



Распад Dissolution

A Post-Cold War *Diplomacy* Variant for Ten Players

Распад, or Dissolution, is a *Diplomacy* variant set in 1992 immediately after the breakup of the Soviet Union. The First Gulf War is over, and the first of multiple conflicts in Yugoslavia is just beginning. Players take on the role of former Warsaw Pact states, former Soviet states, and other influential states of the Middle East, Africa, and Central Asia.

In the chaos and power vacuum left in the Soviets' wake, who will rise to prominence? Will your nation become yet another failed state? Will you receive assistance from the international community, or will they thwart your ambitions?

Will your fledgling nation conquer, or be conquered?

Boilerplate

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1 Introduction & Basics

Dissolution is a *Diplomacy* variant set just after the Dissolution of the Soviet Union ([Распад СССР](#)). This variant is for 10 players, each of whom takes control of a power in Eastern Europe, Central Asia, the Middle East, or North Africa.

These rules assume familiarity with the rules of *Diplomacy* on the part of the reader. Except where described in this rulebook, the normal rules of *Diplomacy* apply.

1.1 New Features

Major features of Dissolution that depart from classic *Diplomacy* rules include:

- Stationary Wing units that behave like airbases
- Supply Centers of varying point value and a point-based victory condition
- Neutral Minor Powers & DP allocations (adapted from *Ambition & Empire*)
- Neutral Nuclear Powers with Invulnerable Units (an extension of the Minor Power / DP ruleset)
- The Favor Map, which abstracts the diplomatic relationships between the players and the neutral Nuclear Powers using Embassy units
- Optional continued participation from eliminated players

1.2 Starting Turn

Dissolution begins in the Spring of 1992.

1.3 Maps

For the following map images, a URL is specified where full resolution copies can be downloaded. However, to run your own game of *Dissolution*, please contact me via email at w.alex.ronke@gmail.com. I can supply you with the base SVG files (which are easier to modify as the game progresses).

There are two maps in Dissolution. The Geographic Map is where most of all gameplay takes place and should resemble other *Diplomacy* variant maps. The Favor Map, which is an organized grid of hexagonal spaces, is used to abstract and measure the comparative diplomatic relations between the players and the Nuclear Powers. The Favor Map has implications throughout the game, but players only give orders to the units there (Embassies) during the Winter Adjustments phase.

1.3.1 Geographic Map (Abbreviations, Units, and Sidebar)



РАСПАД

DISSOLUTION

1992.01

Начало игры

Game Start

Египет		5
Эфиопия		4
Иран		5
Казахстан		4
Пакистан		6
Польша		4
Румыния		4
Саудовская Аравия		4
Украина		5
Югославия		3



Version 2.1

Original Variant Design & Map by
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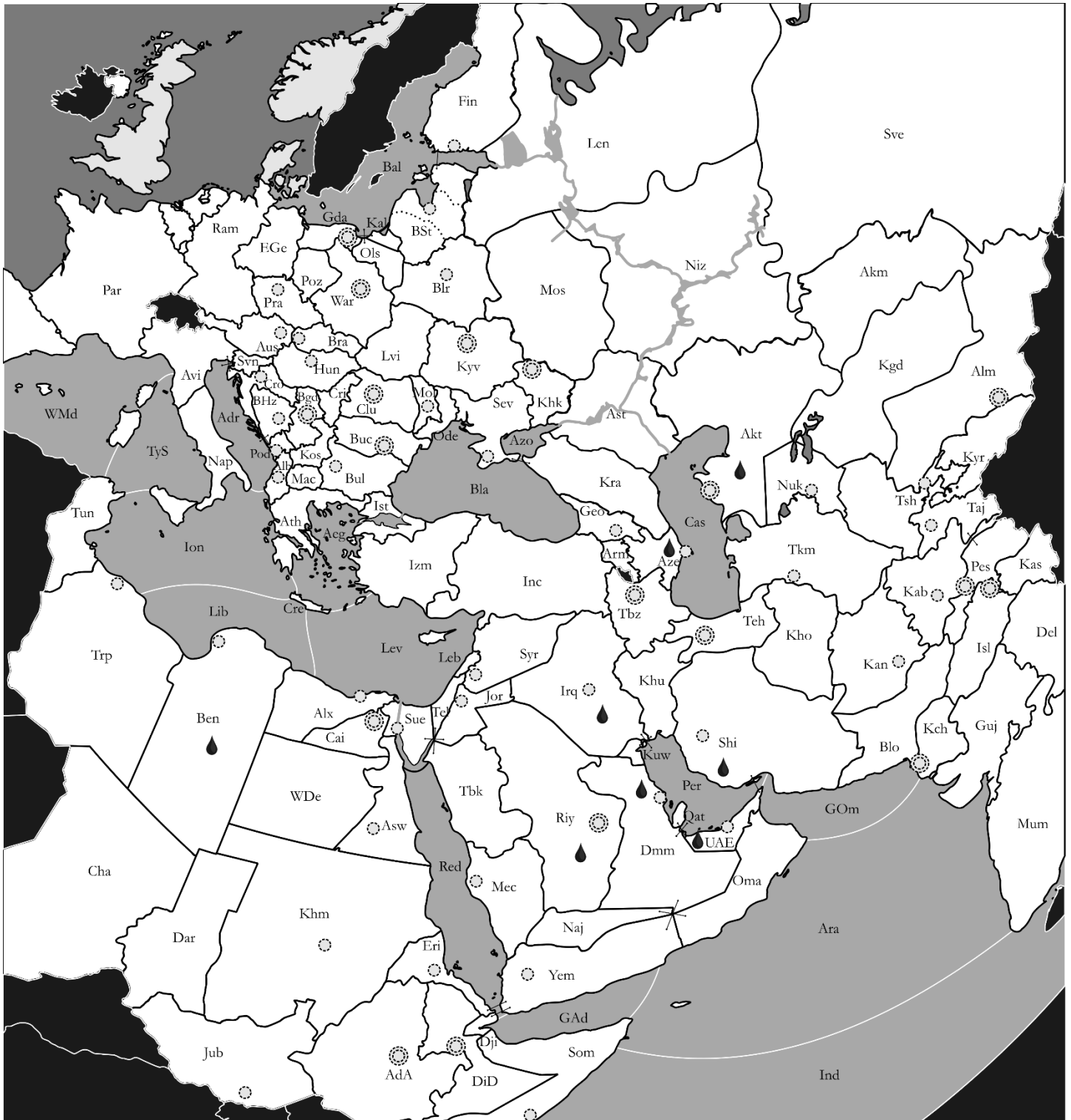
<https://diplomacyvariants.files.wordpress.com/2021/08/1992.01-dissolution-starting-map.png>

1.3.2 Geographic Map (Full Names)



<https://diplomacyvariants.files.wordpress.com/2021/08/dissolution-map-with-full-region-names.png>

1.3.3 Geographic Map (Outlines & Abbreviations)



<https://diplomacyvariants.files.wordpress.com/2021/08/dissolution-greyscale-map.png>

1.3.4 Favor Map (Blank)



<https://diplomacyvariants.files.wordpress.com/2021/08/1992.01.ft-blank-20180817.png>

1991.01



<https://diplomacyvariants.files.wordpress.com/2021/08/dissolution-starting-favor-map-v2.1.png>

1.4 Supply Centers & Victory Points

In Dissolution, each Supply Center (SC) is worth either 1 or 2 Victory Points (VP).

Players start with 2-3 SCs, with a total score of 3-6 VPs.

There are 57 Supply Centers on the map, worth a total of 75 Victory Points:

- 39 SCs are worth 1 VP, and are represented as a single dashed circle.
- 18 SCs are worth 2 VPs, and are represented as a pair of concentric dashed circles.

A player's total VP determines the number of units they can have on the map (see [Unit Count](#)).

1.5 Victory Conditions

To win, a single player must control SCs worth at least 27 VPs.

That player must also have the highest VP total of any other player, with no ties. If there is a tie for highest total at 27+ VP, the game continues into the next game-year.

2 Turn Structure: Years & Seasons

As in standard *Diplomacy*, Dissolution's turns are structured as seasons within a year. This section itemizes the tasks for the players and gamemaster (GM) for a typical year. Changes from the standard turn structure are highlighted in blue.

2.1 Spring & Autumn

The following is the structure of a Spring or Autumn turn.

2.1.1 Negotiation & Submission

1. The GM provides current maps to the players.
2. The GM sets a deadline for all orders and DP allocations to be submitted.
3. Players negotiate with one another.
4. Players secretly submit orders to the GM for their own units on the geographic map.
5. Players secretly allocate DP to request orders to be performed by neutral units on the geographic map. (§5.1)

2.1.2 Orders Adjudication

1. The GM compares all DP allocations to determine the orders to be performed by neutral units. (§5.1.3)
2. The GM calculates the results of all units' orders.
3. The GM reveals all units' orders and their results.
4. The GM does not reveal the DP allocations that led to the neutral units orders. (§5.1.3)
5. The GM prepares and provides a new Geographic map to reflect the results.

2.1.3 Favor Adjudication

1. The GM determines which players have committed violations against the neutral Nuclear powers this turn. (§11.6)
2. For each violation, the GM notes that a Kick is pending for the Embassy unit corresponding to the player power and the violated Nuclear power.
3. The GM calculates the result of any Kicks on the Favor Map. (§11.7)
4. Kicks occurring in the same slice of the Favor Map are resolved one-at-a-time, in alphabetical order. (§11.7)
5. The GM prepares and provides a new Favor map to reflect the results.

2.1.4 Retreats

1. Players submit retreats and disbands to the GM for their units, where applicable.

2. Players with zero Favor for a Nuclear power may not choose to retreat into that Nuclear power's territory. (§11.4.2)
3. The GM automatically issues disbands for:
 - Dislodged player-controlled Army and Fleet units that have no valid retreat destinations.
 - Dislodged stationary units (since they cannot retreat). This includes all dislodged minor neutral units and player-controlled Wing units. (§3.7)
 - All player-controlled units occupying a Nuclear power's territory for which that player has zero Favor (including units not dislodged during the Orders phase). (§11.4.2)
4. The GM reveals and adjudicates all retreats and disbands simultaneously.

2.1.5 End of Year Adjudication (Autumn Only)

1. Where applicable, the GM transfers control of Supply Centers to players based on their units' locations.
2. The GM tallies the Victory Point (VP) total for each player based on the centers they control.
3. The GM subtracts from the corresponding effective VP total for supply centers occupied by the US Navy. (§4.6)
4. The GM determines whether exactly one player has met the victory conditions.
 - a. If so, the game terminates in a solo win.
 - b. If not, the game continues as follows.
5. The GM determines whether any player has been eliminated.
 - a. A player is eliminated when they control no supply centers.
 - b. If a player has zero VP, but they control 1-2 supply centers currently occupied by the US Navy, they are not yet eliminated. (§4.6.2)
 - c. All eliminated players are now designated as Players in Exile, and can elect to continue participating in the game. (§5.3)
 - d. The GM immediately disbands all Embassy units from the Favor Map for any players eliminated from the game. (§4.1)
6. The GM calculates and announces the updated unit counts for each remaining player according to their effective VP total. (§4.2)

2.2 Winter

The following is the structure of a Winter turn in Dissolution.

2.2.1 Negotiation & Submission

1. The GM provides current maps to the players.
2. The GM sets a deadline for all Adjustments and Favor Orders to be submitted.
3. Players negotiate with one another.
4. Players secretly submit Adjustments (builds and disbands) for the Geographic map according to their updated unit counts.
5. Players secretly submit Orders for their Embassy units on the Favor map. (§11.5)

2.2.2 Adjustments Adjudication

1. The GM adjudicates all builds and disbands on the Geographic map.
2. The GM prepares a new Geographic map to reflect the results of these builds and disbands.

2.2.3 Favor Orders & Retreats

This part of adjudication should be considered as occurring simultaneously with adjustments; *i.e.* players cannot submit conditional Favor orders that depend upon the results of the Adjustments phase.

1. The GM calculates the results of all Embassy units' orders on the Favor map. (§11.5)
2. The GM calculates and performs retreats for all dislodged Embassies. (§11.7)
3. Retreats occurring in the same slice of the Favor map are resolved one-at-a-time in alphabetical order.

4. The GM prepares and provides a new Favor map to reflect the results.

3 New Units & Combat Adjudication

In addition to the standard Armies and Fleets of *Diplomacy*, this variant has a larger taxonomy of unit types and qualities.

There are two new core unit types: Wings and Embassies. Wings act like airbases on the Geographic Map, while Embassies are used exclusively on the separate Favor Map.

There are Neutral Minor Powers (both independent and paired), whose stationary armies occupy neutral supply centers and whose orders are set via DP allocations (§5.1). These units should be familiar to players of *Ambition & Empire, 1648*, and *1936*.

There are Stationary units, which can be given move orders, but whose moves always bounce (sortie). (§3.7)

There are Nuclear Powers, whose units are Invulnerable (§3.6). Those units' orders are also set via DP allocations, but they only directly assist in inter-player combat in accordance with the players' comparative positions on the Favor Map (§11.1).

Along with these unit types are new adjudication concepts, including new rules for Sorties (§3.7), Disabling Attacks (§3.9), and Convoys (§3.10).

3.1 Core Unit Type Summary Chart

The following chart summarizes the basic mechanics of orders and adjacency for the four core unit types in Dissolution.

Symbol	Type	Appearance	Move Limitations	Support Limitations	Convoy Capabilities
A	Army	Hexagon	Cannot move into water	Cannot support into water	Can be convoyed
F	Fleet	Sail (pie piece)	Can only move into land along coastlines or canals	Can only support into land along coastlines or canals	Can convoy armies across water; can chain with other fleets or wings
W	Wing	Chevron (paper plane)	Not limited by territory type, but all moves bounce (sortie)	Unlimited	Can convoy armies across land or water; can chain to fleets; can chain with (or convoy to) ANY other wing on the map
E	Embassy	Hexagon or Sail	Cannot move out of its Slice	Cannot give support while occupying the Perimeter	Cannot convoy or be convoyed

3.2 Unit Category Summary Chart

The following chart summarizes the unit types and qualities that apply across the taxonomy of Dissolution units.

Unit Category	Examples	Mobile	Stationary	Ordered via DP	Invulnerable (Nuclear)	Geographic Map	Favor Map
Player Armies	 	✓				✓	
Player Fleets	 	✓				✓	
Player Wings	 		✓			✓	
Independent Neutral Minor Armies	 		✓	✓		✓	
Paired Neutral Minor Armies			✓	✓		✓	
NATO Units	 		✓	✓	✓	✓	
Russian Units	 		✓	✓	✓	✓	
Israeli Unit			✓	✓	✓	✓	
Indian Units	 		✓	✓	✓	✓	
US Navy Fleets		✓		✓	✓	✓	
Player Embassies	 	✓					✓

3.3 Wings

Wings (abbreviated as W) are an important feature of Dissolution. They are represented on the map by chevrons that roughly look like the silhouette of a paper airplane. While other variants implement Wings as a roaming mega-unit, Wings in Dissolution represent the defensive and logistical aspects of an air force. They might be better thought of as air *bases*, rather than the aircraft themselves.

1. Wings are stationary units. They are the only stationary units that a player can build.

2. Wings only ever occupy the land provinces they start in but treat all neighboring land and sea provinces as adjacent.
3. Wings ignore split coastlines.
4. Wings can be ordered to convoy an Army across any terrain.
5. Wings can be part of a chained convoy that also includes Fleets.

Additionally, a Wing may treat all other Wings as adjacent for Convoy purposes only. This means that a Wing may convoy an Army to attack another Wing OR that two or more Wings are chained in the same convoy.

