

Model United Nations Alfrink

Historical Committee

Rules of Procedure

Rules of the game



Model United Nations Alfrink 2020
Historical Committee
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QÁ@Á c'ìà^||` { Á ÁJHÍ ÈÖ`![] ^Á æ Á&| { } |ææ`áÁæ |á!| } Á -Á |áæá dā`^ÈV|` Áe^Á
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The <]ghcf]WU`7 ca a]HYY is an expansion of the 8]d`ca UWm` and consists of nine delegations. Each delegation consists of two delegates and represents one of the nine “Great Powers of Europe” in the years between World War I and World War II. These Great Powers include the United Kingdom, Republic of France, Kingdom of Italy, German Empire, Union of Soviet Socialist Republics (hereafter referred to as the USSR), Turkey, Yugoslavia, Spain and Poland. Note: At various places in the rules, the term “country” is used generically to represent “Great Power.”

Y&CV^WicZH YWta a]HYY'

As soon as one Great Power controls 25 supply centres, it's considered to have gained control of Europe and gains 5 additional victory points. The delegation representing that Great Power is, however, not necessarily the winner. Non-territorial victory points are awarded for achieving certain historical goals. Supply centres and non-territorial victory points both contribute to the final score. It is also possible for countries to create treaties. It may therefore even happen that the weekend ends without a single bullet being fired, but it is more likely that war ensues. The end must bring us a single winner, or a draw.

Y`AUd'

6 ci bXUf]Yg. All major countries are coloured. All major powers are also divided into provinces and supply- centre provinces by lines. The countries that are not a part of a major power and parts of oceans waterways are marked by the same lines.

HndYg' cZ dfc]jWwG. There are three types of provinces: \vec{a} |æ` á, , æ^!, and &| æ æÉ Only Armies move on inland provinces and only Fleets move on water provinces. A coastal province is land that is adjacent to one or more water provinces. For example, Brittany, Norway, and Yorkshire are coastal provinces. CÉ ÁE|` ^Á |Áæ| ^o&á Á &&]` Á&| æ æÁ |; çá & ÈÁ

Gi dd`niWwblfYg. A total of 60 inland and coastal provinces on the game board are designated as supply centres. Each supply centre is marked as a coloured circle. A Great Power has as many Armies or Fleets as the number of supply centres it controlled at the end of the last Fall turn. Consequently, there will never be more than 60 Armies and Fleets (also referred to as “units”) on the game board at one time. A country gains or loses units in accordance with the number of supply centres it controls. See pg. 18 for more on supply- centre control.

ÿ('l b]hg'fUfa]Yg'UbX'ZYYhgk'

Each Army unit is represented by a square playing piece. Each Fleet unit is represented by a narrow rectangular playing piece. The unit colours of each Great Power are displayed on the edge of the game board. If an expanding Great Power runs out of Army units or Fleet units, the units of an eliminated country can be used.

ÿ) 'GHUfhb['dcg]hcbg'

Gi dd'miWbhfYg. At the start of the game, each Great Power controls five supply centres. Place the appropriate unit on the designated supply centre as shown in the following table. The 15 remaining supply centres aren't occupied at the start of the game.

BchY. An "A" indicates an Army, and an "F" indicates a Fleet.

7 ci blfmi	l b]h Wt`ci f`	l b]h dfcj]bW'	l b]h dfcj]bW'	l b]h dfcj]bW'	l b]h dfcj]bW'	l b]h dfcj]bW'
UK	Light blue	☉DÁ } á] Á	☉DÁ Óã à ~ i * @	☉DÁ \ / æ á Á	☉DÁ Öã / æ á Á	☉DÁ * ^] Á
France	Dark blue	☉DÁ U æ á Á	☉DÁ Ó / ã æ á ^ Á	☉DÁ S [] Á	☉DÁ U ^ i ã á Á	☉DÁ / ^ } & @ } [/ c @ CE / æ á Á
Italy	Dark green	☉DÁ [{ ^ Á	☉DÁ æ / ^ • Á	☉DÁ ^ } æ ^ Á	☉DÁ á æ á Á	☉DÁ S ^ ^ á Á
Germany	Black	☉DÁ P æ á ~ i * Á	☉DÁ T > } • c / Á	☉DÁ Ó \ / ã á Á	☉DÁ Ø / æ á ~ i c Á	☉DÁ ^ } & @
USSR	Red	☉DÁ T [• & , Á	☉DÁ T ^ i { æ • \ Á	☉DÁ U c Ä U ^ c / • á ~ i * Á	☉DÁ U ã ^ i ã á Á	☉DÁ [• q ç Á
Turkey	Yellow	☉DÁ / æ á Á	☉DÁ U ã æ á Á	☉DÁ { á Á	☉DÁ Q æ á ~ i / Á	☉DÁ / æ á Á
Yugoslavia	Light green	☉DÁ ^ i ã á Á	☉DÁ Ó [• } ã á Á	☉DÁ Ó [/ æ á Á	☉DÁ T [] c } ^ * / [Á	☉DÁ T æ ^ á [] ã á Á
Spain	Orange	☉DÁ æ / ã á Á	☉DÁ Ó æ & ^ [] } á Á	☉DÁ P æ æ / æ á Á	☉DÁ ^ ç ã / æ á Á	☉DÁ Ç á [/ æ á Á
Poland	White	☉DÁ [á [/ æ á Á	☉DÁ á æ ã á Á	☉DÁ / ^ • • ã á Á	☉DÁ S / æ [, Á	☉DÁ Y ^ • c / } Á Ó / æ ^ • Á

Y* 'ck]hk cf g

In the following paragraphs you will find out how the game works. Keep in mind that the student officers know all the rules and are the final arbiter in any dispute about the rules of procedure. They are, as it were, the diplomatic game master. The student officers keep time for the negotiation sessions, collect and read orders, resolve issues, and make rulings when necessary. Their role is strictly neutral.

