Succession & Legacy

designed by W. Alex Ronke
Game Rules v.1.1.0 (Jan 2024)

Succession & Legacy (S&L) is a *Diplomacy* variant for ten players set at the turn of the 18th century. It combines elements of the War of Spanish Succession, the Great Northern War, and Rákóczi's War of Independence.

S&L is comparable in complexity to *Ambition & Empire* (VonPowell & Kase), as it also utilizes Diplomacy Points (DP) mechanics with armed neutral territories.

All standard rules of *Diplomacy* apply, except where explicitly contravened by these rules.

Contents

1.0 - Core Concepts

> What peace can be, where both to one pretend?
> (But they more diligent, and we more strong)
> Or if a peace, it soon must have an end;
> For they would grow too pow'rful were it long.
>
> Such deep designs of Empire does he lay
> O're them, whose Cause he seems to take in hand:
> And, prudently would make them Lords at Sea,
> To whom with ease he can give Laws by Land.
>
> This saw our King; and long within his breast
> His pensive counsels ballanc'd too and fro;
> He griev'd the Land he freed should be oppress'd,
> And he less for it than Usurpers do.
>
> *- John Dryden, excerpts from* Annus Mirabilis

1.1 - Starting Year

Instead of 1901, Succession & Legacy starts in 1703.

The map represents a rough approximation of the European state of affairs around 1703. It was the year that marked the start of Rákóczi's War of Independence. At that point in the Great Northern War, Russia had not yet fully established St. Petersburg. Likewise, in the War of Spanish Succession, 1703 was the year that Savoy & Portugal each switched allegiances.

1.2 - Major, Minor & Affiliate Powers

In S&L, there are three types of powers on the map: Major, Minor, and Affiliate. Unlike standard *Diplomacy*, the neutral SCs do not begin vacant. These are filled with units belonging to Minor Powers and Affiliate Powers.

Major Powers

Major powers are the standard powers normally seen in *Diplomacy*. Each major power is controlled by a single player. It begins with a set of Home supply centers (SCs) and starting units.

Minor Powers

Minor powers are neutral powers that each possess a single unit and occupy a single neutral SC. A minor power's army or fleet differs from their normal counterparts in that they are **stationary** (§ 6.0); their units will never occupy any space other than where they started. No single player controls the orders performed by minor powers' units. instead, their orders are determined each turn via secret allocations of Diplomacy Points (DP) (§ 8.0).

Figure 1.2.1 – Example Minor Powers.

Affiliate Powers

Affiliate powers are another type of neutral power. They also occupy a single SC, their units are also stationary, and their orders are determined via DP allocations. However, Affiliate powers are associated with a single Major Power (their sponsor) whose DP allocations are treated as double their usual value (§ 8.1). Their unit icons and territory colors also differ in appearance from ordinary minor neutral powers, but apart from these aesthetic and DP allocation differences, they are identical to Minor powers.
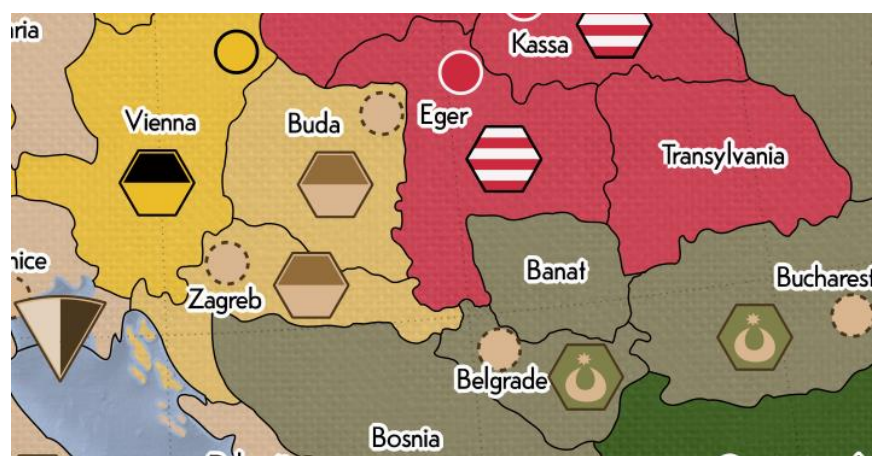

Figure 1.2.2 – Example Affiliate Powers. Buda and Zagreb are Habsburg affiliates, while Belgrade and Bucharest are Ottoman affiliates.

1.3 - Brief Description of Diplomacy Points (DP)

Diplomacy Points are a system by which players can manipulate and secretly bid for the orders performed by neutral units (Minor or Affiliate) in a Spring or Autumn turn. Each orders phase, a player is given an allotment of DP that they may spend that phase based on their current SC holdings (§ 8.3). This allotment is "use-it-or-lose-it" and does not carry over from turn to turn. A player then bids on a unit's order by allocating one or more DP to that order and submits these allocations to the GM alongside their own orders.

Unlike one's own orders, DP allocations are not revealed to the other players until the end of the game. Only the orders that *win* the secret DP bidding will be revealed each season, as those units will perform the orders with the highest DP total (§ 8.0).

1.4 - Selecting Additional Home Supply Centers

Major powers may build in their original home SCs, but through the course of the game, they may additionally designate one further SC as a Home Supply Center from which they may build (§ 7.0).

This allows initially landlocked powers like Russia or the Kurucs to gain access to the water and build fleets, though they are not required to do so. They may instead opt for an additional inland Home SC and ignore the water entirely.

2.0 - Victory Criteria & Game Length

There are 50 supply centers (SCs) on the S&L map. At the game's start, 23 SCs are directly controlled by Major powers. 17 SCs are Affiliate powers, and 10 are fully neutral Minor powers.

Solo victory is achieved when a single player controls a total of **18 SCs** at the end of Autumn Retreats. That player must **also** have the highest total of SCs of any player, with no other players tied for highest total.

The game may alternatively end in a draw, with house rules determining how draws may be constructed, proposed, and voted upon. House rules also determine whether a draw is considered "equally shared" by all surviving players or not, particularly if a scoring system is to be applied to the game's result.

Example 3.0.1: Two Players Tied for 18 SCs

*At the end of an Autumn Census, England has a total of 18 SCs, France has 18 SCs, the Ottomans have 14 SCs, and all other players are eliminated. In this scenario, neither England nor France have achieved solo victory, and the game continues to the next year. **When playing with a year cap**, were this the final year of the game, then the game would terminate in a **draw** that includes England, France, and the Ottomans.*

2.1 – Supply Center Totals & Affiliates

Only the SCs controlled directly by a player count toward their victory criteria and unit count. Affiliate powers are not considered in either total; their affiliation only provides a bonus to DP allocations by that player.

2.2 - Year Cap (Optional)

Optionally, a GM may wish to institute a timing mechanism prior to the game's start. After the designated number of years played, if a solo or other draw has not yet been achieved, the game should end in a draw that includes all surviving players.

The recommended number of years is **ten**, though a GM can set this number higher or lower or may omit the cap entirely. If following this recommendation, at the end of 1712 Autumn Retreats, if no player has achieved Solo victory, then the game ends immediately in a draw that includes all surviving players.