3.4 Embassies

The Embassy is a new unit in Dissolution that resides solely on the Favor Map. The Favor Map is broken into five Slices (**§11.1**), and each surviving Player Power has exactly one Embassy unit within that slice. Each Slice is divided into an arrangement of hexes and a Perimeter (its “0” space).

An Embassy never captures territory, and there are no supply centers on the Favor Map. Instead, its numbered position corresponds to the controlling player’s Favor Value with that Slice’s Nuclear Power. (**§11.3**)

Embassies are represented by the same icons used for Armies and Fleets. Embassies may hold, move, and support. Embassies cannot convoy or be convoyed.

An Embassy may move between any adjacent hexes within its Slice. An Embassy in the Perimeter (**§11.1.3**) may move from it into its Slice’s outermost hexes (its “1” spaces).

An Embassy may provide support orders to any adjacent hexes, even those outside its Slice.

Embassies are never built, and they are only disbanded when their controlling Player Power is eliminated. (**§4.1**)

Embassies can be dislodged during Winter Orders (**§11.5**), but their retreats are nonstandard and handled automatically by the GM. (**§11.7**)

3.5 Minor Neutral Powers & Units

Minor Powers’ units are colored in one of three shades of brown (tan, bronze, or chocolate). They are labeled with a modified version of the UN seal. They occupy neutral Supply Centers that can be captured by players. All Minor Powers’ units in Dissolution are Armies.

Most Minor armies belong to totally independent neutral powers. These units are either tan-colored or bronze-colored. Paired Minor powers’ units are chocolate-colored and have two Armies each.

Neutral Minor units are not directly controlled by players. Their orders are instead set secretly via DP allocations. (**§5.1**)

3.5.1 Minor Powers (Tan)

Tan-colored units represent independent countries (or a group of closely-tied countries, as with Baltic States).

Minor Powers (Tan)

Abb.	Name
Alb	Albania
Aus	Austria
Aze	Azerbaijan
Blr	Belarus
BSt	Baltic States
Bul	Bulgaria
Eri	Eritrea

Fin	Finland
Geo	Georgia
Hun	Hungary
Irq	Iraq
Jor	Jordan
Mol	Moldova
Som	Somalia
Syr	Syria
Taj	Tajikistan
Tkm	Turkmenistan
UAE	United Arab Emirates
Yem	Yemen

3.5.2 Minor Powers (Bronze)

Bronze-colored units belong to powers in a state of civil war: Sudan, Afghanistan, and the ex-Yugoslavian republics. They are only differentiated in Dissolution as a matter of historical flavor.

They are identical to their tan-colored counterparts from a rules perspective; *e.g.* the Sudanese armies of Juba and Khartoum have no special relationship and are happy to support attacks on one another.

Minor Powers (Bronze)

Abb.	Name
BHz	Bosnia-Herzegovina
Cro	Croatia
Jub	Juba
Khm	Khartoum
Kab	Kabul
Kan	Kandahar

3.5.3 Paired Minor Powers (Chocolate)

Chocolate-colored units belong to Paired Minor Powers. There are three Paired Minor Powers in Dissolution. Each begin the game with two adjacent armies.

Paired Minor Powers (Chocolate)

Power	Abb.	Name
Czechoslovakia	Bra	Bratislava
Czechoslovakia	Pra	Prague
Libya	Ben	Benghazi
Libya	Trp	Tripoli
Uzbekistan	Nuk	Nukus
Uzbekistan	Tsh	Tashkent

When both armies of a Paired Minor Power are present at the start of an Orders phase, additional rules apply to account for their shared ownership. These rules grant the units different default orders (§9.2.1) and limit how players may allocate DP to them (§9.1). Paired Minor units are otherwise identical to other Minor Powers' units.

However, when only one army of a Paired Minor Power remains on the map, those additional rules no longer apply, and that remaining army is then identical rules-wise to its unpaired counterparts.

3.6 Nuclear Powers

Nuclear Powers' units represent powers with nuclear weapons capability. While most DP-based variants eventually eliminate all neutral units on the map, Nuclear Powers' units will be a component of the entire game. This is because all Nuclear Powers' units are Invulnerable (§3.8).

The use of nuclear weapons in combat is not a component of Dissolution. Instead, these powers' nuclear capabilities are used as shorthand for their special status in the global diplomatic sphere. To avoid the threat of nuclear retaliation, less powerful nations can do little other than treat such powers as untouchable.

In Dissolution, there are five Nuclear Powers: NATO, the US Navy, Israel, India, and Russia. Each has different territories (§6.1) and units (§8).

Each of these Nuclear Powers treats the ten Player Powers differently based on the state of their foreign relations as represented on the Favor Map (§11.1). These relationships govern the legality of their support and convoy orders (§9.3). Particularly bad relationships with Nuclear Powers can also lead to unit destruction during the Retreat phase (§11.4.2).

3.7 Stationary Units & Sorties

Which units are Stationary?

- All Minor Powers' units are stationary.
- All Nuclear Powers' units are stationary, *except* for the fleets of the US Navy.
- All Wings are stationary, *including* those controlled by players.

Stationary units can be given orders just like any other unit. They can be ordered to hold, support, move, or convoy. Stationary armies can even be ordered to move *via* convoy.

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**.

In practical terms, a stationary unit's move order can be used to cut another unit's support or protect an adjacent empty province from a potential invader.

Stationary units cannot retreat. If a stationary unit is dislodged, it is always destroyed during the subsequent 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.

Because stationary units cannot leave their current locations, they cannot dislodge other units. An attack by a stationary unit that would *normally* dislodge its target instead **Disables** the targeted unit. (§3.9)

3.8 Invulnerable Units

Which units are invulnerable?

- All Nuclear Powers' units are invulnerable.
- No player units are invulnerable.

Invulnerable units cannot be dislodged. An attack that would *normally* dislodge an invulnerable unit instead bounces and **Disables** the targeted invulnerable unit (§3.9).

3.9 Disabling Attacks

If an attack would normally dislodge the targeted unit, but doesn't because...

- A. The attacking unit is **stationary** *OR*
- B. The defending unit is **invulnerable** *OR*
- C. Both A & B

...then that attack **Disables** the defending unit instead.

A successful Disabling Attack voids any support or convoy order given by the defending unit.

Just as a player's own units cannot dislodge each other, a player's or power's own units cannot disable one another (via an attack or support of another unit's attack).

3.10 Changes to Convoy Orders

With the addition of Wings to the game, Dissolution provides several new options for convoying armies around the map. This section describes a change to the standard rules for writing convoy orders, and it provides several practical examples of convoys that may be performed using Wing units.

3.10.1 Requirement: Explicit Convoy Paths

Because of the significant increase of convoy options in Dissolution, convoy paths must be declared explicitly. The exact notation may vary, but convoy paths must be provided as part of the convoyed Army's move order.

Other support and convoy orders can be written normally, including only the convoying unit, the convoyed Army's origin, and the convoyed Army's destination.

3.10.2 Convoy Examples with Explicit Notation

The following are example convoys that are legal in Dissolution. Also provided with the examples are orders written using explicit convoy notation. While this exact style (with dashes and abbreviations) is not specifically mandatory, players *must* declare the convoy paths alongside the convoyed Army's intended move order.

This explicit convoy notation resembles what is used by the DPJudge email adjudicator.

Ex. 3.10.2.1 One Wing convoys an Army over land

This example is a potential opening from Egypt and Libya that will cause the Army in Cairo to dislodge the neutral Army in Khartoum. The Wing in Aswan convoys the Army in Cairo across land to its destination. Benghazi supports this attack. A Cairo's order contains the full convoy path, while the affiliated support and convoy orders only list origin and destination. Note that Benghazi and Khartoum are neutral units whose orders are determined by DP allocations.



ORDERS

EG A Cai - Asw - Khm
 EG W Asw C Cai - Khm
 A Ben S Cai - Khm

A Khm H

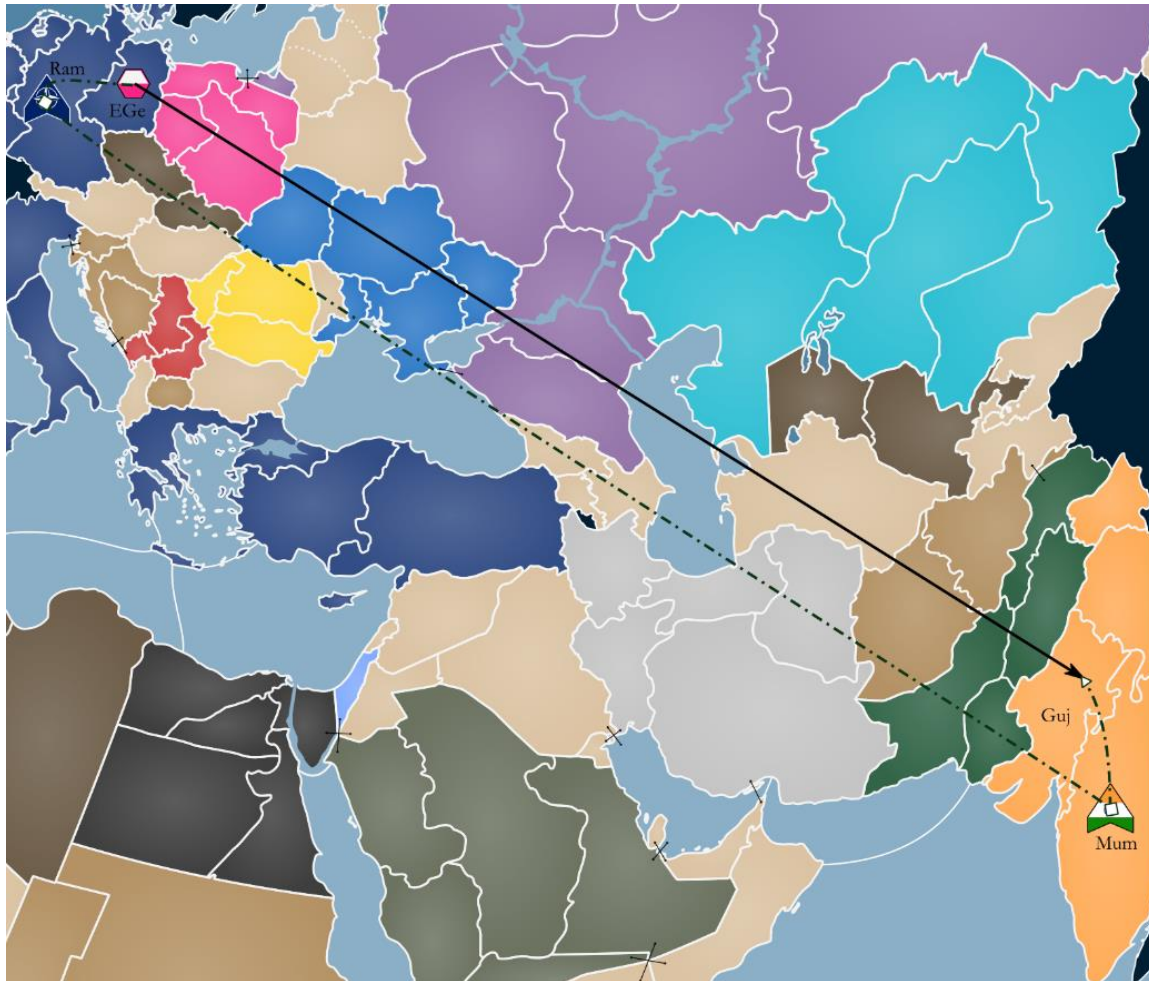
ADJUDICATION NOTES

Move Succeeds

Dislodged by A Cai (2v1)

Ex. 3.10.2.2 Two Wings convoy an Army across the map

For this example, a unit uses a pair of Wing units to travel across the map. Assume for this example that Poland has an Army in East Germany. This is a set of orders from Poland, NATO, and India that will cause the Army in East Germany to relocate to Gujarat. The convoy is a chain between two Wing units (NATO's Ramstein & India's Mumbai). The distance between these Wing units doesn't matter. Note that NATO and India are neutral Nuclear powers whose orders are determined by DP allocations.



ORDERS

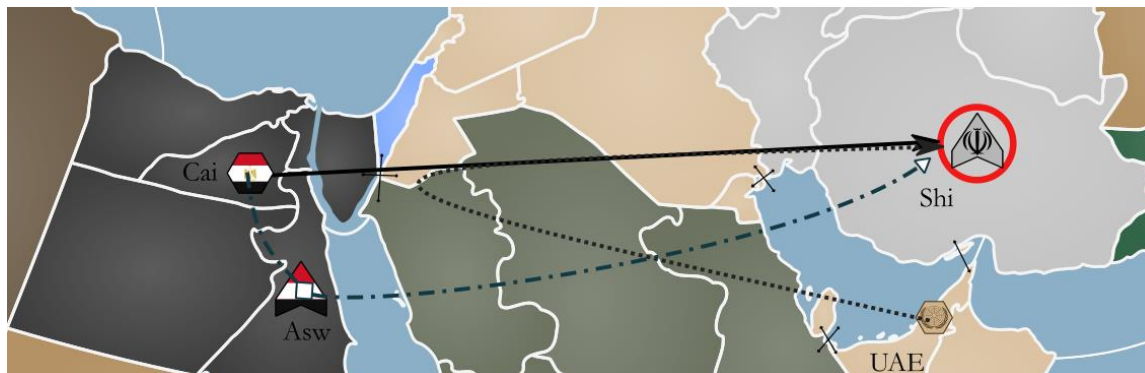
PO A EGe - Ram - Mum - Guj
NA W Ram C EGe - Guj
IN W Mum C EGe - Guj

ADJUDICATION NOTES

Move Succeeds

Ex. 3.10.2.3 One Wing convoys an Army to attack a second Wing

This example shows how an opponent's Wing unit can be the target of a Wing-based convoy as well. This set of opening orders from Egypt and United Arab Emirates will cause the Egyptian Army in Cairo to be convoyed via Aswan to Shiraz, where it will dislodge the Iranian Wing there. Note that UAE is a neutral minor power whose orders are determined by DP allocations.



