

COLLAPSE OF THE DUAL EMPIRE

By Richard Wein

This Diplomacy variant recreates the revolution/civil war in Austria-Hungary which began in 1918. The participants in the war are the Germans, Magyars, Czechoslovaks, Serbo-Croats, Rumanians and Poles of Austria-Hungary. (The divisions of the map, except for the external Austro-Hungarian border, represent racial, not political boundaries.)

The Rules

1. Except as noted below, regular Diplomacy rules apply.
2. No fleets are used. However, there are three types of armies. Each race has Communist and Democratic armies; the Germans also have Imperialist armies. All races may build Communist and Democratic armies, but only the Germans may build Imperialist armies.
Home Centres:
Czechs / Slovaks: Pra; Boh; Mor; Slo
Germans: Upp; Sty; Vie; Sar
Magyars: Bak; Bud; Pes; Mak
Poles / Russians: Kra; Pre; Lem; NBu
Rumanians: Sat; WTr; Ora; ETr
Serbians / Croats: Tri; Cro; Sar; Sub
Imperial Centres: NSu; Sil; Pec; Crp; Ban
3. Each movement turn represents one month. The first movement turn is November 1918. Before this, in October 1918, there is a deployment turn, in which each player deploys his units in accordance with rule 4. At the end of every second month, beginning with December 1918, a build turn occurs, i.e. after the December, February, April, June, August and October turns of each year.
4. Each race begins the game with two communist and two democratic armies. The Germans also have five Imperialist armies, one of which must be placed on each of the five Imperialist Home supply centres on the board. Communist and Democratic armies may be placed anywhere within the racial boundaries of the owning race, with the following restrictions.
 - a. Armies may not be placed on neutral supply centres.
 - b. Communist armies may not be placed on democratic home supply centres; likewise, Democratic armies may not be placed on communist home supply centres.
5. Only Communist armies may be supplied by supply centres which have been captured by Communist armies; only Democratic armies may be supplied by supply centres which have been captured by Democratic armies; only Imperialist armies may be supplied by supply centres which have been captured by Imperialist armies. Armies may only be built of the type which is in control of the supply centre in which they are being built. If, at the beginning of a build turn, an army is in a supply centre controlled by another type of unit of the same race, control of the supply centre goes to the occupying army. Home supply centres may not be captured by other types of army belonging to the same race.
6. Communist armies must be built in communist home supply centres; Democratic armies must be built in Democratic home supply centres, Imperialist armies must be built in Imperialist home supply centres.
7. Communist armies may not support or be supported by democratic armies of any race. Imperialist armies may support or be supported by any armies.
8. If, at any time, the number of Communist armies in any race exceeds the number of Democratic armies in that race, or vice-versa, by three or more, the armies in the minority go into civil disorder (the normal rules for armies in civil disorder are used). This rule does not affect Imperialist armies in any way.
9. In order to win, any race except the Germans must control 17 supply centres including all supply centres within its racial boundaries. The Germans must control 20 supply centres

anywhere on the board. If two races meet their victory conditions on the same turn, the one which controls the most supply centres wins. If both control the same number of supply centres, the game is drawn.