3.0 - Maps

The following are maps and visual reference materials for Succession & Legacy.

3.1 - Greyscale Map, Abbreviations & Outlines Only

Full resolution copy: https://diplomacyvariants.files.wordpress.com/2024/01/sl-abbreviations-v1.1.0.png
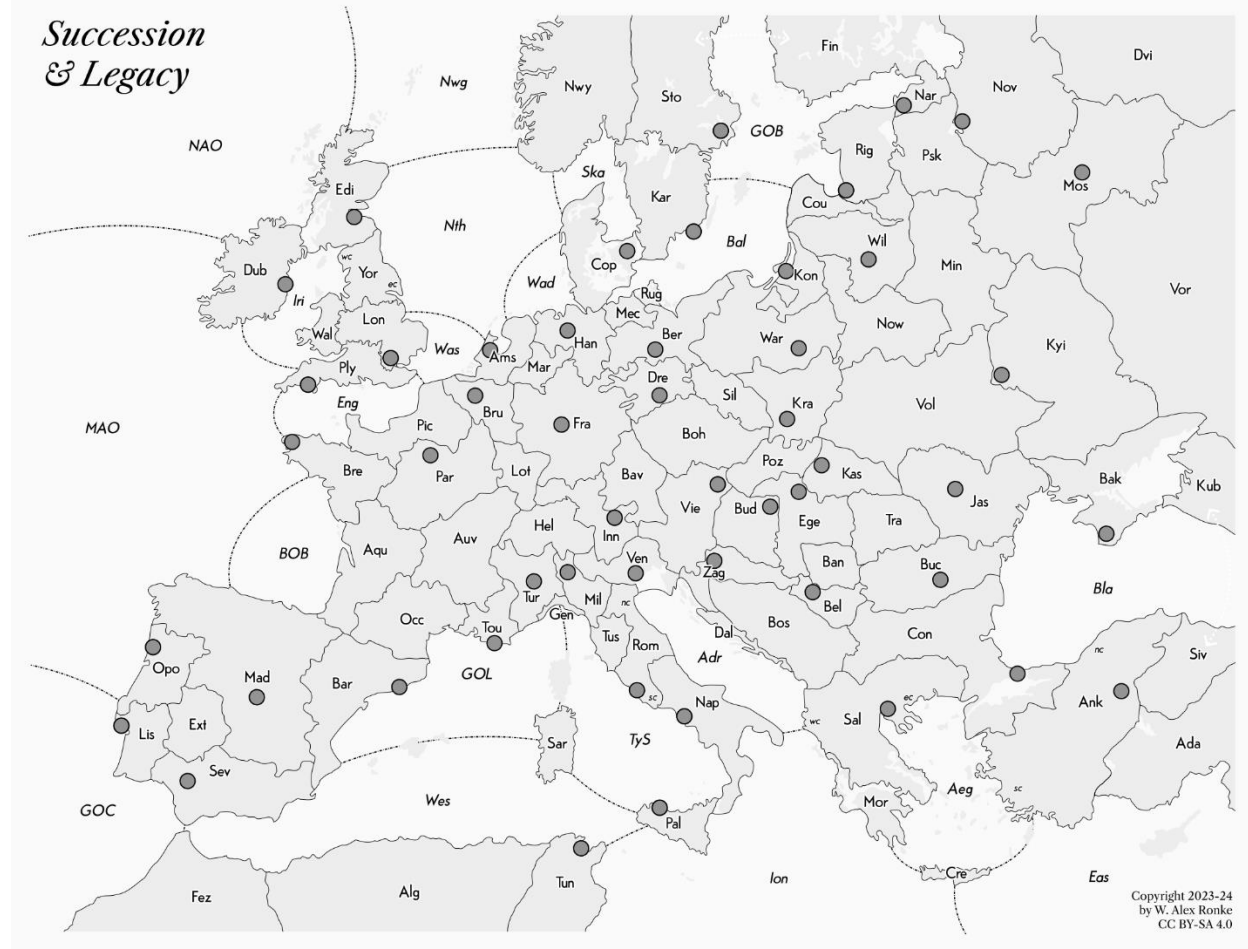
3.2 - Full Starting Map

Full resolution copy: https://diplomacyvariants.files.wordpress.com/2024/01/sl-starting-map-v1.1.0.png
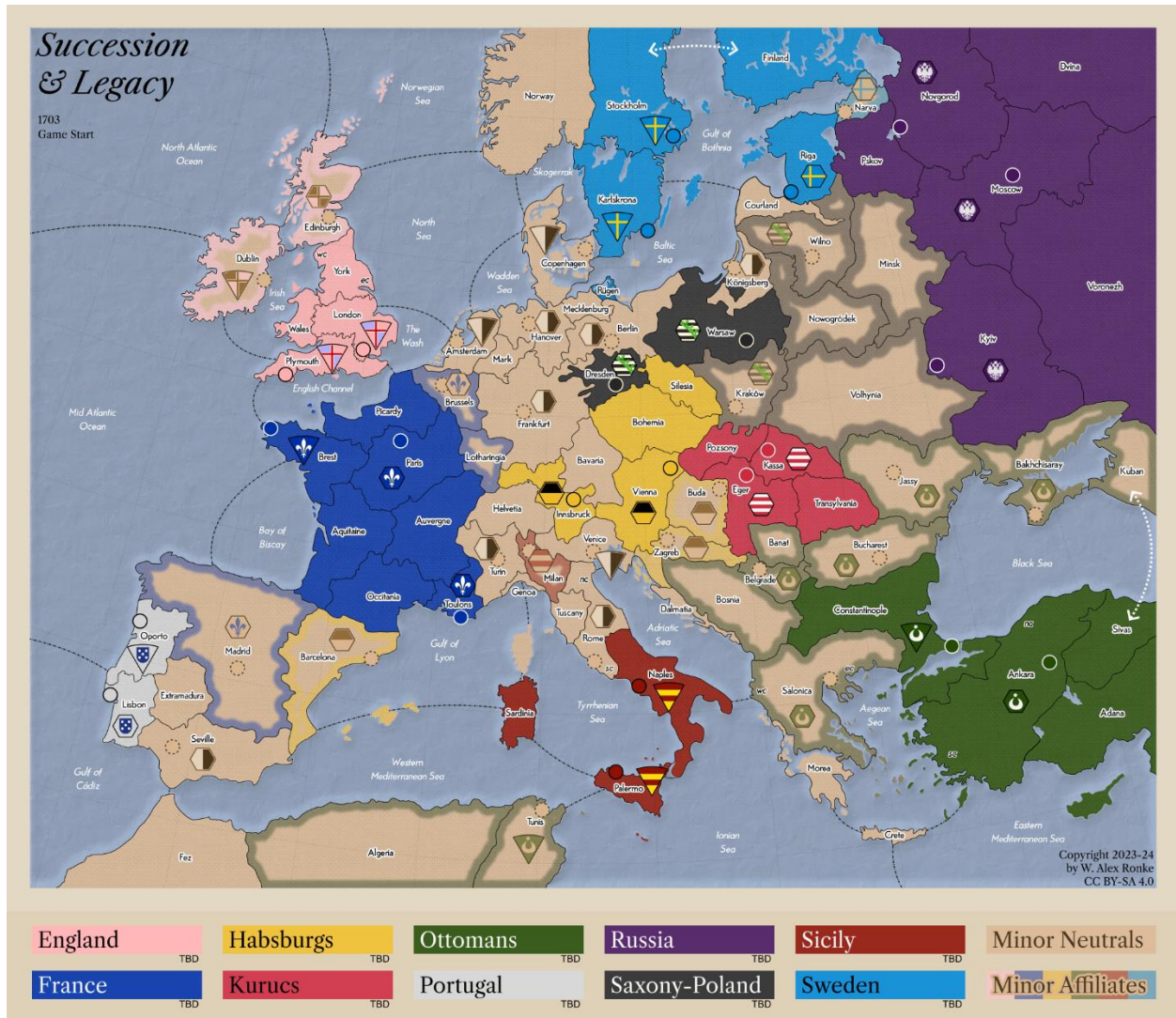
On this map, hexagons represent Armies. Triangles with curved top edges ("sails") represent Fleets.