ORDERS

EG A Cai - Asw - Shi
 EG W Asw C Cai - Shi
 A UAE S Cai - Shi

IR W Shi H

ADJUDICATION NOTES

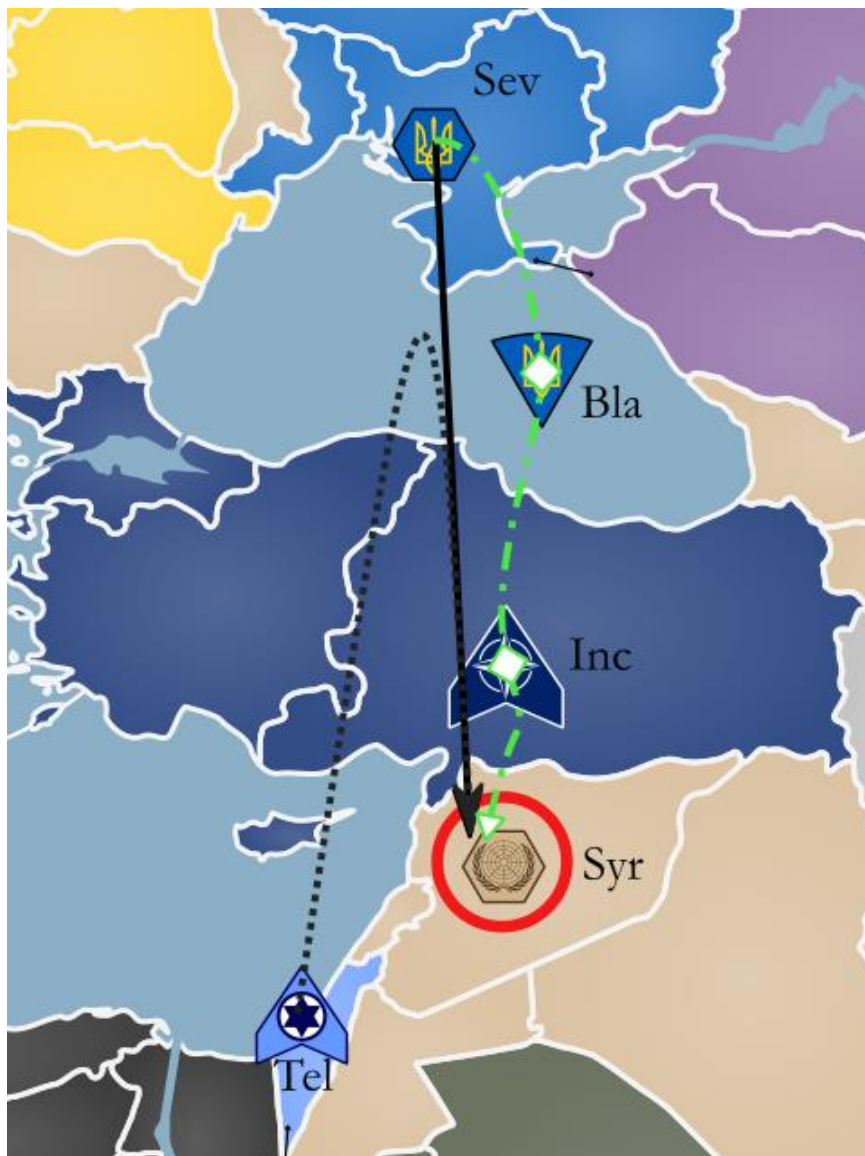
Move Succeeds

Dislodged by A Cai (2v1)

In earlier editions of the rules, Iran started the game with a Wing in Shiraz. Under the current rules, Iran begins the game with an army in Shiraz instead.

Ex. 3.10.2.4 One Wing and one Fleet convoy a single Army

In this example, an Army is delivered to its destination using a convoy chain containing both a Fleet and a Wing. Assume that Ukraine has a Fleet in Black Sea and an Army in Sevastopol. The following is a set of orders from Ukraine, NATO, and Israel that will cause the Army in Sevastopol to dislodge the neutral Army in Syria. The fact that Israel is a Wing unit too is somewhat immaterial; the support could just have easily been given from an Army in Jordan or Iraq. Note that NATO and Israel are neutral Nuclear powers whose orders are determined by DP allocations.



ORDERS

UK A Sev - Bla - Inc - Syr
 UK F Bla C Sev - Syr
 NA W Inc C Sev - Syr
 IS W Tel S Sev - Syr

A Syr H

ADJUDICATION NOTES

Move Succeeds

Dislodged by A Sev (2v1)

3.11 Adjudicating Convoy Paradoxes

Because Convoys in Diplomacy have often been the source of adjudication headaches, it should be no surprise that Wings open more possibilities for convoy orders to get more complicated. This section describes the way to resolve these issues.

3.11.1 Criss-Cross Convoy Attacks

If two opposing convoys make dislodging/disrupting attacks against each other's conveying units, a logical conundrum occurs. If both attacks are allowed to complete, then both convoys should have failed; this is a paradox.

To resolve this scenario, treat it as a Criss-Cross Convoy Attack. In a Criss-Cross Convoy Attack, only the attack of the highest strength should complete (resulting in either a dislodge or a disrupt). Attacks of equal strength should simply bounce. This is intended to resemble the adjudication of head-to-head attacks.

In the below examples, Egypt and Iran launch convoyed attacks on one another's Wing units with support from nearby minor units (via DP). All units are in their starting positions.

Ex. 3.11.1.1 Criss-Cross convoys of equal strength

Given the following orders, both attacks occur with strength of 2. Iran and Egypt could each hypothetically dislodge the other power's Wing, since each is undefended, yielding a paradox. As such, the attack strengths are compared head-to-head.

Since they are equal, they both bounce.

ORDERS	ADJUDICATION NOTES
EG A Cai - Asw - Shi EG W Asw C Cai - Shi A UAE S Cai - Shi	Criss-Cross Bounce 2v2
IR A Teh - Shi - Asw IR W Shi C Teh - Asw A Khm S Teh - Asw	Criss-Cross Bounce 2v2

Ex. 3.11.1.2 Criss-Cross convoys of unequal strength

Given these orders, however, Egypt is attacking with a strength of 3. When these are compared head-to-head, Egypt's convoyed army will be the victor, beating both the head-to-head attack strength of Tehran and the defense value of Shiraz.

ORDERS	ADJUDICATION NOTES
EG A Cai - Asw - Shi EG W Asw C Cai - Shi A UAE S Cai - Shi A Kan S Cai - Shi	Move Succeeds
IR A Teh - Shi - Asw IR W Shi C Teh - Asw A Khm S Teh - Asw	Criss-Cross Bounce 2v3, Convoy Disrupted Dislodged by A Cai (3v1)

Ex. 3.11.1.3 Defensive support that prevents potential Criss-Cross convoy paradox

Given these orders, both attacks occur with strength of 2. However, Iran's Wing in Shiraz has a defense of 2, so the attack from Cairo cannot dislodge/disrupt the opposing convoy. In this case, no head-to-head comparison is necessary. Only Iran's convoy will complete, dislodging the Wing in Aswan.

ORDERS

EG A Cai - Asw - Shi
EG W Asw C Cai - Shi
A UAE S Cai - Shi

IR A Teh - Shi - Asw
IR W Shi C Teh - Asw
A Khm S Teh - Asw
A Kan S Shi H

ADJUDICATION NOTES

Void: Convoy Disrupted
Dislodged by A Teh (2v1)

Move Succeeds

3.11.2 Other Convoy Paradoxes

Other than the Criss-Cross scenario described above, if other adjudication paradoxes occur with convoys, use the Szykman rule to resolve them. The basic Szykman rule converts the convoyed Army's order to Hold, then adjudicates the rest.

If multiple interlocking convoys cause a paradox, use a modified Szykman rule: make a list of all armies whose convoys cause a paradox, if assumed complete. Arrange them in alphabetical order by abbreviation. One-by-one, convert the top paradoxical convoyed Army order in the list into a Hold, then re-adjudicate, repeating until all paradoxes are resolved.

4 Winter Adjustments

In standard *Diplomacy*, the Autumn build/adjustments phase is sometimes referred to as "Winter" by custom. In Dissolution, Winter is a formal third season in the game-year that begins *after* Autumn retreats have been processed. While a GM may elect to restrict communication between Orders and Retreats (as with standard *Diplomacy*), players are free to negotiate between the Autumn and Winter seasons.

4.1 Favor Map: Embassy Builds / Disbands

Embassy units, which are only ever located on the Favor Map, are not built or disbanded normally during Winter. Embassies are only disbanded at the end of Autumn Retreats, when their controlling player has been fully eliminated from the Geographic Map. Until that time, every player has exactly five Embassies on the Favor Map: one for each corresponding Nuclear Power. Embassies are not considered part of the unit count.

Instead, during Winter, players give orders to their Embassies on the Favor Map, and the GM automatically Retreats dislodged Embassies. (§11.7)

4.2 Geographic Map Unit Count

While in normal *Diplomacy*, each player may possess as many units as he or she controls Supply Centers (and disbands superfluous units accordingly), Dissolution uses a different formula for unit count. In Dissolution, a player may have as many units on the Geographic Map as half of their VP total, rounded up.

Players starting with 3 or 4 VP start with two (2x) units, and players starting with 5 or 6 VP start with three (3x) units. Since the victory condition is 25 VP, it is unlikely (though not impossible) that any player will ever control more than 12 units.

Similar to classic *Diplomacy*, if a player loses VP by the end of a game-year, and that decreases their unit count, they may be forced to disband units. If a player enters the Adjustments phase with five units but only seven VP, they have a unit count of four ($7/2$ rounded up = 4). They must disband one of their five units during Adjustments.

4.3 Build Location Eligibility: Emergent Builds

As is standard in *Diplomacy* and its variants, players can build in eligible supply centers when

1. The player controls the eligible SC.
2. The eligible SC is vacant.

Where Dip variants differ is in terms of what qualifies as an “eligible” SC. In standard Dip, only the player’s original home SCs are eligible build locations. In “build anywhere” variants (*a.k.a.* chaos builds), any SC can be considered eligible.

In Dissolution, an SC is an “eligible” build location according to the rules of **Emergent Builds**.

With Emergent Builds, an SC is eligible as a build location for a player if it meets one of the three following requirements:

1. The SC is a “Home” Supply Center, possessed by the player at the start of the game.
2. The SC is adjacent to one or more of the player’s Home Supply Centers.
3. The SC is adjacent to any Supply Center that the player has previously built in during any prior Adjustments phase.

The Emergent Builds rules allow a player’s overall eligible build locations to slowly expand over time, without the free-for-all that can occur in a “build anywhere” variant.

4.4 Building Wing Units

Additional limitations apply to building Wings.

1. Each player may possess at most one (1x) Wing at a time.
 - *i.e.* A player may not build a new Wing unit if they currently possess another.
2. A player may not build a Wing unit unless they have at least 12 VPs.
3. A player with fewer than 12 VPs is not necessarily forced to disband an existing Wing unit during Adjustments.
 - *i.e.* They can elect to keep the Wing so long as they still comply with their overall unit count (§4.2).

Egypt is the only player that starts with a Wing unit, even though they start with fewer than 12 VP. If that starting Wing is destroyed, however, Egypt must accumulate at least 12 VPs before building a Wing again.

4.5 Neutral Power Adjustments

When an unclaimed neutral Minor SC is vacant during an Adjustments phase, that Neutral Minor Power will rebuild an Army there. Neutral minor powers ignore all rules regarding point totals.

Neutral Nuclear Powers never build or disband anything during the Adjustments phase.

4.6 US Navy Occupation

The US Navy is a special Nuclear power whose units are mobile. Because these two fleets can move around, they can potentially occupy 1-2 SCs entering the Adjustment phase. If this occurs, the US Navy does not change the control of the occupied SCs at the end of the Autumn turn.

i.e. If the occupied SC is neutral, it remains neutral; if the occupied SC is player-controlled, it still belongs to that player.

4.6.1 Impact of US Navy Occupation

If the US Navy occupies an SC controlled by a player during the Adjustments phase, that player may not count that SC's point value toward their VP total for either victory or unit total purposes. If the occupied SC happens to be an Oil SC, the controlling player may still benefit from the Oil for DP total purposes during their Orders phases.

Ex. 4.6.1.1 US Navy blocks VP for Saudi Arabia

Assume that by the start of Adjustments of the first game-year (1992), Saudi Arabia has 2 Armies and has captured Iraq (1 VP). Saudi Arabia also controls their three home centers: Dammam (1 VP), Mecca (1 VP), and Riyadh (2 VP). Normally, this would yield a VP total of 5, granting Saudi Arabia a unit count of 3 (and thus a build).

However, assume the US Navy currently occupies Dammam. Even though Saudi Arabia still technically controls Dammam and its Oil, their effective VP total has been reduced to 4, thus reducing the unit count back to 2 and denying Saudi Arabia a build during that Adjustments phase.

4.6.2 Special Case: US Navy Occupation Reduces a Player to Zero Victory Points

A player that controls 1-2 supply centers but is reduced to 0 VP because of US Navy occupation is not yet considered eliminated from the game. They must disband all units on the Geographic map, but that player participates in all other aspects of the game, including allocating DP. The affected player should be considered a surviving player; they have full rights to propose, vote for, vote against, and be included in a hypothetical draw.

Should the US Navy later vacate the occupied SC, the affected player's VP total should become nonzero again. If the SC in question is an eligible build location for that player, they can build there during a subsequent Adjustments phase.

5 Diplomacy Points

Diplomacy Points (DP) are the system by which players determine the orders of Neutral units (both Minor and Nuclear). Each Orders Phase, every player receives an allotment of DP (ranging from 1-5). That DP allotment is use-it-or-lose-it; none can be stored or carried over into the next turn.

The DP system used in Dissolution should be relatively familiar to players of Ambition & Empire or 1936. There are some differences, but the major concepts are the same across all DP variants.

5.1 Allocating 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 3 DP, for instance, can spend all 3 DP on a single order or allocate 1 DP each to three different units' orders.

5.1.1 Neutral Order Types

Through DP allocations, neutral units can be given orders like any other unit. Other than the US Navy, however, all neutral units are stationary, and their move orders will always bounce. (§3.7)

1. Armies
 - a. Neutral Armies can move, hold, and support.
 - b. Neutral Armies can also be convoyed by Wings and/or Fleets.
2. Fleets
 - a. Neutral Fleets can move, hold, and support.

- b. US Navy Fleets occupying water provinces can convoy armies.
- 3. Wings
 - a. Neutral Wings can move, hold, and support.
 - b. Neutral Wings can convoy armies between adjacent territories or across the map. (§3.3)

5.1.2 Basic DP Allocation Limitations

DP allocations are subject to limitations:

1. Players may not allocate more DP than their total allotment per turn. (§5.2)
2. Players may not allocate more DP to a Nuclear power's units than their current corresponding Favor value with that Nuclear power. (§11.4)
3. Players' DP allocations to neutral units must not violate the Deception rules. (§9.1)
4. Players may not allocate DP to an illegal order.
 - a. DP allocated to illegal orders are ignored.
 - b. No neutral unit ever performs an illegal order.
 - c. Orders that violate the Cohesion rules are considered illegal. (§9.2)
 - d. Orders that violate the Prejudice rules are considered illegal. (§9.3)

5.1.3 Adjudicating Allocated DP

At the time of adjudication, the GM analyzes all of the submitted DP allocations for a given unit. The **legal** order that has the most DP spent is the one that will be given to the unit.

If two or more orders tie for total DP allocated, or if no DP are allocated to that unit, it will be given a default order instead. For nearly all neutral units, the default order is **Hold**. Paired minor units in Uzbekistan, Czechoslovakia, and Libya may have different default orders (§9.2.1).

All DP allocations are kept secret (at least until the game terminates). Only the "winning" order for each unit will be known publicly, not which players (if any) allocated DP to that order.

Ex. 5.1.3.1 *Poland allocates more DP than Yugoslavia to control Austria*

Assume that all units are in their starting positions. Yugoslavia & Poland are each trying to use Austria's order to assist them in dislodging a neighbor. They each have 2 DP to spend.

Poland Submits:

PO A War - Pra

DP

2: A Aus S War - Pra

Yugoslavia Submits:

YU A Bgd - Hun

DP

1: A Aus S Bgd - Hun

Because Yugoslavia only spent 1 DP on Austria's order, and Poland spends 2 DP on Austria's order, the GM uses "A Aus S War - Pra" as the order given to Austria for that adjudication.

Results:

PO	A War - Pra	Completes
YU	A Bgd - Hun	Bounced 1v1
	A Aus S War - Pra	
	A Pra H	Dislodged by A War (2v1)
	A Hun H	

Ex. 5.1.3.2 Kazakhstan & Yugoslavia pool DP to control Austria

Now assume that, in addition to the orders from Example A above, Yugoslavia has requested some DP help from Kazakhstan.

