

Origins of World War I

by Jim Dunnigan

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Rules

- You get a certain number of “political factors” (PFs) to play each turn
- You may place up to 5 PFs in any one embassy (no limit in your own) per turn
- When you have 10 PFs in a particular nation, you have “Treaty Rights” with that nation (represented by a different chip on top of other PFs)

Diplomatic Attack Table

Die Throw	Odds				
	<1:1	1:1	2:1	3:1	>=4:1
1	AE	AE	AE	EX	EX
2	AE	AE	EX	EX	EX
3	AE	EX	EX	EX	EX
4	EX	EX	EX	EX	DE
5	EX	EX	EX	DE	DE
6	EX	DE	DE	DE	DE

Alliances (Optional!)

- End of game:
 - Britain - 10
 - France - 11 } 21
 - Germany - 8
 - Austria-Hungary - 16 } 24
 - Russia - 5

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3	AE	EX	EX	EX	EX
4	EX	EX	EX	EX	DE
5	EX	EX	EX	DE	DE
6	EX	DE	DE	DE	DE

5 chips in a given
embassy *per turn*

10 chips gives you
treaty rights

1 attack per turn

10 turns total

Homework

- In asymmetric games, how do you balance out power?
Is it advantageous to have more PFs than other nations?
How does this affect how other players treat you?
- Is there another country you would rather have played?
Why?
- Should alliances be permanent? Dunnigan (the designer) says no, but Sackson thinks that makes alliances meaningless. Discuss realism vs. meaningfulness