

dissolution rules

tl;dr edition v2.1

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It's 1992.

The Cold War is over. With the global gaze no longer so strictly occupied with ongoing conflict between the USA and the newly broken-up Soviet Union, several countries across the Middle East and Eastern Europe vie for supremacy. You take the role of one of those ten countries.

SCs, VP, and how to win

There are 10 players. Each SC is worth 1-2 VP. There are 75 VP total. Control 27 VP to win, and have the most VP of any player (with no ties, otherwise the game continues).

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.

Diplomacy Points (DP)

Dissolution is a DP variant like *Ambition & Empire*. Please read over the DP rules carefully.

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

In short, you can use DP to attempt to tell neutral units what to do, but not if you're attacking them or their buddies (or supporting/convoying such an attack). The US Navy is an exception; its units can actually move.

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). The medium-brown neutral SCs have no special rules.

Neutral Nuclears

Nuclear powers' units are invulnerable; you cannot dislodge them. Make the Nuclear powers happy, and don't anger them (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?

Stationary units can be given move orders, but their moves **always** bounce. Stationary units can't retreat. All Wings, Minors, & Nuclears are stationary (except for the US, whose fleets *can* move).

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, you start with a Wing. If it gets destroyed, you must have 12+ VP to build it back again.

Can Wings Convoy Across Land?

Yes. They can also chain convoys to fleets.

Wing Convoys

Wings are treat all other Wings as adjacent during convoys. Chain 2+ Wings in a single convoy, and you can send armies across the map. Or just convoy an army to attack another Wing.

Important: You must tell the GM what path an army will take for ANY convoy. The convoyed army's order is the one that should contain the full intended path; associated support and convoy orders can be formatted as in normal Diplomacy.

Don't Make the Nuclears Angry

- 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 influencing 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 to your Embassies.

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.

Changes from v2.0

There have been a couple changes to the map and rules since the last time this game was played in 2018.

For version 2.1, note the following:

1. The minimum number of VP required to win has increased from 25 to 27.
2. Iran starts with an Army in Shiraz instead of a Wing.
3. Russia no longer has a Wing in Kyrgyzstan.
4. The Russian Army in Sverdlovsk is now a Wing.
5. Changes have been made to Egypt's starting provinces.
 - a. Alexandria is now a supply center worth 1 VP (down from 2).
 - b. Sinai has been renamed to Suez (Sue).
 - c. Suez is a home supply center for Egypt worth 1 VP.
 - d. Suez begins the game vacant.
6. There is a new default Favor Map.
 - a. Iran begins with 3 Favor with India (up from 2).
 - b. Yugoslavia begins with 2 Favor with Russia (up from 1).
 - c. Other Favor values are unchanged, but all Embassies have been rearranged.

And that's it. Sort of.

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.