



Intercontinental

designed by W. Alex Ronke

Game Rules v.1.2.0 (Sep 2026)

Intercontinental is a *Diplomacy* variant for eight players set circa 1865. It takes place on a global scale across multiple continents, with each player controlling four distinct powers.

As with *Succession & Legacy* (Ronke) and *Ambition & Empire* (VonPowell & Kase), this variant utilizes Diplomacy Points (DP) mechanics with armed neutral territories. It also employs multi-power mechanics that expand on rules seen in *Versailles* (Kennedy) and *1812 Overture* (Ronke).

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

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1.0 - Core Concepts

On a summer's day while the waves were rippling, with a quiet and a gentle breeze;
A ship set sail with a cargo laden for a port beyond the sea.

Did she ever return? No, she never returned, and her fate is still unlearned,
But a last poor man set sail commander, on a ship that never returned.

There were sad farewells, there were friends forsaken, and her fate is still unlearned,
But a last poor man set sail commander on a ship that never returned.

Did she ever return? No, she never returned, and her fate is still unlearned,
But a last poor man set sail commander, on a ship that never returned.

Said a feeble lad to his aged mother, I must cross that deep blue sea,
For I hear of a land in the far off country, where there's health and strength for me.

Did she ever return? No, she never returned, and her fate is still unlearned,
But a last poor man set sail commander, on a ship that never returned.

'Tis a gleam of hope and a maze of danger, and our fate is still to learn,

And a last poor man set sail commander, on a ship that never returned.

Did she ever return? No, she never returned, and her fate is still unlearned,
But a last poor man set sail commander, on a ship that never returned.

Said this feeble lad to his aged mother, as he kissed his weeping wife,
"Just one more purse of that golden treasure, it will last us all through life.

Did she ever return? No, she never returned, and her fate is still unlearned,
But a last poor man set sail commander, on a ship that never returned.

"Then we'll live in peace and joy together and enjoy all I have earned."
So they sent him forth with a smile and blessing on a ship that never returned.

Did she ever return? No, she never returned, and her fate is still unlearned,
But a last poor man set sail commander, on a ship that never returned.

- Henry Clay Work, 1865: *"The Ship That Never Returned"*

1.1 - Starting Year

Instead of 1901, Intercontinental starts in 1865. The second year of play is 1866, and so on.

The map represents a rough approximation of the global situation around the mid-1860s. This was an era of rebellion and civil war, including the US Civil War, the Second Franco-Mexican War, and the Taiping Rebellion. The colonization of North Africa had begun, though not yet in full swing south of the Sahara. The British Empire stretched across every inhabited continent and was not yet even at its peak.

1.2 - Players, Color Groups, and Powers

In most *Diplomacy* scenarios, each player is assigned a single power or country along with a single color to identify that power's units and territory.

In Intercontinental, each of its eight player is instead assigned a **color group**:

- Blue
- Teal
- Green
- Olive
- Yellow
- Red
- Maroon
- Violet

This color group will be composed of four different powers across the globe. Some powers are preassigned to specific colors, others may be randomly associated with the color group prior to the game's start (§ 3.0). Apart from one special case (Dutch East Indies, § 6.12), all powers belonging to the color group will be given a shade of that color to distinguish it from others on the map.

1.3 - Power Types

In *Intercontinental*, there are three types of powers on the map: Major, Minor, and Affiliate.

Unlike standard *Diplomacy*, the neutral SCs do not begin vacant. These are filled with units belonging to Minor Powers and Affiliate Powers.

Major Powers

Major powers are the standard powers normally seen in *Diplomacy*. Each major power belongs to a color group and is one of four such powers controlled by a single player. Each major power begins with a set of 2-3 Home supply centers (SCs) and starting units.

Minor Neutrals

Minor Neutral powers are powers that each possess a single unit and occupy a single neutral SC and are not associated with any specific player or color. A minor neutral army or fleet differs from their normal counterparts in that they are **stationary** (§ 10.0); their units will never occupy any space other than where they started. No single player controls the orders performed by minor powers' units. Instead, their orders are determined each turn via secret allocations of Diplomacy Points (DP) (§ 11.0).

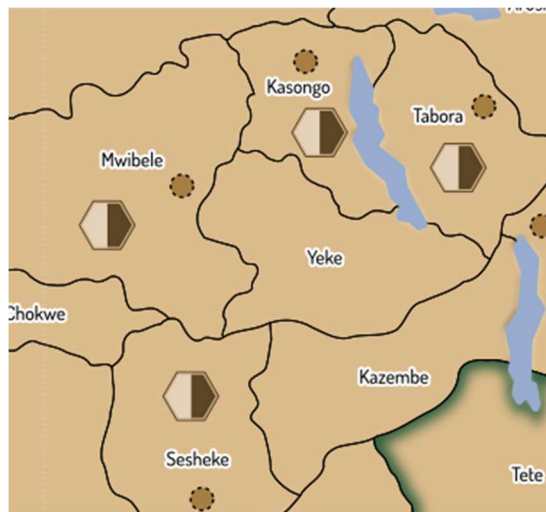


Figure 1.3.1 – Example Minor Powers.

Affiliates

Affiliate powers are another type of neutral power. They also occupy a single SC, their units are also stationary, and their orders are determined via DP allocations. However, Affiliates are associated with a single color group (their sponsor) whose DP allocations are treated as double their usual value (§ 11.3). Their unit icons and territory colors also differ in appearance from ordinary minor neutral powers, but apart from these aesthetic and DP allocation differences, they are identical to Minor powers.

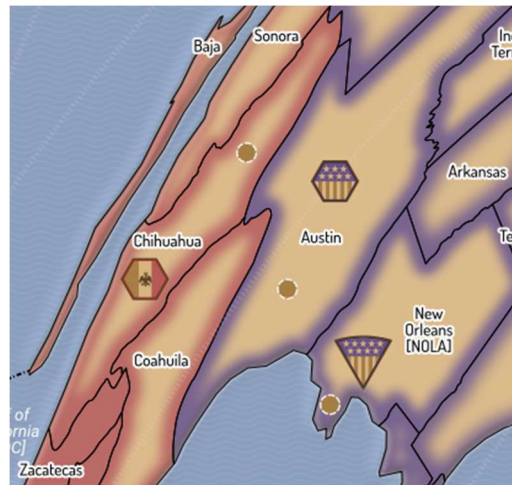


Figure 1.3.2 – Example Affiliate Powers. Austin and New Orleans are Violet Affiliates, while Chihuahua is a Red Affiliate in this setup.

1.4 - Brief Description of Diplomacy Points (DP)

Diplomacy Points are a system by which players can manipulate and secretly bid for the orders performed by neutral units (Minor or Affiliate) in a Spring or Autumn turn. Each orders phase, a player is given an allotment of DP that they may spend that phase based on their current SC holdings (§ 11.1). This allotment is “use-it-or-lose-it” and does not carry over from turn to turn. A player then bids on a unit’s order by allocating one or more DP to that order and submits these allocations to the GM alongside their own orders.

Unlike one’s own orders, DP allocations are not revealed to the other players until the end of the game. Only the orders that *win* the secret DP bidding will be revealed each season, as those units will perform the orders with the highest DP total (§ 11.0).

1.5 - Selecting Additional Home Supply Centers

Major powers may build in their original Home SCs, but through the course of the game, they may additionally designate one further SC as a Home Supply Center from which they may build (§ 9.1). Note that this additional Home SC is *per power*, not per color, so a given player may establish up to four such Home SCs per game.

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

1.6 - Maintaining Multiple Powers

A player's color group will be assigned four separate powers at the game's outset (§ 3.0). There are several ways that these will behave as completely distinct powers for the purposes of adjudication, though some aspects of play consider them as a group.

How Each Power is Considered Separately

- Each power maintains its own SC count and unit count for build purposes.
 - Accordingly, a player may be required to disband units for one power while building units for another within the same Winter Adjustments phase.
- Each power has a distinct list of Home SCs where it may build, and that list can be expanded once per power (§ 9.1).
- Each power can cut support granted by another power in the same color group.
- Each power can dislodge units belonging to another power in the same color group.
- Each power can capture supply centers belonging to another power from the same color group.
 - It is likewise possible for one power to eliminate another power in the same color group by capturing its last SC.
- Each power is counted separately for the purpose of initially calculating a player's total DP budget per orders phase (§ 11.1).

How Powers are Considered as a Group

- The sum of all four powers' SC counts is used when determining victory criteria and, if applicable, scoring (§ 2.0).
- While a player's DP budget considers each power separately, the actual DP allocations are made by the **player** (color group) overall. There is no distinction as to which of a player's powers allocated DP to which order (§ 11.1).
- For the Attacking & Allocating Rule (§ 11.2), a player's DP allocation to a neutral or affiliate can be voided if a unit from *any* of their four major powers is attacking that neutral or affiliate (or supporting an attack on that target).

1.7 - Seasons & Turns

Intercontinental follows the same season/phase structure as standard Diplomacy. These seasons (Spring, Fall/Autumn, and Winter) will correspond roughly to the seasons in the **northern** hemisphere.

The southern hemisphere has inverted seasons, so the standard Diplomacy turns would correspond to Fall, Spring, and Summer south of the equator. However, this information would be confusing for gameplay and is ignored/omitted.

2.0 - Supply Center Counts & Victory Criteria

There are 180 supply centers (SCs) on the Intercontinental map. At the game's start:

- 74 SCs are directly controlled by Major Powers
- 58 SCs are Affiliate Powers
- 48 SCs are Minor Neutral Powers

Solo victory is achieved when a single player controls a total of **72 SCs** at the end of Autumn Retreats. This count is the sum of the SC counts of all four powers directly controlled by that player.

That player must **also** have the highest total of SCs of any player, with no other players tied for highest total.

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

Example 2.0.1: Two Players Tied for 72 SCs

*At the end of an Autumn, Blue has a total of 72 SCs, Teal has 72 SCs, Maroon has 36 SCs, and all other players are eliminated. In this scenario, neither Blue nor Teal have achieved solo victory, and the game continues to the next year. **When playing with a year cap**, were this the final year of the game, then the game would terminate in a **draw** that includes Blue, Teal, and Maroon.*

2.1 – Supply Center Totals & Affiliates

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

2.2 - Year Cap (Optional)

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

The recommended number of years is **fifteen**, though a GM can set this number higher or lower or may omit the cap entirely. If following this recommendation, at the end of 1880 Autumn Retreats, if no player has achieved Solo victory, then the game ends immediately in a draw that includes all surviving players.

3.0 - Player / Power / Color Assignment Setup

There are 32 total major powers in Intercontinental across four approximate continental theaters.

Africa	Europe	The Americas	Asia
Algeria (AL)	Austria (AU)	Argentina (AR)	British Raj (BR)
Angola (AN)	France (FR)	Brazil (BZ)	China (CH)
Cape Colony (CC)	Great Britain (GB)	Canada (CA)	Đại Nam (DN)
Egypt (EG)	Italy (IT)	Colombia (CO)	Dutch East Indies (DU)
Ethiopia (ET)	Portugal (PO)	Mexico (ME)	Iran (IR)
Liberia (LI)	Prussia (PR)	Peru (PE)	Japan (JA)
Sokoto (SO)	Russia (RU)	Shoshone (SH)	Rattanakosin (RA)
Zanzibar (ZA)	Turkey (TU)	United States (US)	Siberia (SI)

If using a means other than random chance to assign players to specific color groups, it is recommended that all major powers be assigned to color groups first, with the players drafting or selecting the entire color groups at the end, rather than letting players individually pick the members of their color group as they go.

