 1901. The first turn is "Spring 1901", the second turn is "Fall 1901", the third turn is "Spring 1902", and so on. (Note: This means that each turn represents six months of time.)
3. **SPRING TURN:** A Spring turn consists of four phases. These phases take place in order, as noted on Table II.3.
4. **FALL TURN:** A Fall turn consists of five phases. These phases take place in order, as noted on Table II.4.

TABLE II.3: Spring Turn

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

TABLE II.4: Fall Turn

1. Diplomatic Phase
2. Order Writing Phase
3. Order Resolution Phase
4. Retreat and Disbanding Phase
5. Gaining and Losing Units Phase

III. PHASES

1. **DIPLOMATIC PHASE:** During this phase players meet to discuss their plans. Players may do anything they wish during this phase. Players are not bound to tell the truth during this phase or to honor agreements made during this phase.
2. **ORDER WRITING PHASE:** Each player secretly writes their *orders*. Players are prohibited from looking at another player's orders unless that player chooses to share their orders with them. (Note: Orders are detailed below.)
 - a. **FORMAT:** The commonly accepted format for orders is found on Table III.2, but other formats may be used as long as they don't violate rule III.3.b.
 - b. **ABBREVIATIONS:** Abbreviations may be used in writing orders. A list of suggested abbreviations is given on Table III.2b, but other abbreviations may be used as long as they don't violate rule III.3.b.
3. **ORDER RESOLUTION PHASE:** All players reveal their orders at the same time. Orders are resolved according to the rules in Section IV and this section (III.3), resulting in successful moves, failed moves, standoffs, and dislodgments.
 - a. **ILLEGAL ORDERS:** An illegal order is an order that cannot be performed according to the rules in Section IV. An illegal order is not followed.
 - b. **ORDERS WITH MORE THAN ONE MEANING:** An order that can have more than one meaning is not followed.
 - c. **BADLY WRITTEN ORDERS:** An order that violates rule III.2.a, which nevertheless can have only meaning, must be followed.
 - d. **MISTAKEN ORDERS:** An order must be followed as written, even if the intention of the player was different. A mistaken order is not followed if it violates rules III.3.a, III.3.b, or III.3.c.
 - e. **UNIT WITHOUT ORDERS:** A unit without an order is considered to be following a Hold order. (Note: An order which is not followed due to III.3.a or III.3.b will almost always result in a unit without orders.)
4. **RETREAT AND DISBAND PHASE:** Any units dislodged during the Order Resolution Phase must make their retreat during the Retreat and Disband Phase. Each player with dislodged units secretly writes their *retreat orders*. Players are prohibited from discussing their retreat orders or looking at another player's retreat orders. All players reveal their retreat orders at the same time. Retreat orders are resolved according to the rules in this section (III.4).
 - a. **RETREAT:** A dislodged unit must retreat to an adjacent province that it could ordinarily move to if unopposed by other units. A unit which is not dislodged cannot perform a retreat.
 - b. **ILLEGAL RETREATS:** A unit cannot retreat to (a) province which is occupied; (b) the province from which the attacker moved; (c) a province that was left vacant due to a standoff during the current turn; or (d) a province to which another unit is attempting to retreat.
 - c. **RETREAT ORDERS WITH MORE THAN ONE MEANING:** An order that can have more than one meaning is not followed.