Y* '%Cj Yfj]Yk

Diplomacy is a game of negotiations, alliances, promises kept, and promises broken. In order to survive, a diplomat needs help from others. In order to win, a delegation must eventually stand alone. Knowing whom to trust, when to trust them, what to promise, and when to promise it, is the heart of diplomacy. Remember, you are a diplomat first, a commander second. At the beginning of each turn, delegations speak, and then meet together in small groups to discuss their plans and suggest strategies. Alliances between delegations are openly or secretly made, and orders are (hopefully) coordinated. Immediately following this period of "diplomacy," each delegation secretly writes an order for each of his or her units on a slip of paper. When all delegates have written their orders, the orders are simultaneously revealed, and then the orders are all resolved. Some units are moved, some have to retreat, and some are removed. Resolving orders is the most challenging part of the rules and requires complete knowledge of the rules.

Y* '&5 'hi fb]hg'd\ UgYg

Each turn represents six months of time. The first turn is called a Spring turn and the next a Fall turn. After each Fall turn, each Great Power must reconcile the number of units it controls with the number of supply centres it controls. At this time some units are removed and new ones are built.

Each turn has a series of phases. Here are the phases in a complete two-turn year:

Gdf]b['Zi f!d\ UgY'hi fb

1. Speech phase
2. Diplomatic phase
3. Order Writing phase
4. Order Resolution phase
5. Retreat and Disbanding phase

U`Zj Y!d\ UgY`hi fb`

1. Speech phase, if requested
2. Diplomatic phase
3. Order Writing phase
4. Order Resolution phase
5. Retreat and Disbanding phase
6. Gaining and Losing Units phase

Y* "&"%GdYYW `d\ UgY`

During this phase, delegations make a speech. The duration of the speech is announced beforehand by the student officers and may differ every half year. The order of speeches is decided by the student officers.

Y* "&"&8 jd`ca UjWd\ UgY`

During this phase, players meet to discuss their plans for upcoming turns. Alliances are made and strategies are set. These “diplomatic negotiations” take place before each turn.

Negotiations last 30 minutes before the first turn and 15 minutes before each turn thereafter.

Negotiations may end sooner if all players agree.

Conversations, deals, schemes, and agreements among delegations will greatly affect the course of the game. During diplomatic negotiations, players may say anything they wish. Some delegates usually go to another room or organize private groups of two or three. They may try to keep their conversations secret. They may try to overhear the conversations of others. These conversations usually consist of bargaining or joint military planning, but they may include exchanges of information, denouncements, threats, spreading of rumours, and so on. Public announcements may be made and documents may be written, made public, or kept secret, as the delegations see fit. These discussions and written agreements, however, do not bind a delegate to anything he or she may say. Deciding whom to trust as situations arise is an important part of the game.

An extra speech phase may be requested at the end of this phase.

BchY: Using the map pad during diplomatic negotiations is an excellent way to keep track of locations, strategies, and alliances.

Y* "&" `CfXYf`k f]hjb[`d\ UgY`

Each delegation secretly writes “orders” for each of his or her units on a slip of paper, in silence. All players’ orders are then revealed at the same time by the student officers. A legal order must be followed. An order written by mistake, if legal, must be followed. An “illegal” order or an order that is judged to be unsuccessful isn’t followed. A unit that is given an illegal order (or given no order) must stand in place (the unit holds).

Order dates

All orders must be dated and should alternate between Spring and Fall beginning with the year 19035. For example, the first set of turn orders should be dated “Spring 1935.” The second set should be dated “Fall 1935.” The third set should be dated “Spring 1935,” and so on.

Order format

Delegations should make a list of their units and the provinces they occupy for easy reference during diplomatic conferences. In each set of orders, the type of unit is written first (“A” or “F”) followed by the province that each unit occupies. For example, “A Paris” or “A Par” is short for an Army in Paris. This is followed by the order that the unit is given. For example, “A Par Holds” means that the Army in Paris should hold, or stay in place. The designation of “A” or “F” in orders is to remind players of their pieces. If you leave out the unit designation in an order, the order does not fail since there can be only one possible unit in a province.

Abbreviations

Delegations may refer to the abbreviations on the map for countries or provinces when writing their orders. A number of provinces begin with the same three letters, so many of those provinces have special abbreviations. When in doubt, write it out. Keep in mind that only one unit can be in a province (inland, water, or coastal) at the same time, so there shouldn't be any confusion as to which unit is being ordered.

Underlined orders

Examples of orders are listed throughout this booklet. Orders that aren't executed (because of interference by other orders) are underlined. This is a standard for the game of *Ög* // { ~~æ~~ Á that has been in effect for years and is used in many strategy guides and other literature. While playing the game, there isn't any need to underline orders.

§6.2.3.1 Types of orders

On each turn, each Great Power can order all, some, or none of its units to do one of the following:

- Hold
- Move
- Support
- Convoy
- Insurrection (explained on page 20)

BchY. Only Fleets can be ordered to convoy.