3.3 - Starting Map with Simplified Colors

Full resolution copy: https://diplomacyvariants.files.wordpress.com/2023/06/sl-simplified-flat-colors-1.png
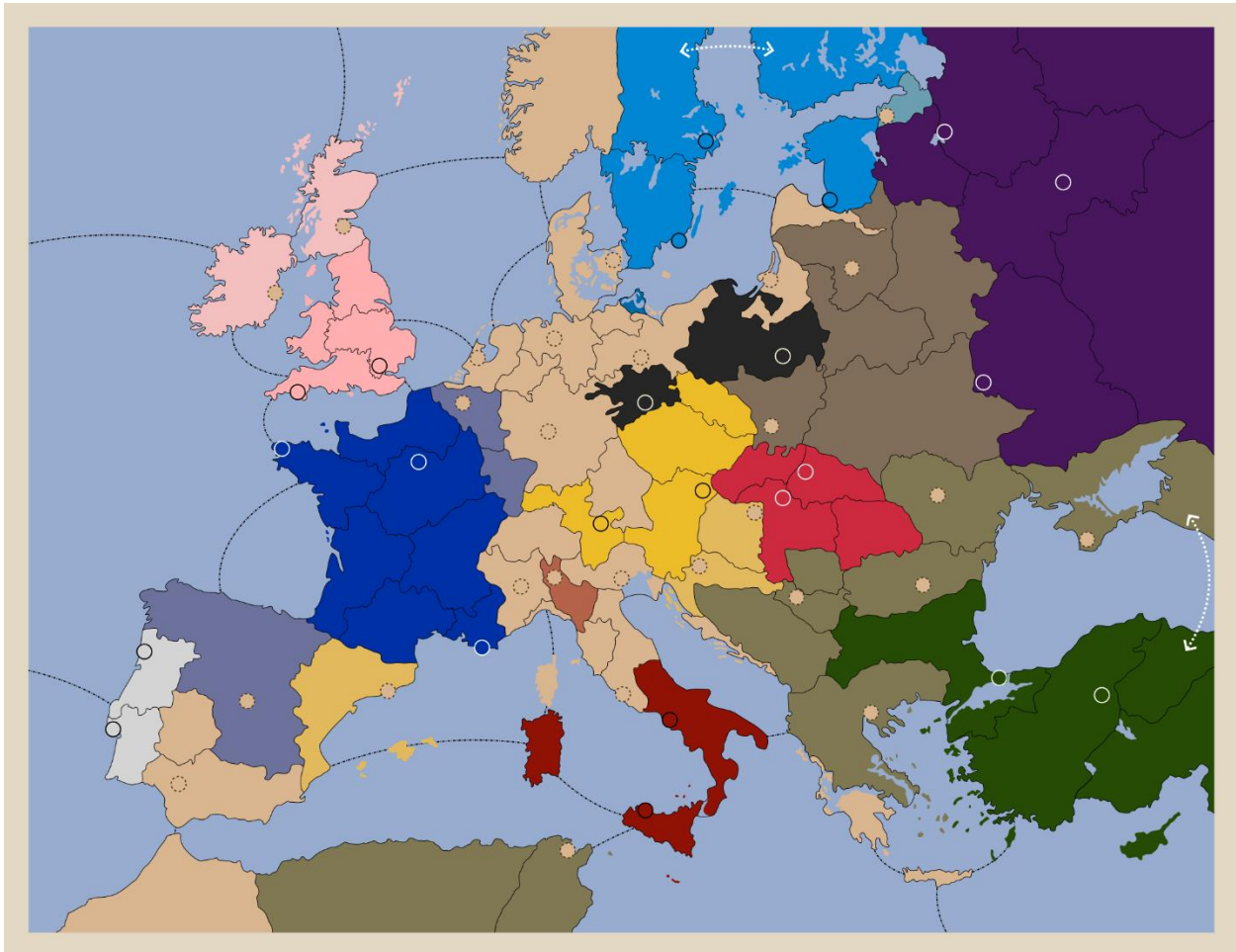
3.4 - Adjacency Diagram

Full resolution copy: https://diplomacyvariants.files.wordpress.com/2024/01/sl-adjacency-nodes-graph-v1.1.0.png
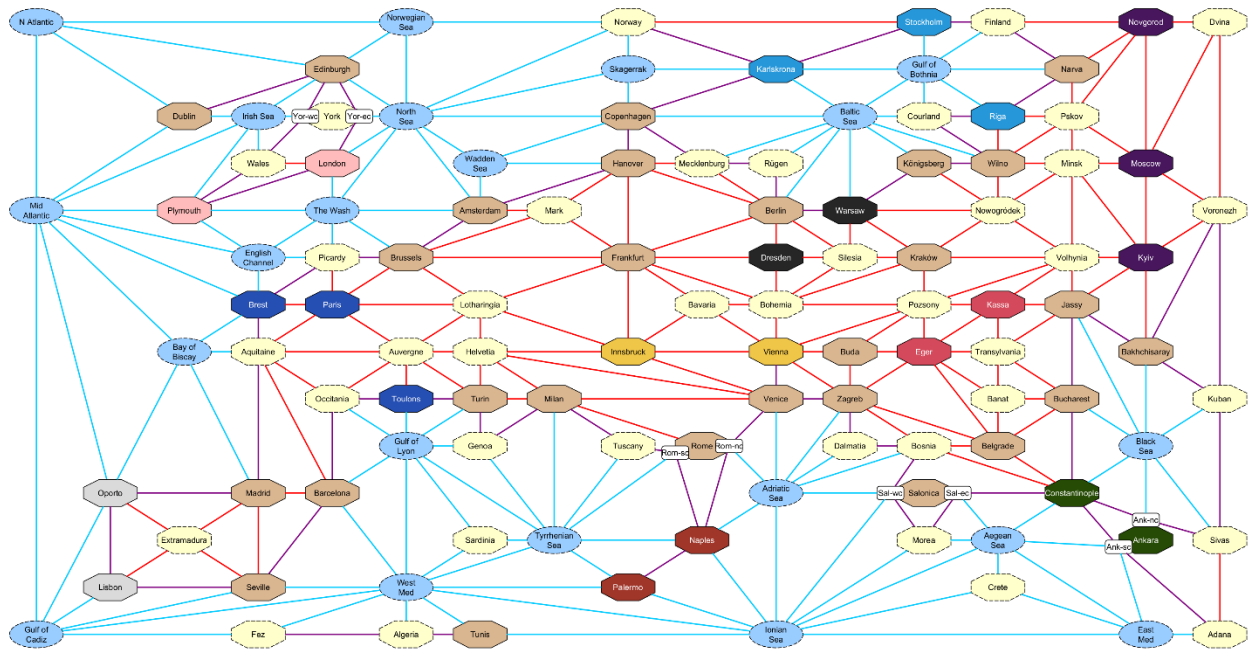
The above diagram shows lines of adjacency between locations in Succession & Legacy. Light blue ovals with dashed outlines represent water spaces.