- d. **BADLY WRITTEN RETREAT ORDERS:** An order that violates rule III.2.a, which nevertheless can have only meaning, must be followed.
 - e. **MISTAKEN RETREAT ORDERS:** An order must be followed as written, even if the intention of the player was different. A mistaken order is not followed if it violates rules III.4.b, III.4.c, or III.4.d.
 - f. **DISBAND:** A dislodged unit is immediately disbanded (as per rule III.5.c) if it is not issued a retreat order or if it attempts an illegal retreat. (Note: This means that a player may always choose to voluntarily disband a unit instead of issuing a retreat order.)
- 5. GAINING AND LOSING UNITS PHASE:** The Gaining and Losing Units Phase consists of *controlling supply centers* and *adjusting units*.
- a. **CONTROLLING SUPPLY CENTERS:** Each Great Power counts the number of Supply Centers it currently controls (per rule I.2.e).
 - b. **ADJUSTING UNITS:** If a Great Power controls fewer supply centers than they have units, they Great Power must *disband* units (per rule III.5.c). If a Great Power controls more supply centers than they have units, than the Great Power may *build* units (per rule III.5.d). Players are prohibited from discussing their disband/build orders or looking at another player's disband/build orders. Each player secretly writes their disband orders and build orders simultaneously. All players reveal their disband orders and build orders at the same time. Disband/Build orders are resolved according to the rules in this section (III.5).
 - c. **DISBANDING:** If a Great Power controls fewer supply centers than they have units, the Great Power must disband a number of units equal to the difference. A player may choose which units to disband. A unit which is disbanded is immediately removed from the map.
 - d. **BUILD:** If a Great Power controls more supply centers than they have units, the Great Power may build units in any unoccupied home supply center equal to the difference. A unit which is built is immediately placed on the map.
 - e. **DISBAND/BUILD ORDERS WITH MORE THAN ONE MEANING:** An order that can have more than one meaning is not followed. (Note: A build order for a supply center in a coastal province must specify whether the unit being built is an Army or a Fleet. Otherwise the order would have more than one meaning, and would not be followed.)
 - f. **BADLY WRITTEN DISBAND/BUILD ORDERS:** An order that violates rule III.2.a, which nevertheless can have only one meaning, must be followed.
 - g. **MISTAKEN DISBAND/BUILD ORDERS:** An order must be followed as written, even if the intention of the player was different. A mistaken disband/build order is not followed if it violates rules III.5.c, III.5.d, III.5.e, or III.5.f.
 - h. **FAILURE TO ISSUE A DISBAND ORDER:** If a player fails to issue a disband order, the unit farthest from the Great Power's home supply centers is disbanded first. (For the purposes of this rule, the unit which is

farthest from the Great Power's home supply centers is considered to be the unit which requires the greatest number of successful Move orders to reach any home supply center. The number of successful Move orders required is determined with the current occupation of provinces taken into account and includes convoys by the Great Power's Fleets. If a unit cannot reach a home supply center by any combination of successful Move orders, the unit is considered infinitely far away.) If multiple units are equally eligible for disbanding, priority is established by the names of the space in which they are located (with the earliest in alphabetical order coming off first).

- i. FAILURE TO ISSUE A BUILD ORDER: If a player fails to issue a build order, no unit is built.
- j. ISSUING TOO MANY DISBAND/BUILD ORDERS: If a player issues too many disband/build orders, the disband/build orders are followed in sequence and additional disband/build orders are ignored. For the purposes of this rule, the sequence of written orders is determined by standard reading order (left-to-right, top-to-bottom) unless another intention is clear (for example, the orders are numbered).

TABLE III.2: Accepted Order Format

Hold: [unit type] [province] HOLDS

Move: [unit type] [province]-[province]

Support (Defensive): [unit type] [province] S [unit type] [province]

Support (Offensive): [unit type] [province] S [unit type] [province]-[province]

Convoy (Fleet): [unit type] [province] C [unit type] [province]-[province]

Convoy (Army): [unit type] [province]-[province]

Specific Convoy Route (Army): [unit type] [province]-[province]-[province]

Retreat: [unit type] [province]-[province]

Disband: DISBAND [unit type] [province]

Build: BUILD [unit type] province]