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You can attempt to keep a unit in place by ordering it to “hold.” Not giving a unit an order is interpreted as ordering it to hold. Following is an example of a hold order:

: '@bXcb<c`Xg`fbfL: '@b!<c`Xg`

T[|ç^Á!ã^!Á

Throughout the game, units will be ordered to move to provinces that are occupied. This is referred to as “attacking,” and will be discussed throughout this section.

A move order is written with a dash to separate the unit type and location from the order. For example, an order to move from Paris to Brittany would look like this:

5 `DUF]g!6 f]HUbmfL5 `DUF!6 f]`

OE{ ^Á [ç^ ^}c 5 b`5 fa mWUb`VY`cfXYfYX`hc`a c j Y]bhc`Ub`UX`UWYbh]b`UbX`cf`Wt`UgHU`
dfcj]bW” Armies can’t be ordered to move into a water province. Since no two units can occupy the same province at the same time, an Army that is ordered to move to an adjacent province can end up not moving at all (because of the positions or orders of other units). See the following sections for more examples of movement.

BchY. An Army can move across water provinces from one coastal province to another via one or more Fleets. This is called a “convoy” and is explained in the Convoy Order rules on page 16.

BchY. The examples used from now on are partly from the original map of Öq || { æ^ . Although the map is not comparable to the version played during MUNA, the moves definitely are.

5 fa mia c j Ya YbhYI Ua d`Y. An Army in Paris could move to Brest, Picardy, Burgundy, or Gascony. See Diagram 1.

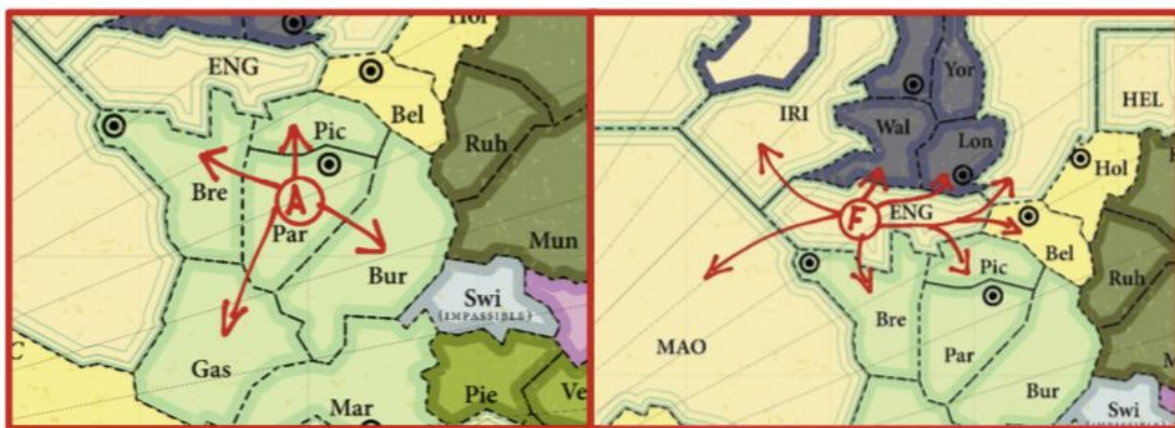


Diagram 1

Diagram 2

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01^01 [ç^ ^} 01

5': `YYhVUb`VY`cfXYfYX`hc`a`cj`Y`hc`Ub`UX`UW`bhk`Uhf`dfcj`]bWV`cf`Vt`UgHJ`dfcj`]bWV`

Fleets can't be ordered to move to an inland province. Diagram 2 shows that a Fleet in the English Channel can move to the Irish Sea, Wales, London, Belgium, Picardy, Brest, the North Sea, or the Mid- Atlantic.

When a Fleet is in a coastal province, its warships are considered to be at any point along the coast of that province. A Fleet in a coastal province can be ordered to move to an adjacent coastal province only if it's *adjacent* (as if the Fleet was moving down the coast). For example, in Diagram 3 a Fleet in Rome can be ordered to move from Rome to Tuscany or to Naples (or to the Tyrrhenian Sea). But a Fleet in Rome can't be ordered to move to Venice or Apulia because, although those provinces are adjacent along an inland boundary, they aren't adjacent *coastally*.

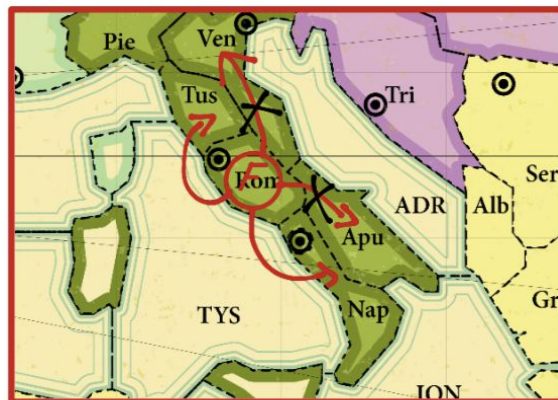


Diagram 3

Ü^•d3cãÁ [ç^ ^} 01

Any location on the game board that isn't named can't be occupied. Switzerland is impassable and can't be occupied. With the exception of England, islands can't be occupied.

