

1930!

The Game of Diplomacy and Military Strategy.

By Martin Howard

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1 Introduction.

1930! is a game where players put their diplomatic and military skills to the test against other players in a battle for the control of Europe. Each player controls one of the traditional great powers of Europe. England, France, Germany, Italy, and Russia. By negotiation with other players, military strategies and allocation of their countries political power, players seek to gain eventual supremacy over their counterparts. Game play is simple and occurs simultaneously in monthly turns. Results of movement, diplomatic initiative are all calculated at the end of each game turn using simple tables and dice rolls. Can you achieve what Napoleon and Hitler could not?

2 The Game Turn.

In 1930! the game is split into monthly turns which for maximum satisfaction should be carried out once or twice a week. Between the execution of each turn there is a Negotiation and Planning phase. This is when all the players plan their campaigns, form alliances, negotiate and plot against fellow players in a direct person to person manner. Every six turns (six game months) players recalculate their countries political value and adjust their forces as necessary by either removing or adding pieces depending on whether their county has decreased or increased in political power respectively. More about forces will be given later. At the end of the Negotiation and Planning phase there is the Move Execution phase. In this phase the players written orders of the forces and political points allocation are carried out using the game board. Conflicts are resolved using the appropriate tables in the Combat section. In this phase the allocation of political points are also resolved using the appropriate tables found in the Political section. When all territorial disputes have been resolved the whole process starts again until there is such a time when a country is found to have European Supremacy, more information of which can be found in the Victory section.

3 Countries.

There are five major powers in 1930!, England, France, Germany, Italy, and Russia. All but Russia have enclaves as listed below. France has Tunisia, Italy has Albania, Germany has Prussia, England has Cyprus. Each of these major countries are split in to smaller regions, ten regions for each. Each of these regions has a set value in political point and all of the major countries start with identical values, 200 points. The 11th region is the enclave. Since Russia is the only country not to have an enclave it starts with 11 regions in the actual country.

In 1930! there are also a number of minor countries. These minor countries are there for the picking by the major countries in the expansion of their empires through Europe. All the minor countries have a political value of 25 points.

All the countries, their regions and their political value are listed in the subsections below.

3.1 Major Powers.

Great Britain.

London 50 points. Southampton 25 points, Liverpool 25 points, Cardiff 25 points, Sheffield 25 points, Edinburgh 25 points. West country 5 points, Scotland 5 points, Wales 5 points, Anglia 5 points. Cyprus 5 points.

Germany.

Berlin 50 points. Bremen 25 points, Munich 25 points, Dortmund 25 points, Cologne 25 points, Hamburg 25 points. Rheinland 5 points, Rhur 5 points, Bayern 5 points, Neidesachen 5 points. Prussia 5 points.

France.

Paris 50 points. Bordeaux 25 points, Lyon 25 points, Nancy 25 points, Marseilles 25 points, Brest 25 points. Normandy 5 points, Picardy 5 points, Brittany 5 points, Alsace Lorraine 5 points. Tunisia 5 points.

Italy.

Rome 50 points. Milan 25 points, Genoa 25 points, Naples 25 points, Trieste 25 points, Padua 25 points. Lombardy 5 points, Piedmont 5 points, Sicily 5 points, Tuscany 5 points. Albania 5 points.

Russia.

Moscow 50 points. St. Petersburg 25 points, Kiev 25 points, Svastapol 25 points, Minsk 25 points, Baku 25 points. Russia 5 points, Ukraine 5 points, Belorussia 5 points, Urals 5 points, Kazakstan 5 points.

3.2 Minor Powers.

Austria:

Vienna, Tyrolia, Skarten.

Land CS 5.

Baltics:

Latvia, Estonia, Lithuania.

Land CS 2 in each.

Belgium:

Brussels

Land CS 5.

Bulgaria:

Sofia, Varna.

Land CS 5

Czechoslovakia:

Prague, Bohemia, Slovakia.

Land CS 5.

Denmark:

Copenhagen, Jutland.

Land CS 3, Naval CS 2.

Finland:

Helsinki, Lapland, Southern Finland.

Land CS 4, Naval CS 1.

Greece:

Athens, Macedonia, Southern Greece.

Land CS 3, Naval CS 2.

Holland:

Amsterdam.

Land CS 5.

Hungary:

Budapest.