TABLE III.2b: Suggested Abbreviations

| | | | | |
|----------------|-----|--|------------------------|-----|
| Austria | | | Turkey | |
| Bohemia | Boh | | Ankara | Ank |
| Budapest | Bud | | Armenia | Arm |
| Galicia | Gal | | Constantinople | Con |
| Trieste | Tri | | Smyrna | Smy |
| Tyrolia | Tyr | | Syria | Syr |
| Vienna | Vie | | | |
| England | | | Neutrals | |
| Clyde | Cly | | Albania | Alb |
| Edinburgh | Edi | | Belgium | Bel |
| Liverpool | Lvp | | Bulgaria | Bul |
| London | Lon | | Finland | Fin |
| Wales | Wal | | Greece | Gre |
| Yorkshire | Yor | | Holland | Hol |
| | | | Norway | Nwy |
| | | | North Africa | Naf |
| | | | Portugal | Por |
| France | | | Rumania | Rum |
| Brest | Bre | | Serbia | Ser |
| Burgundy | Bur | | Spain | Spa |
| Gascony | Gas | | Sweden | Swe |
| Marseilles | Mar | | Tunis | Tun |
| Paris | Par | | | |
| Picardy | Pic | | | |
| | | | Bodies of Water | |
| Germany | | | Adriatic Sea | ADR |
| Berlin | Ber | | Aegean Sea | AEG |
| Kiel | Kie | | Baltic Sea | BAL |
| Munich | Mun | | Barents Sea | BAR |
| Prussia | Pru | | Black Sea | BLA |
| Ruhr | Ruh | | Eastern Mediterranean | EAS |
| Silesia | Sil | | English Channel | ENG |
| | | | Gulf of Bothnia | BOT |
| Italy | | | Gulf of Lyon | GOL |
| Apulia | Apu | | Helgoland Bight | HEL |
| Naples | Nap | | Ionian Sea | ION |
| Piedmont | Pie | | Irish Sea | IRI |
| Rome | Rom | | Mid-Atlantic Ocean | MID |
| Tuscany | Tus | | North Atlantic Ocean | NAT |
| Venice | Ven | | North Sea | NTH |
| | | | Norwegian Sea | NRG |
| Russia | | | Skagerrak | SKA |
| Livonia | Lvn | | Tyrrhenian Sea | TYN |
| Moscow | Mos | | Western Mediterranean | WES |
| Sevastopol | Sev | | | |
| St. Petersburg | StP | | | |
| Ukraine | Ukr | | | |
| Warsaw | War | | | |

IV. ORDERS

1. **ORDERS:** There are four types of orders: *Hold*, *Move*, *Support*, and *Convoy*. A player give each of his units one order per turn. A play may only give orders to his own units.
2. **HOLD:** A unit which receives a Hold order attempts to remain in their current province. (Note: Per rule III.3.e, not issuing an order to a unit is the same as issuing a hold order to a unit.)
3. **MOVE:** A unit which receives a Move order attempts to move to a bordering province. A Move order must specify both the unit attempting the move and the bordering province to which the unit is attempting to move. This includes the *province of origin* (the province from which the unit is attempting to move) and the *destination province* (the province to which the unit is attempting to move).
 - a. **ARMY MOVEMENT:** An Army unit can only occupy inland and coastal provinces. An Army unit cannot be ordered to move into a water province.
 - b. **FLEET MOVEMENT:** A Fleet unit can only occupy water and coastal provinces. A Fleet unit cannot be ordered to move into an inland province. A Fleet in a coastal province can be ordered to move to an adjacent coastal province only if it is adjacent along the coastline.
 - c. **PROVINCES WITH TWO COASTS:** Bulgaria, Spain, and St. Petersburg have two separately identified coasts. A Fleet unit that enters a province with two separately identified coasts enters along one coast and can then move to a province adjacent to that coast only. If a Fleet unit is ordered to a province with two coasts, and it is possible for the Fleet to move to either coast, the order must specify which coast, or the Fleet order will not be followed (due to rule III.3.b). (Note: Even though the Fleet is located along a single coast, the Fleet occupies the whole province.)
 - d. **WATERWAYS:** Kiel, Constantinople, Denmark, and Sweden are waterways. They are considered to have one coast. Fleets in these provinces can move to any adjacent coastal or water province.
 - e. **EFFECTS OF A MOVE:** A unit which performs a *successful move* occupies the destination province, and the province of origin is considered unoccupied for the purpose of resolving all other orders this turn.
 - f. **FAILED MOVES:** A Move order is considered a *failed move* if it cannot be completed for any reason. A failed move results in the unit remaining in its province of origin.
 - g. **ATTACK:** A Move order is known as an *attack* if the destination province is occupied by another unit. Attacks are resolved using rule IV.6.
 - h. **STANDOFFS:** A Move order results in a *standoff* if more than one unit is attempting to move to the same province. Standoffs are resolved using rule IV.7.
 - i. **EXCHANGING PLACES:** If two units with equal strength attempt to exchange places (i.e., are ordered to Move to the province which the other

unit occupies), both units suffer failed moves. If two units with unequal strength attempt to exchange places, the unit with greater strength dislodges the unit with lesser strength. (Note: This restriction does not apply to three or more units exchanging position in rotation.)