Ü] ^8ãÁ [ç^ ^} 01/ããã} •Á

There are a few tricky areas on the map. How to move into and out of them is explained below:

4Ub. This is the only coastal province that has two separately *coastal* Fleet entering this province enters along one coast and can then move to a province adjacent to that coast only. The Fleet, nevertheless, is considered to be occupying the entire province. Such a Fleet should be placed on the coastline rather than completely inland.

If a Fleet is ordered to this province, the order must specify which coast, or the Fleet doesn't move. For example, a Fleet in the Caspian Sea can move to Iran's North Coast. The order would be written "F Cas-Irn NC" or from the Persian Gulf to Iran's South Coast "F Per-Irn SC."

Waterways. Because of the waterways that run through these three provinces, they're considered as having one coast. Fleets can enter them along one coast and be considered anywhere along the coastline. For example, a Fleet could move from the Eastern Mediterranean to Egypt on one turn ("F Eme-Egy") and then on a later turn move from Egypt to the Red Sea (or other adjacent provinces). Likewise, a Fleet could move from Holland to Hamburg on one turn and then move from Hamburg to Berlin on a later turn (through the Kiel Canal) without having to go around or go to Denmark. Armies can also pass into and out of these provinces, freely bridging these waterways. This doesn't mean that units can jump over these provinces. The waterway from the Eastern Black Sea to the Caspian Sea takes two turns to pass because it goes through two provinces.

Denmark and **Sweden**. An Army or Fleet can move from Sweden to Denmark (or vice versa) in one turn. A Fleet moving from Bornholm can't move directly to the Skagerrak province (or vice versa), but must first move to Sweden or Denmark. The common border with Denmark doesn't separate the coast of Sweden into two coastlines. Denmark doesn't border on Berlin.

Standoffs

The following common situations involve forces of equal strength trying to occupy the same province at the same time. These situations are called standoffs. These rules apply when one or more countries are involved.

- 1. Standoff** If two or more units are ordered to the same province, none of them can move. (This is also true of equally strong units, which will be explained in the Support Order section.) In Diagram 4, if the German Army in Berlin is ordered to Silesia and the Russian Army in Warsaw is ordered to Silesia, neither unit will move and Silesia will remain vacant

- 2. Standoff** If two units (or forces of equal strength) attack the same province, thus standing each other off, a unit already in that province isn't dislodged. So, in Diagram 4, if there had been a unit holding in Silesia, the results would be the same and the unit in Silesia would remain.

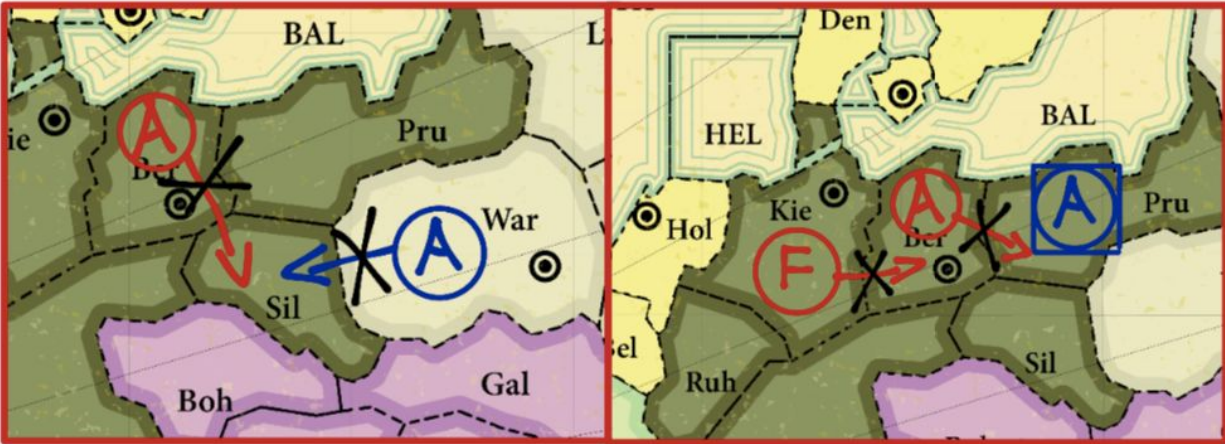


Diagram 4

Diagram 5

- ! **CbY'i b]hbcHa c j]b['WUb'grcd'Ui b]hcf'gYf]Yg'cZi b]rg'Zca 'a c j]b[** "If a unit is ordered to hold, or is prevented from moving, and other units are ordered into its province, those other units can't move. (It's like a traffic backup!) In Diagram 5, there is a Russian Army in Prussia. The Russian player told Germany that he would move out of Prussia (but he lied and ordered the Army to hold instead). The German player ordered his Army from Berlin to Prussia and his Fleet from Kiel to Berlin. The result is that nothing moves.
- ! **I b]hg'WUb'fch'UXY'd'UWg'k]h ci hi h Yi gY'cZUW'bj cm'** If two units are each ordered to the province that the other occupies, neither can move. For example, in Diagram 6, neither unit would move. (There is a way around this through the use of convoys. See Convoy Orders on page 16.)
- ! **H fYY'cf'a cfY'i b]hg'WUb'fch'UXY'dfc j]bWg'Xi f]b['Uhi fb'dfc j]XYX'bcbyX]fYWimi h'UXY'd'UWg'** For example, in Diagram 7 all orders would succeed as no one unit directly trades places with another.