Red lines connect locations that only Armies may treat as adjacent. Blue lines connect locations that only Fleets may treat as adjacent. Purple lines connect locations that either unit type may treat as adjacent. Where purple lines connect to split coastlines, assume that fleets may travel to the specific coast while armies travel to the base node.

For example, a purple line connects Tuscany (Tus) to Rome's south coast (Rom-sc).
This means that fleets treat Tuscany and Rome (south coast) as adjacent while armies
treat Tuscany and Rome as adjacent.

3.5 - Primary Map Basis

Full Resolution Copy: https://diplomacyvariants.files.wordpress.com/2023/06/stitch-large-1740-map.png

This map by Friedrich Wilhelm Putzger depicts Europe in 1740. Further research allowed me to modify these borders to better reflect the period of the variant (early 1700s).

4.0 - Map Notes

This section details geographic features of the map for Succession & Legacy.

4.1 - Names & Abbreviations

The following is a table of all space names and abbreviations in S&L.

Name	Abbrev	Name	Abbrev
Adana	Ada	Finland	Fin
Adriatic Sea	Adr	Frankfurt	Fra
Aegean Sea	Aeg	Genoa	Gen
Algeria	Alg	Gulf of Bothnia	GOB
Amsterdam	Ams	Gulf of Cádiz	GOC
Ankara	Ank	Gulf of Lyon	GOL
Aquitaine	Aqu	Hanover	Han
Auvergne	Auv	Helvetia	Hel
Bakhchisaray	Bak	Innsbruck	Inn
Baltic Sea	Bal	Ionian Sea	Ion
Banat	Ban	Irish Sea	Iri
Barcelona	Bar	Jassy	Jas
Bavaria	Bav	Karlskrona	Kar
Bay of Biscay	BOB	Kassa	Kas
Belgrade	Bel	Kraków	Kra
Berlin	Ber	Kuban	Kub
Black Sea	Bla	Kyiv	Kyi
Bohemia	Boh	Königsberg	Kon
Bosnia	Bos	Lisbon	Lis
Brest	Bre	London	Lon
Brussels	Bru	Lotharingia	Lot
Bucharest	Buc	Madrid	Mad
Buda	Bud	Mark	Mar
Constantinople	Con	Mecklenburg	Mec
Copenhagen	Cop	Mid Atlantic Ocean	Mid
Courland	Cou	Milan	Mil
Crete	Cre	Minsk	Min
Dalmatia	Dal	Morea	Mor
Dresden	Dre	Moscow	Mos
Dublin	Dub	Naples	Nap
Dvina	Dvi	Narva	Nar
Eastern Mediterranean Sea	Eas	North Atlantic Ocean	NAO
Edinburgh	Edi	North Sea	Nth
Eger	Ege	Norway	Nwy
English Channel	Eng	Norwegian Sea	Nwg
Extramadura	Ext	Novgorod	Nov
Fez	Fez	Nowogródek	Now
		Occitania	Occ

Oporto	Opo	Transylvania	Tra
Palermo	Pal	Tunis	Tun
Paris	Par	Turin	Tur
Picardy	Pic	Tuscany	Tus
Plymouth	Ply	Tyrrhennian Sea	TyS
Pozsony	Poz	Venice	Ven
Pskov	Psk	Vienna	Vie
Riga	Rig	Volhynia	Vol
Rome	Rom	Voronezh	Vor
Rügen	Rug	Wadden Sea	Wad
Salonica	Sal	Wales	Wal
Sardinia	Sar	Warsaw	War
Seville	Sev	Western	
Silesia	Sil	Mediterranean Sea	Wes
Sivas	Siv	Wilno	Wil
Skagerrak	Ska	York	Yor
Stockholm	Sto	Zagreb	Zag
The Wash	Was		
Toulons	Tou		

4.2 - Split Coastlines

Four provinces in S&L have split coastlines. As in classic Dip, players should take care to specify the coast desired when moving fleets to these provinces, especially when such a move could be ambiguous.

Ankara (south & north)

Figure 4.2.1 – Ankara Split Coastlines

The province designated as Ankara has its coastline split by Constantinople, which in turn includes the entire Marmara region. Ankara has north and south coasts.

Possible Ambiguity for Moves from: Constantinople

Rome (south & north)

Figure 4.2.2 – Rome Split Coastlines

The borders of Rome approximate those of the Papal States as a whole, with the south coast near Rome proper and the north coast corresponding roughly to the city of Ravenna.

Possible Ambiguity for Moves from: Naples

Salonica (west & east)

Figure 4.2.3 – Salonica Split Coastlines

Because Morea, also known as the Peloponnese peninsula, was occupied by the Venetians in this era, it splits the coastline of Greece, as represented by Salonica, into west and east coasts.

Possible Ambiguity for Moves from: Morea

York (west & east)

Figure 4.2.4 – York Split Coastlines

York is split into two coastlines, with the west coast of York corresponding roughly to Liverpool.

Possible Ambiguity for Moves from: Edinburgh

4.3 - Canals

Several land spaces on the map also function as canal spaces. These spaces operate like Constantinople or Kiel in standard Diplomacy. Fleets may travel through and along those canals as they would coastlines, but fleets located in those canal spaces may not convoy armies. The exact connections those canals provide are detailed in the Adjacency Diagram (TBD).

Some canals and coastlines are atypical or may be difficult to read on the map. The following are clarifications of a few potentially ambiguous locations.

Bakhchisaray, Kuban, and Voronezh

Bakhchisaray, which corresponds roughly to Crimea, also encompasses the Sea of Azov. It borders both Kuban and Voronezh, and both fleets and armies consider all three mutually adjacent.