3.1 - Preassigned Powers for Color Groups

Of the 32 major powers, 17 are preassigned to a color group. Each color group has at least one preassigned power.

	Africa	Europe	The Americas	Asia
Blue	Cape Colony	Great Britain	Canada	British Raj
Teal	Algeria	France		
Green	Angola	Portugal	Brazil	
Olive		Russia		Siberia
Yellow				China
Red		Austria		
Maroon	Egypt	Turkey		
Violet	Liberia		United States	

The above assignments will not change from game to game.

3.2 - Assigning African Major Powers

Of the eight powers in Africa, three are not preassigned: **Ethiopia**, **Sokoto**, and **Zanzibar**. Randomly assign these three to the **Olive**, **Red**, and **Yellow** color groups (one power each).

3.3 - Assigning European Major Powers

Of the eight powers in Europe, two are not preassigned: **Italy** and **Prussia**. Randomly assign these to the **Yellow** and **Violet** color groups (one power each).

3.4 - Assigning American Major Powers

Of the eight powers in North and South America, five are not preassigned. One of these, **Mexico**, has special assignment rules.

Assigning Mexico

Mexico may only be assigned to either the **Red** or **Teal** color groups. Assign Mexico to one of these two at random.

Note that this assignment will also impact the sponsoring color for two Affiliate units (§ 8.10).

Assigning the Rest of the Americas

Four powers should remain unassigned in the Americas: **Argentina**, **Colombia**, **Peru**, and the **Shoshone**. Randomly assign these to the four remaining color groups: **Olive**, **Yellow**, **Maroon**, and **Red/Teal** (whichever was not assigned Mexico).

3.5 - Assigning Asian Major Powers

Of the eight powers in Asia, five are not preassigned. One of these, **Iran**, has special assignment rules.

Assigning Iran

Iran may not be assigned to the Maroon color group. Randomly assign it to one of the following color groups: **Green**, **Red**, **Teal**, or **Violet**.

Assigning the Rest of Asia

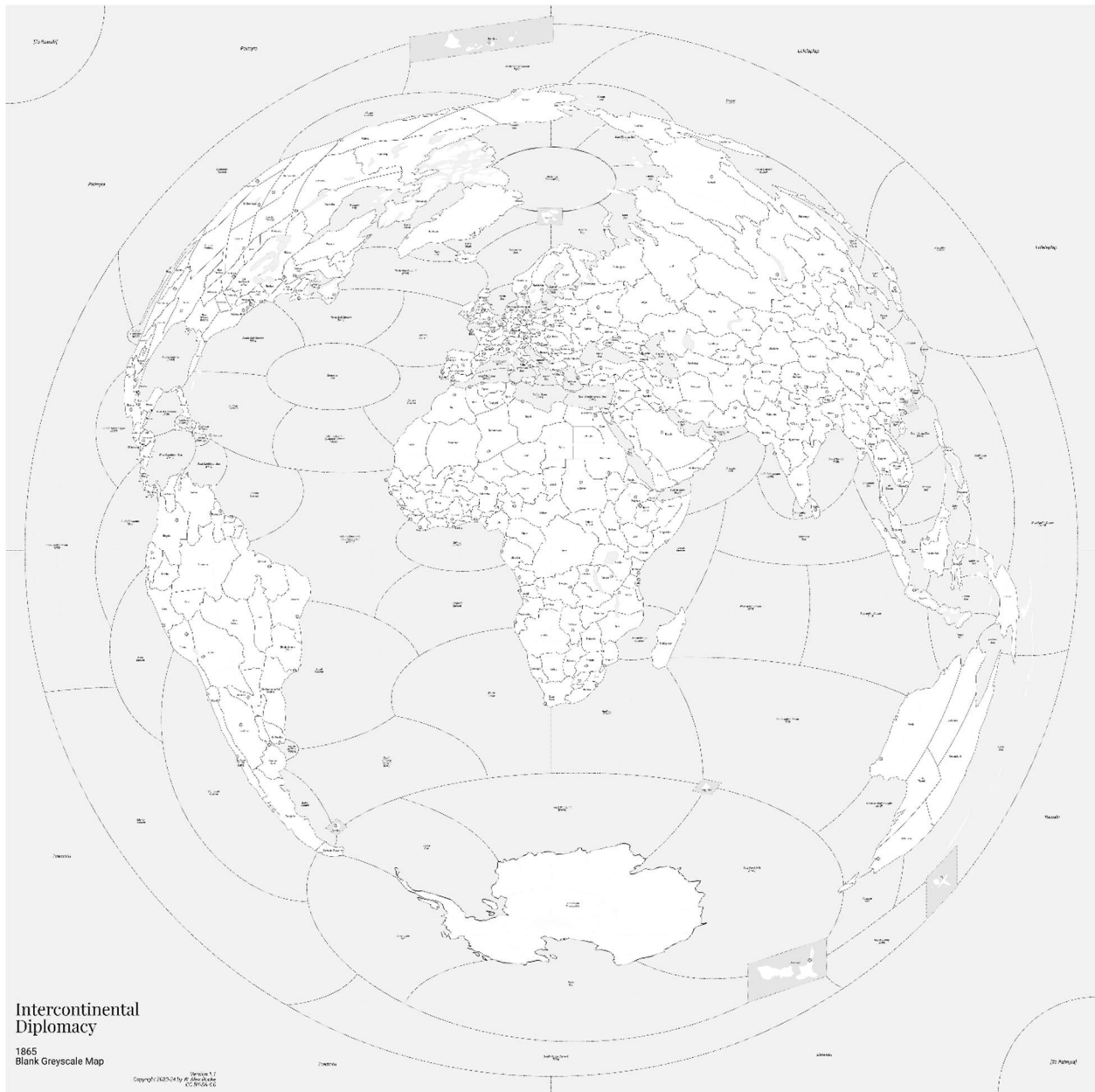
Four powers should remain unassigned in Asia: **Đai Nam**, the **Dutch East Indies**, **Japan**, and **Rattanakosin**.

Assign these powers randomly to the **Green**, **Maroon**, **Red**, **Teal**, and **Violet** color groups, skipping whichever color group Iran was assigned to.

4.0 - Maps and Infographics

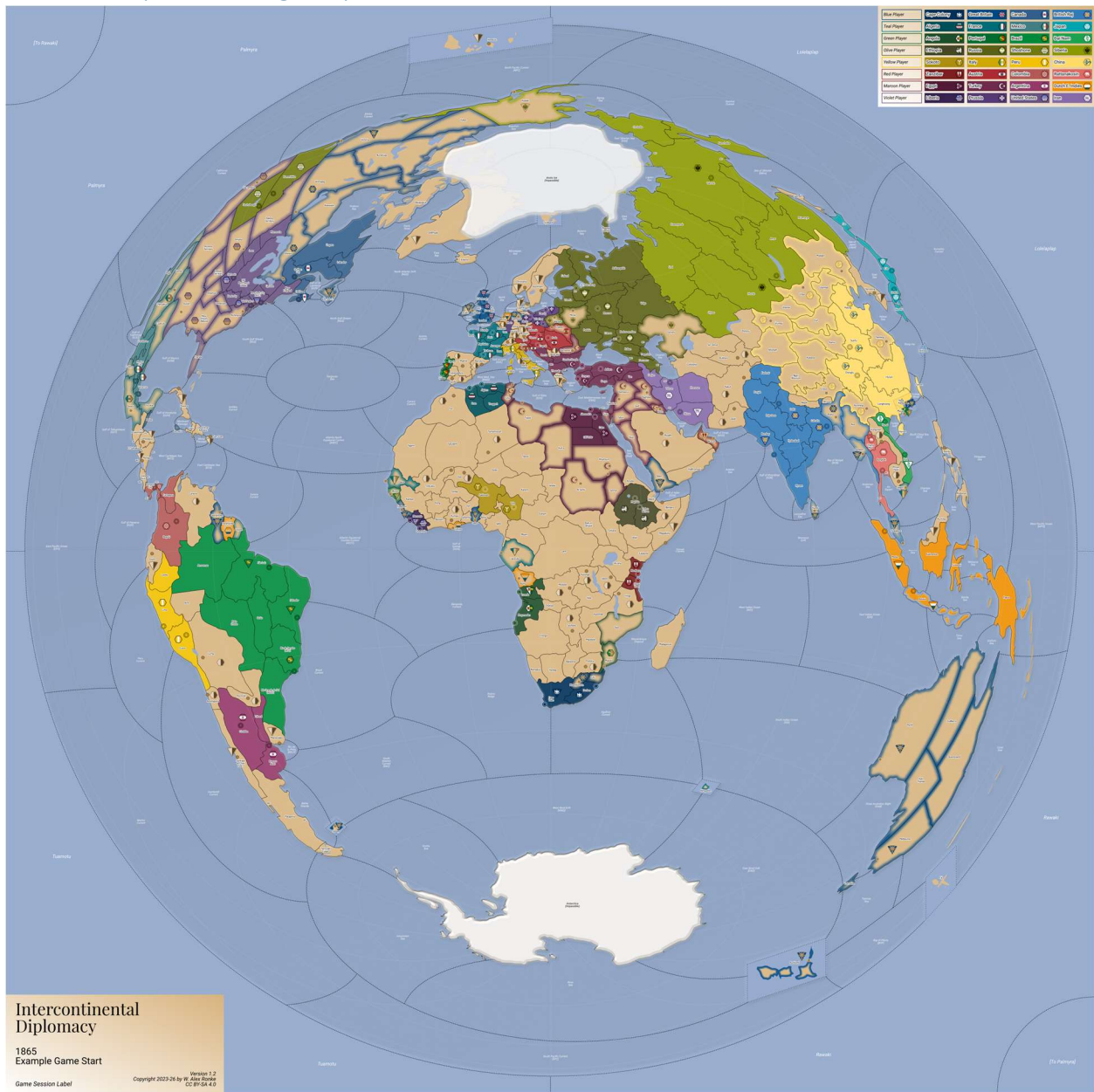
The following are maps and visual reference materials for Intercontinental.

