

DIPLOMACY – SEQUENCE OF PLAY

Step 1: Axis first round placement

	<p>The Axis place:</p> <ul style="list-style-type: none"> • The anti-Comintern counter (24.3) • Any German and Italian military counters (24.4) • One German and one Italian diplomatic counter (24.5). • Additional diplomatic counters as allowed by 24.54E: 	
<p>24.54E. PLACEMENT LIMITS: Each turn each major power may place no more than two diplomatic counters from its set of diplomatic counters, plus the following additional initial placements:</p> <ul style="list-style-type: none"> • Any minor country which contains an active spy ring belonging to the placing major power (16.16B). • Greece, Spain and Yugoslavia, if a civil war is being fought (25.52A). • One additional diplomatic counter as a result of civil war success (24.53). • As allowed by certain random events. 		
	<p>Diplomatic initiative. Germany may place one additional diplomatic counter</p>	<p><i>This random event allows the placement of one additional counter, at the normal cost, in excess of its normal limit, subject to the restriction that no more than one diplomatic counter from the same alliance may be placed in the same target.</i></p>

Step 2: Russian placement

	<p>Russia places:</p> <ul style="list-style-type: none"> • Any Russian military counters (24.4). • Two Russian diplomatic counters (24.5). • Additional diplomatic counters as allowed by 24.54E (see above). • All Russian placements are subject to the following restrictions: 	
<p>24.61 RESTRICTIONS:</p> <p>A. RUSSIAN PURGE EFFECTS: If Russia is subject to the Party purge event and elects to forego diplomatic counter placement (22.21B), Russian diplomacy is prohibited.</p> <p>B. BEFORE FULL COHESION: Until Russia reaches full cohesion, it may only place diplomatic counters in:</p> <ul style="list-style-type: none"> • Finland, Poland, Rumania and Turkey. • Other minor countries that: <ul style="list-style-type: none"> ○ Contain a Russian flag (usually from a previous random event); ○ Contain a Russian spy ring; or ○ Are engaged in a civil war (Greece, Spain and Yugoslavia only). • A location permitted by the draw of random events 110-115. <p>C. FULL COHESION: Once Russia has reached full cohesion, it may, in addition to the above, also place diplomatic counters in Albania, Bulgaria, Czechoslovakia, Greece, Hungary, Sweden and Yugoslavia.</p>		
	<p>Comintern establishes Hapsburg bureau. Diplomacy in Central Europe</p>	<p><i>Russia may place a diplomatic counter in one of Austria, Czechoslovakia or Hungary, even if such a placement would normally be prohibited by geographical restrictions or purge effects. The diplomatic counter placed counts against Russia's normal diplomatic counter limit - this random event does not allow Russia to place an extra diplomatic counter.</i></p>

Step 3: Allied placement

	<p>The Allies place:</p> <ul style="list-style-type: none"> • Any British and French military counters (24.4). • Two British and two French diplomatic counters (24.5). • Additional diplomatic counters as allowed by 24.54E (see above). • All Allied placements are subject to the following restriction: 	
<p>24.56D. ALLIES AND RUSSIA: The Allies may not place a diplomatic counter in a diplomatic target containing one or more Russian flags, or for which a general or secret Russian diplomatic random event has been drawn in that turn (EXCEPTION: The Allies may support their faction in a civil war even if there are Russian flags present).</p>		

Step 4: Axis second round placement

	The Axis place one German and one Italian diplomatic counter (24.5).	
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Step 5: Diplomatic random events revealed

	Random events for specific diplomatic targets are revealed.	
 Britain supports Danube free trade zone. Hungary: 1	<i>The Allies receive a +1 modifier for diplomacy in Hungary, with Britain benefitting.</i>	

Step 6: Flexible diplomatic random events applied

	Diplomatic random events that may be applied to any target in a specified region are applied. The Axis, Allies and Russia can never have such a random event for the same region, so this is done simultaneously.	
 Italian influence in the Balkans expands. One Balkan country: 1	<i>After all other random events are revealed, and before the strength of any diplomatic counters is revealed, Italy may trigger a diplomatic random event with a value of one in Albania, Bulgaria, Greece, Turkey or Yugoslavia. Italy may select a conquest to increase its support level, even if other targets are available. It is not possible for more than one major power to have this type of random event for the same minor country.</i>	

Step 7: Communist threat modifiers applied

	If Germany or Italy eliminated a Russian flag in the previous turn, it may then apply a +1 diplomatic modifier to any diplomatic target in the region in which the Russian flag was eliminated (24.83).	
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Step 8: Diplomatic counters revealed

	The strengths of all diplomatic counters are revealed.	
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Step 9: Covert operations

	Covert operations may then be used to generate a +1 diplomatic modifier in favor of the major power that conducts it. Covert operations are conducted in the following order: Germany, Italy, Britain, France and Russia (16.16A).	
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Step 10: Subversion

	Russia may subvert any minor country. Each level of Russian subversion gives Russia a +1 diplomatic modifier (16.16H).	
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All diplomacy is then resolved

Regions (Steps 7 and 8)

4.16 REGIONS: The mapboard is divided into five regions, for the purpose of resolving certain random events. These regions have no other effect on play. The regions are:

- A. **SCANDINAVIA:** Finland, Norway, Sweden.
- B. **EASTERN EUROPE:** Poland, Rumania, Russia.
- C. **WESTERN EUROPE:** Belgium, Ireland, Rhineland, Spain.
- D. **CENTRAL EUROPE:** Austria, Czechoslovakia, Hungary.
- E. **BALKANS:** Albania, Bulgaria, Greece, Turkey, Yugoslavia.