

II

Cline Nine-Man Diplomacy - Rules (10-10-72)

1. Unless otherwise specified herein, the rules of Cline 9-Man Diplomacy are identical with the rules of Diplomacy, 1971 edition, and with the Grendel Press House Rules for postal Diplomacy, July 1972. Copies of the latter available on request.

2. In addition to the seven standard game countries, the following powers are added to the board:

A. Barbary States. Home provinces: West Africa, Morocco, Algeria, Tunis, Libya. Home supply centres understruck. Barbary States begins the game with Fleet Tunis, Fleet Morocco, Army Algeria.

B. Persia. Home provinces: Iran, Iraq, Arabia, Jordan, Lebanon. Home supply centres understruck. Persia begins the game with Fleet Jordan West Coast, Army Iran, Army Iraq.

3. The following neutral supply centres are added to the game: Piedmont, Corsica, Canary Islands, Ethiopia, Egypt, Crete. Thus the total supply centers in the game is increased to forty-six, and a majority is twenty-four.

4. The maps supplied for this game require the following additions, corrections, or clarifications. Please write them in:

A. The South Atlantic and the Western Mediterranean are connected by water. Spain and Morocco are not connected.

B. The border of Spain, S.C., is intended to be as usual. Please disregard the printing error.

C. Unnamed provinces do not enter the game, except as in E below. Some confusion may be caused by printing errors around the Tyrrhenian and the island of Sardinia. The latter does not exist in the game; the former is as usual.

D. The Suez Canal, not readily shown, exists in its usual place. It runs through Egypt such that Egypt proper and the Sinai are bisected by it. The Suez Canal operates in the same way that the Kiel Canal and the Bosphorus do in the regular game: fleets may move through, and armies may cross over. A legal move through Suez would be South Mediterranean - Egypt - Gulf of Suez. (Any other legal combination of provinces can be substituted for this example.)

E. The Caspian Sea exists on the map and in the game, and should be labelled. Thus Russia may build fleets in Moscow, and Persia may build them in Iran North Coast. (See F below.)

F. The province of Iran has two coasts and should have them indicated: N.C. (on the Caspian), S.C. (on the Indian Ocean). Any fleet build in this province must specify coast. Moves by fleets to the province need not specify, as there is no move for which an option can exist.

G. The only rule in this game requiring particular care and effort involves fleets leaving the Caspian Sea. Between the Caspian and the Sea of Azov (adjunct to the Black Sea) is the Volga Canal, indicated by a crosshatch line. Fleets may move along this canal from one terminus to the other, via the land provinces between. They must observe the usual rules of occupation and movement with respect to stopping in these land provinces. Armies may cross the Volga Canal between land provinces without regard to the canal's presence. However, you will notice that the four provinces bordering

the Volga Canal come together in a four-corners pattern. Under no circumstances may any unit move diagonally between these provinces. Specifically, no army may move Sevastopol to Georgia, or vice-versa, or Armenia to Moscow or vice-versa. No fleet may move in either of these manners or their reverses.

H. Egypt includes the Sinai peninsula as a single total province; to move from Egypt to Joran requires only one move, and vice-versa.

I. There is one rather specialised move in this game which is legal. A fleet may move from West Atlantic to Indian Ocean (around the southern, off-board, tip of Africa) in one move. The reverse is also legal. No other move in this context is legal; that is, a fleet may not move, for example, West Atlantic to Ethiopia. Further, armies may not be convoyed by this route.

J. In general, the usual rules of province abbreviation apply. In roughly clockwise order, beginning at Moscow, the newly-added provinces and the abbreviations to be used by the Gamesmaster therefor are: Kaz (Kazakh); Tur (Turkmen); Geo (Georgia); Cas (Caspian Sea); Azov (Sea of Azov); Iran; Iraq; PGulf (Persian Gulf); Ind (Indian Ocean); Ara (Arabia); Leb (Lebanon); Jor (Jordan); GSuez (Gulf of Suez); Egy (Egypt); Eth (Ethiopia); Lib (Libya); Cre (Crete); Alg (Algeria); Cor (Corsica); Mor (Morocco); Waf (West Africa); SATL (South Atlantic); Can (Canary Islands); WAtl (West Atlantic). - OOps - missed one - SMed (South Mediterranean). - Abbreviations of the old provinces will be as in Grendel Press house rules.

end.

If any questions still exist, please write to Grendel Press, P.O. Box 8342, San Diego, California 92102, U.S.A.

Be especially attentive to:

- Rule Four, Part G.
- Piedmont. It is a neutral supply centre.
- New double-coast provinces (Jordan, Iran....did you forget to label Iran?)

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Addendum

Since typing the preceding rules, one brief item and one colossal mess have occurred to me.

Add to Rule Four, Part G-

Fleets located in Armenia or Georgia may move directly to Sevastopol or Moscow, or vice versa, respectively.

Now. There has arisen the spectre of the one weak power of the nine - Turkey. A possible solution to some of Turkey's weakness has been suggested: Start the country with two fleets and one army (F Smy instead of A Smy). This would allow the possibility of a challenge to Persia for Crete and for domination in the Mediterranean. (Or, of course, it would give bargaining strength to Turkey in trying to avoid such confrontation.) However, this is a decidedly partial solution, since the expedient of changing Smyrna would concomitantly handicap the Turks on the eastern end of their land area.

At this moment I am inclined to leave Turkey as it was, two armies and a fleet. I base this on the belief that sufficient challenge to Persia in the Med. is posed by Italy, and that Turkey can use this as a certain bargaining vantage. Additionally, the severe handicap created by eliminating armies from the eastern areas is avoided.

However, I intend to withhold determination of this problem until I have given you a chance to consider the point. Alternatives to the above two choices are also welcome. If you have an opinion after studying the map, please state it and your reasons. I will declare the opening positions decided upon at the commencement of the game.

Procedural items to be noted in management of this game by Grendel Press:

- Press will be unlimited.
- Countries will be chosen by random draw.
- As the game progresses players will be asked to comment on specific problems of playability in this game. There will be no obligation to comment, and all statements will be kept confidential. It is hoped to utilize information received in an effort to improve any negative aspects of the variant, however. Particular attention will be devoted to watching the problems encountered by Turkey, as per the preceding.



Feet	Meters
1840	560
1600	488
1400	427
1200	366
1000	305
800	244
600	183
400	122
200	61
0	0