

by Robert B. Cline & Fred C. Davis

The Cline 9-Man Variant was originally designed in 1966 with the aim of 'rounding the board off' i.e. giving a more circular aspect to a game which the designer felt was too rigid in its east-west polarization. Casting historical accuracy to the winds, he tacked two new powers onto the southern border, thus grossly expanding the Mediterranean theatre and offering the southern powers many more options.

The game has been played rather extensively since its original publication, and the results of those games have caused a few changes. Further information about the history and development of the Cline 9-Man game can be had from the Variant bank.

1. Unless otherwise indicated, the standard rules of Diplomacy apply.
2. In addition to the seven usual powers, the following have been added: BARBARY STATES. F Tunis; F Morocco; A Algeria. PERSIA. F Jordan (west coast); A Arabia; A Iran - (Note that Iran is double-coasted for fleets.)
3. TURKEY begins with an Army in Constantinople, a Fleet in Ankara and a Fleet in Smyrna. The other six standard powers are unchanged.
4. The following neutral supply centres have been added: Piedmont, Corsica, Canary Islands, Ethiopia, Egypt and Crete. The total of supply centres on the board has been increased to 45, so the total required for an outright victory is now 23. Note that the Canary Islands acts as if it were a coastal land province.
5. Two special moves are legal in this game, these are:
 - A. OFF-board around Africa. There is a special province shown as the Antarctic Sea Box. Fleets may move from the Western Atlantic to the Antaertic Sea to the Indian Ocean or vice-versa. No other provinces may be used to round Africa, and no convoys are allowed via this route.
 - B. The Volga Canal. This creates the possibility of fleet action in the Caspian Sea, which is now passable (but unnamed on the map - this error should be corrected). This means that Iran now has a north coast, and fleets can now be built in Moscow which gains a coast for the first time. Fleets may move through the canal, using the adjoining land provinces as if they are coastal land provinces. E.g. F(BLA)-Sev; F(Sev)-Mos; F(Mos)-CAS; Armies may move freely across the line of the canal, their movement in no way being hindered by its prescence. The canal also forms the province boundary between Moscow and Georgia. Armies may not be convoyed through the canal.
6. The Suez Canal divides Egypt into two segments, which nevertheless form a single province (as do Kiel and Constantinople). The Volga Canal affects Sevastopol in a similar way.
7. Abbreviations of the newly added provinces are the first three letters except for West Africa - WAF; Western Atlantic - WAO; Southern Atlantic Ocean - SAO; Southern Mediterranean - SOM;
8. Both fleets and armies may cross directly from Ireland to Clyde, and from Sicily to Naples (& vice-versa) without convoy because of the Moses Crossing or Direct Passage at this point. Fleet movement from the North Atantic to Liverpool or from the Tyrrhenian to Ionian Seas is not affected.

AMENDMENTS IN THE CLINE 9-MAN GAME ("CLINE IV") - by Fred C. Davis, Jr.

1. Mid-Atlantic Ocean made to touch Canary Is.
Reasons: Permits 3 sea spaces to touch Canaries instead of just two.
Gives France & England closer contact with Canaries.
2. Ireland made passable, with "Moses Crossing" to Clyde. Note Clyde has been extended further south.
Reasons: Ireland was part of the U.K. at that time. (Makes map look better).
Moses Crossing to Clyde gives a back door entrance to England.
3. Sicily made passable, with Moses Crossing to Naples.
Reasons: With loss of Piedmont, Italy needs a new 6th province. Sicily is part of Italy anyway. (Note Piedmont has been drawn as neutral).
Provides one additional maneuvering space in Med.
4. Gulf of Sirte space added below Western Med and Ionian Sea.
Reasons: Provides F Tunis with two sea spaces instead of one for 1st move.
Provides additional maneuvering space in Med. Note Ionian still touches Libya, so this does not cut down on its importance.
5. Armenia cut back away from Volga Canal. Note Canal partially redrawn to slightly more southerly location, for greater accuracy.
Reasons: Eliminated 4-province meet in Russia, which was a bad idea.
Puts Armenia back into its logical place. (This border is slightly further north than in Regular game, to include Russ. Armenia).
(Canal is still border between Moscow and Georgia).
6. Turkman province abolished; merged with Kazakstan.
Reason: Why have two provinces between Iran and Moscow? It slows down any interrelationship in this area.
7. More accurate drawing of the boundaries for Iran, Iraq, Syria, Jordan and Arabia. Inclusion of new space Muwait within "Persia," and neutral space Aden south of Arabia.
Reasons: This at least makes these spaces look somewhat accurate. The original map made no pretence of accuracy.
These additional maneuvering spaces may become useful.
8. Additional eastern spaces of Afghanistan and Baluchistan added east of Iran.
Reasons: No Home S.C. should ^{be} ~~be~~ ^{leave} ~~leave~~ the board. This allows additional ways to attack Iran. Baluchistan provides additional space for a F^h to land.
9. Gulf of Suez renamed Red Sea and extended further south to Aden.
Reasons: Space was really Red Sea anyway. Eliminates one more "Gulf of" name. Entrance to Indian Ocean portrayed more accurately.
mentioned
10. Note Antarctic sea space actually drawn in instead of just/in rules.