Note that Voronezh includes a tiny coastline near the port of Azov (captured by Russia in 1699, but not fully developed yet). This means Voronezh is considered a coastal territory, but it does not directly border the Black Sea; fleets in Voronezh will only treat Bakhchisaray and Kuban as adjacent.
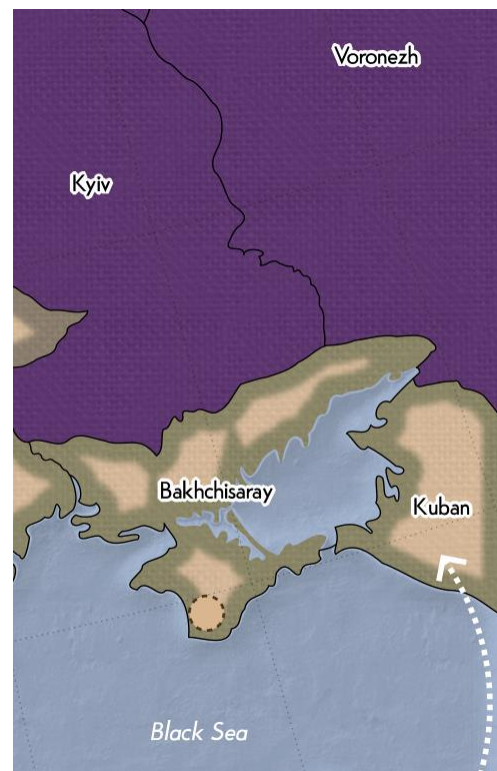
Figure 4.3.1 Bakhchisaray, Kuban, and Voronezh

Constantinople

As in classic Diplomacy, Constantinople behaves as a canal province. It encompasses the entire Bosporus Strait and Sea of Marmara. Fleets must pass through Constantinople when traveling between the Black Sea and Aegean Sea. Note that Constantinople splits the coastline of adjacent Ankara.

Figure 4.3.2 Constantinople

Copenhagen & Karlskrona

Copenhagen and Karlskrona behave like canals analogous to Denmark and Sweden in classic Dip. However, no such canal exists that would correspond to Kiel.
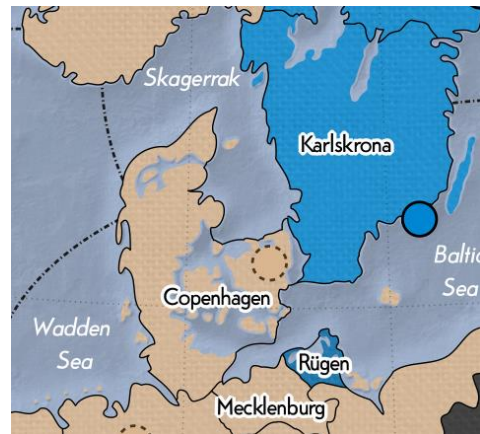
Figure 4.3.3 Copenhagen & Karlskrona

Dublin, Edinburgh, Irish Sea, & North Atlantic Ocean

Irish Sea and North Atlantic Ocean are not adjacent in S&L. Instead, the patch of water between the northeastern coast of Ireland and southwestern coast of Scotland is treated like a canal that separates Irish Sea and NAO. Therefore, Edinburgh and Dublin are adjacent canal spaces for game purposes.

Figure 4.3.4 Edinburgh & Dublin

Naples, Palermo, Ionian Sea, & Tyrrhenian Sea

Like the water between Scotland and Ireland, the narrow strait between Sicily and the boot of Italy is treated like a canal. As such, Naples and Palermo behave like canal spaces, while Ionian Sea and Tyrrhenian Sea are not adjacent.
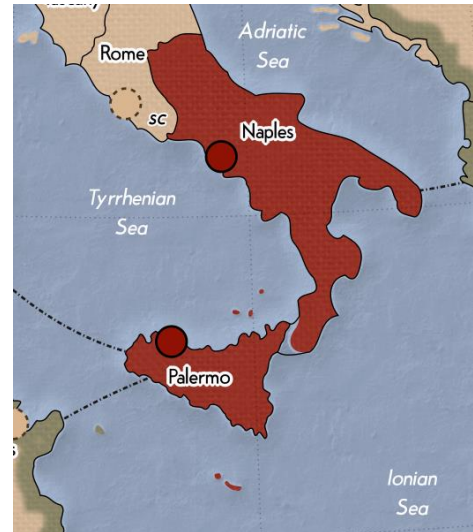
Figure 4.3.5 Naples & Palermo

Vienna, Venice, & Zagreb

The province of Vienna has a very small coastline (that corresponds approximately to the city of Trieste). The province of Venice, however, includes some portion of the water in its immediate vicinity and fully surrounds Vienna's coast. Fleets may therefore pass between Vienna and Venice. Fleets may also pass between Venice and Zagreb, but Vienna's coast is not adjacent to Zagreb.
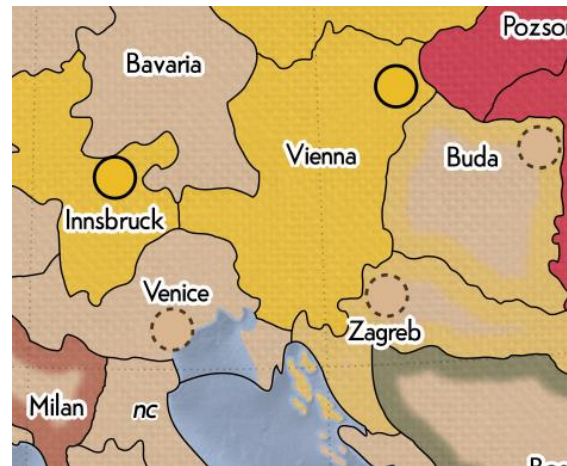
Figure 4.3.6 Vienna, Venice, & Zagreb

4.4 - Arrows

Arrows connecting two spaces indicate the two regions should be treated as adjacent for all purposes. There are two such arrows on the map: one between Sivas and Kuban, and the other between Stockholm and Finland. Fleets and armies may pass freely between Sivas and Kuban; fleets and armies may likewise pass freely between Stockholm and Finland.

Please check the Adjacency Diagram (TBD) if there is any confusion. Please note that in S&L, Norway is <u>not</u> considered adjacent to either Finland or Novgorod.

4.5 - Impassable spaces

Spaces without listed names are impassable, such as Corsica, Cyprus, and the Balearic Islands.

5.0 - Powers & Starting Units

The following are the ten Major powers of Succession & Legacy. Each of these major powers is controlled by a single player.

5.1 - England (EN)

- **Color**: Pink
- **Starting Units / Home SCs**:
  - F London
  - F Plymouth
- **Affiliates**:
  - F Dublin
  - A Edinburgh
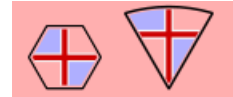
In 1703, Queen Anne, last of the Stuart monarchs, sat on the English throne. England played an outsized role in the War of Spanish Succession, fighting on behalf of the Habsburg claim and recruiting others to that cause, more likely based on concerns about French power growth rather than concerns over the Spanish throne.

5.2 - France (FR)

- **Color**: Vivid Blue
- **Starting Units / Home SCs**:
  - F Brest
  - A Paris
  - A Toulons
- **Affiliates**:
  - A Brussels
  - A Madrid

Louis XIV still reigned in France in 1703. With the death of Charles II in Spain, a mix of complicated Habsburg agreements, laws of primogeniture, and renunciations left it rather unclear who would next take the Spanish Throne. Louis XIV backed Philip V, the son of his own heir apparent, while the Habsburgs backed Charles of Austria, a younger son of the current Habsburg Holy Roman Emperor.