4.1 - Greyscale Map



Full resolution: <https://nopunin10did.com/wp-content/uploads/2024/06/intercontinental-blank-greyscale-map-v1.1.png>

4.2 - Example Starting Map

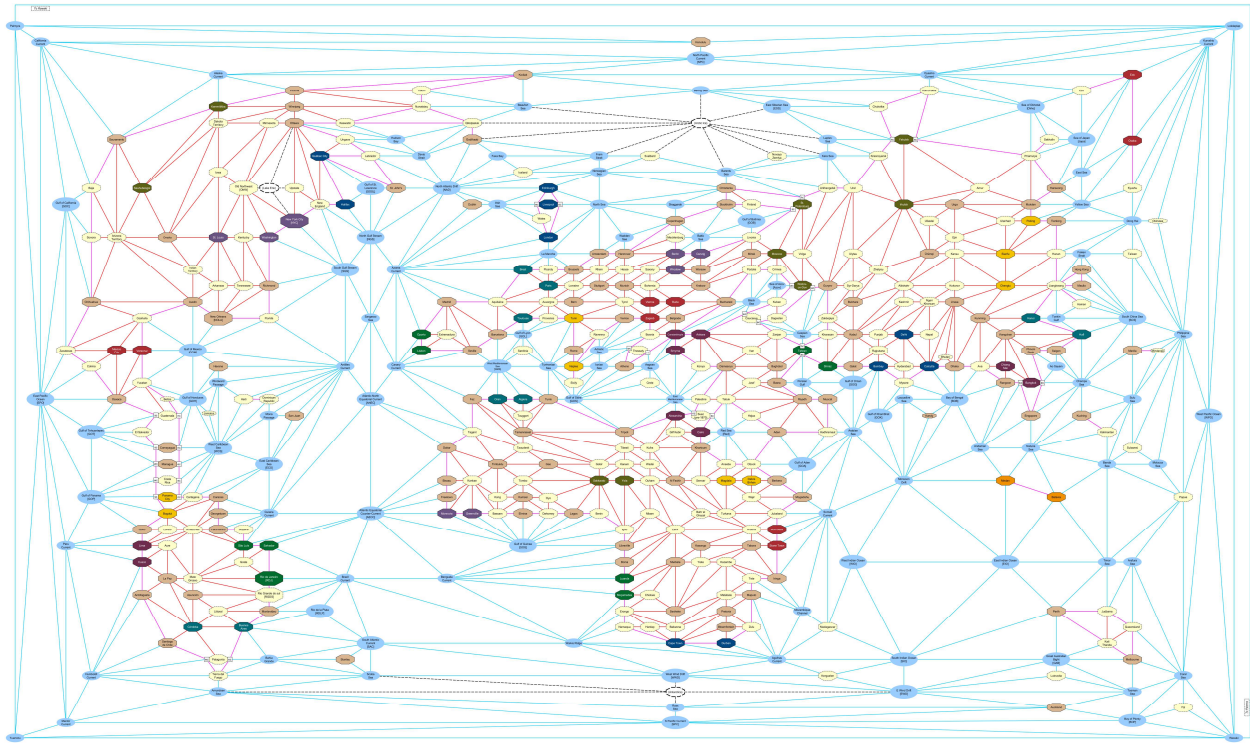


Full resolution: <https://diplomacyvariants.wordpress.com/wp-content/uploads/2026/09/intercontinental-v1.2-example-start.png>

On this map, hexagons represent Armies. Triangles with curved top edges ("sails") represent Fleets.

Note that this map assumes a particular permutation of power/color combinations. These should not be assumed to be the default.

4.3 - Adjacency Diagram



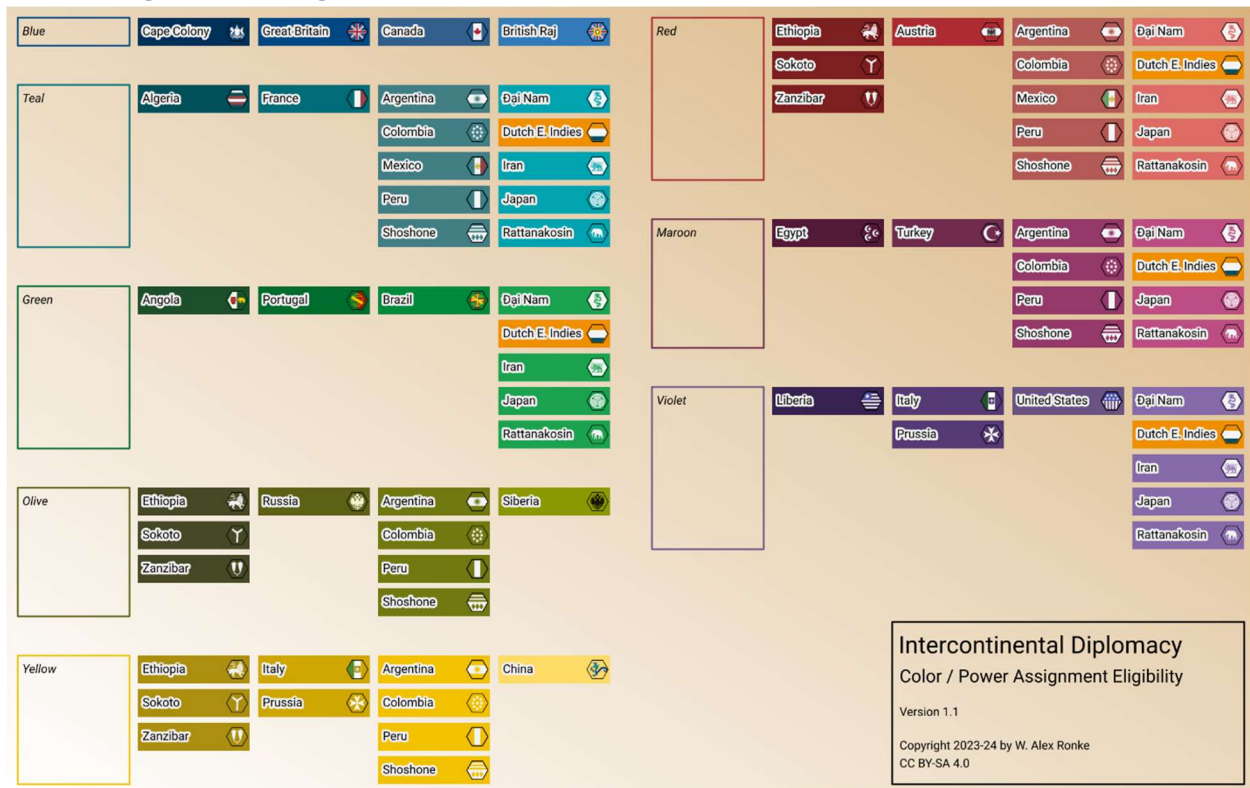
Searchable PDF: <https://diplomacyvariants.wordpress.com/wp-content/uploads/2026/09/intercontinental-nodes-1.2.pdf>

Full resolution: <https://diplomacyvariants.wordpress.com/wp-content/uploads/2026/09/intercontinental-nodes-1.2.png>

The above diagram shows lines of adjacency between locations in Intercontinental.

- Light blue ovals with dashed outlines represent water spaces.
- Pale yellow ovals represent non-SC inland or coastal spaces.
- Tan ovals represent minor neutral and affiliate SCs.
- Other ovals represent Home SCs for the 32 powers.
 - Note that the colors used for the powers in this diagram are an example permutation of the color/power assignments, not a default.
- Red lines connect locations that only Armies may treat as adjacent.
- Blue lines connect locations that only Fleets may treat as adjacent.
- Purple lines connect locations that either unit type may treat as adjacent.
 - Where purple lines connect to split coastlines, assume that fleets may travel to the specific coast while armies travel to the base node.
- This graph represents the state of the Suez Canal prior to 1870 (§ 5.2).

4.4 - Assignment Diagram



Full resolution: <https://nopunin10did.com/wp-content/uploads/2024/06/intercontinental-assignment-diagram-1.1.png>

This chart shows all possible powers that can be paired with each of the eight color groups (§ 3.0), with one column per continental theater: Africa, Europe, the Americas, and Asia.

5.0 - Map Notes

This section will provide a link to the full index of all locations, abbreviations, and geographic notes for the Intercontinental map. It will also provide information about how the Suez Canal rules work, and how the map changes when that canal opens, as well as how to determine the abbreviation for a given region.

5.1 - Location Index

The Intercontinental map has approximately 460 locations. There are several split coastlines and canals, along with a few notable impassible spaces. Rather than detail every location within this Rules document, those details are maintained in a separate document.

Please see the full Location Index document for Intercontinental.

<https://diplomacyvariants.wordpress.com/wp-content/uploads/2026/09/intercontinental-location-index-1.2.0.pdf>

It is available for download at the URL above. Possible locations are organized alphabetically by abbreviation. Each location details its neighbors, split coasts, canal relationships, supply center ownership, *et cetera*.

5.2 - Suez Canal Rules

Intercontinental implements the opening of the Suez Canal as follows.

- Prior to game-year 1870 (*i.e.* the first five game years), Suez is a space with split coastlines: north (adjacent to the East Mediterranean Sea) and south (adjacent to the Red Sea).
- Effective Spring 1870, Suez converts to a canal space instead, with a unified coastline.
 - If a fleet already occupies either coast of Suez in Winter of 1869, shift it to occupy Suez in general.
- Once open, fleets in Suez may pass freely between it and all its adjacent locations (seen below).

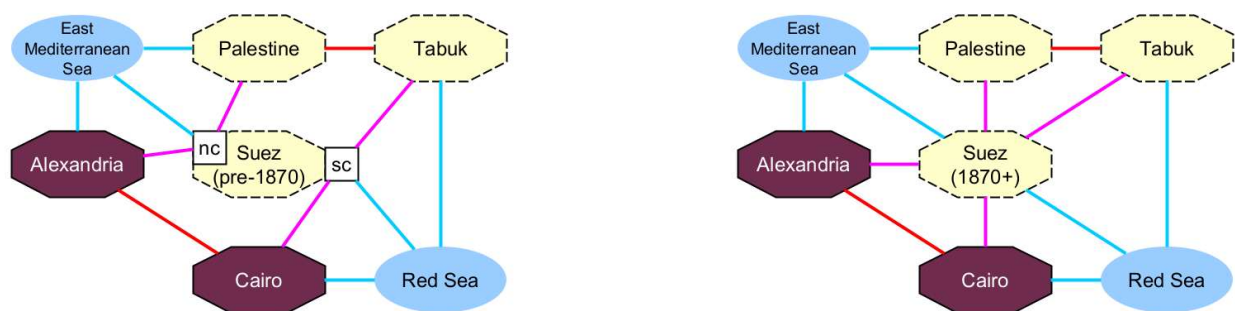


Figure 5.2.1 Node diagram for Suez Canal adjacency prior to and after opening

For abbreviated games of Intercontinental, the GM may pick a different year to open the Suez Canal, but this must be communicated to players prior to the game's start.