Land CS 5.

Iceland:

Reyjavik.

Land CS 1, Naval CS 4.

Ireland:

Dublin, Northern Ireland, Ireland

Land CS 4, Naval CS 1.

Luxembourg:

Luxembourg.

Land CS 5.

Middle East:

Syria, Iran, Iraq.

Land CS 2 in each.

North Africa:

Morocco, Algeria

Land CS 3 in each.

Norway

Oslo, Nordland, Fjordane.

Land CS 3 , Naval CS 2.

Poland:

Warsaw, Little Poland, Danzig.

Land CS 4, Naval CS 1.

Portugal:

Lisbon, Oporto.

Land CS 2, Naval CS 3.

Roumania:

Bucharest, Roumnia

Land CS 4, Naval CS 1.

Spain:

Madrid, Andalucia, Catalonia, Galicia.

Land CS 3, Naval CS 2.

Sweden:

Stockholm, Norrbotten, Skarraborg

Land CS 5. Land CS 3, Naval CS 2.

Switzerland

Switzerland.

Land CS 5.

Turkey:

Ankara, Istanbul, Kurdistan, Smyrna

Land CS 3, Naval CS 2.

Yugoslavia:

Belgrade, Croatia, Serbia.

Land CS 5.

4 Movement and Combat.

In 1930! there are three types of piece. Land forces, Air forces, and Naval forces. Each has a single combat strength (CS) between 1 and 5 which is used for resolving all types of combat, be it air v's air, air v's land, air v's naval, land v's naval or land v's land. For obvious reasons land units cannot attack naval units and naval units cannot attack land units that are not coastal (ie. in regions or cities that do not have any coastal border). Movement occurs between regions and cities or regions and regions, ie. London to Anglia or Bordeaux to Brittany respectively. All three types of unit may remain in a region or city indefinitely (air units are considered to be patrolling the region they are in and returning to base for resupply even though they may not return to a friendly base from month to month.). All types of unit have the same movement allowance - Three spaces. Each movement is separated in to three segments, one for each movement point. Units that are only moving one or two spaces do so on the first and second segments respectively. It is therefore not possible to escape from a possible situation of combat by waiting until the third segment before moving. Units do not have to move and units which don't are said to be holding. Any unit which is inadvertently left from orders is also said to be holding. Units which are holding may be supported as described below and may still defend against enemy attacks.

4.1 Stacking Limits.

All regions or cities may only contain up to three separate pieces. But these may be of mixed type (ie. Naval and Air.) and these pieces must move as a single unit. To split back into single units takes one game turn and no movement or offensive actions are allowed during this action. If the splitting unit is attacked the split does not eventuate. No penalty applies for units in cities wishing to split.

4.2 Convoying.

Ships may transport any single piece so long as the CS of the piece to be convoyed does not exceed that of the convoying vessel, ie. a naval unit of CS 5 can convoy a land or air unit of CS 5 or less. Naval units cannot convoy other naval units. Convoys must originate and end at a friendly port. The unit that is to be convoyed and the convoying vessel must be at the port of origination at the beginning of the month convoying is to take place in. Multiple convoys are possible enabling long rang transportations to be carried out, eg. a land unit could be convoyed from London to Marseilles so long as there was a naval unit of sufficient CS present in the necessary regions for transfer to

occur. Should any unit that is convoying be attacked and destroyed then the unit being convoyed is also destroyed. If the attacked naval unit loses CS then the convoyed piece also loses an equivalent amount of CS and the convoyed unit is immediately returned to the port of origin. All convoying of units must start and finish in the same month (game turn) at a friendly port. Air units may convoy land units only and all the rules of naval convoying apply to air convoying where applicable. Mixed convoys (where a multiple convoy using air and naval units as transporters) may not be attempted.

4.3 Passage.

At certain times a major power may need to pass through another major power's territory. Normally should this be attempted a conflict would arise. However a major power may allow passage for the other major power through its region or city with out conflict. The major power must state in its orders that it is allowing passage for the other major power or conflict will ensue as normal.