5.3 - Habsburgs

- **Color**: Yellow
- **Starting Units / Home SCs**:
  - o   A Innsbruck
  - o   A Vienna
- **Affiliates**:
  - o   A Barcelona
  - o   A Buda
  - o   A Zagreb

As the result of many generations of inbreeding, the Habsburg dynasty had great difficulty producing viable heirs for its scattered monarchs in eastern Europe, Iberia, and beyond. Conflicting rules over whether a female Habsburg could inherit her father's title likewise added confusion. By 1703, the Habsburgs found themselves with fewer friends in Spain than expected to back their claim after the death of Charles II. Their attention became additionally divided by the civil war brewing in Hungary that threatened to spill to the west of the Danube.

5.4 - Kurucs (KU)

- **Color**: Light Red
- **Starting Units / Home SCs**:
  - o   A Eger
  - o   A Kassa
- **Affiliates**: None

Francis II Rákóczi belonged to a noble family with holdings and titles in Hungary and Transylvania. Following the recent example of Imre Thököly, Rákóczi gathered likeminded nobility that resented Habsburg imperial control and led a revolt in the rural regions of Hungary. These insurgents came to take on the moniker of Kurucs, a word which has both positive ("patriotic") and negative ("chauvinist") meanings.

5.5 - Ottomans (OT)

- **Color**: Green
- **Starting Units / Home SCs**:
  - A Ankara
  - F Constantinople
- **Affiliates**:
  - A Bakhchisaray
  - A Belgrade
  - A Bucharest
  - A Jassy
  - A Salonica
  - F Tunis

Historically, the Ottoman Empire played very little role in any of the major wars captured in the S&L scenario; it had, however, only just finished fighting the Russo-Turkish War of 1686-1700. The Ottoman holdings were vast, but in practice many of its semi-autonomous vassals and eyalets (administrative subdivisions) were difficult to reign in.

5.6 - Portugal (PO)

- **Color**: Light grey
- **Starting Units / Home SCs**:
  - A Lisbon
  - F Oporto
- **Affiliates**: None

Portugal had significant interest in the leadership of its Iberian neighbor Spain. However, in the War of Spanish Succession, it was not immediately clear to Portugal which claim was the better one: Habsburg or Bourbon? Portugal is notable in this war, historically, for having switched sides partway through, eventually joining the English to fight on behalf of the Habsburgs in Spain.

5.7 - Russia (RU)

- **Color**: Purple
- **Starting Units / Home SCs**:
  - A Kyiv
  - A Moscow
  - A Novgorod
- **Affiliates**: None

Peter the Great established St. Petersburg on the eastmost tip of the Baltic Sea in the early years of the Great Northern War. Along with efforts in Azov, Peter wished to see Russia become a naval power. But though St. Petersburg would eventually become Russia's capital for a time, it is excluded as an SC in S&L. A Russian player looking to build a northern navy, as did Peter the Great, will have to come to terms with Sweden over the status of Narva, whose territory includes the capital-to-be.

5.8 - Saxony-Poland (SA)

- **Color**: Black
- **Starting Units / Home SCs**:
  - A Dresden
  - A Warsaw
- **Affiliates**:
  - A Kraków
  - A Wilno

Augustus II "the Strong" was the Elector of Saxony, a member of the nobility that determined the leadership of the Holy Roman Empire. He was also elected King of Poland and the Grand Duke of Lithuania in 1697. However, as the Great Northern War progressed, Augustus found his influence crumbling in the Polish-Lithuanian Commonwealth. Swedish invasions into Lithuania and infighting in the Polish-Lithuanian legislature led to him being supplanted; Sweden forced the Commonwealth in 1704 to recognize a Swedish prince as their monarch instead.

5.9 - Sicily (SI)

- **Color**: Brick Red
- **Starting Units / Home SCs**:
  - F Naples
  - F Palermo
- **Affiliates**:
  - A Milan

In S&L, the moniker Sicily is a synecdoche for the collection of Spanish holdings in and around the Italian peninsula: Sicily, Naples, Sardinia, and (to a lesser extent) Milan. As Spanish leadership crumbled under the succession crisis, the allegiance of Spain's former imperial possessions to either the Bourbon or Habsburg claims made the relatively small Italian militaries more relevant than they otherwise might have been.

5.10 - Sweden (SW)

- **Color**: Cyan
- **Starting Units / Home SCs**:
  - F Karlskrona
  - A Riga
  - F Stockholm
- **Affiliates**:
  - A Narva

At the turn of the 18th century, Sweden controlled territory that surrounded much of the Baltic Sea, and it frequently found itself embroiled in conflict with Russia or the rest of the European continent. The Swedish crown was held by Charles XII, an exceptionally skilled military leader, tactician, and politician; however, his life was so consumed by persistent war that he never married nor fathered any children.

5.11 - Minor Neutral Powers & Units

The game map begins with 10 Minor Neutral powers, listed below alongside their unit types (A or F).

F Amsterdam	A Berlin	F Copenhagen	A Frankfurt	A Hanover
A Königsberg	A Rome	A Seville	A Turin	F Venice

5.12 - Affiliate Powers & Units

There are 15 Affiliate powers on the starting map. Affiliates are nearly identical to minor neutral powers, except that they treat DP allocations from their sponsoring power as worth double their normal value. They appear on the map with faded / beige versions of their sponsoring powers' territory colors and unit icons.

They are listed below alongside their unit types (A or F) and sponsors.

Affiliate Power & Unit	Sponsoring Power
F Dublin	England
A Edinburgh	England
A Brussels	France
A Madrid	France
A Barcelona	Habsburgs
A Buda	Habsburgs
A Zagreb	Habsburgs
A Bakhchisaray	Ottomans
A Belgrade	Ottomans
A Bucharest	Ottomans
A Jassy	Ottomans
A Salonica	Ottomans
F Tunis	Ottomans
A Kraków	Saxony-Poland
A Wilno	Saxony-Poland
A Milan	Sicily
A Narva	Sweden

Historical Background: Affiliate Powers

Affiliate powers are an abstraction of **several** possible relationships with their sponsoring Major powers.

- Some, like the Ottoman and English affiliates, are territorial possessions that maintain some degree of independence or are not yet fully integrated into the empire.
- Some are possessions that are under siege (Narva) or that are threatened by civil war (Buda & Zagreb).
- For Sicily, which is itself a synecdoche of Spanish possessions in Italy, the affiliate Milan represents a further Spanish-Italian territory.
- Brussels represents the Spanish Netherlands, technically a Spanish possession but one garrisoned at the time by French troops.
- In mainland Spain, Madrid & Barcelona represent factions that backed France's or Austria's preferred Heir to the Spanish throne, respectively.

6.0 - Stationary Units (Minor & Affiliate Powers)

Minor and Affiliate powers possess only <u>stationary</u> units. Stationary units may be given move orders, but those moves will **always** bounce, even if unopposed, meaning that a stationary unit may never actually leave its home. Stationary units never retreat; they always disband.

The rules for stationary units should be familiar to anyone who has played a DP-based variant before, and it is recommended that the player familiarize themselves with the <u>Common Ruleset for DP-based</u> <u>Variants</u>, a section of which is quoted below.

Stationary Units & Sortie Attacks

All Minor Powers' units are stationary. Stationary units can be given orders just like any other unit. They can be ordered to hold, support, move, or (when applicable) convoy. They can be ordered to move via convoy as well.