Poland:
 PO A War - Pra

DP
 2: A Aus S War - Pra

Yugoslavia:
 YU A Bgd - Hun

DP
 1: A Aus S Bgd - Hun

Kazakhstan:
 DP
 1: A Aus S Bgd - Hun

Now, the two orders granted to Austria each have an equal DP total of 2. The GM, having secretly counted these allocations and finding a tie, will use "A Aus H" as the order given to Austria for that adjudication. Both attacks will bounce.

Results:

PO	A War - Pra	Bounced 1v1
YU	A Bgd - Hun	Bounced 1v1
	A Aus H	
	A Pra H	
	A Hun H	

Ex. 5.1.3.3 Yugoslavia allocates DP to an alternate unit

In this example, Yugoslavia decides to not compete for Austria DP, spending 1 DP each on two orders for other units.

Poland:
 PO A War - Pra

DP
 2: A Aus S War - Pra

Yugoslavia:
 YU A Bgd - Hun

DP
 1: W Ram - Aus
 1: A Cro S Bgd - Hun

Assuming no one else has allocated DP to Croatia, Austria, or the NATO Wing in Ramstein, all three orders will be given to those units. However, by using Ramstein to cut Austria's support and Croatia to support the invasion of Hungary, Yugoslavia achieves his goal while stopping Poland's.

This example highlights that just because a DP allocation might "win" in the voting, the order eventually granted still has to be adjudicated as normal. No amount of votes can guarantee a support won't be cut by some other unit.

Results:
 PO A War - Pra Bounced 1v1
 YU A Bgd - Hun Completes

 NA W Ram - Aus Bounced 1v1

 A Aus S War - Pra Cut by W Ram
 A Pra H
 A Hun H Dislodged by A Bgd (2v1)

5.2 Diplomacy Points Allotment Total Calculation

Players calculate their DP based on three factors:

1. Unit Count
2. Oil SC Control
3. Minimum Allotment (1)

5.2.1 Unit Count

Per Orders Phase, each player gets allotted 1 DP per Unit on the Geographic map. At most 4 DP may be allotted to a single player in this manner.

5.2.2 Oil SC Control

The following Supply Centers are marked as Oil producers:

1. Aktau
2. Azerbaijan
3. Benghazi
4. Dammam
5. Iraq
6. Riyadh
7. Shiraz
8. United Arab Emirates

If a player controls at least 1 Oil SC, that player is allotted 1 additional DP per Orders Phase. Only 1 DP may be allotted in this manner; controlling multiple Oil SCs conveys no additional benefit (other than potentially preventing other players from controlling Oil SCs).

Because a player may have at most 4 DP from units and 1 DP from Oil, the hypothetical maximum Diplomacy Points a player may be allotted per Orders Phase is 5 DP.

5.2.3 Minimum Allotment

If a player has no units on the map and controls no Oil SCs, they are still allotted the minimum of 1 DP per Orders Phase.

This also applies to eliminated players whose SCs have all been captured. Eliminated players can no longer win Dissolution or be part of a Draw, but they may continue to participate in the game as Players in Exile.

5.3 DP Allocation from Players in Exile

Unless a player has been removed from a game by the GM (for conduct, NMR's, or what-have-you), eliminated players have the option to participate during each Orders Phase by allocating 1 DP to a chosen Neutral unit's order. These players act like governments-in-exile and still have some slight influence in the international community, even though their prospects for success are already moot.

Exiled players no longer have Embassies on the Favor Map; they should instead be considered as having a Favor value of 1 for each Nuclear Power (even if they were eliminated while at zero Favor for those Nuclear powers). (§11.4)

No game should ever delay a submission deadline for to wait for Exiled players to allocate DP. No grace period should ever be granted specifically for an Exiled player's DP allocation. Likewise, missing a DP vote for a given Orders phase should not be treated as an NMR for an Exiled player. Exiled players are not to be substituted for or replaced; only players that submitted orders for the power prior to its elimination may continue to allocate DP. Their continued participation is optional but not mandatory.

To be clear: Exiled players have still lost the game of Dissolution. They may not propose, vote on, or be included in Draws. They may still submit press. It is still within the GM's power to strip an Exiled player of their DP privileges, should the GM deem it necessary to kick the player from the game entirely.

6 Map Geography

This section describes some of the finer details of the map that may not be immediately apparent.

6.1 Nuclear Power Territories

Several provinces on the Geographic map are controlled by the five Nuclear powers of Dissolution and are colored accordingly (§8).

Some are permanently occupied by invulnerable units, while others are vacant (or may become vacant) and are likewise passable by player units. These provinces should never change color, even if a player's unit occupies them. The controlled territories of a Nuclear Power never change.

These territories are primarily relevant to the Favor System and impact the following:

- Calculating Favor violations against a Nuclear power. (§11.6.3)
- Determining legal retreat locations. (§11.4.2)
- Determining units destroyed by Nuclear power retaliation. (§11.4.2)

6.2 Canals

The following provinces act like canals along the lines of Denmark or Constantinople in classic Diplomacy.

6.2.1 The Unified Deep Water System of European Russia (Len, Niz, & Ast)

The Russian provinces of Leningrad (Len), Nizhny Novgorod (Niz), and Astrakhan (Ast) contain a system of canals and waterways that allow for passage of large ships. They are passable by Armies and Fleets, though not the Fleets of the US Navy. (§8.5.4)

Nizhny Novgorod is a potential "choke" point: Fleets there may only treat Astrakhan and Leningrad as adjacent.

Fleets occupying the Deep Water System provinces may not convoy Armies.

6.2.2 Bosphorus Straits (Istanbul)

The province of Istanbul (Ist) connects the Black Sea (Bla) and Aegean Sea (Aeg). It includes the Bosphorus Straits and the Sea of Marmara.

Even though Istanbul breaks the Izmir (Izm) coastline, the NATO Fleet in Izmir can treat the entire region as if it had a unified coastline.

A Fleet occupying Istanbul may not convoy an Army.

6.2.3 Suez Canal & Gulf of Aqaba (~~Sinai~~Suez)

The province of Suez (Sue) includes the Suez Canal, the Sinai Peninsula, and the Gulf of Aqaba.

Suez connects the Levantine Sea (Lev) with the Red Sea (Red). It is additionally adjacent to Alexandria (Alx), Cairo (Cai), Aswan (Asw), Tel Aviv (Tel), Jordan (Jor), and Tabuk (Tab).

Jordan has a very tiny coastline on the Gulf of Aqaba (as does Tel Aviv). As such, Jordan is considered a coastal province and shares a coastline with Tel Aviv, Suez, and Tabuk (even though Jordan is not directly adjacent to a water province).

A Fleet occupying Suez may not convoy an Army.

6.3 Crossings & Mutually Adjacent Intersections

The following are 4-way intersections and crossings where the regions listed have mutual adjacency. These intersections and crossings are marked with 1-2 small black lines.

6.3.1 Inland Intersections/Crossings

- Kabul, Peshawar, & Tajikistan
- Najran, Dammam, Oman, & Yemen

In an earlier version of the map, there was an inland crossing between Moldova, Bucharest, Odessa, and Iasi (the region that is now designated Cluj). This crossing is no longer present. Moldova is adjacent to Bucharest, but Odessa is *not* adjacent to Cluj.

6.3.2 Coastal Intersections/Crossings

- Sevastopol, Krasnodar, Sea of Azov, & Black Sea
- Djibouti, Eritrea, Red Sea, & Yemen
- Tel Aviv, Jordan, Suez, & Tabuk
- Dammam, Persian Gulf, Qatar, & United Arab Emirates
 - Dammam has a small coastline between Qatar & UAE.
 - However, Dammam should be treated as if it has a unified coastline, so fleets can move freely between Dammam, Qatar, UAE, and the Persian Gulf.
- Iraq, Khuzestan, Kuwait, & Persian Gulf
 - Iraq has a small coastline between Kuwait & Khuzestan.
- Gulf of Oman, Persian Gulf, Shiraz, & United Arab Emirates
- Baltic Sea, Baltic States, Finland, & Leningrad
- Aviano, Slovenia, Croatia, & Adriatic Sea
 - Slovenia has a small coastline between Italy & Croatia.
- Croatia, Bosnia-Herzegovina, Podgorica, & Adriatic Sea
 - Bosnia-Herzegovina has a small coastline between Croatia & Podgorica.
- Kaliningrad, Gdansk, Olsztyn, & Baltic Sea

- Olsztyn has a small coastline between Gdansk & Kaliningrad.

6.4 Split Coastlines

For game purposes, there are no split coastlines in Dissolution.

Aviano, Tel Aviv, Incirlik, Dammam, Krasnodar, and Izmir may appear to have split coastlines, but these provinces should be treated as if they have unified coasts instead.

6.5 Islands

While several islands appear on the map, Crete is the only passable island in play.

7 Player Powers

This section contains details and commentary for the ten player-controlled powers.

7.1 Egypt (EG)



Color: Black

Home SCs & VP:

- Alexandria (Alx), 1 VP
- Aswan (Asw), 1 VP
- Cairo (Cai), 2 VP
- Suez (Sue), 1 VP

Starting Units:

F Alx
W Asw
A Cai

Starting Favor Values:

- (N) NATO: 2
- (U) US Navy: 1
- (I) Israel: 1
- (B) India: 1
- (R) Russia: 1

Egypt starts in northern Africa. The players closest to it are Ethiopia and Saudi Arabia. With its access to the Mediterranean, Egypt may come into more immediate conflict with European powers like Yugoslavia. Egypt is the only power that begins the game with one of each type of unit.

7.2 Ethiopia (ET)



Color: Light Green

Home SCs & VP:

- Addis Ababa (AdA), 2 VP
- Dire Dawa (DiD), 2 VP

Starting Units:

A AdA
A DiD

Starting Favor Values:

- (N) NATO: 1
- (U) US Navy: 2
- (I) Israel: 1
- (B) India: 2
- (R) Russia: 0

Ethiopia starts landlocked in northern Africa, though it can potentially capture one or more adjacent coastal provinces to build fleets in future turns. The players closest to Ethiopia are Egypt (via Sudan) and Saudi Arabia (via Yemen). The NATO Wing in Djibouti may provide some airborne opportunities for Ethiopia to attack (or be attacked by) other powers across the map, though Ethiopia should also be on the lookout for Pakistani fleets coming across the Indian Ocean.

7.3 Iran (IR)



Color: Silver

Home SCs & VP:

- Shiraz (Shi), 1 VP (Oil SC)
- Tabriz (Tab), 2 VP
- Tehran (Teh), 2 VP

Starting Units:

A Shi
A Tab
A Teh

Starting Favor Values:

- (N) NATO: 1
- (U) US Navy: 0
- (I) Israel: 0
- (B) India: 3
- (R) Russia: 2

Iran is the only power that begins the game with an allotment of 4 DP (three from units, one from oil). Iran may appear initially strong compared to other powers, but as with any central power, it must diplomatically manage neighbors in all directions. Iran also begins in a less advantageous position with regard to its starting Favor values: two Nuclear powers with whom it has zero Favor (Israel & US Navy) lie in relatively close proximity to its borders.

7.4 Kazakhstan (KA)



Color: Teal Blue

Home SCs & VP:

- Aktau (Akt), 2 VP (Oil SC)
- Alma-Ata (Alm), 2 VP

Starting Units:

A Alm
A Akt

Starting Favor Values:

- (N) NATO: 1
- (U) US Navy: 1
- (I) Israel: 1
- (B) India: 1
- (R) Russia: 2

Kazakhstan begins the game in a diplomatic triangle that includes Iran and Pakistan. Kazakhstan likely prioritizes its Favor with Russia, particularly in ensuring that Kazakh units receive support from the Russians should there be eventual conflict with the European powers.

7.5 Pakistan (PA)



Color: Dark Green

Home SCs & VP:

- Islamabad (Isl), 2 VP
- Karachi (Kch), 2 VP
- Peshawar (Pes), 2 VP

Starting Units:

A Isl
A Kch
A Pes

Starting Favor Values:

- (N) NATO: 2
- (U) US Navy: 2
- (I) Israel: 0
- (B) India: 0
- (R) Russia: 2

Pakistan is the only power that starts with 6 VP; this is intended to reflect its considerably higher population. Because Pakistan begins with zero Favor with neighboring Nuclear power India, Pakistan's eastern border is vulnerable to attacks from units convoyed to Gujarat.

7.6 Poland (PO)



Color: Magenta / Pink

Home SCs & VP:

- Gdansk (Gda), 2 VP
- Warsaw (War), 2 VP

Starting Units:

A Gda
A War

Starting Favor Values:

- (N) NATO: 1
- (U) US Navy: 2
- (I) Israel: 1
- (B) India: 1
- (R) Russia: 1

Poland is the only player power with a Baltic coastline. It is part of the European diplomatic quadrangle (with Ukraine, Romania, & Yugoslavia), though its close proximity to the NATO Wing in Ramstein may bring the Poles into conflict with powers across the map.

7.7 Romania (RO)



Color: Yellow

Home SCs & VP:

- Bucharest (Buc), 2 VP
- Cluj (Clu), 2 VP

Starting Units:

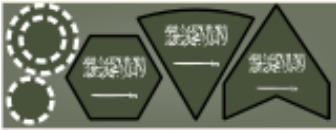
A Buc
A Clu

Starting Favor Values:

- (N) NATO: 1
- (U) US Navy: 1
- (I) Israel: 2
- (B) India: 2
- (R) Russia: 0

Romania may be the likely underdog should it immediately begin in conflict with Ukraine. Accordingly, Romania may need to enlist help from either Poland or Yugoslavia in such a conflict; alternatively, it may need to convince Ukraine that their other neighbors in the European quadrangle are the ones most likely to benefit from a Romanian/Ukrainian struggle.

7.8 Saudi Arabia (SA)



Color: Olive / Drab

Home SCs & VP:

- Dammam (Dam), 1 VP (Oil SC)
- Mecca (Mec), 1 VP
- Riyadh (Riy), 2 VP (Oil SC)

Starting Units:

A Dam
A Riy

Starting Favor Values:

- (N) NATO: 2
- (U) US Navy: 2
- (I) Israel: 0
- (B) India: 1
- (R) Russia: 1

Saudi Arabia is the only power that begins the game controlling two Oil SCs. Saudi Arabia forms a diplomatic triangle with Egypt and Ethiopia, though it must also resolve its relationship with nearby Iran. Saudi Arabia benefits from having good foreign relations with NATO and the United States, but it must be wary of Israel.

7.9 Ukraine (UK)



Color: Vivid Blue

Home SCs & VP:

- Kharkiv (Khk), 2 VP
- Kyiv (Kyv), 2 VP
- Sevastopol (Sev), 1 VP

Starting Units:

A Khk
A Kyv
F Sev

Starting Favor Values:

- (N) NATO: 1
- (U) US Navy: 1
- (I) Israel: 1
- (B) India: 1
- (R) Russia: 2

Ukraine starts the game with more units, VP, and DP than any other power in the European quadrangle. It has multiple options for initial growth: north through Belarus, west through Hungary or Rumania, or east across the Black Sea into Georgia. Ukraine should probably prioritize its Favor with Russia, lest nearby Kazakhstan gain the upper hand.

7.10 Yugoslavia (YU)



Color: Red

Home SCs & VP:

- Belgrade (Bgd), 2 VP
- Podgorica (Pod), 1 VP

Starting Units:

A Bgd
A Pod

Starting Favor Values:

- (N) NATO: 0
- (U) US Navy: 0
- (I) Israel: 1
- (B) India: 3
- (R) Russia: 2

Yugoslavia is the only power in Dissolution to start with 3 VP. The former republic of Yugoslavia has been reduced to Serbia and Montenegro, though early turns will likely see the recapture of one or more former member states (like Croatia or Bosnia-Herzegovina). Yugoslavia's recent actions have largely angered the international community (particularly the West), though it still maintains excellent Favor with India. A crafty Yugoslavian player will offer its Indian influence to Pakistan, Iran, or Kazakhstan in return for other players' assistance with NATO and US actions in and around the Balkans.