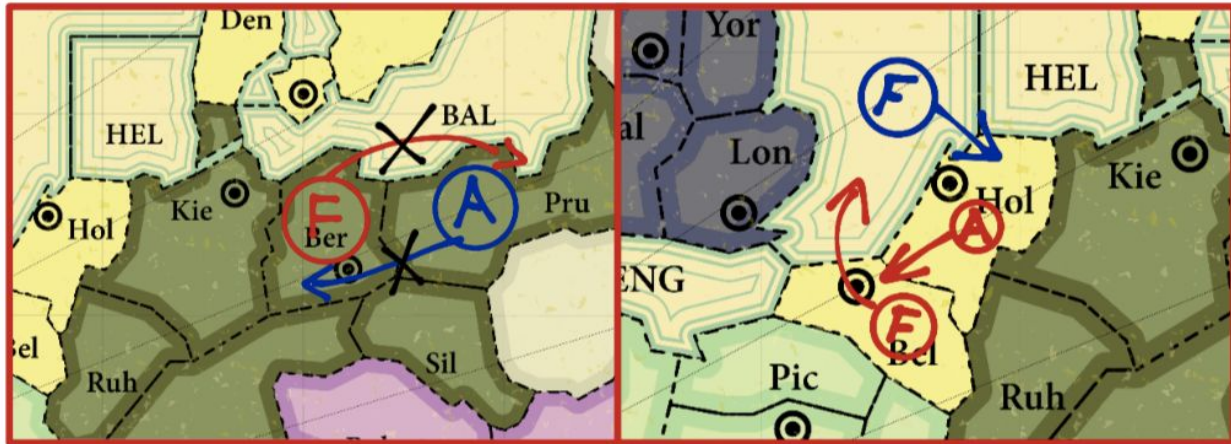


Diagram 6

Diagram 7

Support and Cutting Support

The “support” and “cutting support” rules must be understood in order to resolve most orders.

A

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Since all units have equal strength, one unit can't attack and advance against another without help. That “help” is called support. If an attack is successful, the attacking unit moves into the province to which it was ordered. If the unit that was attacked had no orders of its own to move elsewhere, it's defeated and dislodged from the province. The dislodged unit must retreat or be disbanded. Retreating is explained in detail on page 18.

An Army or Fleet can provide support to another Army or Fleet. Support can be offensive (supporting an attacking move order) or defensive (supporting a hold, support, or convoy order). By supporting each other, attacking or defending units gain increased strength. For example, a unit holding with two supports has the strength of three: itself plus two supporters. Support can be provided to a fellow unit or to another player's unit. This can cause some unexpected situations in the game that make it more interesting.

A unit moves with its own strength combined with all of its valid supports. It can complete its move unless it's opposed by a unit that is supported equally or better. One unit supporting another provides a combined strength of two and will defeat an opponent's unsupported unit. Likewise, a unit with two supporting units (strength of 3) will defeat an opponent's unit with only one support (strength of 2).

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1. Write down your unit type (A or F)
2. Write down the province where your unit is located
3. Write an “S” (for Support)
4. Write the type, current location and destination of the unit receiving support (if the supported unit is moving)

Example: Í 5 'DUf'G'5 '6 cf!6 f]Í 'orders an Army in Paris to support an Army in Bordeaux moving into Brittany.

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A unit gives up its chance to move on a turn in order to support another unit's order. The province that a unit is providing support to must be one that the supporting unit could have legally moved to during that turn. Thus, an Army in Brittany can't support a Fleet in the English Channel because an Army can't move into a water province. Likewise, a Fleet in Rome can't support a unit's move to Venice because, although adjacent by land, the Fleet can't move to Venice from Rome.

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- ! 5 'i b]hbc hcfXYfYX'hc'a cj Y'WUb'VY'gi ddcf hYX'VmiUgi ddcf hcfXYf' h Uhc b`mi a Yb]hcbg]hg'dfc j]bW. A unit that is ordered to hold, convoy, support, or not ordered at all can receive support in holding its position. For example, if the order is written "F Swe S F Bal," then the Fleet in Sweden will support the Fleet in the Baltic Sea as long as the Fleet in the Baltic is holding, convoying, or supporting. If the Fleet in the Baltic attempts to move, then the support from Denmark is invalid.
- ! 5 'i b]hcfXYfYX'hc'a cj Y'WUb'cb`miVY'gi ddcf hYX'VmiUgi ddcf hcfXYf' h Uha UH Yg' h Y'a cj Y'h Y'i b]h]g'f h]b['hc'a U_Y. For example, an Army in Silesia is ordered to support an Army in Czechia in its move to Krakow (A Sil S A Cze-Kra). However, the Army in Czechia is ordered to move to Saxony instead (A Cze-Sax). The support order fails because the move it's supporting isn't the move that was ordered. This support order doesn't become a support order to hold.

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In Diagram 8, the French Army in Gascony supports the Army in Marseilles to Burgundy. The German Army in Burgundy will be dislodged. In Diagram 9, the German Army in Silesia is supported by the Fleet in the Baltic in pushing the Russian Army out of Prussia. Note that the German Army and Fleet are both adjacent to the target province (Prussia) but not to each other. A unit doesn't have to be adjacent to the unit it's supporting. However, it must be next to the province into which it's giving support and must be able to legally move there itself.