However, while stationary units can be ordered to move, they will never actually move. Instead, their moves will always bounce. This is called a Sortie. For example, a stationary unit's move order can be used to cut an adjacent unit's support or protect an adjacent empty province from a potential invader.

Because stationary units cannot leave their current locations, they cannot dislodge other units.

Stationary Units & Retreats

Stationary units cannot retreat. If a stationary unit is dislodged, it is always destroyed during the Retreat phase. If a stationary unit's move order bounces in an otherwise uncontested province, that province is not an eligible retreat location during the subsequent Retreat phase.

7.0 - Build Rules

In Succession & Legacy, a Major Power may only build units in its Home Supply Centers. This includes the original 2-3 centers possessed by the Major Power at the start of the game **as well as** up to one further Home Supply Center whose acquisition is described in the next section.

As with classic Diplomacy, in order to build in an SC it must be both possessed by the Major Power and vacant of any current unit.

7.1 - Acquiring an Additional Home Supply Center

Each Major Power has the option to name one additional Home SC during a Winter turn. As part of the naming process, the player **must** order a legal build there this turn and may elect to build units there during future Winter Adjustment turns.

An Additional Home SC must follow the following restrictions:

1. The SC must be currently possessed by the Major Power and vacant of units.
2. The Major Power must not have named any other SC as its additional Home SC.
3. The SC must not be any other Major Power's Home SCs, including SCs previously named as an Additional Home Supply Center.

- o This also includes centers that behaved as Home SCs (original or additional) for eliminated players.
- o Accordingly, the SC must have started the game as either a Neutral or Affiliate possession, though the sponsoring power for the Affiliate does not matter.

Please note that as a Home SC, the new Additional Home SC also has ramifications for DP counts per season (§ 8.3).

Example 8.1.1

*Russia captures Narva and Jassy by the end of 1703. By Winter 1704, both Narva and Jassy still belong to Russia but are vacant of any units, and Russia has at least one build this turn. Russia may elect to name either Narva or Jassy, **but not both**, as an additional Home SC this turn by building there. Let's assume that Russia builds in Jassy, naming it as its additional Home SC.*

*Later in the game, Russia is eliminated, and the Ottomans possess a vacant Jassy. The Ottomans have not yet named their own Additional Home SC. However, they may **not** do so in Jassy, as it was previously Russia's Additional Home SC.*

7.2 - Builds by Minor & Affiliate Powers

Should a Minor power or Affiliate power enter the Winter phase with a controlled-but-vacant SC, that power will automatically build a unit of the type present in that SC at the start of the game. This can occur if that Minor or Affiliate's unit is dislodged in Spring but whose territory is left vacant at the end of the fall turn.

8.0 - Diplomacy Points (DP)

Every SC on the map that belongs to a Minor power of Affiliate power, rather than a player, possesses a stationary army or fleet. These units can be given support, hold, or move orders, and they will participate in each season's adjudication.

However, the orders for these units are not handled by any single player directly. Instead, the orders given for neutral & affiliate units are determined through secret Diplomacy Point (DP) allocations.

Those unacquainted with Diplomacy Points should familiarize themselves with the Common Ruleset for DP-based Variants. S&L uses a variation of these standard DP rules for setting the orders for Minor and Affiliate powers. A section of that standard set of rules is quoted below.

From the Common Ruleset for DP-based Variants

Diplomacy Points (DP) are the system by which players determine the orders of Neutral units. Each Orders Phase, every player receives an allotment of DP; the amount allotted varies by variant. That DP is use-it-or-lose-it; none can be stored or carried over into the next turn.

Allocating & Adjudicating DP

Along with orders for their own units, players can submit potential orders for one or more neutral units. Each potential order must come with a DP allocation, and the total DP allocated by a player must not exceed their total allotment for that phase. The DP expenditures act like "votes" for that order. Other players may vote for that same order and allocate DP to it. A single player with 2 DP, for instance, can potentially spend 2 DP on a single units' order or allocate 1 DP each to two different units' orders.

At the time of adjudication, the GM analyzes all the submitted DP allocations for a given unit. The order that has the most DP spent is the one that will be given to the unit. If two or more orders tie for DP spent, or if no DP is allocated to that unit, it will be given a default order instead. Except where specified in the specific variant's rules, the default order for any neutral unit is Hold.

All DP allocations are kept secret. Only the "winning" orders will be known publicly but not which players (if any) allocated DP to those orders. For most variants, all DP allocations will remain secret until the entire game has completed.

Limitations on DP Allocations

Individual variants tend to come with additional restrictions regarding who a neutral unit or Minor unit will attack or support, which players may spend DP on a given unit, and how much DP may be spent on a single order per turn. These restrictions tend to be customized to reflect the setting of the variant and the affiliations of the Minor Powers. However, one rule is nearly universal, particularly for stationary minor powers.

The Attacking & Allocating Rule

If a player's own unit is attacking (or supporting an attack on) a minor power, that player may not allocate DP to that minor power during the turn the attack or support is taking place.

This rule lessens some of the inherent "gullibility" of minor powers. Most commonly, it prevents a player from allocating DPs to a minor power for having the minor power unit move, thereby making it ineligible to receive support-to-hold during the player's attack on that minor power.

8.1 - DP Allocation for Affiliate Powers

The above rules apply in full for all Minor and Affiliate powers' units, with one change. For DP allocation purposes, Affiliate powers can be considered identical to Minor powers, except that every DP spent on an order for an Affiliate power by that power's sponsor is worth double its normal value.

> **Example 8.1.1**
>
> *England sponsors an Affiliate power in Dublin. During an Orders phase, England secretly allocates 1 DP to F Dublin, ordering it to move to Mid Atlantic Ocean (sortie). Meanwhile, Portugal secretly allocates 1 DP to F Dublin, ordering it to support F Oporto to Mid Atlantic Ocean.*
>
> *Provided there are no other DP allocations to this unit, F Dublin will move/sortie to*

8.2 - Detailed Practical Example: DP in the Baltic

Here is an example of DP usage and adjudication in the context of S&L.

Saxony vs. Sweden Setup

Assume units are positioned as they are on the starting map. In this scenario, Sweden and Saxony are competing over the Baltic coast, and distant opponent Sicily attempts to interfere using DP allocations. Each player has a budget of 2 DP each orders phase.
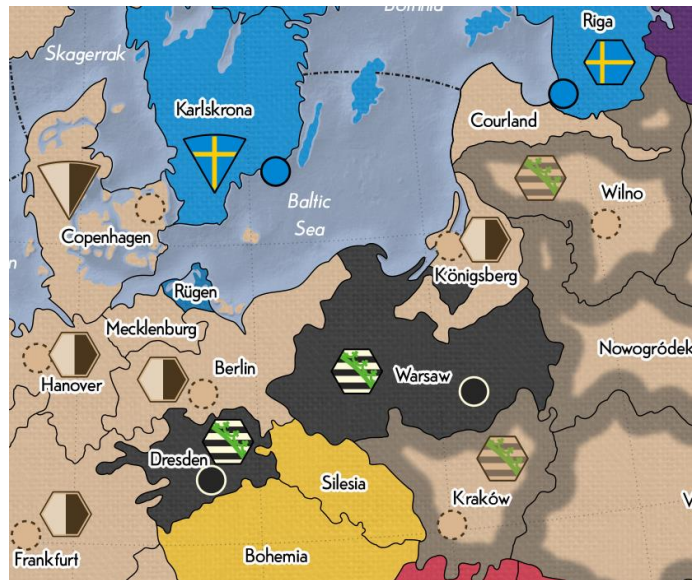
Saxony-Poland Orders

```
A War – Kon
A Dre – Ber
1 DP: A Han S Dre – Ber
1 DP: A Wil S War – Kon
```

Sweden Orders

```
A Rig – Wil
F Kar – Bal
1 DP: A Kon S Rig – Wil
1 DP: A Han S Ber H
```

Sicily Orders

```
1 DP: A Wil H
1 DP: F Cop – Bal
```


While Sicily has no units in this section of the map, that doesn't matter for DP. Sicily's DP allocations, which seem to be both attempting to help and stifle Sweden, are still part of the overall consideration for these neutral and affiliate units' orders.