10. The following abbreviations should be used for the different types of armies:

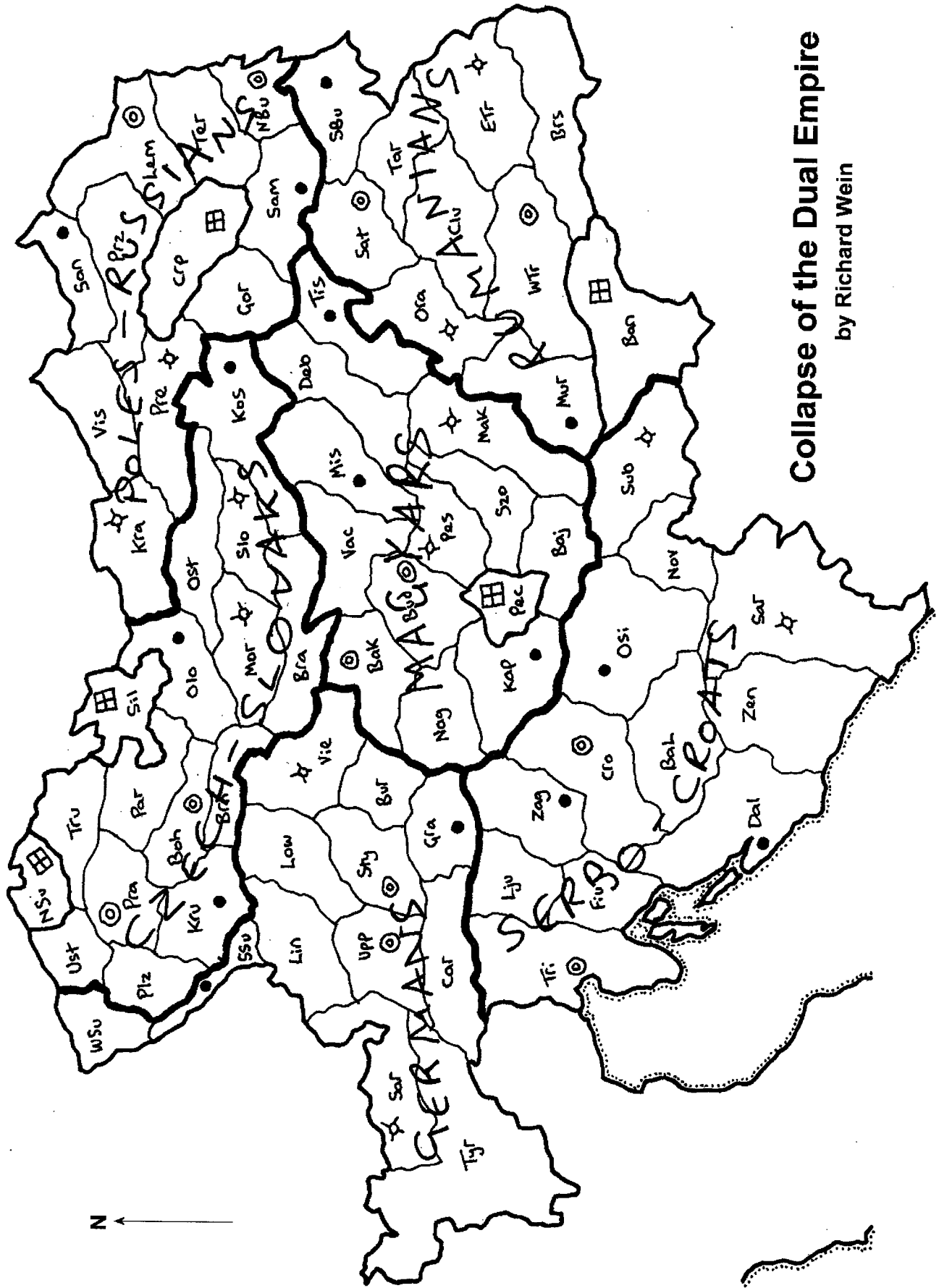
CA = Communist army.
DA = Democratic Army.
IA = Imperialist army.

11. The normal Diplomacy rule that a unit may not dislodge another unit of the same country only applies within the types of armies. For example, a German Communist army may not dislodge another German Communist army, but it may dislodge a German Democratic army or a Rumanian Communist army.

12. The abbreviations on the map stand for the following provinces:

Baj = Baja	Ora = Oradea
Bak = Bakony	Osi = Osijek
BaL = Banja Luka	Ost = Ostrava
Ban = Banat	Par = Pardubice
Boh = Bohemia	Pec = Pecs
Bra = Brasov	Pes = Pest
Bra = Bratislava	Plz = Plzen
Brn = Brno	Pra = Prague
Bud = Buda	Pre = Presov
Bur = Burgenland	Prz = Przemysl
Car = Carinthia	Sal = Salzburg
Clu = Cluj	Sam = Sambor
Cro = Croatia	San = San
Crp = Carpathians	Sar = Sarajevo
Dal = Dalmatia	Sat = Satu Mare
Deb = Debrecen	SBu = South Bukovina
ETr = East Transylvania	Sil = Silesia
Fiu = Fiume	Slo = Slovakia
Gor = Gorlice	SSu = South Sudetenland
Gra = Graz	Sty = Styria
Kap = Kaposvar	Sub = Subotica
Kos = Kosice	Szo = Szolnok
Kra = Krakow	Tar = Targu Mures
Kru = Krumlov	Ter = Ternopol
Lem = Lemburg	Tis = Tisza
Lin = Linz	Tri = Trieste
Lju = Ljubljana	Tru = Trutnov
Low = Lower Austria	Tyr = Tyrol
Mak = Mako	Upp = Upper Austria
Mis = Miskovec	Ust = Usti
Mor = Moravia	Vac = Vac
Mur = Mures	Vie = Vienna
Nag = Nagykanisza	Vis = Vistula
NBu = North Bukovina	WSu = West Sudetenland
Nov = Novi Sad	WTr = West Transylvania
NSu = North Sudetenland	Zag = Zagreb
Olo = Olomouc	Zen = Zenica

Note: I have refrained from altering this variant when reprinting it from the original in *1901 and all that* (1974), save that I changed the names of the following spaces: Banja Luka used to be Bosnia; Zenica used to be Herzegovina; Krakow used to be Teschen; Presov used to be Krakow. (Stephen Agar).



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