8 Nuclear Powers

This section details the five Nuclear Powers, their colors, their territories, and their units.

8.1 NATO (NA)



Color: Dark navy blue

NATO units are decorated with the organization's four-pointed star logo.

8.1.1 NATO Territories

These territories are NATO territory for the entire duration of the game.

1. Athens (Ath)
2. Aviano (Avi)
3. Crete (Cre)
4. East Germany (EGe)
5. Incirlik (Inc)
6. Istanbul (Ist)
7. Izmir (Izm)
8. Naples (Nap)
9. Paris (Par)
10. Ramstein (Ram)

8.1.2 NATO Units

A Ath
W Avi
W Dji
W Inc
F Izm
A Par
W Ram

8.1.3 NATO Territory Clarifications

Naples (Nap) begins the game occupied by a US Navy Fleet, but it is still NATO territory.

While there is a NATO Wing in Djibouti (Dji), Djibouti is not considered NATO territory.

8.2 Russia (RU)



Color: Light purple

Russian units are decorated with a version of the tricolored Russian national flag in use in the early 1990s. The territory color is a shade of purple resulting from the blending of the colors of this flag. Purple was additionally selected as it is the color of Russia's game pieces in multiple editions of the physical Diplomacy board game.

8.2.1 Russian Territories

These territories are Russian territory for the entire duration of the game.

1. Astrakhan (Ast)
2. Kaliningrad (Kal)
3. Krasnodar (Kra)
4. Leningrad (Len)
5. Moscow (Mos)
6. Nizhny Novgorod (Niz)
7. Sverdlovsk (Sve)

8.2.2 Russian Units

F Kal
W Kra
A Mos
W Sve

8.2.3 Russian Territory Clarification

(Omitted)

In a previous edition of the rules, a Russian wing was present in Kyrgyzstan. This is no longer the case.

8.3 India (IN)



Color: Orange

Indian units are decorated with the Indian national flag.

8.3.1 Indian Territories

These territories are Indian territory for the entire duration of the game.

1. Delhi (Del)
2. Gujarat (Guj)
3. Kashmir (Kas)
4. Mumbai (Mum)

8.3.2 Indian Units

A Del
W Mum

8.4 Israel (IS)



Color: Cornflower blue

Israeli units are decorated with the emblem of the Israeli Air Force. The Israeli army design seen above is not seen on the Geographic map. It is only used on the Favor Map to decorate and designate the Israeli Slice of the map.

8.4.1 Israeli Territory

Israel has only one territory: Tel Aviv (Tel).

8.4.2 Israeli Unit

W Tel

8.5 US Navy (US)



Color: Dark navy blue with red borders

Since the US Navy has no territory, and the United States is a founding member of NATO (though distinguished from NATO for game purposes), it uses nearly the same coloring as the NATO pieces. The emblem on the US Navy fleet is a star from the US flag.

8.5.1 US Navy Territories

The US Navy has none of its own territory. This includes its units' starting positions: Kuwait (Kuw) is neutral, and Naples (Nap) is NATO territory. US Navy fleets never capture any territory, though they may occupy and block supply centers.

(\$4.6)

8.5.2 US Navy Units

F Kuw
F Nap

8.5.3 US Navy Fleets are Mobile

The US Navy fleets differ from all other neutral units in Dissolution in that they are not stationary. Like player units, they can move around the map and occupy different locations throughout the course of the game.

8.5.4 US Navy Fleets and the Unified Deep Water System

The US Navy fleets may not enter the Russian Unified Deep Water System (§6.2.1); i.e. a US move order to Astrakhan (Ast) is illegal, and DP may not be allocated to such an order.

9 Limitations Governing Neutral Unit Behavior

This section describes rules that give the neutral powers some personality and sense of self-preservation. They limit which players may allocate DP to a neutral power's order, and they limit what orders a neutral power may be given. They can be broken into three categories: Deception, Cohesion, and Prejudice.

These rules are preventative; that is, they limit the legality of certain orders and DP allocations prior to Orders adjudication. The Favor rules regarding Violations (§11.6) also govern the behavior of Nuclear Powers, but they apply as penalties after Orders adjudication.

9.1 Deception

Unlike a human being, neutral powers have no means of detecting whether they are being lied to. To partially compensate for this gullibility, the Deception rules limit how a player can allocate DP to a neutral power.

Players may not allocate DP to a neutral power's unit while also ordering one of their *own* units to do one of the following:

1. Attack any unit belonging to that neutral power.
2. Support an attack targeting any unit belonging to that neutral power.
3. Convoy an attack targeting any unit belonging that neutral power.

Because the US Navy fleets are mobile (and can hypothetically vacate their current locations), the Deception Rules do not apply to the US. A player whose unit is moving to a US fleet's current location (or supporting/convoying a move to that location) may still hypothetically allocate DP to either (or both) of the US Navy fleets.

9.2 Cohesion

Outside of the exceptions and special rules outlined in the subsections below, neutral units are subject to the following Cohesion Rules:

1. A unit belonging to one neutral power may not be ordered to attack any other unit belonging to the same neutral power.
2. A neutral unit may not be ordered to support an attack on another unit belonging to the same power.
3. A neutral unit may not be ordered to convoy an attack on another unit belonging to the same power.

9.2.1 Special Rules for Cohesion and Default Orders: Paired Minor Neutrals

Cohesion rules apply to the three Paired Minor Neutral powers: Czechoslovakia, Libya, and Uzbekistan (§3.5.3). Neither unit belonging to a single Paired Neutral may be ordered to attack or support an attack on the other.

Additionally, while the default order for all other neutral units is to hold, the default disposition of an army belonging to a Paired Minor Neutral power is to support its fellow unit to hold.

If only one unit belonging to a Paired Minor Neutral Power is present on the map at the start of an Orders phase, then none of the above stipulations apply. The remaining neutral army reverts to the behavior of any other Independent Minor Neutral.

9.2.2 Exceptions to Cohesion: Israel & Independent Minor Neutrals

Because Israel has only one unit in Tel Aviv, and the independent minor neutrals likewise consist of a single unit each, Cohesion rules are not applicable to their orders. It is already not legal in *Diplomacy* for a unit to attack itself, support an attack on itself, or convoy an attack on itself.

9.2.3 Special Rules for Cohesion: The US Navy

Because the US Navy fleets are mobile (and can hypothetically vacate their current locations), it is legal to order one US fleet to attack the other US fleet. Likewise, it is legal for one US fleet to support or convoy an attack on the other US fleet's current location.

However, while the Cohesion rules do not apply in the *normal* fashion to the US Navy, US Navy fleets may not be ordered to attack, support an attack, support an attack on, or convoy an attack on any NATO or Israeli unit.

This is intended to reflect: (1) that the United States is a NATO member state, even though it is treated as a separate power for gameplay purposes, and (2) that the United States has long maintained a special diplomatic relationship with Israel.

9.3 Prejudice (VERY IMPORTANT)

Not all players are equal in the eyes of the Nuclear Powers.

The Prejudice rules limit how a Nuclear Power may intervene in a player-versus-player conflict. These rules also directly connect the state of the Favor Map (§11.4) to Nuclear units' behavior on the Geographic Map, meaning that the positions of each player's Embassy units may have serious ramifications throughout the game.

The Prejudice rules are as follows:

1. A Nuclear Power only supports or convoys an attack by one player's unit targeting a different player's **unit** if the attacking player's corresponding Favor Value is higher than the defending player's corresponding Favor Value.
2. A Nuclear Power only supports or convoys an attack by one player's unit targeting a different player's **controlled-but-currently-unoccupied supply center** if the attacking player's corresponding Favor Value is higher than the defending player's corresponding Favor Value.

To put it another way:

A Nuclear Power will only support or convoy your attacks on other player units (or empty player SCs) if you have more Favor than your target.

Ex. 9.3.1.1 Unequal Favor Values: US Navy, Saudi Arabia, and Iran

Assume for this example that Saudi Arabia has an Embassy positioned at U2j, and Iran's Embassy is in U0z (the Perimeter space for US Navy). Saudi Arabia has a Favor Value of 2 for the US Navy, while Iran has a Favor Value of 0 for the US Navy.

SA E U2j
IR E U0z

Also assume that there is a US Navy fleet in the Persian Gulf, a Saudi Army in Dammam, and an Iranian Army in United Arab Emirates.

US F Per
SA A Dam
IR A UAE

Because the Saudi player has a higher Favor Value with the US than the Iranian player does, it is legal for the US fleet to support or convoy Dammam to UAE.

US F Per S Dam - UAE LEGAL
US F Per C Dam - UAE LEGAL

However, given these conditions, it is illegal for the US fleet to support or convoy UAE to Dammam.

US F Per S UAE - Dam ILLEGAL
US F Per C UAE - Dam ILLEGAL

Ex. 9.3.1.2 Equal Favor Values: Russia, Kazakhstan, and Ukraine

Assume for this example that Kazakhstan and Ukraine have Embassies positioned at R2j and R2m, respectively. Both Kazakhstan and Ukraine have a Favor Value of 2 for Russia.

KA E R2j
UK E R2m

Also assume that Kazakhstan has an Army in Astrakhan and that Ukraine has an army in Kyiv. Sevastopol and Kharkiv are currently vacant. Nearby are two permanent Russian units: A Moscow and W Krasnodar.

KA A Ast
UK A Kyv
RU A Mos
RU W Kra

Kazakhstan would like to invade either Kharkiv (with Moscow's support) or Sevastopol (via convoy through Krasnodar). However, because Ukraine and Kazakhstan have equal Favor Values at this time, Russia will not support or convoy the Kazakh army into either of Ukraine's empty supply centers.

RU A Mos S Ast - Khk ILLEGAL
RU W Kra C Ast - Sev ILLEGAL

Russia is more than willing to support Ukraine back into its own vacant supply centers, however.

RU A Mos S Kyv - Khk LEGAL
RU W Kra S Kyv - Sev LEGAL

10 Table of Locations, Abbreviations and Supply Centers

The following table lists the three-letter abbreviations for every land and water province on the Geographic map.

Supply centers (SCs) are listed with their VP value. (§1.4)

Oil SCs are likewise marked. (§5.2.2)

Abbrev.	Name	VP / Oil
AdA	Addis Ababa	2
Adr	Adriatic Sea	
Aeg	Aegean Sea	
Akm	Akmola	
Akt	Aktau	2 + Oil
Alb	Albania	1
Alm	Alma-Ata	2
Alx	Alexandria	<u>1</u>
Ara	Arabian Sea	
Arm	Armenia	
Ast	Astrakhan	
Asw	Aswan	1
Ath	Athens	
Aus	Austria	1
Avi	Aviano	
Aze	Azerbaijan	1 + Oil
Azo	Sea of Azov	
Bal	Baltic Sea	
Ben	Benghazi	1 + Oil
Bgd	Belgrade	2
BHz	Bosnia-Herzegovina	1
Bla	Black Sea	
Blo	Balochistan	
Blr	Belarus	1
Bra	Bratislava	1
BSt	Baltic States	1
Buc	Bucharest	2
Bul	Bulgaria	1
Cai	Cairo	2
Cas	Caspian Sea	
Cha	Chad	
Clu	Cluj	2
Cre	Crete	
Cri	Crişana	
Cro	Croatia	1
Dar	Darfur	
Del	Delhi	

DiD	Dire Dawa	2
Dji	Djibouti	
Dmm	Dammam	1 + Oil
EGe	East Germany	
Eri	Eritrea	1
Fin	Finland	1
GAd	Gulf of Aden	
Gda	Gdansk	2
Geo	Georgia	1
GOM	Gulf of Oman	
Guj	Gujarat	
Hun	Hungary	1
Inc	Incirlik	
Ind	Indian Ocean	
Ion	Ionian Sea	
Irq	Iraq	1 + Oil
Isl	Islamabad	2
Ist	Istanbul	
Izm	Izmir	
Jor	Jordan	1
Jub	Juba	1
Kab	Kabul	1
Kal	Kaliningrad	
Kan	Kandahar	1
Kas	Kashmir	
Kch	Karachi	2
Kgd	Karaganda	
Khk	Kharkiv	2
Khm	Khartoum	1
Kho	Khorasan	
Khu	Khuzestan	
Kos	Kosovo	
Kra	Krasnodar	
Kuw	Kuwait	
Kyr	Kyrgyzstan	
Kyv	Kyiv	2
Leb	Lebanon	
Len	Leningrad	
Lev	Levantine Sea	
Lib	Libyan Sea	
Lvi	Lviv	
Mac	Macedonia	
Mec	Mecca	1
Mol	Moldova	1

Mos	Moscow	
Mum	Mumbai	
Naj	Najran	
Nap	Naples	
Niz	Nizhny Novgorod	
Nuk	Nukus	1
Ode	Odessa	
Ols	Olsztyn	
Oma	Oman	
Par	Paris	
Per	Persian Gulf	
Pes	Peshawar	2
Pod	Podgorica	1
Poz	Poznan	
Pra	Prague	1
Qat	Qatar	
Ram	Ramstein	
Red	Red Sea	
Riy	Riyadh	2 + Oil
Sev	Sevastopol	1
Shi	Shiraz	1 + Oil
Som	Somalia	1
<u>Sue</u>	<u>Suez</u>	<u>1</u>
Sve	Sverdlovsk	
Svn	Slovenia	
Syr	Syria	1
Taj	Tajikistan	1
Tbk	Tabuk	
Tbz	Tabriz	2
Teh	Tehran	2
Tel	Tel Aviv	
Tkm	Turkmenistan	1
Trp	Tripoli	1
Tsh	Tashkent	1
Tun	Tunisia	
TyS	Tyrhennian Sea	
UAE	United Arab Emirates	1 + Oil
War	Warsaw	2
WDe	Western Desert	
WMd	Western Mediterranean Sea	
Yem	Yemen	1

11 Favor

The Favor system is a geometric and spatial abstraction of the relationships between Dissolution's Nuclear Powers and its players. While the Minor powers can be negotiated with solely through DP, a Nuclear power also takes a player's reputation and past deeds into consideration, and the Favor Map is used to represent the current state of this changing relationship.

11.1 Structure of the Favor Map

The Favor Map resembles a honeycomb. It is a tessellated grid of hexagons, divided into five Slices. Unlike the Geographic Map, there are no supply centers on the Favor Map, and territories are not captured. Each player has exactly five Embassy units (one per Slice) until that player's power is eliminated from the game (§4.1).

Over the course of the game, Embassies jockey for better positions on the map; this is intended to abstractly represent competition between powers for the Nuclear Powers' time, trade deals, treaties and other diplomatic benefits.

11.1.1 The Five Slices

The Favor Map is broken into five **Slices**, each of which corresponds to a different Nuclear Power.

1. NATO Slice (N)
 - a. Hexes are colored dark navy blue.
 - b. All spaces in the slice start with N.
2. US Navy Slice (U)
 - a. Hexes are colored light blue, like the color of sea provinces on the Geographic Map.
 - b. All spaces in the slice start with U.
 - c. Embassies look like fleets in this Slice; they are functionally identical to the Embassies in other Slices that look like armies.
3. Israel Slice (I)
 - a. Hexes are colored cornflower blue.
 - b. All spaces in the slice start with I.
4. India Slice (B)
 - a. Hexes are colored orange.
 - b. All spaces in the slice start with B.

The B stands for "Bhārat," a traditional indigenous name for India. It is used to distinguish the Indian Slice's space labels from those of Israel.