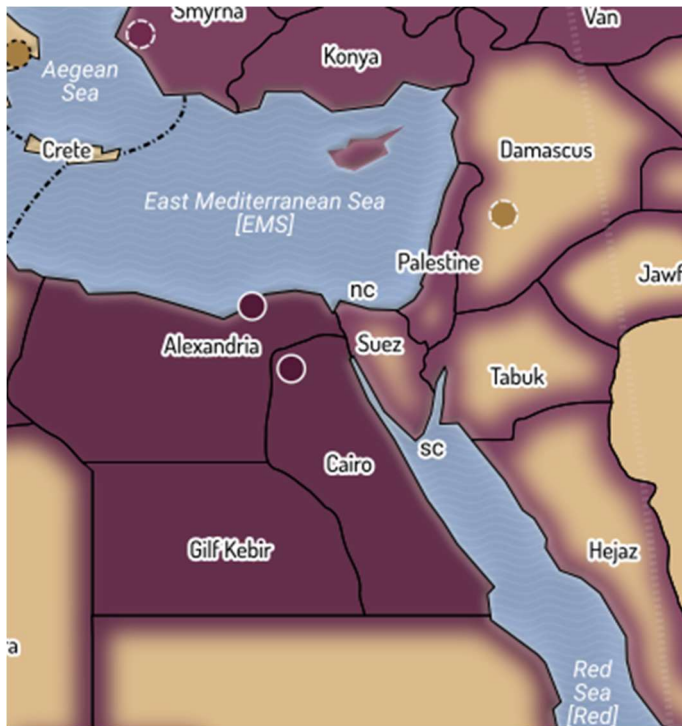


Figure 5.2.2 Appearance of Suez with split coastlines (pre-1870)



Figure 5.2.3 Appearance of Suez as a canal (1870+)

5.3 - Palmyra, Tuamotu, Rawaki, and Lolelapp

The water regions of Palmyra, Tuamotu, Rawaki, and Lolelapp are the **antipodal** regions. Each is in one of the four corners of the map. These regions are abstract representations of the central Pacific Ocean and are not to scale with the rest of the global projection (§ 12.4).

For all game purposes, they are standard water spaces and therefore behave like any other water space.

Please note that Palmyra and Rawaki are considered adjacent for all purposes; they are the only pair of locations that “wrap around” the sides of the map.

5.4 - Abbreviations

To provide useful abbreviations across all locations for Intercontinental, this variant uses a blend of 3-letter and 4-letter abbreviations.



Figure 5.4.1 Example locations to demonstrate abbreviations

Using the above image for examples, you can follow the following priority rubric to determine abbreviations. Each rule will provide examples.

1. If a location explicitly lists its abbreviation in brackets, use that abbreviation.
 - a. **EMS** for East Mediterranean Sea
2. If a location has more than 4 letters in its name, use the first four letters, ignoring all spaces, punctuation, and diacritics.
 - a. **Anka** for Ankara

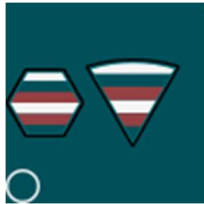
- b. **SyrD** for Syr-Darya
 - c. **Zaka** for Zakáspiya
- 3. If a location has exactly 3 or 4 letters in its name, use its whole name as the abbreviation, also ignoring diacritics.
 - a. **Suez** for Suez
 - b. **Van** for Van
- 4. Special case: the Sea of Azov just lists “Azov” on the map for compactness. **Azov** is also its abbreviation.

6.0 - Major Powers & Starting Units

This section details all 32 of the major powers on the Intercontinental map, their Home Supply Centers, their starting units, and the color groups they can be assigned to.

6.1 - Algeria (AL)

African Theater. Always assigned to Teal.



Starting Unit Type	Home Supply Center
Army	Algiers
Army	Oran

The French brutally ruled Colonial Algeria until it won its independence in 1962. The unit icons are based on the merchant flag of French Algeria.

6.2 - Angola (AN)

African Theater. Always assigned to Green.

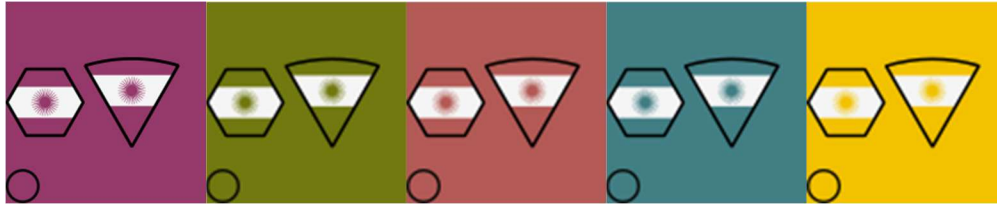


Starting Unit Type	Home Supply Center
Fleet	Luanda
Army	Moçamedes

Also known as Portuguese West Africa, Angola won its independence in 1975. The unit icons are based loosely on an Angolan coat of arms from the 20th century.

6.3 - Argentina (AR)

American Theater. Can be assigned to Maroon, Olive, Red, Teal, or Yellow.



Starting Unit Type	Home Supply Center
Army	Buenos Aires
Army	Córdoba

Argentina declared independence from Spain in 1816. After a series of civil wars, Bartolomé Mitre was elected in 1862 to be the first president of a fully unified Argentina. The unit icons are based on the “Sol de Mayo”, or Sun of May, an emblem on the Argentinian national flag.

6.4 - Austria (AU)

European Theater. Always assigned to Red.

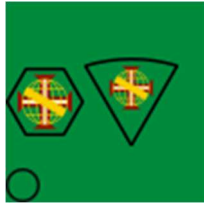


Starting Unit Type	Home Supply Center
Army	Buda
Army	Vienna
Army	Zagreb

Austria: seat of the Habsburg Empire. By the 1860s, the empire was primarily focused in eastern Europe, including Hungary and Croatia. The unit icons, somewhat anachronistic, are based on a later flag of the Federal State of Austria.

6.5 - Brazil (BZ)

American Theater. Always assigned to Green.



Starting Unit Type	Home Supply Center
Army	Rio de Janeiro
Fleet	Salvador
Fleet	São Luís

The Empire of Brazil officially declared independence from Portugal in 1822, though its monarch Pedro II was still a member of the Portuguese royal house of Braganza. The unit icons are based on a design from the imperial flag.

6.6 - British Raj (BR)

Asian Theater. Always assigned to Blue.

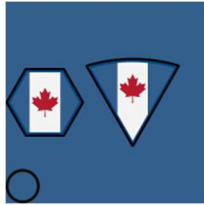


Starting Unit Type	Home Supply Center
Fleet	Bombay
Army	Calcutta
Army	Delhi

The British Raj was the rule of the British Crown on the Indian subcontinent; it would last until Indian independence in 1947. The unit icons are based on a variant of the Union Jack with the Star of India at its center.

6.7 - Canada (CA)

American Theater. Always assigned to Blue.



Starting Unit Type	Home Supply Center
Fleet	Halifax
Army	Québec City

Canada began the process of becoming independent from the United Kingdom in 1867, though it would remain a member of the Commonwealth. The unit icons are anachronistic and are based on the modern Canadian flag.

6.8 - Cape Colony (CC)

African Theater. Always assigned to Blue.



Starting Unit Type	Home Supply Center
Fleet	Cape Town
Army	Durban

Cape Colony was a British colony until 1910, when it united with other nearby African colonies to form the Union of South Africa. The unit icons are based on its coat of arms, introduced in 1875.

6.9 - China (CH)

Asian Theater. Always assigned to Yellow.

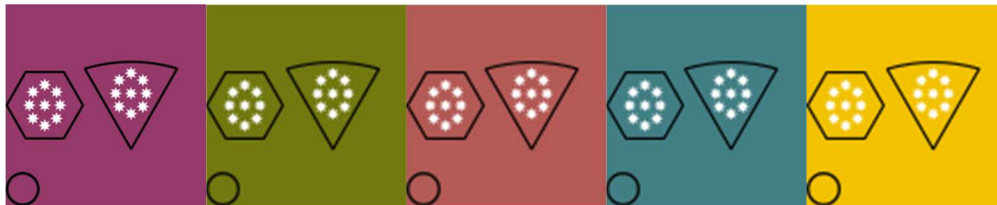


Starting Unit Type	Home Supply Center
Army	Chengtu
Army	Sianfu
Army	Peking

The Qing were the last imperial dynasty of China and ruled until 1912. It ruled a vast territory but suffered significant losses in the Opium Wars of the 19th century. The unit icons are based on a dynastic and national flag introduced circa 1862.

6.10 - Colombia (CO)

American Theater. Can be assigned to Maroon, Olive, Red, Teal, or Yellow.

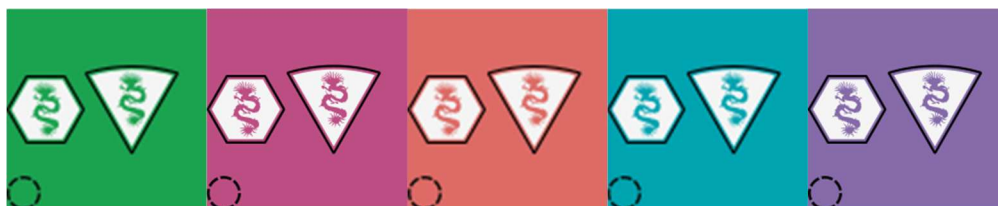


Starting Unit Type	Home Supply Center
Army	Bogotá
Fleet (north coast)	Panama City

Colombia declared independence from Spain in 1810; it would later be part of Gran Colombia and adopted the name of New Granada until 1861. The unit icons are based on a nine-star motif from an 1861 flag of New Granada.

6.11 - Đại Nam (DN)

Asian Theater. Can be assigned to Green, Maroon, Red, Teal, or Violet.



Starting Unit Type	Home Supply Center
Army	Hanoi
Fleet	Huế

Đại Nam Quốc, or the Nguyễn dynasty, ruled the territory of modern-day Vietnam independently until 1883, then later as a French protectorate until 1945. The unit icons are based on a variant dynastic coat of arms.

6.12 - Dutch East Indies (DU)

Asian Theater. Can be assigned to Green, Maroon, Red, Teal, or Violet.



Unlike other powers with multiple possible assignments, the Dutch East Indies retains its orange color. However, this is primarily an aesthetic detail; the Dutch East Indies should still be considered the same as any other power in its assigned color group.

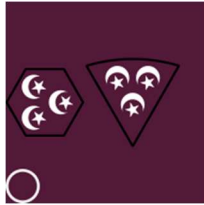
The color group assigned to the Dutch East Indies is also treated as the sponsor for its four Affiliates (§ 8.9), with that player's DP allocations counting double in those locations.

Starting Unit Type	Home Supply Center
Fleet	Batavia
Fleet	Medan

The Dutch East Indies was a colony of the Netherlands until 1945, when it became the modern state of Indonesia. The unit icons are based on the Dutch Prince's Flag.

6.13 - Egypt (EG)

African Theater. Always assigned to Maroon.

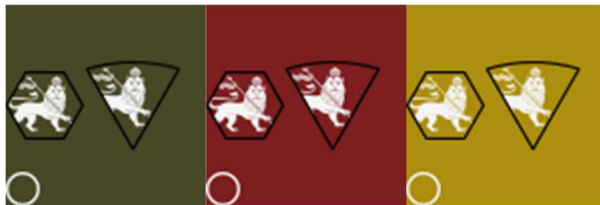


Starting Unit Type	Home Supply Center
Army	Alexandria
Army	Cairo

Egypt is one of the world's oldest civilizations. However, for most of the 19th century, Egypt was under Ottoman rule. It gained partial autonomy in 1867 as the Khedivate of Egypt, whose flag serves as the basis for the unit icons.

6.14 - Ethiopia (ET)

African Theater. Can be assigned to Olive, Red, or Yellow.



Starting Unit Type	Home Supply Center
Army	Debre Birhan
Army	Magdala

The Ethiopian Empire was founded in 1270, though its historical roots run even deeper. The unit icons incorporate the Lion of Judah, a symbol of the Solomonic Dynasty, whose lineage the Ethiopian emperors made claim to.