Diagram 12

Diagram 13

! 5 `X]g`cX[YX`i b]hZj Yb`k]h `gi ddcffz\ Ug`bc`YZZWicb`h Y`dfcj]bW`h Uh X]g`cX[YX`]H`If two units are ordered to the same province and one of them is dislodged by a unit coming from that province, the other attacking unit can move. This situation doesn't result in a standoff since the dislodged unit has no effect on the province that dislodged it.

In Diagram 13, the Russian Army in Rumania dislodges the Turkish Army in Bulgaria. That Turkish Army and the Russian Army in Sevastopol are both ordered to Rumania, which would normally cause a standoff. However, because Rumania dislodged the Army in Bulgaria, it has no effect on Rumania at all. This allows the Sevastopol Army to enter Rumania. The Army in Bulgaria must retreat.

In Diagram 14, even though the Turkish unit has support, it fails to prevent the unsupported Russian move into Rumania because a unit coming from Rumania dislodged the Turkish unit.

In the previous two examples, if Russia hadn't ordered "A Sev-Rum," Rumania would have been vacant, but not as the result of a standoff (there was no standoff). This is discussed further in the ~~Ü^d^æ~~ section on page 18.



Diagram 14

Diagram 15

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Support can be cut. This will cause the support order to fail and support won't be given.

BchY. In this rulebook, examples of support orders that failed are underlined to show that the support was cut, not to show that the supported unit's order failed.

- ! G_i ddcfh]g`W h]ZH Y *i* b]h[]j]b[`gi ddcfh]g`UHUW_YX`Zca `Ubm_{id}fcj]bW`YI Wd *h* h Y`cbY`k\ YfY`gi ddcfh]g`VY]b[[]j Yb" The support cut whether this attack on the supporting unit succeeds or not. In Diagram 15, the support from the Army in Silesia is cut by an attack from Bohemia. Note that it was enough to attack the Army giving support to cut that support. It wasn't necessary to dislodge the supporting unit to cut that support.
- ! G_i ddcfh]g`W h]ZH Y *i* b]h[]j]b[`gi ddcfh]g`X]g`cX[YX" If a unit ordered to support another unit is dislodged by an attack from any province (including the province into which it's giving support) then the support is cut and the unit that was to receive support doesn't receive it.

In Diagram 16, the German support isn't cut by the attack from Warsaw because that is the province into which support is being given. To cut support, the Army in Warsaw would have to ää][á*^Á the Army in Silesia, not merely attack it.

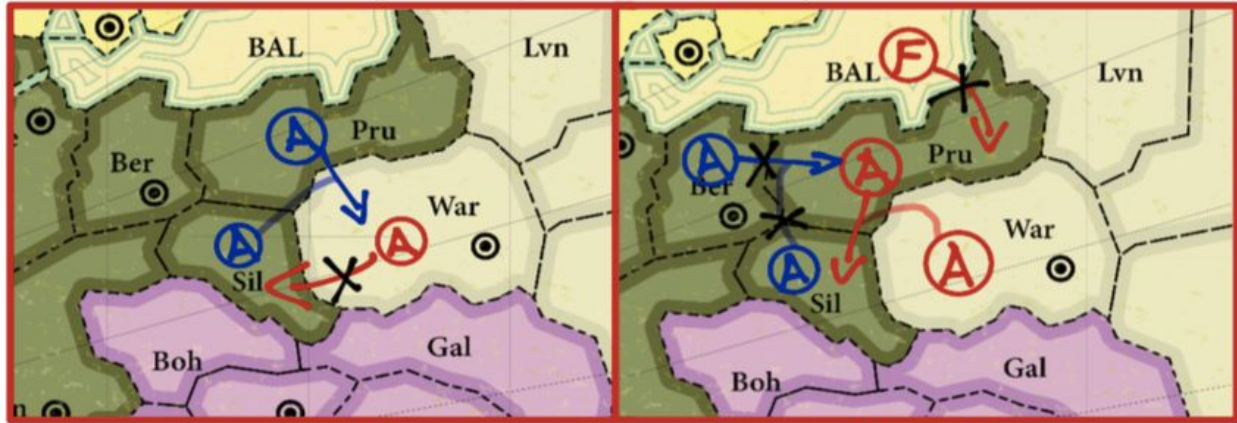


Diagram 16

Diagram 17

In Diagram 17, the Russian Army coming from Prussia dislodges the German Army in Silesia. The support of the Silesian Army is thus cut and the German Army in Berlin stands off the Russian Fleet in the Baltic.

- ! 5 i b]hVY]b['X]g`cX[YX`VmicbY`dfc j]bW`WUb`gh]`W hgi ddcfh]b`Ubch Yf` dfc j]bW` Just as a unit being dislodged by one province can still cause a standoff in another, a unit still manages to cut support even if it's dislodged. Just make sure that the dislodgement isn't coming from the province where the unit is giving support. (Remember this rule: A dislodged unit, even with support, has no effect on the province that dislodged it.)

In Diagram 18, even though the German Army in Munich is dislodged by a Russian attack, it's still able to cut the support of the Russian Army in Silesia. This prevents the Russian Army in Prussia from entering Berlin.



Diagram 18

BchY. In complicated situations, it helps to first determine what support, if any, is cut. Once this is determined, it's easier to resolve orders.

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A Fleet in a water province (not a coastal province) can convoy an Army from any coastal province adjacent to that water province to any other coastal province adjacent to that water province. To do this, the Army must be ordered to move to the intended province and the Fleet must be ordered to convoy it.