5. Russia Slice (R)
 - a. Hexes colored purple/lavender.
 - b. All spaces in the slice start with R.

At the center of the map, a Nuclear Army or Fleet is displayed to mark which Slice belongs to which power. These units have no other role; they are solely decoration and cannot be dislodged.

11.1.2 Favor Map Labeling

Within each Slice are 20 hexagonal spaces and one Perimeter space. Each space is labeled with a three-character code.

1. The first is a capital letter representing the Slice.
2. The second is a numeral corresponding to the **Favor Value** of the space.
 - a. Favor Value increases closer to the center.
 - b. All hexes have Favor Values from 1 to 5.
 - c. All Perimeters have zero Favor Value.
3. The third is a lowercase **sorting letter**.
 - a. This letter is used to uniquely distinguish each hex from others with the same Favor Value in that Slice.
 - b. This letter is used to sort hexes via “alphabetical order” for calculating Kicks and Winter Retreats (**§11.7**).

11.1.3 Favor Map Perimeter Spaces

The Perimeters are colored like neutral territory. They are marked with a Favor Value of zero, and they are adjacent to every other 1-valued hex in that Slice.

While hexes can contain only one Embassy each (as with any normal province in a *Diplomacy* variant), the Perimeters may contain any or all of the Embassies for that Slice. This has some ramifications for Embassies’ move and support orders during the Winter Orders phase (**§11.5.2**).

11.2 Favor Map Setup & Images

The starting setup of the Favor Map does *not* need to be the same for each game of Dissolution. So long as each Embassy starts in a hex that matches that power’s Favor Value for the appropriate Nuclear Power for that Slice, then the setup is valid. These values are provided in the Player Powers section (**§7**).

Prior to determining player power assignments, the GM should publicize the starting configuration for that particular session of the game, especially if players are selecting their own assignments in some manner. It is unlikely that the Embassy positions will make drastic changes to overall balance considerations, but players should know the finalized configuration in advance of their picks.

Images of a blank Favor Map as well as [a default setup](#) follow.

<https://diplomacyvariants.files.wordpress.com/2021/08/1992.01.ft-blank-20180817.png>



11.2.2 Default Setup

The following is the default configuration of the Embassies on the Favor Map for the start of the game.

1991.01



<https://diplomacyvariants.files.wordpress.com/2021/08/dissolution-starting-favor-map-v2.1.png>

11.3 Calculating Favor Value

The number (0-5) within a space's three-character code on the Favor Map corresponds to a Favor Value for that Nuclear Power's Slice. An Embassy located at that space signifies that the Embassy's owner has that Favor Value for that Nuclear Power.

Ex. 11.3.1.1 Calculating Ethiopian Favor Values

If Ethiopia has Embassies on the following spaces (as seen in the Default Setup):

E N1s
E U2o
E I1u
E B2n
E R0z

...then these Embassies signify that Ethiopia has a Favor Value of zero with Russia, Favor Values with NATO and Israel equal to one, and Favor Values with India and the US Navy equal to two.

Ex. 11.3.1.2 Calculating Yugoslavian Favor Values

If Yugoslavia has Embassies on the following spaces (as seen in the Default Setup):

E N0z
E U0z
E I1p
E B3i
E R2k

...then these Embassies signify that Yugoslavia has Favor Values with NATO and the US Navy equal to zero, a Favor Value with Israel equal to one, a Favor Value with Russia equal to two, and a Favor Value with India of three.

11.4 How Favor Value Matters to the Geographic Map

The Favor Values of a player's Embassies have ramifications for the player on the Geographic Map. These Favor Values impact the degree to which that player may allocate DP to a Nuclear Power, how that player may interact with that Nuclear Power's territory, and how that Nuclear Power may intervene in player-versus-player conflicts.

11.4.1 DP Allocation Maximum

While a player's total allotment of DP is calculated based on unit count and Oil possession (§5.2), a player's Favor Values are an additional threshold of DP limiting the total that can be spent on a Nuclear Power in each Orders Phase. This threshold represents the maximum that can be allocated across *all* units belonging to that Nuclear power.

These Favor Values have no effect on DP allocations to minor units' orders.

Ex. 11.4.1.1 Yugoslavia DP Limits at Game Start

Yugoslavia starts the game with a Favor Value of zero with NATO and United States (§7.10). This means that, in the first Spring Orders turn, Yugoslavia cannot allocate *any* DP to US or NATO units' orders. However, because Yugoslavia begins the game with a Favor Value of 1 for Israel, it can allocate 1 DP to the Israeli unit.

Yugoslavia has a Favor Value of 3 for India at game start, but because Yugoslavia starts the game with two units and no Oil, Yugoslavia only starts with an allotment of 2 DP per Orders Phase. Yugoslavia's maximum allocation to India units exceeds Yugoslavia's overall budget but does not override that budget. Yugoslavia can thus still allocate a maximum of 2 DP to India.

Ex. 11.4.1.2 Ukraine DP Limits at Game Start

Ukraine starts the game with a Favor Value of 2 with Russia (§7.9). Ukraine also starts the game with a budget of 3 DP per turn, since it starts with three units. Assume that Ukraine would like to spend as many DP as possible in some combination of orders for Russia's Army in Moscow and Russia's Wing in Krasnodar. Though Ukraine has a total allotment of three DP, only two may be spent across Russian units. Therefore, this is the *most* DP Ukraine can allocate to Moscow and/or Krasnodar:

- 2 DP on Moscow OR
- 2 DP on Krasnodar OR
- 1 DP on Moscow and 1 DP on Krasnodar

Ukraine may not allocate 2 DP to Moscow while also allocating 1 DP to Krasnodar (or vice versa) until a future Orders Phase when its Favor Value with Russia is 3 or higher.

11.4.2 Zero Favor: Retreats & Nuclear Retaliation

A player power with zero Favor Value for a given Nuclear Power (*i.e.* its Embassy lies in the Perimeter) is in disfavor with that Nuclear Power. That player is not welcome within the Nuclear Power's borders, so such a player may not retreat into that Nuclear Power's territory.

A player power with zero Favor Value whose units are already in a Nuclear Power's territory finds those units subject to Nuclear Retaliation during the Spring and Autumn Retreat phases. The trespassing player units are automatically destroyed/disbanded as part of that Retreat phase.

Nuclear Retaliation does *not* occur during the Winter Retreat phase, as those retreats occur on the Favor Map.

Only Russia, India, and NATO possess territory that is passable by player units, so these limitations only apply to them in practice.

11.4.3 Nuclear Unit Orders Limitations: Prejudice Rules

Nuclear units are subject to the rules of Prejudice in regard to their orders. Prejudice prevents certain actions on the part of Nuclear Powers' units to intervene in player-against-player combat. Those rules are repeated below.

Prejudice Rules (also listed in §9.3)

1. A Nuclear Power will only support or convoy an attack by one player's unit targeting a different player's unit if the attacking player's corresponding Favor Value is higher than the defending player's corresponding Favor Value.
2. A Nuclear Power will only support or convoy an attack by one player's unit targeting a different player's controlled-but-currently-unoccupied supply center if the attacking player's corresponding Favor Value is higher than the defending player's corresponding Favor Value.

Once players have eliminated most or all neutral minor units on the map, the Prejudice Rules will likely become the most significant aspect of the Favor System.

11.5 Winter Orders Phase: How Embassies Compete for Favor

Immediately following the build and disband orders associated with the Adjustments Phase on the Geographic Map (§2.2.2), orders are resolved for the Embassies on the Favor Map. These orders are delivered to the GM in secret

alongside the players' adjustment orders, and they are revealed in full when adjudication is complete and ready to report (just like a Spring or Autumn Orders phase).

Even though Winter Orders are resolved *after* Adjustments, players may *not* provide conditional instructions for their Embassies based on the results of the Adjustments phase.

11.5.1 Legal Winter Orders

Embassies may be given move, support, and hold orders. Embassies may not convoy. Embassies may move to bordering spaces within their current Slice of the Favor Map. An Embassy may never leave its Slice; nor may it bounce/sortie across Slices like a stationary unit may on the Geographic Map.

An Embassy that begins the Winter in a hex space may give a support order: either support-to-hold or support-to-move. Such support may target bordering spaces within that Embassy's current Slice *as well as* bordering hexes outside that Embassy's Slice. Examples of this can be found in the section below.

These Slices share a border, and Embassies located along the edge hexes may grant support to hexes in the adjacent Slice.

- The NATO Slice (N) shares a border with the US Navy Slice (U).
- The US Navy Slice (U) shares a border with the Israeli Slice (I).
- The Israeli Slice (I) shares a border with the Indian Slice (B).
- The Indian Slice (B) shares a border with the Russian Slice (R).

Even if a player is not be concerned with certain Nuclear Powers' Favor Values, strategic placement of their Embassies may come in handy to grant support in the more "important" Slices. A European power that doesn't find India's units particularly relevant on the Geographic Map may nonetheless benefit by positioning its Indian Embassy along the Russia/India Slice border, as competition in the Russian Slice is likely to be fiercer.

11.5.2 Perimeter Space Rules (Zero Favor)

The Perimeter spaces for each Slice on the Favor Map may contain multiple Embassies. No Embassy in a Perimeter space can be dislodged.

An Embassy in a Perimeter space can receive support to move *out* of the Perimeter and to one of the Slice's adjacent hexes (of one Favor Value). However, an Embassy in a Perimeter space may not grant support; it may only be given either a move or hold order.

When multiple Embassies occupy a Perimeter space, any support granted to an Embassy currently in that Perimeter must clearly identify the player power controlling the supported Embassy.

Ex. 11.5.2.1 *Kazakhstan Supports Pakistan out of the Israeli Perimeter*

Assume that the Embassies are currently in the locations specified by Favor Map Setup A (§11.2.2). Kazakhstan wishes to support Pakistan's Israeli Embassy to move to a hex outside the Perimeter (I0z). Kazakhstan's own Israeli Embassy in I1p may hypothetically support Pakistan to I1q. Alternatively, Kazakhstan's Indian Embassy in B1p may hypothetically support Pakistan to I1u.

However, if the orders are written as follows...

E I1p S I0z - I1q
E B1p S I0z - I1u

... then neither order is valid. At the game start, three Embassies reside in the Israeli Perimeter: Iran, Saudi Arabia, and Pakistan. To make these orders valid, Kazakhstan's order must identify that it is the Pakistani Embassy that is supported.

For example, Kazakhstan can use Pakistan's two-letter abbreviation (PA) to identify the specific Embassy.

E I1p S PA I0z - I1q
E B1p S PA I0z - I1u

Either of those orders would be legal.

Ex. 11.5.2.2 *Iran Supports Itself out of the US Navy Perimeter*

Assume that the Embassies are currently in the locations specified by Favor Map Setup A (§11.2.2). Iran wishes to support its own US Embassy to move to a hex outside the Perimeter (**U0z**). Iran can potentially do so using its NATO Embassy in **N1u**. However, because both Iran and Yugoslavia currently have Embassies in Perimeter **U0z**, Iran must explicitly identify that it is the Iranian Embassy they are supporting, *even when* that power is supporting its own unit.

Accordingly, this support order is invalid:

E N1u S U0z - U1p

This support order, which explicitly identifies the supported Embassy as belonging to Iran, is valid:

E N1u S IR U0z - U1p

11.5.3 Embassies Required to Hold

Based on players' recent actions and conditions on the Geographic map, some Embassies may be required to hold during the Winter Orders Phase. They are as follows.

1. Any Embassy that was **kicked** during the most recent Spring or Autumn must hold during Winter.
2. If, at the start of the Winter turn (prior to Adjustments), **a player has units located within a Nuclear Power's territory**, that player's corresponding Embassy for that Nuclear Power must hold.
3. If, during either Spring or Autumn Retreats, **a player was subject to Nuclear Retaliation** and had one or more units destroyed, that player's corresponding Embassy for that Nuclear Power must hold.

Note: Though Embassies kicked during the prior Spring or Autumn must hold, the same restriction does not apply as the result of an Embassy being forced to retreat during the last year's Winter.

11.5.4 Limit: Total Move Orders

At most, a single player may order **three** Embassies to move during a single Winter Orders. The remaining Embassies must be given either support or hold orders.

If *any* of that player's Embassies were kicked (§11.6) during the most recent Spring or Autumn turns, then this limit is reduced. Such a player may, at most, order **two** Embassies to move this Winter Orders phase.

There is no limit on support or hold orders.

This limit is in place to represent the limited capabilities of a country's foreign service and to increase the likelihood of cooperation between players on the Favor Map.

11.6 Violations & Kicks: How to Lose Favor in Spring or Autumn

The results of a Spring or Autumn Orders phase can lead to a loss in Favor between a player and a Nuclear Power. By committing a violation against a Nuclear Power, that player's Embassy unit is "kicked" to a lower-numbered space on the Favor Map (§11.7).

This section describes (and gives examples for) the three types of possible violations:

1. Disabling a Nuclear Unit (§11.6.1)
2. Attacking a Nuclear Unit from that Nuclear Power's Territory (§11.6.2)
3. Dislodging a Unit Adjacent to Nuclear Territory without Permission (§11.6.3)

This section also provides special rules for NATO and the US Navy with regard to violations, and it also provides some clarifications for territories where permission to dislodge a target is either not required (§11.6.5) or difficult to receive (§11.6.6).

11.6.1 Disabling a Nuclear Unit

If an attacking player unit **disables** a Nuclear Power's unit (§3.9), that player has committed a violation. Their Embassy is kicked prior to retreats (one kick per Nuclear unit disabled).

Only the responsible attacking unit's power receives this punishment; supporting/convoying units involved in the attack are ignored.

Because an unsupported attack won't disable its target, a player can still cut a Nuclear unit's support. However, you should be aware that your opponents can anticipate such attacks, grant support to them (directly or via DP, as seen in the next example), and "trap" you into committing a violation that you didn't otherwise plan.

Ex. 11.6.1.1 Violation: Ukraine attacks Moscow

Assume that, on the first turn, Ukraine's army in Kharkiv attacks the Russian army in Moscow. Assume that secretly, one or more of Ukraine's opponents have allocated DP and thus ordered the minor army in Belarus to support that attack. No other unit cuts Belarus's support or supports Moscow to hold.

In this scenario, A Moscow would be **disabled** by A Kharkiv. Ukraine would have committed a violation, and Ukraine's Embassy will be kicked to a worse space on the Favor Map prior to the retreat phase.

Ex. 11.6.1.2 Not a Violation: Pakistan Attacks Delhi from Islamabad

Assume that, on the first turn, Pakistan's army in Islamabad orders a move to Delhi, attacking India's army there. No other units support it. The attack bounces, and A Delhi is not disabled. This is not a violation.

11.6.2 Attacking a Nuclear Unit from that Nuclear Power's Territory

If a player's unit that currently occupies a Nuclear Power's territory attacks that Nuclear Power's unit, that player has also committed a violation. Their corresponding Embassy is kicked prior to retreats (one kick per attack).

Because only NATO, Russia, and India possess territory passable by player units (§6.1), this type of violation is limited to them.

If a player unit attacks a Nuclear unit from their territory *and* disables that unit, this effectively means that the player has committed two violations: one for the source of the attack, and one for disabling the target.

Ex. 11.6.2.1 Violation: Kazakhstan attacks Krasnodar from Astrakhan

Assume that Kazakhstan has an army in Astrakhan, which is Russian territory. That army in Astrakhan attacks the Russian Wing in Krasnodar with the intent of cutting hypothetical support given by that unit. No other unit supports the attack. Kazakhstan has committed a violation, and the Kazakh Embassy in the Russian Slice will be kicked prior to retreats.