6.15 - France (FR)

European Theater. Always assigned to Teal.



Starting Unit Type	Home Supply Center
Fleet	Brest
Army	Paris
Army	Toulouse

The Second French Empire, ruled by Napoleon III from 1852 to 1870, would be followed by the Third French Republic. During this period France asserted itself as a colonizing power. Its unit icons are based on the modern French flag.

6.16 - Great Britain (GB)

European Theater. Always assigned to Blue.



Starting Unit Type	Home Supply Center
Fleet	Edinburgh
Army	Liverpool
Fleet	London

Great Britain, seat of the United Kingdom and the British Empire, included the territories of England, Scotland, and Wales. It was ruled by Queen Victoria until 1901. Its unit icons are based on the Union Jack flag.

6.17 - Iran (IR)

Asian Theater. Can be assigned to Green, Red, Teal, or Violet.



Starting Unit Type	Home Supply Center
Fleet	Shiraz
Army	Tehran

Qajar Iran, also known as the Guarded Domains of Iran or Qajar Persia, ruled Iran/Persia until 1925. Its unit icons incorporate the Lion and Sun motif found in its flag and coat of arms.

6.18 - Italy (IT)

European Theater. Can be assigned to Violet or Yellow.



Starting Unit Type	Home Supply Center
Fleet	Naples
Army	Turin

The Kingdom of Italy was established in 1861 and ruled by the House of Savoy. Initially, its territory did not include the modern-day Italian capital of Rome. The unit icons are based on its flag, which incorporated both the familiar tricolor and the Savoyard coat of arms.

6.19 - Japan (JA)

Asian Theater. Can be assigned to Green, Maroon, Red, Teal, or Violet.



Starting Unit Type	Home Supply Center
Fleet	Edo
Fleet	Osaka

In 1853, Commodore Matthew Perry forced an end to Japan's policy of isolation, opening trade and diplomatic relations with the West. Until 1868, Japan was ruled by the Tokugawa shogunate, whose emblem is incorporated in the unit icons.

6.20 - Liberia (LI)

African Theater. Always assigned to Violet.

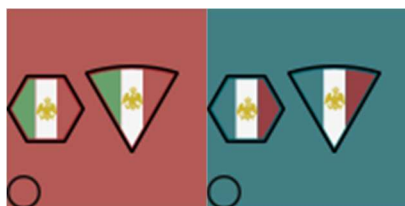


Starting Unit Type	Home Supply Center
Army	Greenville
Fleet	Monrovia

Liberia was established as a colony in 1822 to support the repatriation of formerly enslaved black Americans that wished to return to the African continent. The unit icons are based on its national flag.

6.21 - Mexico (ME)

American Theater. Can be assigned to Red or Teal.



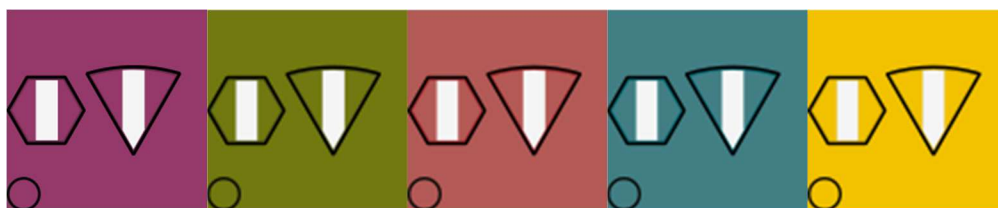
The color group assigned to Mexico is also treated as the sponsor for its two Affiliates (§ 8.10), with that player's DP allocations counting double in those locations.

Starting Unit Type	Home Supply Center
Army	Mexico City
Army	Veracruz

The Second Mexican Empire was a primarily French-armed occupation force nominally ruled by the short-lived Habsburg Maximilian I. Its existence ended in 1867; its rule never encompassed all modern-day Mexico. The unit icons are loosely based on the imperial flag and coat of arms.

6.22 - Peru (PE)

American Theater. Can be assigned to Maroon, Olive, Red, Teal, or Yellow.

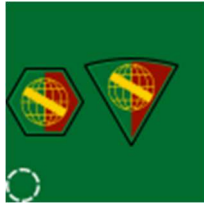


Starting Unit Type	Home Supply Center
Army	Cusco
Army	Lima

Peru declared independence from Spain in 1821. Peru elected Juan Antonio Pezet as president in 1863, though he would be overthrown by Mariano Ignacio Prado in an 1865 coup d'état. The unit icons are based on the modern Peruvian flag.

6.23 - Portugal (PO)

European Theater. Always assigned to Green.



Starting Unit Type	Home Supply Center
Fleet	Lisbon
Fleet	Oporto

By 1865, Portugal became a constitutional monarchy with a bicameral parliament and nominal heads-of-state from the royal House of Braganza. The unit icons are based on the armillary sphere, a motif found in the Portuguese flag.

6.24 - Prussia (PR)

European Theater. Can be assigned to Violet or Yellow.

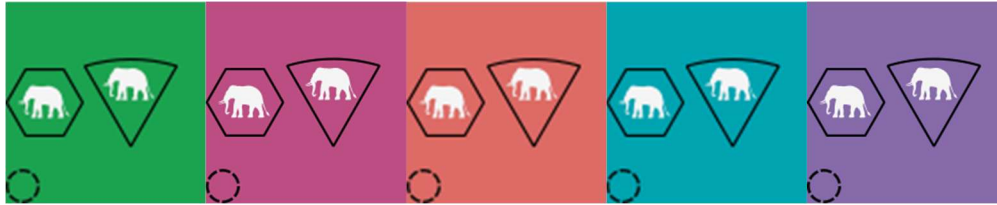


Starting Unit Type	Home Supply Center
Army	Berlin
Fleet	Danzig
Army	Wrocław

The Kingdom of Prussia was a semi-constitutional monarchy whose borders overlapped several modern-day countries including Germany, Poland, Lithuania, and Russia. Its unit icons include the Maltese Cross, a motif from the Prussian order of merit (officially titled in French as Pour le Mérite).

6.25 - Rattanakosin (RA)

Asian Theater. Can be assigned to Green, Maroon, Red, Teal, or Violet.



Starting Unit Type	Home Supply Center
Army	Bangkok
Army	Chiang Mai

The Rattanakosin Kingdom, also known as Siam, ruled what would become modern-day Thailand during the 19th century. The unit icons incorporate the white elephant, an important motif of the monarchy and status symbol in southeast Asia.

6.26 - Russia (RU)

Asian Theater. Always assigned to Olive.



Starting Unit Type	Home Supply Center
Army	Moscow
Army	Rostov-on-Don
Fleet (south coast)	St. Petersburg

The Russian Empire ruled a vast swath of northern Eurasia from 1721 until 1917. For the purposes of the variant, this empire is split into two powers: Russia in Europe and Siberia in Asia. The unit icons are based on the Russian coat of arms.

6.27 - Shoshone (SH)

American Theater. Can be assigned to Maroon, Olive, Red, Teal, or Yellow.



Starting Unit Type	Home Supply Center
Army	Kammitikka
Army	Seuhubeogoi

The Shoshone tribe are an indigenous people of North America whose presence spread across modern-day Utah, Idaho, Nevada, and Wyoming. By the 1860s their influence was weakening, but they still represented a significant obstacle to US colonization of the American West. The unit icons are loosely based on a motif from the modern flag of the Western Shoshone nation.

6.28 - Siberia (SI)

Asian Theater. Always assigned to Olive.



Starting Unit Type	Home Supply Center
Army	Irkutsk
Army	Yakutsk

The Russian Empire ruled a vast swath of northern Eurasia from 1721 until 1917. For the purposes of the variant, this empire is split into two powers: Russia in Europe and Siberia in Asia. The unit icons are based on the Russian coat of arms.

6.29 - Sokoto (SO)

African Theater. Can be assigned to Olive, Red, or Yellow.



Starting Unit Type	Home Supply Center
Army	Sakkwato
Army	Yola

The Sokoto Caliphate was a Sunni Muslim state that ruled a significant portion of West Africa in the 19th century, including much of modern-day Nigeria. The unit icons are anachronistic; they are based on a motif from the Nigerian coat of arms.

6.30 - Turkey (TU)

European Theater. Always assigned to Maroon.

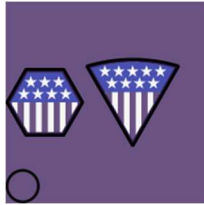


Starting Unit Type	Home Supply Center
Army	Ankara
Army	Constantinople
Fleet	Smyrna

Turkey, today officially known as Türkiye, was the seat of the Ottoman Empire. Though its primary territory in Anatolia is largely considered to be part of Asia, for the purposes of this variant it is treated as a European power. The unit icons are based on the Turkish star and crescent.

6.31 - United States (US)

American Theater. Always assigned to Violet.

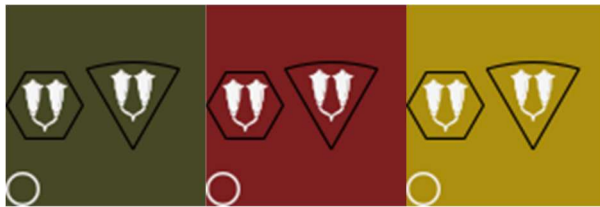


Starting Unit Type	Home Supply Center
Fleet	New York City
Army	St. Louis
Army	Washington

By 1865, the United States of America was finally seeing the end of its Civil War, though the reintegration of the seceded Confederate states would take place over the next several years. The unit icons are based loosely on the US flag and coat of arms.

6.32 - Zanzibar (ZA)

African Theater. Can be assigned to Olive, Red, or Yellow.



The color group assigned to Zanzibar is also treated as the sponsor for its Affiliate in Muscat (§ 8.10), with that player's DP allocations counting double in that location.

Starting Unit Type	Home Supply Center
Army	Mombasa
Army	Stone Town

The Sultanate of Zanzibar was an Omani colony in East Africa whose borders overlapped with modern-day Kenya and Tanzania. Its unit icons are anachronistic and incorporate a motif from its 1963 flag.

7.0 - Minor Neutrals

There are 48 total Minor Neutral Powers on the Intercontinental map. Their units are all stationary (§ 10.0), and their orders are determined via secret DP orders (§ 11.0).



7.1 - Minor Neutrals in Africa

There are 13 minor neutral powers in Africa.

Unit Type	Supply Center
Army	Berbera
Army	Fez
Army	Gao
Army	Iringa
Army	Kasongo
Army	Kumasi
Fleet	Mogadishu
Army	Mwibele
Army	Pretoria
Army	Sesheke
Army	Tabora
Army	Tamanrasset
Army	Timbuktu

7.2 - Minor Neutrals in Europe

There are 13 minor neutral powers in Europe.

Unit Type	Supply Center
Fleet	Athens
Army	Barcelona
Army	Belgrade
Army	Bern
Army	Brussels
Fleet	Christiania
Fleet	Copenhagen
Army	Madrid
Army	Munich
Army	Rome
Army	Seville
Fleet	Stockholm
Army	Stuttgart

7.3 - Minor Neutrals in the Americas

There are 13 minor neutral powers in the Americas.