Deciding Winning DP Bids

Assuming no further players' units or DP bids interfere with these orders, here is how the GM will adjudicate.

First the GM determines what actual orders will be performed by the neutral and affiliated units. These DP allocations all happen to be legal; no one is violating the Attacking & Allocating rule, for instance. In the season's report, the GM will show these orders for the affiliates and neutrals in the region:

```
A Fra H
A Kra H
A Han H
F Cop – Bal
A Ber H
A Wil S War – Kon
A Kon S Rig – Wil
```

Details:

- Because no DP allocations were made to **Frankfurt**, **Berlin**, or **Kraków**, those units hold.
- **Hanover** received equal bids for two different orders from Saxony and Sweden. Because no other player contributed DP to these bids, they remain tied at adjudication. In the event of a tie, the default order is used, so Hanover holds.
- **Copenhagen** will attempt to move to the Baltic, as that is the only bid for its order.
- For the same reason, **Königsberg** will support an attack by Sweden to Wilno.
- **Wilno** received two bids: 1 DP to Hold (from Sicily) and 1 DP to support an attack by Warsaw to Königsberg (from Saxony-Poland).
  - Normally these would tie, and Wilno would hold.
  - However, because Wilno is a Saxon affiliate power, it treats DP allocations from Saxony-Poland as being worth twice their value.
  - As a result, the order to support War to Kon receives the equivalent of a 2 DP bid, so it is *that* order is what makes it to the final report.
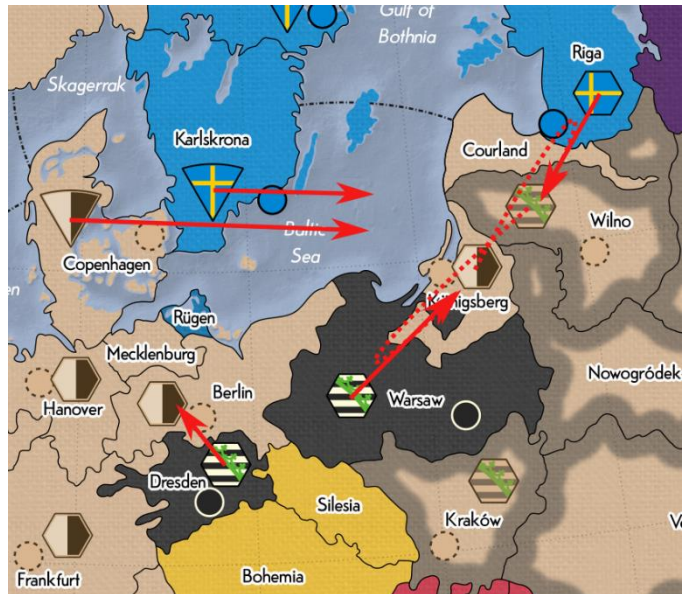
Note that the *source* of each DP allocation is clear to the GM, but the GM never reports on the specifics of those allocations themselves. Only the final "winning" order for a unit, if there is one, is reported.

Adjudication Report

After that's all taken care of, the actual orders adjudication will look like the following.

```
------
Saxony-Poland
------

    A War - Kon          Bounced 1v1
    A Dre - Ber          Bounced 1v1


------
Sweden
------

    A Rig - Wil          Bounced 1v1
    F Kar - Bal          Bounced 1v1 (with Cop)


------
```

```
Neutrals
------

    A Ber H                     Succeeds
    F Cop - Bal                 Bounced 1v1 (with Kar)
    A Fra H                     Succeeds
    A Han H                     Succeeds
    A Kon S Rig - Wil           Cut by A War


------
Affiliates
------

    A Kra H                     Succeeds
    A Wil S War - Kon           Cut by A Rig
```

Note that even though Saxony and Sweden submitted allocations for Wilno and Königsberg that won their respective biddings, those supports were still cut and the moves from Riga and Warsaw both failed. DP allocation sets the orders given; winning the bidding war for a unit will not guarantee actual success in the adjudication.

8.3 - DP Totals per Player per Turn

Major powers receive a total pool of Diplomacy Points during each Orders phase that they may split between allocations to Minor and Affiliate powers' units. These points, if not spent, are lost at the end of the turn and do not carry over into subsequent Orders phases.

The total DP each Major power receives is calculated as follows:

1. +1 DP if the Major power controls at least one of its Home SCs.
2. +1 DP if the Major power controls **all** its Home SCs.
3. +1 DP if the Major power controls at least one SC outside of its Home SCs.

Accordingly, during the first Spring Orders phases of the game, each Major power will have 2 DP each to allocate. Likewise, through the course of the game, any surviving power will have at least 1 DP to spend but no more than 3.

Because SCs only officially change hands immediately prior to Winter, DP totals will not change between Spring and Fall turns.

Also note that if a Major Power has named an Additional Home SC (§ 7.1), its current possession also matters for counting DP totals, as it is treated the same as one of that power's original Home SCs.

Example 9.2.1

*During the first year of the game, 1703, England has a total of **2 DP** to work with, as it controls solely its own Supply Centers.*

---

*By the end of that year, England captures Amsterdam and retains control of both London and Plymouth. So for Spring and Fall of 1704, England will have **3 DP** total to allocate per season.*

*At the end of 1704, England takes a fourth SC, Brussels. England elects to build in a vacant Amsterdam, naming it as England's Additional Home SC. For 1705, England will still have **3 DP** total to allocate.*

*By the end of 1705, however, assume that other players have captured both Brussels and Amsterdam, and that England controls only London and Plymouth. Because Amsterdam is now considered one of England's Home SCs, England will only be reduced to **1 DP** for the Spring and Fall turns of 1706, as England no longer controls* all *its Home SCs.*

Change Log

This section describes changes since the initial publication of these rules.

Version 1.1.0: 29 January 2024

- Updated links and bibliography entry for the Common Ruleset to point to NoPunIn10Did.com
- Renamed Konya to Adana, for two reasons:
  - The abbreviation, Kon, was identical to the abbreviation for Königsberg.
  - The region of Konya wasn't fully within the borders drawn.
- Maps and diagrams have been updated to reflect the Konya rename.
- One aesthetic version of the "full" map was removed, as it is no longer used.

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