4. **SUPPORT:** There are two types of support: *Defensive support* and *offensive support*.
 - a. **DEFENSIVE SUPPORT:** A defensive support orders a unit to support another unit that has been ordered to hold, support, or convoy. The defensive support order must specify the unit giving the support and the unit receiving the support. A unit cannot offer defensive support if it cannot legally attempt to move to the province in which the supported unit is located.
 - b. **OFFENSIVE SUPPORT:** An offensive support orders a unit to support another unit's attempt to move. The offensive support order must specify the unit giving the support, the unit receiving the support, and the specific move being supported. A unit cannot offer offensive support if it cannot legally attempt to move to the province to which the supported unit is attempting to move.
 - c. **EFFECTS OF SUPPORT:** For the purposes of resolving attacks and standoffs, a unit is treated as having a strength equal to the combined strength of itself and all of its valid supports. This means that the unit with the *greatest strength* will be the unit with the largest number of valid supports, while two units with *equal* strength will have an equal number of valid supports.
 - d. **CUTTING SUPPORT:** Support is *cut* if the unit giving support is attacked from any province except the one where support is being given. Support is also cut if the unit giving support is dislodged from any province, including the one where support is being given.
 - e. **PROHIBITION ON CUTTING YOUR OWN SUPPORT:** As an exception to rule IV.4.d, an attack by a country on one of its own units does not cut support.
5. **CONVOY:** A Fleet in a water province may be ordered to convoy an Army. The convoy order must specify the Fleet performing the convoy, the Army which is being convoyed, and the province to which the Army is attempting to move. (Note: This means that a Fleet can only convoy one Army per turn; that a Fleet cannot convoy another Fleet; and that support cannot be convoyed.)
 - a. **EFFECTS OF A CONVOY:** A convoy creates a border between the province in which the Army starts and the province to which the Army is attempting to move, regardless of whether or not such a border exists on the map. This border may only be used by the Army which is being convoyed. The convoying Fleet must be able to legally move to both the province from which the Army is being convoyed and the province to which the Army is convoying. (Note: This means that a convoy which causes the convoyed Army to standoff at its destination results in that army remaining in its original province.)

- b. CONVOYING WITH MULTIPLE FLEETS: If two or more Fleets occupy adjacent water provinces, an Army can be convoyed through all of these water provinces on one move.
 - c. DISRUPTING A CONVOY: If a Fleet ordered to convoy is dislodged, the attempted move of the Army being convoyed is considered an illegal move. The Army remains in its province of origin, is considered to have suffered a failed move, and has no effect on the province to which it was to have been convoyed. (Note: An attack on a convoying Fleet which does not dislodge it does not affect the convoy.)
 - d. MULTIPLE CONVOY ROUTES: If the orders as written permit more than one route by which the convoyed army could proceed from its source to its destination, the order is not void. (This is an exception to rule III.3.b.) Furthermore, the Army's attempted move is not considered a failed move unless all routes are disrupted (per rule IV.5.c).
 - e. CONVOY AND LAND ROUTES: If an Army could arrive at its destination by either land or convoy, the Army is assumed to move via land unless the order specifies that the Army moves via convoy, in which case the Army is assumed to move via convoy. (Note: If an Army ordered to move via convoy could arrive at its destination via land it will still attempt to move to its destination via land if all convoy routes are disrupted, per rule IV.5.d.)
 - f. RESOLVING PARADOXES: If a convoy would be disrupted if not for the effects of the Army being convoyed, then the convoy is disrupted. If a convoy would not be disrupted if not for the effects of the Army being convoyed, then the convoy is not disrupted even if a Fleet involved in the convoy is dislodged (this is exception to rule IV.5.c).
 - g. EXCHANGING PLACES WITH CONVOYS: If two units are ordered to exchange places, but one or both units are successfully convoyed, the two units can exchange places. (This is an exception to rule IV.3.i.)
6. **ATTACKS:** When an attack occurs, it is resolved by the rules in this section (IV.6).
- a. ATTACKING UNIT: The unit attempting to move to a province occupied by another unit.
 - b. DEFENDING UNIT: The unit occupying a province into which an attacking unit is attempting to move.
 - c. RESOLVING THE ATTACK: If the attacking unit has a greater strength than the defending unit, the attacking unit *wins* the attack (per rule IV.6.e). If the defending unit has a strength equal to or greater than the attacking unit, the defending unit *wins* the attack (per rule IV.6.e).
 - d. MULTIPLE ATTACKING UNITS: If multiple attacking units are attacking the same province, the unit with the greatest strength *wins* the attack (per rule IV.6.e). However, if two or more units (either defending or attacking) are tied for the greatest strength, the defending unit *wins* the attack. (per rule IV.6.e).