BchY. A Fleet can't convoy a Fleet.

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Just as "S" indicates support, the letter "C" is used to indicate convoy. Following is an example of a convoy order:

5 '6 f]! @b/ : '9 b['7 '5 '6 f]! @b'

A Fleet can't convoy more than one Army during the same turn. The order to the Fleet must contain both the location and the destination of the Army being convoyed. Just as with support orders, the convoy order must match the move order given by the Army being convoyed.

BchY. Fleets in any & æ çá province (including Constantinople, Denmark, and Kiel) can't convoy.

In Diagram 20, the Fleet in the North Sea convays the Army in London to Norway.

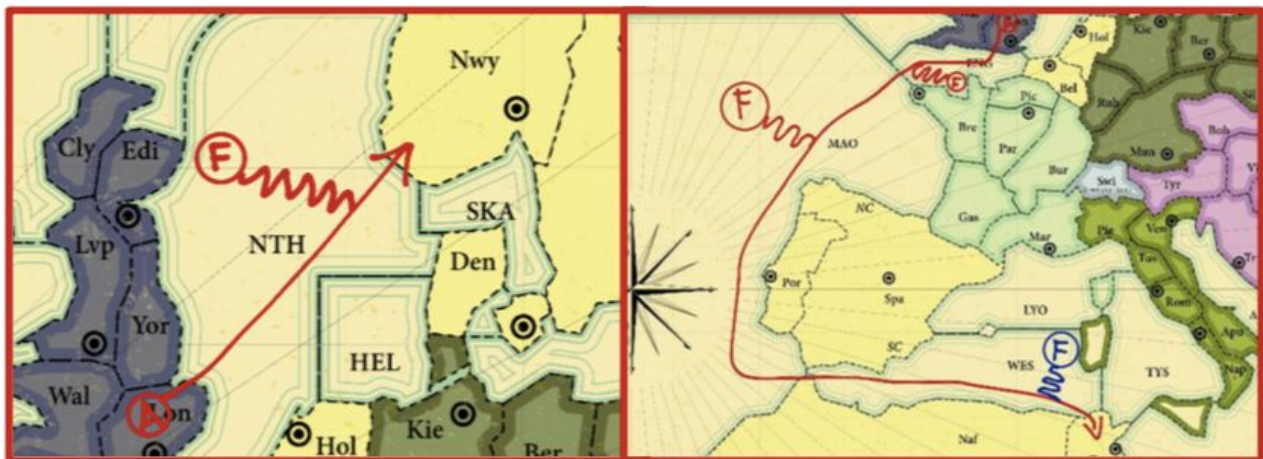


Diagram 20

Diagram 21

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Y* "g" 'H YcfXYf'fYgc`i Hcb`d\ UgY`

After all the orders have been revealed and read, the Student Officers must resolve all of the conflicts. Resolution will result in successful moves, failed moves, standoffs, retreats, and disbandments. The units on the game board are moved and removed as described in the next two phases of play.

Y* "g") 'FYfYUhiUbX'X]gVUbX]b[`d\ UgY`

After all the orders have been revealed and read, the moves made, and the conflicts resolved, any dislodged (defeated) units make their retreat. These retreats are written down (just like orders) and revealed immediately. No diplomacy or discussion takes place prior to writing retreat orders—all countries are on their own. A dislodged unit must retreat to an adjacent province that it could ordinarily move to if unopposed by other units. Sometimes a retreat is made deeper into enemy territory.

A unit can't retreat to:

- a province that is occupied;
- the province from which the attacker came; or
- a province that was left vacant by a standoff during the same turn

If there is no available province to retreat to, the dislodged unit is immediately disbanded and removed from the game board.

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If two or more units must retreat, the retreat locations are immediately (and without discussion) written down by the players concerned. The written retreats are then simultaneously revealed. Retreats can't be convoyed or supported. Each player should write down the location of the dislodged unit and the location to which it's retreating.

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If two or more units are ordered to retreat to the same province, they all must be disbanded. If a player fails to order a retreat when necessary, the unit is disbanded. A unit can always voluntarily disband instead of retreating.

Y* "g" : U]b]b[`UbX`cg]b[`i b]hg`d\ UgY`fUZyf` : U`hi fbt`

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After each Fall turn, players check to see how many supply centres they control. A country controls a supply centre when one of its units occupies that supply- centre province after a Fall turn has been played and completed. Once a country gains control of a supply centre, it

can leave the centre vacant and still keep control of it, as long as that centre isn't occupied by another country at the close of a Fall turn. A unit that moves into a supply centre during a Spring turn and moves out of it during the Fall of the same year doesn't affect the ownership of the supply centre. In short, a country retains control of a supply centre as long as, at the end of each Fall turn (including retreats), the supply centre is either vacant or is occupied by one of its own units.

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After each Fall turn (including retreats, if any), players adjust their units to match the number of supply centres they control. This may result in some units being disbanded (if the player has lost supply centres that year) or in some units being built (if the player has gained supply centres that year). As with retreats, gaining and losing units (collectively known as "adjustments") are written and revealed simultaneously without discussion or diplomacy of any kind.

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If a country has fewer supply centres than units, it must disband the excess number of units (owner's choice of which units).

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If a country has more supply centres than units, it can place new units in each unoccupied supply centre of its home country that it still controls. It can't build units in supply centres outside its home country.