(Additional possibilities considered but not effectuated:

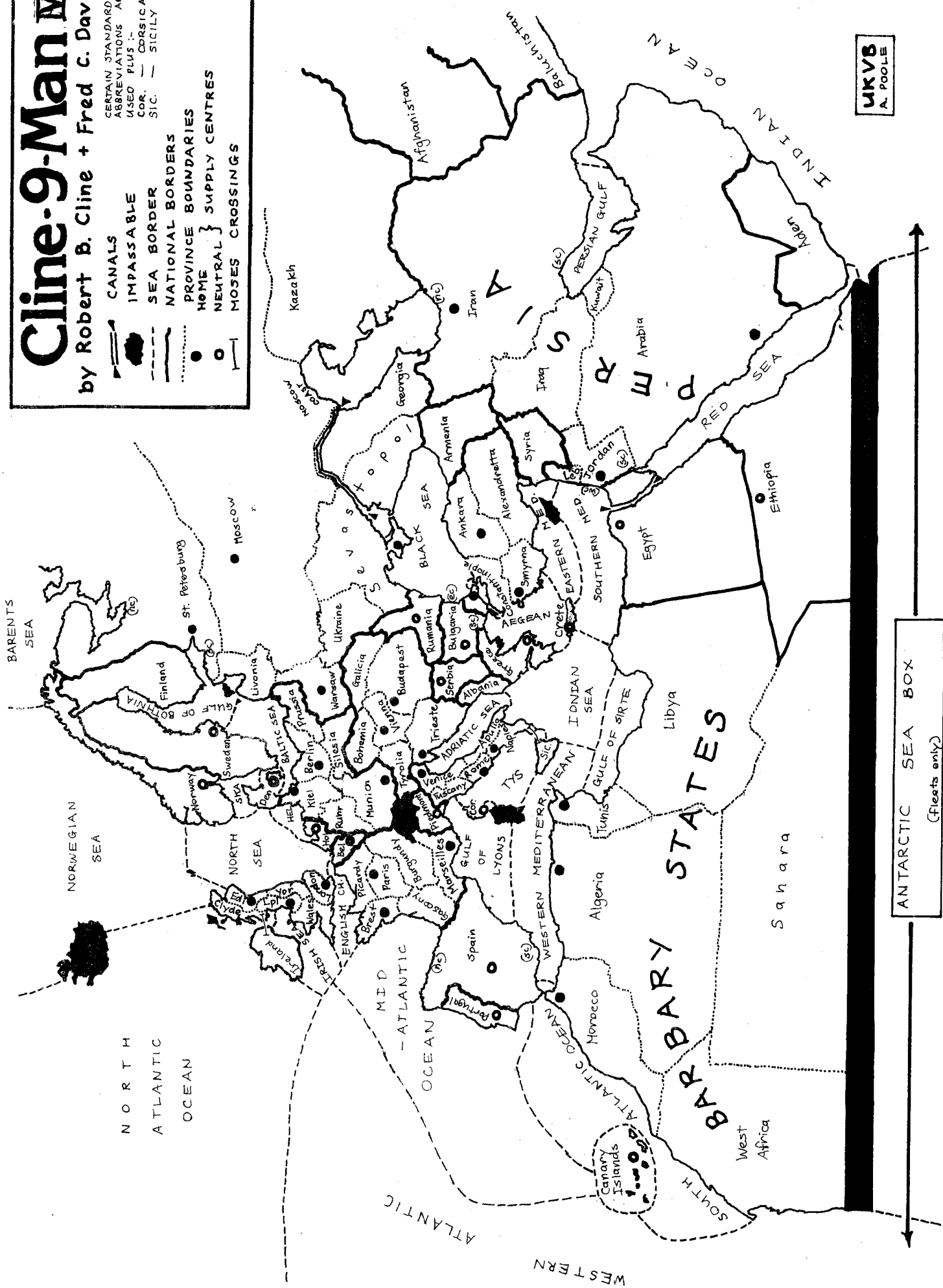
1. A Moses Crossing between Ethiopia and Aden.
2. Making St. Pete into two provinces, as in Davis variants, with "Build Center" in "Archangel".)

Cline-9-Man IV

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CERTAIN STANDARD ABBREVIATIONS ARE USED PLUS: - COR. - SIC.

- CANALS
- IMPASSABLE
- SEA BORDER
- NATIONAL BORDERS
- PROVINCE BOUNDARIES
- HOME
- NEUTRAL } SUPPLY CENTRES
- MOSES CROSSINGS



UKVS
A. POOLE

ANTARCTIC SEA BOX
(Fleets only)