- e. **WINNING THE ATTACK:** If an attacking unit wins the attack, the attacking unit moves into the province and the defending unit is dislodged. If the defending unit wins the attack, the defending unit remains in the province and the attacking unit (or units) suffer a failed move.
 - f. **SELF-DISLODGE PROHIBITED:** A country cannot dislodge or have its support be the cause of dislodging one of its own units. Specifically: If an attacking unit wins an attack in which the defending unit belongs to the same Great Power, the defending unit wins the attack. If an attacking unit wins an attack only due to the support of a unit (or units) which belong to the same Great Power as the defending unit, the defending unit wins the attack. (Note: Merely supporting the attack is not sufficient to prevent dislodgement. The Great Power's support must be required for the attack to succeed in order to prevent dislodgement.)
7. **STANDOFFS:** When a standoff occurs, it is resolved by the rules in this section (IV.7).
- a. **STANDOFF IN AN OCCUPIED PROVINCE:** If two or more units attempt to move to an occupied province, use rule IV.6.d to resolve the orders.
 - b. **STANDOFF IN AN UNOCCUPIED PROVINCE:** If two or more units attempt to move to an unoccupied province, the unit with the greatest strength moves into the province, while all other units suffer a failed move. However, if two or more units involved in a standoff are tied for greatest strength, all of the units involved in the standoff suffer a failed move.
 - c. **EFFECTS OF DISLODGE ON A STAND-OFF:** As an exception to rule IV.7.b, if two units are involved in a standoff are tied for greatest strength, and one of them is dislodged by a unit coming from the province they are attempting to move to, the other unit will move. (Note: If one of the units is dislodged by a unit coming from any other province than the one they are attempting to move to, however, this rule does not allow the other unit to move.)
8. **DISLODGE:** A unit which is *dislodged* must be given a retreat order during the Retreat and Disband Phase (per rule III.4).

V. MISCELLANIA

1. **GAMEMASTER:** An eighth person may serve as a Gamemaster. The Gamemaster could collect the orders and read them, adjudicating the resulting situations and make rulings when necessary. Their role should be strictly neutral. The Gamemaster could also keep time for the various turn phases and keep a running tally of ownership of supply centers.
2. **CIVIL DISORDER:** This is a common term for a player who leaves the game or fails to submit orders in a given Spring or Fall season: It is assumed that their government has collapsed. The rules for adjudicating this situation can be found above. The player can, of course, resume play if they return to the game and still have some units left. It is probably more desirable, if sufficient persons are present, to allow a person who is currently an active player to replace any player who has left the game.
3. **LENGTH OF GAME:** It is wise to set aside about four hours to play Diplomacy. Time limits should be set for the Diplomatic Phase, the Order Writing Phase, and the Retreat and Disbanding Phase. By recommended default: 30 minutes for the Diplomatic Phase in the Spring 1901 turn, with 15 minutes for the Diplomatic Phase in all subsequent turns. No more than 5 minutes should be allotted for the Order Writing Phase. No more than 5 minutes should be allotted for the Retreat and Disbanding Phase. These periods may end sooner if all active players agree.
4. **TEACHING NEW PLAYERS:** It is recommended that newcomers should each play a country, without diplomacy, for a few moves to become familiar with the rules before their first game.
5. **ALTERNATIVE RULES FOR SIX TO TWO PLAYERS**
 - a. **SIX PLAYERS:** Eliminate Italy. Treat Italian units, in all ways, as if they were not being issued orders.
 - b. **FIVE PLAYERS:** Eliminate Italy and Germany (as described for Italy above).
 - c. **FOUR PLAYERS:** One player plays England, and the other three play the following pairs: Austria/France, Germany/Turkey, Italy/Russia.
 - d. **THREE PLAYERS:** One play controls England/Germany/Austria; the second, Russia/Italy; the third, France/Turkey.
 - e. **TWO PLAYERS:** This version can be played as a World War I simulation. One player controls England/France/Russia, while the other plays Austria/Germany/Turkey. Italy is neutral and Italian territory (Pie, Ven, Tus, Rom, Nap, Apu) cannot be entered. The game begins in 1914. Before the Fall 1914 adjustments, a coin is flipped. Italy joins the winner of the toss in Spring 1915. The first to control 24 Supply Centers wins. This is also an enjoyable way for two new players to learn the rules.
 - f. **SUPPLY CENTER CONTROL:** In games for 2, 3, or 4 players, supply center control is determined for each individual country, even though the same person plays more than one country. (Victory conditions are still met by the total number of supply center's controlled by all of the player's