Ex. 11.6.2.2 Double Violation: Kazakhstan disables Krasnodar from Astrakhan

Assume the same conditions from the prior example, but with some alterations. Assume there's a Ukrainian fleet in Black Sea, and it supports the move from Astrakhan to Krasnodar. Assuming these orders are successful and Krasnodar is not otherwise supported to hold, the Russian Wing in Krasnodar will be disabled by the Kazakh attack.

Kazakhstan will have then committed **two** violations: attacking from the Nuclear Power's territory *and* disabling a Nuclear unit. Kazakhstan's Russian Embassy will be kicked **twice** as a result. Meanwhile, Ukraine's Embassy will *not* be kicked as a result of these actions, since only the attacking player receives the kick.

11.6.3 Dislodging a Unit Adjacent to Nuclear Territory without "Permission"

If a player's unit **dislodges** another unit (of any type) in a land or canal province that is either within or adjacent to a Nuclear Power's territory, that player has committed a violation against the Nuclear Power *unless* a unit of that Nuclear Power convoyed or ordered support for the attack. The support/convoy ordered is the Nuclear Power's "permission" to dislodge the neighboring unit.

This permission must align with the exact attack that occurred. If permission was granted via the Nuclear Power's convoy order, the attacking army must actually have used that specific convoy as part of its move. If permission was granted via a Nuclear Power's support order, the attacking unit must have been given support to move to the location of the dislodged unit. Support for some other unit belonging to the attacking player does not count.

If the Nuclear Power's support was cut (or voided) during the turn, but the move still completes (and dislodges its target), the cut/voided support still counts as granted.

Ex. 11.6.3.1 Not a Violation: Saudi Arabia attacks Iraq with cut NATO support

Assume that, on the first turn, Saudi Arabia is attacking Iraq from Riyadh with support from its unit in Dammam. Iraq is adjacent to NATO territory in Incirlik. Assume that the player(s) have allocated DP to the NATO Wing in Incirlik to give support to that attack. Also assume that one or more players have allocated DP to the minor army in Syria to attack Incirlik.

Saudi Arabia:
A Riy - Irq
A Dmm S Riy - Irq

NATO:
W Inc S Riy - Irq

Minor:
A Syr - Inc
A Irq H

In this scenario, assuming no other units support or interfere, the army in Iraq is dislodged. The support from Incirlik is cut by the attack from Syria (which bounces), but that support still counts as permission from NATO to Saudi Arabia.

Ex. 11.6.3.2 Violation: Saudi Arabia attacks Iraq with incorrect NATO support

Now modify the previous example. Assume that Incirlik orders a support for Dammam, not Riyadh, to attack Iraq.

Saudi Arabia:
A Riy - Irq
A Dmm S Riy - Irq

NATO:
W Inc S Dmm - Irq

Minor:
A Irq H

Saudi Arabia still has enough support for its move from Riyadh to dislodge the minor army in Iraq. However, because NATO's Wing in Incirlik did not support that specific attack, and instead supported an attack originating in Dammam, it does not count as permission. Given these conditions, Saudi Arabia has committed a violation against NATO, and their NATO Embassy is kicked prior to the Retreats phase.

Likewise, because of the tie between NATO and the US (see section immediately below), the Saudi's US Navy Embassy is also kicked.

11.6.4 Special Rules for NATO and the US Navy

For gameplay purposes, the United States Navy is a separate Nuclear Power from NATO. In reality, the USA is a member of NATO. The US Navy also holds no territory of its own, though in reality in the USA operates bases labeled as NATO units (like Incirlik and Ramstein).

To represent the NATO-US relationship in game, **any violation committed against NATO also counts as a violation against the US Navy** (though not vice versa). When an Embassy in the NATO slice of the Favor Map is kicked, that same player's Embassy in the US slice will be kicked.

However, US "permission" for an attack counts as NATO permission when a unit is dislodged in or adjacent to NATO territory. A corresponding support or convoy order from one of the US Navy fleets satisfies this condition and prevents a violation.

Ex. 11.6.4.1 Not a Violation: Saudi Arabia attacks Iraq with US support

Modify the previous example by adding a support from the US Navy fleet in Kuwait for the move from Riyadh to Iraq.

Saudi Arabia:
A Riy - Irq
A Dmm S Riy - Irq

NATO:
W Inc S Dmm - Irq

US Navy:
F Kuw S Riy - Irq

Minor:
A Irq H

In this scenario, the Saudi army in Riyadh dislodges the army in Iraq. Though the Wing in Incirlik gave the wrong support order, as before, the US Fleet gave support for the attack. This support counts as NATO permission. Saudi

Arabia has not committed a violation against NATO in this scenario, and neither of its Embassies for NATO or the US is kicked.

11.6.5 Clarification: Dislodging Units Adjacent to Djibouti ~~or Kyrgyzstan~~

Djibouti contains a NATO Wing, ~~and Kyrgyzstan contains a Russian Wing.~~ However, Djibouti is not a NATO territory.

Therefore, dislodged units in Eritrea, Yemen, Somalia, or Dire Dawa cannot be the cause of a NATO violation. Permission is not required for such attacks.

11.6.6 Clarification: Locations where Permission is Inherently Difficult to Arrange (Finland *et. al.*)

There are a number of provinces on the Geographic Map that are within or adjacent to Nuclear Power territory, but where no Nuclear unit is adjacent. In these provinces, no Nuclear unit can readily give their “permission” to dislodging attacks. There are some roundabout means involving airborne convoys that can still arrange for permission to be granted, but in the majority of cases, dislodging units there leads to a Nuclear violation and a corresponding Embassy kick.

Finland is unique in that it is the only Minor Neutral power on the Geographic map that is adjacent to a Nuclear Power but not to one of its units. It is therefore very difficult (though not impossible) for a player to dislodge Finland’s army without also committing a violation against Russia.

Additionally, Finland’s real-world borders touch those of Norway, a NATO founding member. However, because that border is not visible on Dissolution’s map, and because Norway is not a playable space in Dissolution, Finland should *not* be considered adjacent to NATO territory for violation/permission purposes.

Provinces adjacent to or within Nuclear Territory but not to corresponding Nuclear Units:

- Aktau (Akt)
 - Supply Center
 - Adjacent to Russian territory (Astrakhan & Nizhny Novgorod) but not to Russian units.
- Crete (Cre)
 - Part of NATO territory but not adjacent to any NATO units.
- Finland (Fin)
 - Supply Center
 - Adjacent to Russian territory (Leningrad) but not to Russian units.
- Gdansk (Gda)
 - Supply Center
 - Adjacent to NATO territory (East Germany) but not to NATO units.
 - *(Also borders Russia, but is adjacent to Russia’s fleet in Kaliningrad.)*
- Karachi (Kch)
 - Supply Center
 - Adjacent to Indian territory (Gujarat) but not to Indian units.
- Peshawar (Pes)
 - Supply Center
 - Adjacent to Indian territory (Kashmir) but not to Indian units.
- Poznan (Poz)
 - Adjacent to NATO territory (East Germany) but not to NATO units.

11.7 Resolving Embassy Kicks & Winter Retreats

Embassy kicks (which occur in Spring or Autumn) and retreats (which occur in Winter) both cause a player's Embassy to be relocated on the Favor Map, potentially to a space of worse Favor. Embassy kicks are calculated and resolved by the GM. Embassy retreats are also calculated and resolved by the GM; this differs from the Retreats phase for units on the Geographic Map.

When multiple kicks or multiple retreats must be resolved at once, they are calculated and completed one at a time in alphabetical order by the sorting letters (§11.1.2) of the spaces where the kicked/retreating Embassies currently reside. An Embassy's kick or retreat does not directly impact the calculation of any kick/retreat outside its Slice, so this ordering is only relevant when multiple kicks/retreats occur in a single Slice.

A kick or retreat cannot cause an Embassy to be disbanded. Only the total elimination of a player leads to the removal of that player's Embassies (§4.1).

This section is primarily for GMs, though players may also want to understand the algorithms a GM follows when relocating Embassies.

11.7.1 Kick Calculation

An Embassy is kicked as the result of a player committing a violation against a Nuclear Power during an Orders phase (§11.6). Kicks occur after Orders adjudication but before the Retreat phase, and the results of a kick can have ramifications for the following Retreat phase should the Embassy land in a Perimeter space of zero Favor Value (§11.4.2). The location an Embassy is kicked to does *not* have to be adjacent to the Embassy's current location.

When an Embassy is kicked, the GM relocates it to a space that follows the following rules:

1. Relocate the Embassy to the closest eligible vacant hex within that Slice.
 - a. This hex must be of **lower** Favor Value than the Embassy's current location.
 - b. When multiple vacant hexes are at equal distance to the Embassy, relocate it to the hex whose sorting letter comes first in alphabetical order.
2. When no hexes of lower Favor Value are currently vacant, relocate the Embassy to that Slice's Perimeter space.
3. If an Embassy is already in the Perimeter, it does not change location, but it is still considered kicked.

11.7.2 Edge Case: Multiple Kicks for the Same Embassy

If an Embassy receives multiple kicks at once, either due to multiple units committing violations or multiple violations from the same unit, each kick is also handled one-at-a-time. The first kick is handled in alphabetical order according to the Embassy's original location. The second kick is then handled in alphabetical order according to the Embassy's location after the first kick.

11.7.3 Embassy Winter Retreat Calculation

An Embassy must retreat after a Winter Orders phase (§11.5) in which it was dislodged by the supported move order of an opponent's Embassy. Unlike normal units' retreats, Embassies do not have to retreat to an adjacent location, and the controlling player has no say over the retreat destination. Because these retreats are calculated by the GM, they do not require a separate Winter Retreats phase and can be reported alongside the rest of Winter Adjustments and Orders adjudication.

When an Embassy is dislodged, the GM relocates it to a space that follows the following rules:

1. Relocate the Embassy to the closest eligible vacant hex within that Slice.
 - a. This hex must be of **equal or lower** Favor Value than the Embassy's current location.

- b. The hex may **not** be the hex where the dislodged Embassy's attacker originated.
 - c. Hexes that were bounced as part of the corresponding Winter Orders adjudication are **not** eligible hexes either.
 - d. When multiple vacant hexes are at equal distance to the Embassy, relocate it to the hex whose sorting letter comes first in alphabetical order.
2. When no vacant hexes are available that satisfy rules 1a-1d, relocate the Embassy to that Slice's Perimeter space.

It is not possible for a single Embassy to retreat more than once in the same Winter. Nor is it possible for an Embassy currently located in the Perimeter to be dislodged, since the Perimeter spaces can contain multiple Embassies.

11.7.4 Favor Map Kick & Retreat Examples with the Legacy Favor Map

This section's examples utilize an older version of the default Favor Map, as seen below. This Legacy Favor Map was the default for the previous version of the rules and has since been deprecated, but it is provided here for reference.



11.7.4: Legacy Favor Map

Ex. 11.7.4.1 Single Russian Kick: Kazakhstan

Assume that all Russian Embassies are in the starting locations specified by [the Legacy Favor Map](#). Kazakhstan commits a violation against Russia (and no other powers do at this time). At the end of that Orders phase, prior to retreats, Kazakhstan's Russian Embassy must be kicked.

The Kazakh Embassy is currently located at **R2j**. The only vacant hexes within the Slice of lower Favor Value are **R1q** and **R1t**. Because R1t is one space away, and R1q is four spaces away, the Kazakh Embassy will be kicked to **R1t**.

Ex. 11.7.4.2 Single Russian Kick: Ukraine

Assume that all Russian Embassies are in the starting locations specified by [the Legacy Favor Map](#). Ukraine commits a violation against Russia (and no other powers do at this time). At the end of that Orders phase, prior to retreats, Ukraine's Russian Embassy must be kicked.

Ukraine's Embassy is currently located at **R2m**. The only vacant hexes within the Slice of lower Favor Value are **R1q** and **R1t**. Both hexes are equally close; they are each two spaces away from **R2m**. Because "t" comes before "q" in alphabetical order, Ukraine's Embassy will be kicked to **R1q**.

Ex. 11.7.4.3 Single NATO Kick: Saudi Arabia

Assume that all NATO Embassies are in the starting locations specified by [the Legacy Favor Map](#). Saudi Arabia commits a violation against NATO (and no other powers do at this time). At the end of that Orders phase, prior to retreats, Saudi Arabia's NATO Embassy is kicked.

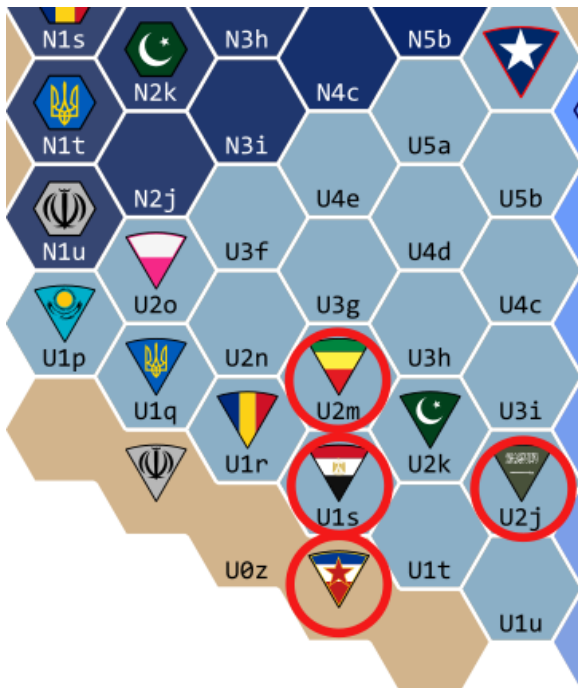
The Saudi Embassy is currently located at **N2m**. There are no vacant hexes of lower Favor Value, as all of the hexes of 1 Favor Value (**N1p** through **N1u**) are occupied by other powers' Embassies. Therefore, the Saudi Embassy is kicked to **N0z**, the Perimeter space.

Note: Saudi Arabia's US Embassy will also be kicked as the result of its violation against NATO (**\$11.6.4**), but we're ignoring that in the context of this example.

Ex. 11.7.4.4 Multiple US Kicks: Saudi Arabia x2, Egypt, Ethiopia, and Yugoslavia

Assume that all US Embassies are in the starting locations specified by [the Legacy Favor Map](#).

All Pending Kicks

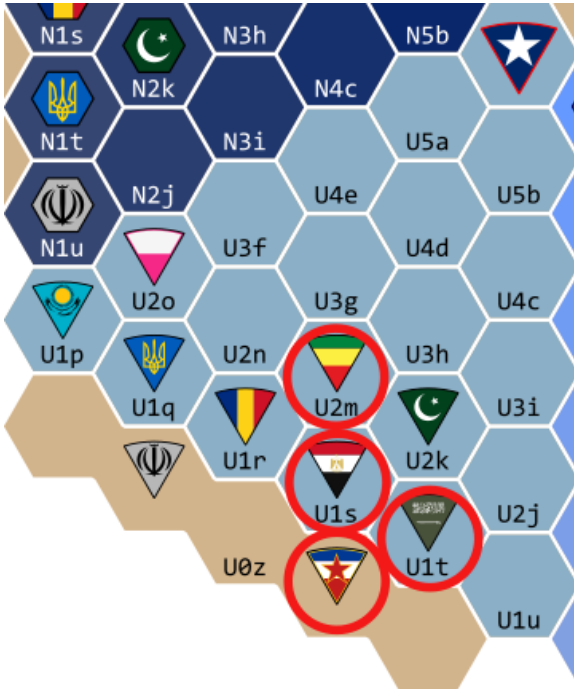


A turn has just occurred where Saudi Arabia, Ethiopia, Egypt, and Yugoslavia have committed violations against NATO and/or the US Navy, and their US Embassies are all kicked. In Saudi Arabia's case, assume that **two** violations have occurred, so its Embassy is kicked **twice**.