91 Ua d`Y. The French player can build units only in Paris, Brittany, Lyon, Syria and French North Africa throughout the course of the game. However, if Lyon was under Italy's control and the French player had a unit in Brittany, he or she would only be allowed to build in Paris, Syria and North Africa no matter how many builds France was entitled to on that turn. If the French player vacated Brittany and regained control of Lyon, he or she would be allowed to build there after another Fall turn (provided he or she was still entitled to build on that turn).

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Only an Army unit can be built on an inland province supply centre.

- When building a unit on a coastal province supply centre, a Fleet or Army must be specified in the written build order. If a Great Power builds a Fleet in Iran, the player must also specify "North Coast" or "South Coast."
- If your country's home supply centres are all occupied by your own (or other players') units, then you can't build during the current Fall turn. Remember to leave some home supply centres open if you intend to build new units in the Fall.
- If your country has lost all of its home supply centres, you can still fight with the units (supplied by other centres) remaining under your control. In this case, you can't build new units until you recapture a home supply centre and control it at the close of a Fall

turn.

- A country can decline to build a unit that it's entitled to for whatever reason (usually a diplomatic one).

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Delegations write down which units they will disband (if any) and what type of unit will be built in a home supply centre (if any). These orders are written without diplomacy or discussion and revealed at the same time. Any vague or invalid orders are ignored.

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It is possible to lose your last supply centre and thus your last army or fleet. When that happens, you lose all your territory, your military presence and thus technically your country. You will be considered a province of the Great Power that took your last supply centre. Luckily you will not be easily forgotten, and as diplomats you can strive to regain your country. You retain any non-territorial victory points that are still applicable, and you may therefore even win the game without having any land, though that is admittedly a rare situation. So how does one regain one's country? The trick is to cause insurrections in the renegade province that once was your country. In order for these insurrections to succeed you'll require aid from other Great Powers. Each Great Power has the option of giving their armies or fleets an Insurrection order. This effectively means the unit is disbanded and its weapons plus a few able men transported to the site of the insurrection. Such an insurrection requires one season (i.e. either a spring or a fall) to succeed. The order is given as follows:

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Meaning that England disbands its fleet in London in order to support a Russian Insurrection. As this example shows, any unit can support an insurrection anywhere in the world. This surreptitious support is not subjected to the normal rules for movement of troops. If a Great Power that has lost its country manages to get the support of three units (from one, two or three Great Powers), it may at the end of the season of the insurrection reclaim three of the supply centres of its home country and build a unit there. If one gets the support of four units for an insurrection, then one regains all five supply centres. Any supply centre that is taken back must be unoccupied. For any occupied supply centre, an additional unit must join the insurrection.

A country to be revived must file orders to revive its country, explicitly stating which supply centres are to be regained, including order of preference in case less support is given than was expected. An order given without order of preference is considered invalid. It might happen that the supported country does not file (valid) orders to revive its country, or one of the promised units fails to turn up, the insurrection ends unsuccessfully.

Helping an insurrection costs a delegation a unit for one season, but that may well be a small price to pay for dealing a blow to an enemy that will suddenly see a Great Power revived

behind its front lines, or for an enemy to suddenly have to fight a war on two fronts. Also, any Great Power investing at least two units in an insurrection gains a non-territorial Victory Point.

Political Victory Points

A country can also gain non-territorial victory points, called political victory points. These points are rewarded for completing political goals. At the start of the conference, each Great Power will be provided with 2 political goals for their country alone. Each country may also propose one other achievement that will gain them victory points. This way, proper research into your country is directly rewarded in game terms. Any political goal proposed must be reasonably historically accurate for your country.

Your personal political goal must be handed at least two days before MUNA. Your proposal will be evaluated by the student officers. They may allow or deny your goal and can award up to 3 victory points for the political goal.

To give you some idea on what kind of goals you can come up with, here are some examples based on World War II events:

United Kingdom:

- Achieve 'Peace for our time' - Make sure the British Expeditionary Force escapes Germany's troops in 1940 by evacuating them from Dunkirk
- Participate in the Yalta conference and make sure that Germany will be divided in a North German state, a South German state and a West German state after its surrender.

Union of Soviet Socialist Republics:

- Divide Poland between Germany and yourself
- Participate in the Yalta conference and ensure that Eastern Europe will be within the Soviet sphere of influence.

German Empire:

- Promise Russia a part of Poland in exchange for peace, but attack them afterwards anyway

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A country can organise and / or participate in a congress, conference or convention. During this conference the invited countries can discuss an issue in private. If you want to organise such a conference, follow the steps and rules written below.

1. Determine the preliminary goal of the conference
2. Find other delegations that support you and determine the definite goal of the conference.
3. Determine the location and name of the conference.
4. Make sure that the area of the conference does not contain any army or fleet that is hostile to the conference.
5. Determine the participating delegations. No conference can be held with less than three delegations.
6. Fill in the 'Conference Organising Form' which will be provided to you at the conference.
7. Go to the presidency to ask for a conference room.
8. The conference will commence: one or two of the student officers will preside over the conference.
9. The conference will last no longer than one year.
10. During the conference, the participating countries will have to send of their delegates to the conference room. The other will continue in the Situation Room.
11. During the conference, the game will continue and the delegates present in the Situation Room will keep playing.
12. If the area where the conference is held is conquered, the conference will be cut short immediately. If delegations want to continue the conference, the entire procedure must be followed again.
13. Only one conference can take place at the same time.