countries, however.) As with the regular rules, adjustments must be made by each country in accordance with its supply center holdings.

6. **FLYING DUTCHMAN:** A *Flying Dutchman* is a unit on the board that is illegal. This can be due to an adjudication error or cheating. By the rules of the game, of course, such a unit should never exist, but mistakes can happen (and cheating does occur). If such a unit is detected the course of action is determined by the current phase of the turn:
 - a. **DIPLOMACY PHASE:** Place the Diplomacy phase on hold until the issue of the Flying Dutchman is resolved. If it is the Spring turn and the Flying Dutchman resulted from a violation of III.5.h (not enough disband orders) or III.5.j (too many build orders) in the Gaining and Losing Units phase of the previous turn, adjudicate accordingly as if the Gaining and Losing Units phase of the previous turn had not yet ended. If it is not the Spring turn, if the Flying Dutchman resulted from an earlier mistake, or if the cause/identity of the Flying Dutchman cannot be determined, immediately disband one of the Great Power's units as if a disband order had not been issued in a Gaining and Losing Units phase (per rule III.5.h).
 - b. **ORDER WRITING PHASE:** Place the Order Writing phase on hold until the issue of the Flying Dutchman has been resolved. Resolve the issue of the Flying Dutchman per V.6.a, and then redo the Diplomacy phase of this turn.
 - c. **ORDER RESOLUTION PHASE:** Finish the Order Resolution Phase and Retreat and Disbanding Phase of this turn. If it is a Spring turn and the Flying Dutchman still exists, disband one of the Great Power's units as if a disband order had not been issued in a Gaining and Losing Units phase (per rule III.5.j). If it is a Fall turn and the Flying Dutchman still exists, the offending Great Power may issue a disband order to correct the problem during the Gaining and Losing Units phase.
 - d. **RETREAT AND DISBANDING PHASE:** Finish the Retreat and Disbanding Phase. If it is a Spring turn and the Flying Dutchman still exists, disband one of the Great Power's units as if a disband order had not been issued in a Gaining and Losing Units phase (per rule III.5.j). If it is a Fall turn and the Flying Dutchman still exists, the offending Great Power may issue a disband order to correct the problem during the Gaining and Losing Units phase.
 - e. **GAINING AND LOSING UNITS PHASE:** Finish the Gaining and Losing Units phase normally.

VI DEFINITION OF TERMS

[to be supplied at a later date]

VII COMMON VARIANT RULES

1. **PERPETUAL ORDERS:** By the rules of the game, a set of orders must be given every turn. Players may agree to the use of perpetual orders (orders which are automatically repeated each turn until contradicted) by mutual consent. It is generally suggested that such a decision be binding once it is made.
2. **PROXY ORDERS:** By the rules of the game, only the player of a Great Power may order that Great Power's units. Players may agree to the use of proxy orders (orders which are given for another player's units with the permission of that player) by mutual consent. It is generally suggested that such a decision be made at the beginning of the game, and be binding once it is made.
3. **ALTERNATE ENDGAMES**
 - a. The game ends in a draw when seven consecutive years have passed without any Great Power gaining control of a supply center it did not control in the previous year.
 - b. The game ends in a draw when thirty-five game years have ended with no victor.
4. **SCORING:** Each player may score points for their performance in a game (per Table VII.4. These points would be accumulated over multiple games.