4.4 Combat Resolution.

Combat occurs when a force tries to enter another region which is occupied by an opposing unit, or when two or more opposing units try and enter the same region or city. Combat may occur between: Air v's air, naval v's air, air v's land, naval v's land. For obvious reasons a land unit cannot attack a naval unit and a naval unit cannot attack a land unit which is not coastal. Land units may defend themselves against attack from naval units even though they cannot attack them, ie. land units still get to roll as the defending unit, but never as the attacking unit when in combat against naval units. Combat ends any movement that the unit may have left (except for retreat.). So a unit may move and then enter combat but may not enter combat and then continue moving. Combat is resolved by cross referencing the attacker's combat strength (CS) with the defender's combat strength on the chart given below. The resulting number is a percentage which must be rolled equal to, or under, on percentile dice (d100). Failure to roll equal to, or under this value denotes a failed attack. A defeated unit loses CS depending upon the strength of the attacker and the new CS is calculated using the appropriate table below, by cross referencing in the same manner as above. The CS removed from the losing unit being the cross referenced number. A unit which is reduced to zero CS is immediately removed from play.

Retreat.

If a defeated unit, adjusted for CS losses has a CS 1 or greater then it may attempt to retreat. A losing unit may only attempt to retreat if there is an adjacent region or city to the disputed one that is friendly or unoccupied. Stacking limits still apply and defeated units may not retreat to the region or city the victorious unit came from. To find out whether a unit retreats successfully its CS (adjusted for losses as described above) is compared to the victorious unit's CS (including any supporting units CS for either side respectively.) by cross reference on the appropriate table. This percentage must be rolled equal to or under by using a d100 for a retreat to be successful. A unit which fails to retreat is removed from play. A player may wish not to attempt to retreat and as such the defeated piece is said to surrender and is removed from play. Only losing units within the disputed zone need attempt to retreat.

Support.

In combat if more than one friendly unit can enter the disputed zone then these units may assist or support the defending or attacking unit. Supporting units must be adjacent to the disputed region and all though they become involved in the combat supporting units remain in their original positions at the end of the turn. If a unit being supported loses the combat the supporting unit/s do not lose CS and do not need to attempt to retreat. Supporting units CS value is summated to the attacking or defending unit to a maximum allowed CS of 15 for either side. Combat is resolved in the method already described. Major countries may support other major countries. A unit may also support a holding unit, and units may support each other mutually so long as they are in adjacent regions.

Attacker's CS	Defender's CS														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	50	47	44	40	37	34	30	27	24	20	17	14	10	7	4
2	54	50	47	44	40	37	34	30	27	24	20	17	14	10	7
3	57	54	50	47	44	40	37	34	30	27	24	20	17	14	10
4	60	57	54	50	47	44	40	37	34	30	27	24	20	17	14
5	64	60	57	54	50	47	44	40	37	34	30	27	24	20	17
6	67	64	60	57	54	50	47	44	40	37	34	30	27	24	20
7	70	67	64	60	57	54	50	47	44	40	37	34	30	27	24
8	74	70	67	64	60	57	54	50	47	44	40	37	34	30	27
9	77	74	70	67	64	60	57	54	50	47	44	40	37	34	30
10	80	77	74	70	67	64	60	57	54	50	47	44	40	37	34
11	84	80	77	74	70	67	64	60	57	54	50	47	44	40	37
12	87	84	80	77	74	70	67	64	60	57	54	50	47	44	40
13	90	87	84	80	77	74	70	67	64	60	57	54	50	47	44
14	94	90	87	84	80	77	74	70	67	64	60	57	54	50	47
15	97	94	90	87	84	80	77	74	70	67	64	60	57	54	50

Table 1: Table for Combat Resolution.

Loser's CS	Victor's CS														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	50	47	44	40	37	34	30	27	24	20	17	14	10	7	4
2	54	50	47	44	40	37	34	30	27	24	20	17	14	10	7
3	57	54	50	47	44	40	37	34	30	27	24	20	17	14	10
4	60	57	54	50	47	44	40	37	34	30	27	24	20	17	14
5	64	60	57	54	50	47	44	40	37	34	30	27	24	20	17
6	67	64	60	57	54	50	47	44	40	37	34	30	27	24	20
7	70	67	64	60	57	54	50	47	44	40	37	34	30	27	24
8	74	70	67	64	60	57	54	50	47	44	40	37	34	30	27
9	77	74	70	67	64	60	57	54	50	47	44	40	37	34	30
10	80	77	74	70	67	64	60	57	54	50	47	44	40	37	34
11	84	80	77	74	70	67	64	60	57	54	50	47	44	40	37
12	87	84	80	77	74	70	67	64	60	57	54	50	47	44	40
13	90	87	84	80	77	74	70	67	64	60	57	54	50	47	44
14	94	90	87	84	80	77	74	70	67	64	60	57	54	50	47
15	97	94	90	87	84	80	77	74	70	67	64	60	57	54	50

Table 2: Retreat Success Table.

