

dissolution rules

tl;dr / nsfw edition

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It's 1992. Germans are singing David Hasselhoff. Charles & Camilla are doin' it, Diana is riding her riding instructor, and Magic Johnson has HIV... jeez.

GHW Bush says, "Suck it, Saddam!" Boris Yeltsin says, "Suck it, Gorbachev!" The USA and the commies kiss and make up. The rest of the world says, "Great, you're friends now, so leave us the fuck alone!"

You're glad this Cold War bullshit is over. You know it's your turn in the spotlight, but there are nine other countries who want the same thing. Things are about to get hairier than Clarence Thomas and a can of Coke.

SCs, VP, and how to win

There are 10 players. Each SC is worth 1-2 VP. There are 75 VP total. Control 25 VP to win. No ties (like 1900).

How many units?

Your unit count is half your VP, rounded up. Ignore the Embassies; you'll always have five of those.

Where can I build?

You can build in your home SCs, the adjacent SCs, and any SC adjacent to where you've already built.

DP

It's a DP variant like A&E. Go read the DP rules.

<https://www.playdiplomacy.com/forum/viewtopic.php?f=103&t=56103>

Bribe neutrals with DP and tell them what to do, but not if you're attacking them or their buddies (except US).

DP budget

You get 1-5 DP every turn: 1 DP per non-Embassy unit (up to 4) + 1 DP if you have any Oil. You always get at least 1 DP to spend, even if you've been eliminated.

Neutral Minors

Minor armies are small, brown, and numerous. They occupy neutral SCs. The darkest ones use the buddy system (default to support each other to hold).

Neutral Nuclears

They're everywhere. You can't dislodge them. Make them happy, and don't piss them off (details to follow).

W is for Wings!

Wings are airbases. They are stationary units and they treat all nearby land/water as adjacent.

What's a stationary unit?

Haven't you read the DP rules by now? Stationary units can move, but their moves always bounce. Stationary units can't retreat. All Wings, Minors, & Nuclears are stationary (except for the US).

How do I get my Wings?

You can have at most one Wing. You must have 12+ VP to build it. If you're Egypt or Iran, you start with a Wing. If it gets blown up? Too bad, so sad: get to 12+ VP to build it back again.

Can Wings Convoy Across Land?

Hell yeah! They can also chain convoys to fleets.

Wing Wormholes

Wings are like *Stargate*. They treat all other Wings as adjacent during convoys. Chain 2+ Wings and send armies across the map (like *Kurt Russell*). Or just use the convoy to attack another Wing (like *androgynous Ra*).

Important: You must tell the GM what path an army will take for the convoy (applies to ALL convoys).

Less Important: *Stargate* came out in 1994, not 1992.

Don't Piss Off the Nuclears

- A. Don't attack a Nuclear if you're on their soil.
- B. Don't **disable** Nuclear units.
 - Disabling is what happens when you'd normally dislodge a unit, but the defender is a Nuclear (or the attacker is stationary).
 - The attack bounces, but it voids the target's support and convoy orders.
- C. Don't dislodge units next to (or inside) Nuclear borders without permission: one of the Nuclear's units must support or convoy that attack.

NATO & the US

If you anger NATO, you automatically anger the US too (though not vice-versa). US permission for an attack counts as NATO permission (see part C above).

Why do I care if they're angry?

Nuclears respond by kicking your Embassies to lower-numbered spaces on the Favor Map. Those numbers correspond to your Favor Value, which is the max DP you can spend bribing the Nuclear's units each turn.

Is that all?

No. If you drop to zero Favor Value, Nuclear powers will retaliate. They'll blow up units that trespass on their territory.

Most Importantly, Nuclears only support or convoy your attacks on other player's units (or empty player SCs) if you have more favor than your target.

Happy Holidays, Nuclears

Winter isn't just for builds. It's also an Orders Phase for the Favor Map. You can give move, support, hold orders to your Embassies (no convoys).

When you move an Embassy closer to the center of the map, you improve your relationship with that Nuclear. Get to the best spots (5 Favor Value), and that Nuclear won't help any other player attack you!

E is for Embassy

The Favor Map is broken up into five slices (one per Nuclear), and each surviving player will have one Embassy unit in each slice. An Embassy can't move to other slices, but it can grant support between slices.

The zero-valued perimeter spaces can hold any number of Embassies. If you're supporting a unit that's moving out of the perimeter, be sure to list what country that unit belongs to.

Embassy Time-Outs

An Embassy that got kicked during Spring or Fall of the past year must Hold. If you have units on the Nuclear's territory, that Embassy must also Hold. If the Nuclear blew up your units this year, that Embassy must Hold.

Three Moves Max (or Two)

You can only give three move orders to your Embassies during each Winter Orders turn.

If *any* of your Embassies was kicked during the past year, you instead may give only two move orders that turn.

There is no limit for the number of support or hold orders given.

Embassy Kicks and Retreats

Kicks occur after Spring or Fall orders but before retreats, immediately after you make a Nuclear angry. Embassy retreats occur when they dislodge each other during Winter.

Both kicks and retreats are handled entirely by the GM. The GM will locate your embassy to a vacant nearby space; it doesn't have to be adjacent. Retreats go to

equal-or-lower numbered spaces, while kicks can go only to lower-numbered spaces.

And that's it.

Oh, you want *more* details? Read the ~75 page version of the rules. This version is intended for all the people who weren't going to read that one anyway... you know who you are.