Unit Type	Supply Center
Army	Antofagasta
Army	Asunción
Army	Caracas
Fleet (north coast)	Comayagua
Fleet	Godthaab
Fleet	Havana
Fleet	Honolulu
Army	La Paz
Fleet (west coast)	Managua
Fleet	Montevideo
Fleet	Quito
Fleet	San Juan
Fleet	Santiago de Chile

7.4 - Minor Neutrals in Asia

There are 13 minor neutral powers in Asia.

Unit Type	Supply Center
Army	Bukhara
Fleet	Hanseong
Army	Kabul
Fleet	Kuching
Fleet	Manila
Army	Phnom Penh
Army	Qalat
Army	Riyadh
Army	Viangchan

8.0 - Affiliates

There are 58 Affiliate powers on the Intercontinental map. These stationary units behave identically to Minor Neutrals. Their orders are also set secretly via DP allocations (§ 11.0), but they treat all DP allocations from their sponsoring player/color as worth double their usual value (§ 11.3).

8.1 - Blue Affiliates

These affiliates, which were historically connected to the British Empire, treat the Blue player/color as their sponsor. There are 20 Blue Affiliates.



Unit Type	Supply Center
Fleet	Aden
Fleet	Auckland
Army	Bloemfontein
Army	Dhaka
Fleet	Dublin
Fleet	Freetown
Fleet	Georgetown
Army	Hannover
Fleet	Hong Kong
Fleet	Kandy
Fleet	Lagos
Fleet	Melbourne
Army	Ottawa
Fleet	Perth
Fleet	Rangoon
Fleet	Singapore
Fleet	Stanley
Fleet	St. John's
Fleet	Victoria
Army	Winnipeg

8.2 - Teal Affiliates

These affiliates, which were historically connected to the French Empire, treat the Teal player/color as their sponsor. There are 3-5 Teal Affiliates, depending on which color Mexico is assigned to (§ 8.10).



Unit Type	Supply Center	Note
Fleet	Dakar	
Fleet	Libreville	
Fleet	Saigon	
Army	Chihuahua	Only if Mexico is Teal
Army	Oaxaca	Only if Mexico is Teal

8.3 - Green Affiliates

These affiliates, which were historically connected to the Portuguese Empire, treat the Green player/color as their sponsor. There are 3 Green Affiliates.



Unit Type	Supply Center
Fleet	Bissau
Fleet	Macão
Army	Maputo

8.4 - Olive Affiliates

These affiliates, which were historically connected to the Russian Empire, treat the Olive player/color as their sponsor. There are 4-5 Olive Affiliates, depending on which color Zanzibar is assigned to (§ 8.10).



Unit Type	Supply Center	Note
Army	Guryev	
Fleet	Kodiak	
Army	Minsk	
Army	Warsaw	
Fleet	Muscat	Only if Zanzibar is Olive

8.5 - Yellow Affiliates

These affiliates, which were historically connected to the Chinese Empire of the Qing Dynasty, treat the Yellow player/color as their sponsor. There are 6-7 Yellow Affiliates, depending on which color Zanzibar is assigned to (§ 8.10).



Unit Type	Supply Center	Note
Army	Kunming	
Army	Lhasa	
Army	Mukden	
Army	Tienking	
Army	Urga	
Army	Ürümqi	
Fleet	Muscat	Only if Zanzibar is Yellow

8.6 - Red Affiliates

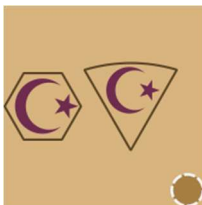
These affiliates, which were historically connected to the Habsburg Empire, treat the Red player/color as their sponsor. There are 2-5 Red Affiliates, depending on which colors Mexico and Zanzibar are assigned to (§ 8.10).



Unit Type	Supply Center	Note
Army	Krakow	
Fleet	Venice	
Army	Chihuahua	Only if Mexico is Red
Army	Oaxaca	Only if Mexico is Red
Fleet	Muscat	Only if Zanzibar is Red

8.7 - Maroon Affiliates

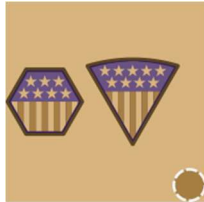
These affiliates, which were historically connected to the Ottoman Empire, treat the Maroon player/color as their sponsor. There are 8 Maroon Affiliates.



Unit Type	Supply Center
Army	Al Fashir
Army	Baghdad
Fleet	Basra
Army	Bucharest
Army	Damascus
Army	Khartoum
Army	Tripoli
Fleet	Tunis

8.8 - Violet Affiliates

These affiliates represent territories and states of the United States that either (1) were in the more-recently-settled western regions of the country or (2) had seceded from the Union to join the Confederate States of America. There are 5 Violet Affiliates.



Unit Type	Supply Center
Army	Austin
Army	Richmond
Army	New Orleans
Army	Omaha
Army	Sacramento

8.9 - Orange Affiliates

These affiliates represent colonies of the Dutch Empire, as well as the Dutch colonial metropole in Amsterdam. These affiliates will treat the Green, Maroon, Red, Teal, or Violet color/player as their sponsor, depending on who the Dutch East Indies are assigned to.

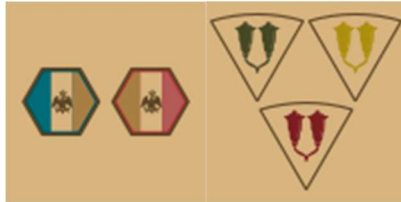
Unlike other special affiliates (§ 8.10), their icons and map coloration will not change to match their assigned sponsor.



Unit Type	Supply Center
Fleet	Amsterdam
Fleet	Boma
Army	Elmina
Army	Paramaribo

8.10 - Special Affiliates

There are three affiliates whose sponsor is determined based on power/color assignments. Unlike the Orange Affiliates above (§ 8.9), the icons and map coloration will change to match their assigned sponsor.



Two affiliates are within the borders of modern-day Mexico, and they represent territories still in rebellion against the French/Habsburg Second Mexican Empire. They treat either Red or Teal as their sponsor, matching whichever color is assigned to Mexico.

One affiliate is Muscat, the capital of Oman and the metropole for the Omani colony of Zanzibar. It treats Olive, Red, or Teal as its sponsor, matching whatever color is assigned to Zanzibar.

Unit Type	Supply Center	Sponsor Color Matches
Army	Chihuahua	Mexico
Army	Oaxaca	Mexico
Fleet	Muscat	Zanzibar

9.0 - Build Rules

In Intercontinental, a major power may only build units in its Home Supply Centers. This includes the original 2-3 centers possessed by that power at the start of the game **as well as** up to one additional Home Supply Center whose acquisition is described in the next section.

As with classic Diplomacy, in order to build in an SC it must be both currently controlled by the major power and vacant of any current unit.

Each power uses its own distinct list of Home SCs to determine legal build locations. Powers belonging to the same color group do not share Home SCs (§ 1.6).

9.1 - Acquiring an Additional Home Supply Center

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

Because each color group includes four major powers, a single player can eventually name up to four additional Home SCs during the course of a game (one per power).

An Additional Home SC must follow the following restrictions:

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

Regarding rule 3, this restriction includes SCs that that were Home SCs for another power in the same color group. Each power's list of Home SCs must remain distinct and will not overlap (*e.g.* Even if Great Britain captures Halifax, it may not name Halifax as an additional Home SC since it was already a Home SC for Canada).

This restriction also means that supply centers that behaved as Home SCs (original or additional) for eliminated powers or players are likewise ineligible. Thus, the only supply centers eligible to become additional Home SCs are those that start the game as either a Neutral or Affiliate possession, though the sponsoring color group for an Affiliate does not matter.

Example 9.1.1

Russia (Olive color group) captures Stockholm and Guryev by the end of 1865.

*By Winter 1866, both Stockholm and Guryev still belong to Russia but are vacant of any units, and Russia has at least one build this turn. Russia may elect to name either Stockholm or Guryev, **but not both**, as an additional Home SC this turn by building there. Let's assume that Russia builds in Guryev, naming it as its additional Home SC.*

*Later in the game, Russia is eliminated, and Iran possesses a vacant Guryev. Iran has not yet named their own Additional Home SC. However, they may **not** do so in Guryev, as it was previously Russia's Additional Home SC.*

9.2 - Builds by Minor & Affiliate Powers

Should a Minor Neutral power or Affiliate power enter the Winter Adjustments phase with a controlled-but-vacant SC, that power will automatically build a unit of the type present in that SC at the start of the game. If the starting unit was a fleet on a split coastline, the rebuilt fleet will also be located on the same coast.

These builds can occur when a Minor or Affiliate's unit is dislodged in Spring, but that territory is left vacant at the end of the Autumn turn.

10.0 - Stationary Units (Minor & Affiliate Powers)

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

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

10.1 - Stationary Units & Sortie Attacks

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

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

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

10.2 - Stationary Units & Retreats

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

11.0 - Diplomacy Points (DP)

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

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

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

From the Common Ruleset for DP-based Variants

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

Allocating & Adjudicating DP

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

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

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

Limitations on DP Allocations

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

The Attacking & Allocating Rule

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

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

11.1 - DP Totals per Player

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

1. The total DP each player receives is based on the number of SCs possessed by each major power in their color group.
2. Each major power contributes 1 DP to the pool per SC controlled, up to a max of 3.

A color group with all four of its powers may have up to 12 DP in their pool per turn, a color group with one power eliminated may have up to 9 DP in the pool, and so on.

Accordingly, during the first Spring Orders phases of the game, each player will have either 9 or 10 DP to allocate. Likewise, through the course of the game, a surviving player will always have at least 1 DP to allocate.

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

11.2 - Attacking & Allocating Rule in Intercontinental

The previously stated **Attacking & Allocating Rule** applies to Intercontinental. Note that it applies when *any* of a player's directly controlled units attacks or supports an attack on a neutral or affiliate. For example, the Olive player may not allocate DP to Guryev while simultaneously ordering an attack from the Russian army in Rostov-on-Don *or* from a hypothetical Siberian army in Ulytau.

Additionally, note that even though DP total pools are calculated on a per-major-power basis, DP allocations always come from the *player* directly. There is no DP specifically allocated by Russia or Siberia; it instead comes from the Olive player / color group.

11.3 - Max DP Per Order

Individual players are limited in Intercontinental to a maximum of 2 DP allocated per order.

To ensure that an order has three or more DP allocated to it, players will need to enlist the help of other players to allocate further DP to the same unit and order.

11.3 - DP Allocation for Affiliate Powers

For DP allocation purposes, Affiliate powers can be considered identical to Minor powers, except that every DP spent on an order for an Affiliate power by that power's sponsoring color group is worth double its normal value.

Example 11.3.1

The Blue color group sponsors an Affiliate power in Dublin. During an Orders phase, Blue secretly allocates 1 DP to F Dublin, ordering it to move to Azores Current (sortie). Meanwhile, Green secretly allocates 1 DP to F Dublin, ordering it to support F Oporto to Azores Current.

Provided there are no other DP allocations to this unit, F Dublin will move/sortie to Azores Current, as that order effectively has the equivalent of 2 DP allocated to it, which is greater than the 1 DP allocated to the other order.