Table VII.4

| Game Result | Points Scored |
|--------------------|----------------------|
| Win | +360 |
| 2-way draw | +150 |
| 3-way draw | +80 |
| 4-way draw | +45 |
| 5-way draw | +24 |
| 6-way draw | +10 |
| 7-way draw | 0 |
| Loss | -60 |

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NOTES

Notes on the Support Order

There are several logical consequences of the support rules:

- Support can be given to a fellow unit or to another Great Power's unit (since the rules do not specify that support can only be given to a fellow unit).
- Support can be given without consent and cannot be refused (since there is no consent or refusal process specified in the rules).
- If a support order specifies a unit to be supported, but does not specify a move which is being supported, the support order is treated as a defensive support order (since such an order satisfies the basic requirements of the defensive support order, but not the basic requirements of the offensive support order).
- A unit that supports another unit defensively does not support that unit offensively, and vice versa (since the requirements and effects of each order are distinct).
- A unit ordered to move can only be supported by a support order that matches the move the unit is trying to make.
- A Fleet that can move to a province with separate coasts can support another Army or Fleet in or into that province without regard to separate coasts. However, a Fleet in a province with separate coasts can only support another Army or Fleet in or into a province that they can legally attempt to move to.
- If a unit orders defensive support for a unit, the support is not valid if the unit receiving the support attempts to move (even if the move order is illegal or fails). (This is because the rule allow for a defensive support only if the unit receiving the support is issued a hold, support, or convoy order. Note, however, that if an order is not followed (usually due to ambiguity), then the unit is without an order. And a unit without an order is treated, in all respects, as having been issued an order to Hold. Which means that the unit can receive defensive support. See below for more details.)
- If a unit orders an offensive support to a Fleet moving to a province with two coasts, and the order specifies the wrong coast (i.e., specifies the coast which the supported Fleet is *not* moving to) the support fails. (This is because rule IV.4.b requires that the offensive support order include the *specific* move order being supported.) However,

if the offensive support order doesn't specify any coast, the support succeeds. (This is because of rule III.3.c. The order does not violate III.3.b, because the order does not, strictly speaking, have more than one meaning in this context.)

Notes on Convoy Order

- You cannot convoy support (since the rules require that the Army being convoyed must be attempting to move).
- If an army attacks a province and succeeds in dislodging the resident unit, the dislodged unit cannot retreat to the province from which the attacking army moved. (The rules disallow a unit from retreating to the province from which the unit that dislodged it came. The convoy rules do not create an exception to this, since the attacking army is still considered to have moved from its original province.)

Illegal Orders vs. Failed Moves

A unit receiving an illegal order is treated as if it had been ordered to Hold (and can receive defensive support). A unit which suffers a failed move is treated as if it had been ordered to Move (and cannot receive defensive support). What's the distinction? Well, the resolutions that result in a failed move are clearly noted as such in the rules. An illegal order, on the other hand, is anything which can't be performed according to the rules in Section IV. Examples of illegal orders:

- A "Move order" to a location which doesn't exist on the map is an illegal order. (Rule IV.3: "A Move order must specify both the unit attempting the move and the bordering province to which the unit is attempting to move." Since the location doesn't exist, it can't be a bordering province. As a result this is not really a Move order, because it doesn't meet the qualifications of being a Move order. That means it's an order which can't be performed.)
- A "Move order" to a location which doesn't border the unit's present location, assuming a convoy wasn't attempted. (Rule IV.3: "A Move order must specify both the unit attempting the move and the bordering province to which the unit is attempting to move." Since it isn't a bordering province, this doesn't meet the qualifications of being a Move order.)
- A "Move order" sending an Army to a water province. (Rule IV.3.a: "An Army unit cannot be ordered to move into a water province.")
- A "Move order" sending a Fleet into an inland province. (Rule IV.3.b: "A Fleet cannot be ordered to move into an inland province.")
- A "Move order" to the unit's current province. (Rule IV.3: "A Move order must specify both the unit attempting the move and the bordering province to which the unit is attempting to move." A province does not border itself.)