Loser's CS	Attacker's CS														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0
3	2	2	2	2	2	1	1	1	1	1	0	0	0	0	0
4	3	3	3	3	3	2	2	2	2	2	1	1	1	1	1
5	4	4	4	4	4	3	3	3	3	3	2	2	2	2	2
6	5	5	5	5	5	4	4	4	4	4	3	3	3	3	3
7	6	6	6	6	6	5	5	5	5	5	4	4	4	4	4
8	7	7	7	7	7	6	6	6	6	6	5	5	5	5	5
9	8	8	8	8	8	7	7	7	7	7	6	6	6	6	6
10	9	9	9	9	9	8	8	8	8	8	7	7	7	7	7
11	10	10	10	10	10	9	9	9	9	9	8	8	8	8	8
12	11	11	11	11	11	10	10	10	10	10	9	9	9	9	9
13	12	12	12	12	12	11	11	11	11	11	10	10	10	10	10
14	13	13	13	13	13	12	12	12	12	12	11	11	11	11	11
15	14	14	14	14	14	13	13	13	13	13	12	12	12	12	12

Table 3: Combat Strength Loss Table.

5 Political Points.

In 1930! the number of Political Points a country has denotes its political and military power. Political points can be allocated to a minor country in an attempt to influence them politically and they are also used as a form of currency when buying new military units. Each major country starts with a political point values of 200 and each minor country has a political point value of 25 .

5.1 Political Value of Countries.

As mentioned above a countries power is determined by the total of political points it has. the various regions and cities in 1930! have a particular political point value. When a major power gains a region, city or minor country by whatever means the political value of the major power increases by the value of the gained territory. Similarly a major power may decrease in political value if regions are captured from it. Every six gain turns (six game months) the values of the major powers are recalculated and adjustments to the military forces are made as necessary. If a country has a net gain of political points it may buy new military forces to the value of the gain. If a country loses political

CS	Political Point Value.
1	5
2	10
3	15
4	20
5	25

Table 4: Political Point Values of Military Units.

value then the player must lose military units to the value of the loss. The player is free to choose what units are removed from play. The political point values of units depends on their CS and a table relating CS to political point value is given below.

Clearly a country is limited in military and diplomatic power by the political value it has. All the major countries start with 200 point allocated in the following way. Four CS 5 units, two CS 4 units, two CS 3 units, two CS 2 units, and two CS 1 units. The player is free to decide what type (naval, air, or land) are allocated to the major power so long as the above conditions are met. Military forces of the minor countries are given in the Countries section. Detail of the setting up of the pieces is given in the Starting the Game section.

5.2 Diplomatic Allocation of Political Points.

Allocation of political points to a minor country has several advantages. Firstly if enough political points are allocated then the minor country may become friendly with your major country or even allied. Secondly this allocation can be used against your enemies by preventing their diplomatic missions from working, leaving them the weaker power. Political points are allocated during the writing of orders a major country. A player can decide to allocate up to half their countries political point value to as few or as many minor countries as the player wishes provided that a minimum of 25 points is allocated to each minor country the player is allocating points to and that not more than half the major countries political value is used in total.

Allocation of political point is done in increments of 25 points ie. 25, 50, 100, 125, and so on. The player may allocate as many or as few points as they are able to a single minor country or no points at all in any one turn. When a country has allocated 150 or more political points in a minor country the major power can roll to see whether the minor power has become friendly. The results of the allocations are resolved as soon as the required values are met by using the appropriate tables below, again a percentage will be given and a successful roll will equal to or less than the quoted value.

The major power with the highest political value invested in a minor country rolls first. There is no reason why a minor country can not be friendly with one or several major powers. However the more countries there are interested in a minor country the more likely it will remain a neutral (ie. not friendly). If a roll is failed when rolling for the friendly state then the minor country remains neutral towards it. Political points already allocated by the major power are reset to zero after a roll is made, be it a success or a failure. Should a major power allocate 150 or more political points to a friendly minor country then it may become allied.