Likewise, when a sponsoring player allocates 2 DP to their affiliate's order, the affiliate will treat that allocation as if it were 4 DP.

Because of the additional limitation of 2 DP per order per player, this can complicate the process of overcoming an order given by a sponsor to its affiliate.

Example 11.3.2

As with the last example, the Blue color group sponsors an Affiliate power in Dublin. During an Orders phase, Blue secretly allocates 2 DP to F Dublin, ordering it to move to Azores Current (sortie). This will have the equivalent effect of 4 DP allocated to that order.

Meanwhile, Green secretly allocates 2 DP to F Dublin, ordering it to support F Oporto to Azores Current. Yellow, Maroon, and Violet also contribute 1 DP each to Dublin for this same order.

Provided there are no other DP allocations to this unit, F Dublin will support F Oporto to Azores Current, as that order has 5 DP allocated to it, which is greater than the equivalent of 4 DP (2 DP, doubled) allocated by Blue.

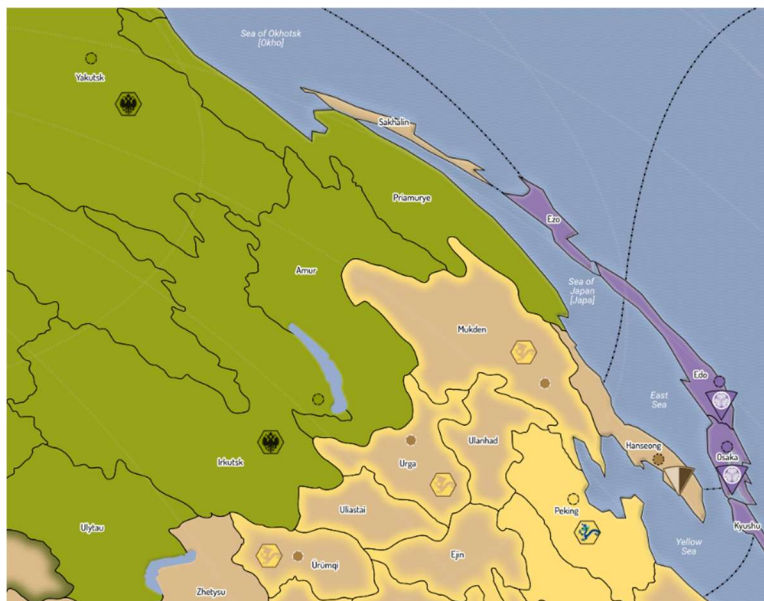
11.4 - Detailed Practical Example: DP in Northeast Asia

Here is an example of DP usage and adjudication in the context of Intercontinental.

11.4.1 - The Setup: China, Siberia & Japan

Assume units are positioned as they are on the starting map. In this scenario, Siberia (Olive) and China (Yellow) are competing to capture the yellow affiliates in Mukden and Urga.

Japan happens to be assigned to the Violet color group in this session of Intercontinental and will make a play for Hanseong.



11.4.2 - Orders & DP Allocations

Olive Orders

```
A Irku - Urga
A Yaku - Amur
2 DP: A Mukd S Irku - Urga
1 DP: F Hans H
```

Yellow Orders

```
A Peki - Mukd
1 DP: A Urga S Peki - Mukd
1 DP: F Hans - Yell
```

Violet Orders

```
F Osak - Yell
F Edo - East
1 DP: F Hans S Osak - Yell
1 DP: A Urga S Mukd H
```

11.4.3 - Deciding Winning DP Bids

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

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

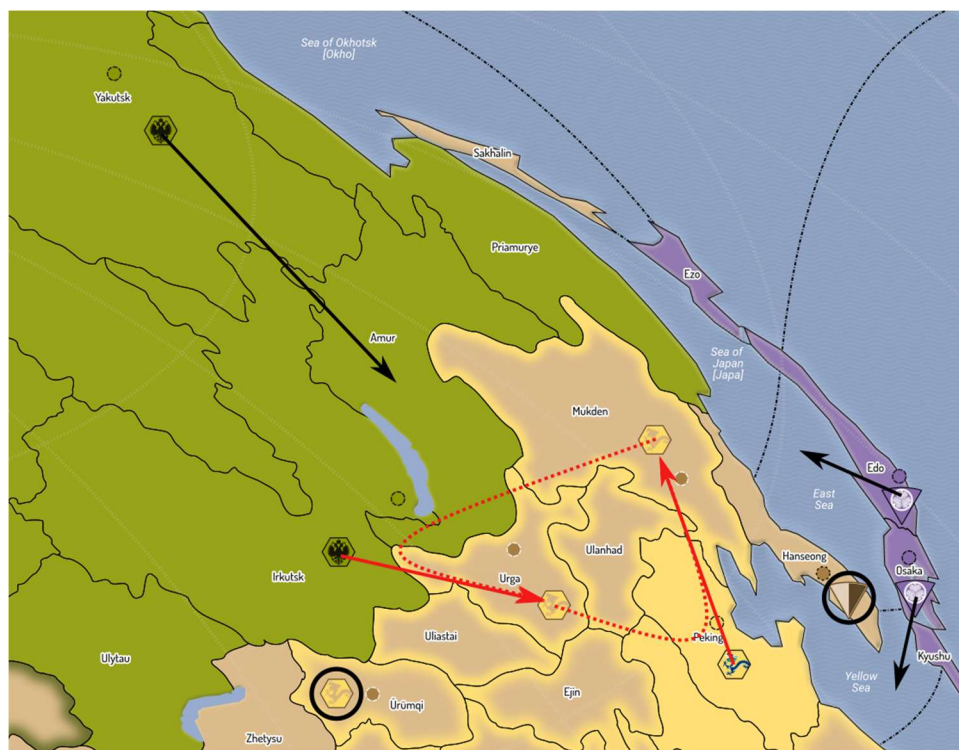
```
A Urum H
A Urga S Peki - Mukd
F Hans H
A Mukd S Irku - Urga
```

DP adjudication details

- Because no DP allocations were made to **Ürümqi**, that unit holds.
- **Hanseong** received equal bids for three different orders. No other player contributed DP to these bids, so they remain tied at adjudication. In the event of a tie, the default order is used, so Hanseong holds.
- **Mukden** will support an attack by Siberia (Olive) to Urga, since that was the only bid made for Mukden's order.
- **Urga** received two bids: 1 DP to support Mukden to hold (from Violet) and 1 DP to support an attack by Peking to Mukden (from Yellow).
 - Normally these would tie, and Urga would hold.
 - However, because Urga is a yellow affiliate, it treats DP allocations from Yellow as being worth twice their value.
 - As a result, the order to support Peking to Mukden receives the equivalent of a 2 DP bid, so it is *that* order is what makes it to the final report.

Note that the *source* of each DP allocation is clear to the GM, but the GM never reports on the specifics of those allocations themselves. Only the final “winning” order for a unit, if there is one, is reported.

11.4.4 - Adjudication Report & Results



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

```
-----
Siberia (Olive)

A Irku - Urga          Bounced 1v1
A Yaku - Amur          Succeeds
```

China (Yellow)

A Peki - Mukd Bounced 1v1

Japan (Violet)

F Osak - Yell Succeeds
F Edo - East Succeeds

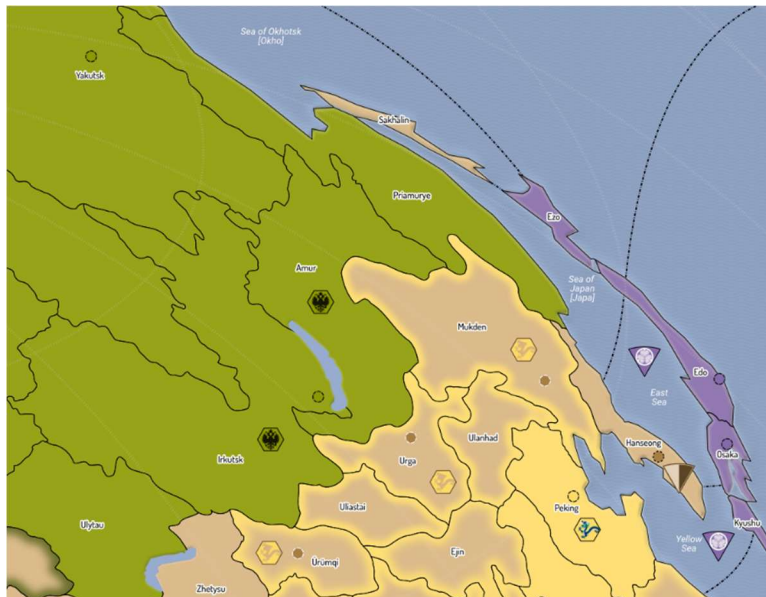
Neutrals

F Hans H Succeeds

Affiliates

A Mukd S Irku - Urga Cut by A Peki
A Urga S Peki - Mukd Cut by A Irku
A Urum H Succeeds

Note that even though Olive and Yellow submitted allocations for Mukden and Urga that won their respective biddings, those supports were still cut, and the moves from Irkutsk and Peking both failed. DP allocation sets the orders given; winning the bidding war for a unit will not guarantee actual success in the adjudication.



12.0 - Global Projections and Pacific Topology

This supplemental section provides background information on global projections and notes about the projection used for the Intercontinental map.

The commentary in this section is primarily provided to help contextualize the atypical world map used for the variant. Apart from some notes on the abstraction of the Pacific Ocean (§ 12.4), this section does not have much consequence for the rules of the variant and may be skipped if reading for brevity.

12.1 - Background on Global Projections

Because the earth is roughly spherical, it has long presented a challenge when trying to portray its entirety in a flat image. Transforming the three-dimensional surface to a two-dimensional representation requires the cartographer to prioritize some aspects of the image over others.



For example, the classic Mercator Projection (https://en.wikipedia.org/wiki/Mercator_projection) represents the cardinal directions in a fully rectilinear fashion, with space on the map scaled by degrees of longitude and latitude. This has the upside of being useful for naval navigation, but it significantly distorts the distances and areas of landmasses present, particularly near the north and south poles. This causes Greenland to appear (incorrectly) as nearly the same size as the whole continent of Africa, as well as inflating Canada, Alaska, and Russia.



Some projections instead take an equal-area approach, as is the case for the Gall-Peters Projection (https://en.wikipedia.org/wiki/Gall-Peters_projection). In an equal-area projection, the overall area of each landmass is correctly sized, relative to the scale of the map, though a landmass's shape may be stretched vertically or horizontally for landmasses close to the equator or poles, respectively.