Pending Kicks:

SA E U2j (2 kicks pending)
ET E U2m
EG E U1s
YU E U0z

After Kick #1: Saudi Arabia (1/2)

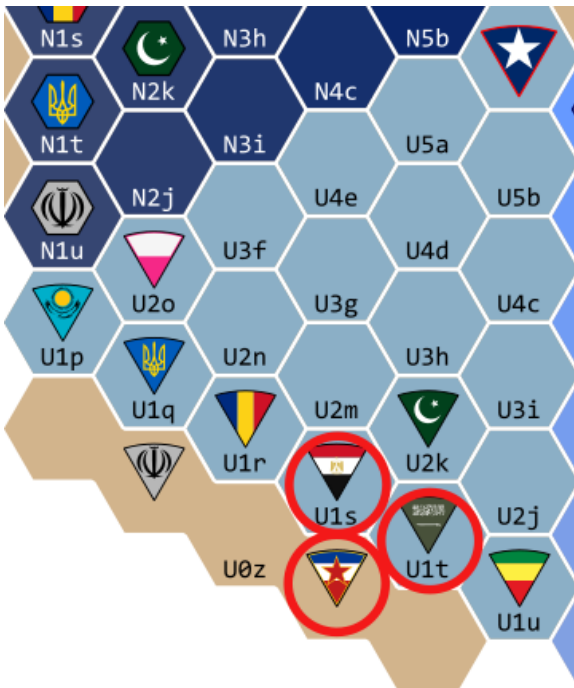


Saudi Arabia, first in this lineup, receives its first kick. Both **U1t** and **U1u** are equidistant to the Saudi Embassy's current location, so the Embassy is kicked from **U2j** to **U1t**. Because the Saudis will receive another kick, they are added back to the list of pending kicks, this time using their new location.

Completed Kicks:
SA E U2j - U1t

Pending Kicks:
ET E U2m
EG E U1s
SA E U1t (1 kick still pending)
YU E U0z

After Kick #2: Ethiopia

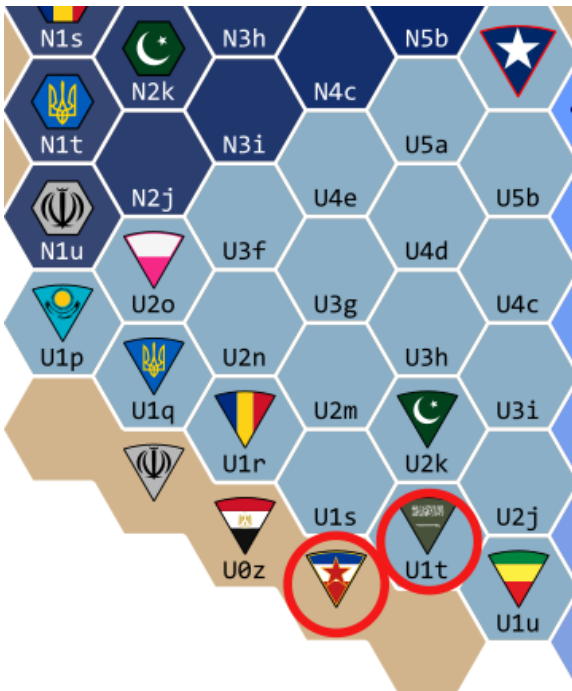


The Ethiopian Embassy is kicked from **U2m** to **U1u**, the only vacant hex of lower value.

Completed Kicks:
SA E U2j - U1t
ET E U2m - U1u

Pending Kicks:
EG E U1s
SA E U1t (1 kick still pending)
YU E U0z

After Kick #3: Egypt



Next, the Egyptian Embassy in **U1s** kicked to **U0z** (the US Perimeter), as there are no *hexes* of lower Favor Value than 1.

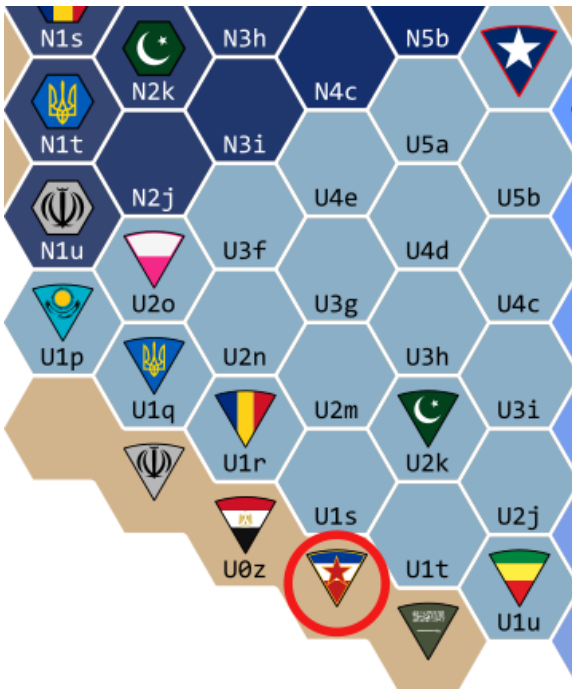
Completed Kicks:

SA E U2j - U1t
ET E U2m - U1u
EG E U1s - U0z

Pending Kicks:

SA E U1t (1 kick still pending)
YU E U0z

After Kick #4: Saudi Arabia (2/2)



Likewise, the Saudi Embassy receives its second kick, this time from **U1t** to **U0z**.

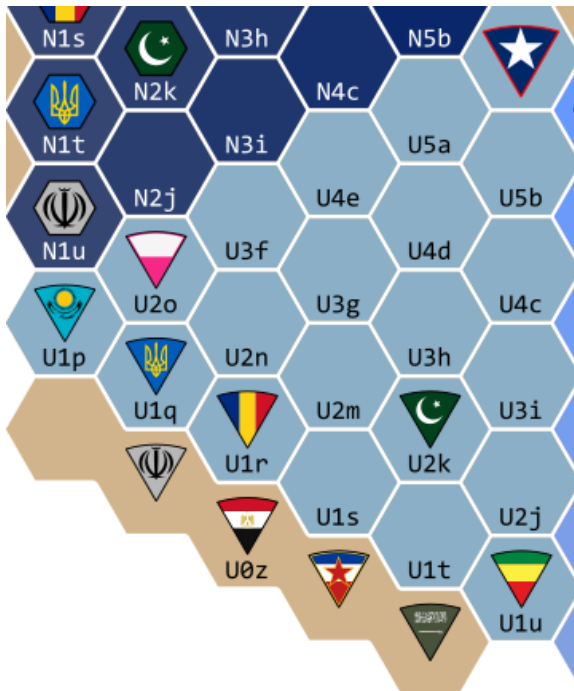
Completed Kicks:

SA E U2j - U1t
ET E U2m - U1u
EG E U1s - U0z
SA E U1t - U0z

Pending Kicks:

YU E U0z - U0z

After Kick #5: Yugoslavia



Finally, the Yugoslavian Embassy receives a kick but does not relocate, as it is already in the Perimeter space **U0z**.

Completed Kicks:

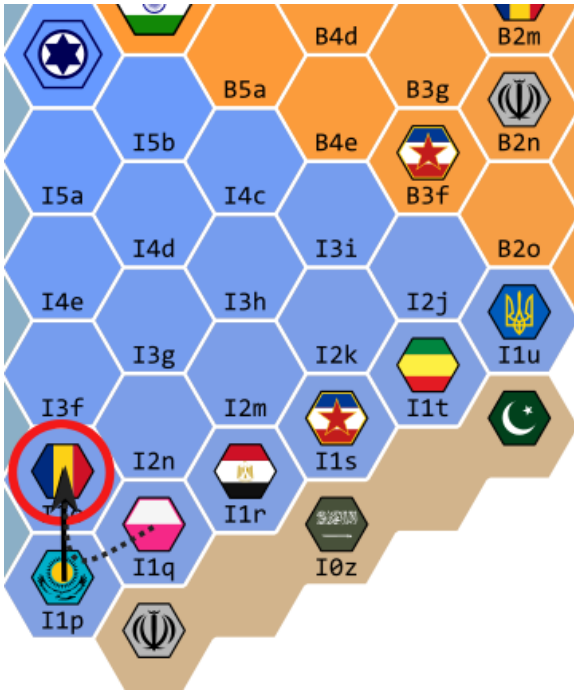
SA E U2j - U1t
 ET E U2m - U1u
 EG E U1s - U0z
 SA E U1t - U0z
 YU E U0z - U0z

After these kicks resolve, the Saudi, Egyptian, and Yugoslavian Embassies are all located in **U0z**, the US Perimeter Space. These powers now have zero Favor Value with the US Navy. The Ethiopian Embassy is now located in **U1u**, and Ethiopia now has a Favor Value of 1 with the US Navy.

Ex. 11.7.4.5 Embassy Orders & Romanian Retreat in the Israeli Slice

Assume that all Israeli Embassies are in the starting locations specified by [the Legacy Favor Map](#). Now assume that it is the Winter Orders phase, and the following orders are given:

Winter Orders: Israel Slice



Power, Unit, & Order

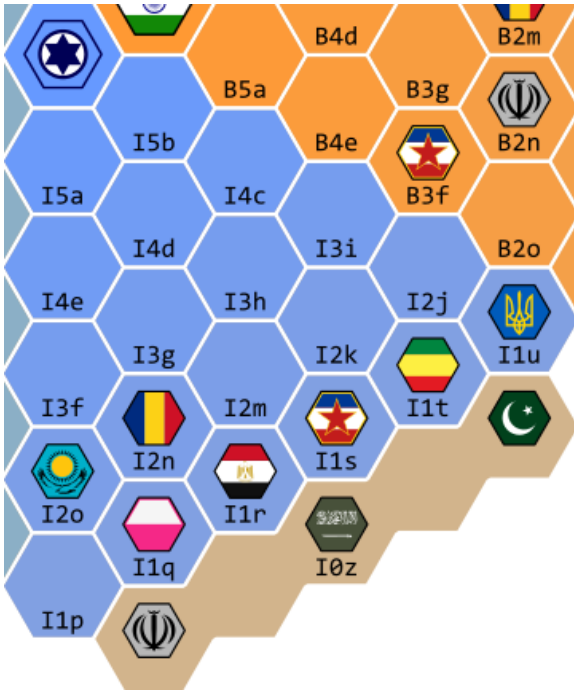
Result
(blank if successful)

EG E I1r H
ET E I1t H
IR E I0z H
KA E I1p - I2o
PA E I0z H
PO E I1q S I1p - I2o
RO E I2o H
SA E I0z H
UK E I1u H
YU E I1s H

Dislodged by E I1p

In this scenario, Poland supports Kazakhstan to dislodge Romania's Embassy, and all other units hold.

Winter Resolution: Israel Slice



The Romanian Embassy retreats to **I2n**, as it is the closest eligible hex of equal-or-lower Favor Value.

Assume that all Indian Embassies are in the starting locations specified by [the Legacy Favor Map](#). Now assume that it is the Winter Orders phase, and the following orders are given:

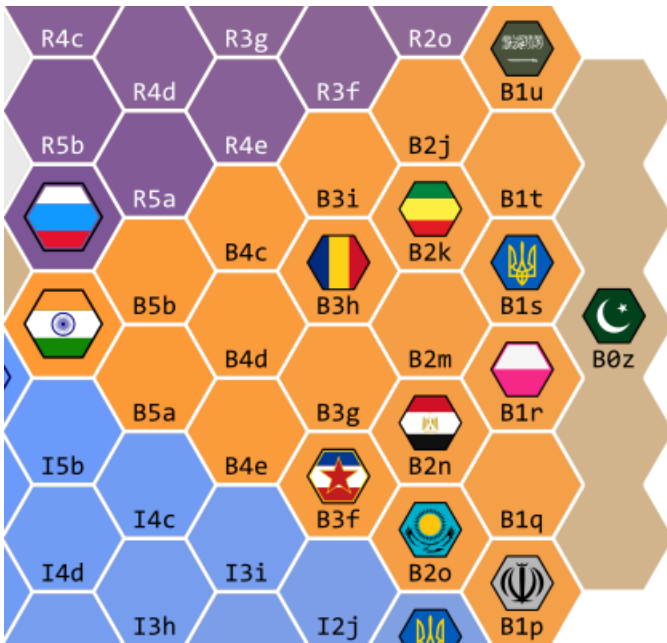
[illegible]

In this example, the Iranian-Indian Embassy attempts to move to the hex currently occupied by Yugoslavia, but it fails to do so. Instead, it is attacked and dislodged by the Egyptian Embassy moving from B1q.

B2j
B2m
B1p
B1q
B1t

This leaves in consideration **B2j**, **B1p**, & **B1t**.

Winter Resolution: Indian Slice



The Iranian Embassy will therefore retreat from **B2n** to **B1p**, as it is at a distance of 2 from the Embassy's current location and the others are at a distance of 3.

These are the final locations of the Indian Embassies in this scenario:

EG	E	B2n
ET	E	B2k
IR	E	B1p
KA	E	B2o
PA	E	B0z
PO	E	B1r
RO	E	B3h
SA	E	B1u
UK	E	B1s
YU	E	B3f

11.7.5 Winter Retreats, Kicks, and Nuclear Retaliation

Because kicks occur prior to Spring/Autumn retreats, a player whose Embassy lands in a Perimeter space of zero Favor Value may find one or more of its units destroyed as part of Nuclear Retaliation (§11.4.2), should they occupy that Nuclear Power's territory.

However, this is not the case for Winter Retreats. In the rare (but not impossible) instance that a player's unit(s) occupy Nuclear territory at the end of a Winter phase, and that player's Embassy is forced to retreat to that Nuclear Power's Perimeter, the player has until the following year's Spring Retreats to vacate said territory before Nuclear Retaliation takes effect.

12 Special Thanks, Sources, & Attributions

This section contains a few notes of thanks as well as a list of works used for artwork generation, research, and reference.

12.1 Special Thanks to Fellow Variant Designers Jeff Kase, Baron VonPowell, & Charles

While Dissolution would clearly not exist without Allan B. Calhammer's game of *Diplomacy*, credit is additionally due to three other amateur variant designers for their invention and/or extensions of the Diplomacy Points (DP) system.

- Baron VonPowell
 - Co-creator of *Ambition & Empire*, the variant that originated the DP system
 - Co-creator of *College of Cardinals*, a variant that uses the DP system to in a complex historical simulation
- Jeff Kase
 - Co-creator of *Ambition & Empire*
- Timothy D. Hayward
 - Co-creator of *College of Cardinals*
- Charles Féaux de la Croix
 - Creator of *1648* and *1936*, two variants that utilize and extend the DP system

This variant would not have been possible without having a DP-based backbone governing the actions of the neutral non-player-controlled units.

12.2 Special Thanks to the Play Diplomacy Online Forums

The first edition and playtest of Dissolution manifested as a series of posts on the Play Diplomacy Online forums (<https://www.playdiplomacy.com/forum/viewforum.php?f=804>). It was played by the Play-by-Forum community of *Diplomacy* players, who were a great help in understanding which experimental mechanics of the game did and didn't work.

This game wouldn't have been possible without the following users:

- Aeschines
- Amby
- Dissolution
- Calavera
- ColonelApriocot
- Justy
- norlight
- NoPunIn10Did (*me*)
- Pjkon
- Subotai45
- Walshie71
- WakaKafkaFlame
- WarSmith
- Wobbly

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