An minor country may only be allied to one major power. If more than one major country has allocated 150+ to a friendly minor power then the major power that has allocated the most political points rolls first. Again the more major powers in a position to roll for allied status the more likely the minor power will remain friendly. The outcome of political point allocation is determined by using the tables below.

5.3 Friendly Minor Powers.

A minor powers military units may be moved any where within the minor countries borders by the friendly major power and they may also be used to support military actions of the major power according to the previously described rules. Should more than one country be friendly with the minor power and both wish to use a particular piece then its pieces will be moved by the more powerful of major countries, this being determined by the political point value. A minor country will not support actions against a friendly power. The minor country can be entered into by the friendly major power without any effect on the minor power (ie. the minor powers military units don't retreat to the capital or fight the friendly major power). If the minor power is conquered by another major power the benefits to the friendly power are lost.

5.4 Allied Minor Countries.

A major power can influence a minor power from being only friendly to being allied. This is achieved in the same way as for becoming friendly. A major power must allocate 150 or more political points to a minor country it is friendly with. The same rules for allocation apply to becoming allied as for friendly, except that only one major power can be friendly, the minor powers pieces are replaced by identical pieces in the major power's colours. If more than one country is in a position to roll to become allied then the major power that is the most powerful rolls first. The penalties described below however still apply so if the major power fails its roll then the next powerful can roll. Once the

Political Points Allocated	Chance of becoming friendly	Political Points Allocated	Chance of becoming allied
150	60%	150	60%
175	65%	175	65%
200	70%	200	70%
225	75%	225	75%
250	80%	250	80%
275	85%	275	85%
300	90%	300	90%

Table 5: Political Point Allocation Table.

minor power is allied it is in all intents and purposes part of the major power that it is allied with and the major power gains the allied powers political point value in the same way as if the major power had conquered the minor power by military means. The table given below is used to determine the outcome of political point allocations.

If more than one country is in a position to roll to become friendly or allied then the chance of success is decreased by 5% by each country rolling. ie. for every extra country rolling the chance of success for all rolling countries decreases by an accumulated multiple of 5%. eg. If there are three countries in a position to roll for allied status each with 150, 175 and 200 points allocated then the required rolls will be, 45%, 50%, and 60% respectively not 60%, 65% and 70% as it would be if they were the only country rolling. So the more countries with a vested interest in a minor power the harder it is influenced.

6 Starting the Game.

The initial set up of the game is fairly simple. Players choose what pieces they want according to the guidelines set out below. Once this is done all the players write in secret their initial deployments. Players then set up their pieces in the presence of the other players, one country at a time. Initial Pieces of Major Power. As stated above major power players are free to choose what pieces their country is to start with according to some guidelines. These guidelines are stated below and must be followed.

Each major power has: Four CS 5 units, two CS 4 units, two CS 3 units, two CS 2 units, and two CS 1 units. Each country must have at least two or more Land, Naval, and Air units. ie a major power could not have land or air units only . Any combination of units is acceptable so long as it follows the above

two rules. For example a major power might decide to have. Two CS 5, one CS 4, and one CS 3 naval units. Two CS 5, one CS 4, and M one CS 2 land units. And one CS 3, one CS 2, and two CS 1 air units.

6.1 Deployment of the Pieces.

Deployment of major powers pieces is also enables the major power a reasonable amount of freedom. Units are set up according to the following rules: Units may only be deployed on cities sites and must follow the stacking rules previously stated in the Movement and Combat section. All city sites in major power must be deployed in. The capital city must have at least one CS 5 unit and at least two or more units in total must be deployed in a capital city.

Deployment of the minor countries military units is not strictly the same in any game as it is not with major powers also. Deployment of the minor countries military units is done by the major power players. Each major power player in turn deploys the assigned units of a randomly chosen minor power any where with in the boarder of the minor power following any relevant rules for stacking etc. Should the minor country have more than one piece then each player deploys one piece in turn until all that minor powers pieces are deployed. The next minor country is then selected as described. There are 21 minor powers so in a five player game each player would deploy at least 4 of the minor powers. The minor powers should be deployed in a random fashion such as pulling them one at a time from a hat or by using a other random selection process until there are no more minor powers to deploy.