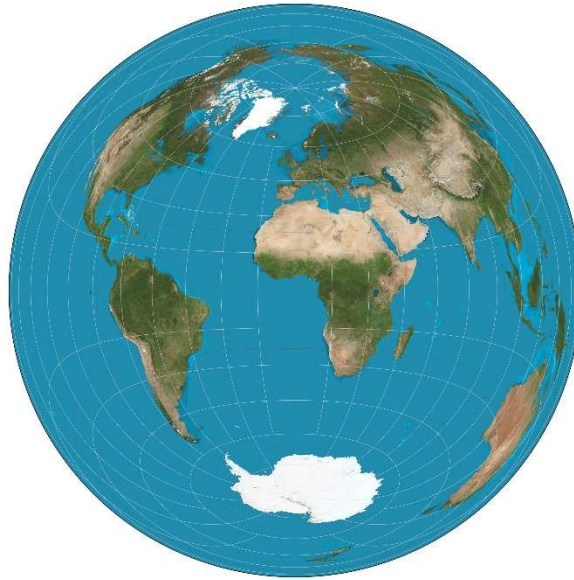
One additional classic projection strategy is the Orthographic projection (https://en.wikipedia.org/wiki/Orthographic_map_projection), which represents a 3D object as if viewed from a hypothetical point in space at infinite distance. Orthographic projections are frequently used in architecture and manufacturing diagrams, but for global projections they tend to be more limited as to the amount of surface they can display simultaneously and contiguously.

For more information and other types of global projections, Wikipedia maintains a solid list of examples: https://en.wikipedia.org/wiki/List_of_map_projections.

One can also interact with multiple types of projection, changing angles and origin points, using the World Map Generator application online (www.worldmapgenerator.com/en/wizard/step/projection/). This application was used to produce the base landmass map for Intercontinental.

12.2 - Lambert Azimuthal Equal-Area Projection

Intercontinental represents the earth using a Lambert Azimuthal Equal-Area Projection (https://en.wikipedia.org/wiki/Lambert_azimuthal_equal-area_projection). As with other equal-area maps, the areas of all landmasses are preserved, keeping their sizes proportional to one another at the scale of the map.



However, unlike projections that treat the globe almost like an unwrapped cylinder, this projection maps the globe to a disc. Based on the center point of the projection, it treats the globe as if a hole was poked in the antipode (opposite point of the globe from the center), then stretches that hole outward until the entire surface is flat.

Wikipedia provides a helpful animation to illustrate this:

https://en.wikipedia.org/wiki/Lambert_azimuthal_equal-area_projection#/media/File:Generalized_Lambert_Equal-Area_projection.gif

While this projection preserves area, it doesn't preserve the shapes of the landmasses, with more warping occurring the farther away the landmass is from the projection's center. If the antipode lands inside a landmass, for instance, that landmass can end up circling the entire projection, potentially making it totally unrecognizable.

12.3 - The Intercontinental Approach to Lambert

While typically a Lambert Azimuthal projection uses a center point at the intersection of the equator and prime meridian (ON OE), Intercontinental shifts the center twenty degrees over (ON 20E).



Advantages as compared to other projections:

- The southmost point of Africa (Cape Agulhas) is at the map's horizontal center, with a clear divide between the Atlantic and Indian Oceans (left and right, respectively).
- Europe, while appropriately small in area, suffers relatively little warping, making it easier to portray its many small, jagged countries and regions.
- The northern and southern hemispheres are still the top and bottom halves of the map.
- The Antarctic and Arctic regions are both fully contiguous and visible.
- All major landmasses are fully visible, and in aggregate they appear to be quasi-centered within the projected disc.

Disadvantages as compared to other projections:

- Pacific island chains are stretched to the point of unrecognizability, or just omitted entirely.
 - The Intercontinental game map compensates for this by using callout boxes for Hawaii, New Zealand, and others.
 - These boxes portray the territories within at an alternate scale/projection to make them more visible and recognizable.
- While their sizes are preserved, Australia and North America are considerably distorted.
 - This is particularly problematic for portraying regions within Mexico.
 - The shapes of the two continents are still recognizable, however, even if bent.
- It can be difficult to interpret the cardinal directions the farther one gets from the center.
 - At the center of the map, north is up, south down, east right, west left.
 - Above the north pole (or below the south), that is rotated by 180 degrees (thus why Hawaii appears upside-down in its callout box).

12.4 - Abstracting the Pacific Ocean

Because 0N 20E is the center of the Intercontinental projection, its antipode lies at 0N 160W. This lies in the central Pacific Ocean (near the tiny Jarvis Island, as it happens). As a result, the entirety of the Pacific Ocean in Intercontinental is portrayed as wrapping **around** the continental landmasses, with the antipode point more-or-less invisible.

To make the central Pacific more visible, and to preserve the connections between it and the rest of the ocean, four regions have been abstracted outside the disc of the global projection itself, instead taking up positions at the bordering corners of the map: Palmyra, Lolelapol, Tuamotu, and Rawaki. As mentioned previously (§ 5.3), these **antipodal** Pacific regions behave as normal water spaces. They just happen to be shown as far bigger than they would be if portrayed to scale.

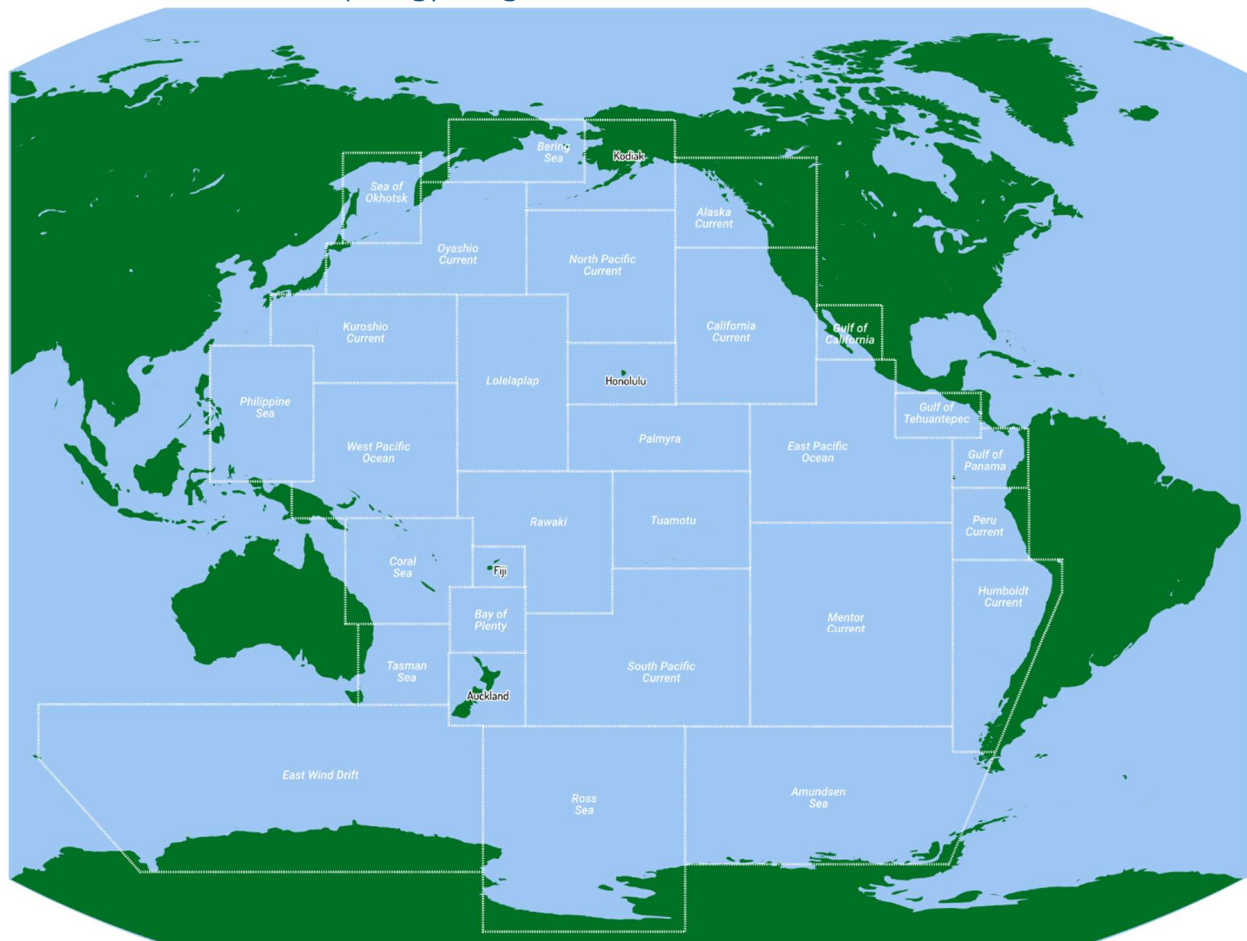


These spaces also assist with portraying the roundness of the Earth. This is a problem that global variants tend to have to solve; to portray wraparound adjacency in other maps, spaces are often

uplicated on both sides of the map. For instance, for the vDiplomacy maps for Imperial II (<https://vdiplomacy.com/variants.php?variantID=81>) and World War IV (<https://vdiplomacy.com/variants.php?variantID=52>), spaces are duplicated on the left and right sides.

While this is a typical and usually adequate solution, the antipodal regions for Intercontinental minimize the need for duplications or adjacency notes. As it happens, only one pair of locations need additional notes to portray the wrap-around: **Palmyra** and **Rawaki**. These two spaces are the only adjacent locations on the map that are not already visually portrayed as adjacent.

12.5 - Pacific Ocean Topology Diagram



Full resolution: <https://nopunin10did.com/wp-content/uploads/2024/06/intercontinental-approximate-pacific-topology-v1.1.png>

The diagram above should help in understanding the relative locations of the Antipodal regions with respect to the rest of the Pacific Ocean. It portrays the adjacency and approximate borders of several named water spaces, as well as a few notable islands or coastal regions. It shows how those borders might appear if using a topologically equivalent map with the Pacific at its center.

Change Log

This section will describes changes since the initial publication of this variant.

Version 1.1.0: October 2024

- First published draft of the rules.
- These rules contain several changes from the original playtest. For example:
 - Some powers have been relabeled, in part to avoid similar abbreviations.
 - For instance, Persia is now Iran (IR) to avoid ambiguity with Peru (PE).
 - Similarly, Siam is now Rattanakosin (RA) to avoid ambiguity with Siberia (SI).
 - Several borders in eastern China have been redrawn.
 - Western Tibet has been split off from Lhasa as the new territory of Ngari Khorsum.
 - Borders in the Indian and Atlantic Oceans have been redrawn.
 - A new territory, Upstate, encompasses much of the state of New York (minus New York City). It adds an additional buffer between NYC and Ottawa.
 - Prussia begins with a third Home SC in Danzig (formerly Ostpreußen).
 - Reykjavik is now labeled Iceland and is no longer a supply center.
 - Rattanakosin (formerly Siam) begins with an army in Bangkok instead of a fleet.

Version 1.1.1: October 2024

- Minor proofreading text updates.

Version 1.1.2: December 2024

- Spelling inconsistency correction.

Version 1.1.3: Jan 2025

- St. John's (blue affiliate) was incorrectly listed as starting with an army; this was fixed.
- Illustration quality for the PDF export was improved.

Version 1.2.0: Sep 2026

- New Orleans (US affiliate) now begins with an army instead of a fleet.
- Some location names have been tweaked, with changes made to graphics and documentation accordingly. Some rule example graphics may still include the older names.
 - Guinea Current is now labeled Gulf of Guinea (abbr. GOG).
 - Hsi-an is now labeled Sianfu.
 - Donghai is now labeled Dong Hai.
 - Armenia is now labeled Caucasus.

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