

If the GM has to make a removal for a player, then he will remove units in the order; armies from A/P's, fleets at sea, units in non-s.c.'s, units in foreign s.c.'s, units in home s.c.'s. (fleets before armies in most cases, and if necessary in alphabetical order).

9) New Province Abbreviations:

Alg = Algeria; And = Andalucia; ANG = Anglian Sea; Ara = Arabia; Ark = Arkangel; ARO = Artic Ocean; Ast = Asturias; AZO = Azores Sea; BOB = Bay of Biscay; Cas = Castile; Cat = Catalonia; Cau = Caucasus; Cic = Cicilia; CMS = Central Med.; Cou = Courland; Cro = Croatia; CYS = Cypriote Sea; Dam = Damascus; DBS = Deep Blue Sea; DMS = Denmark Strait; Dre = Dresden; EBS = East Black Sea; Egy = Egypt; Gen = Geneva; GOR = Gulf of Riga; HBS = Hebrides Sea; Ice = Iceland; Ire = Ireland; Kar = Karlsruhe; Lap = Lapland; Lib = Libya; Lor = Lorraine; Lyo = Lyons; Mac = Macedonia; MAS = Malta Sea; Mes = Mesopotamia; Mor = Morocco; Ode = Odessa; Pal = Palestine; Pec = Pecos; Per = Persia; Ply = Plymouth; SAO = South Atlantic; Sar = Sardinia; Sic = Sicily; Sin = Sinope; Tra = Transylvania; Vol = Volga; WBS = West Black Sea; Zar = Zara; Zur = Zurich.

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CLINE NINE MAN DIPLOMACY

by Robert B. Cline.

- 1) The 1971 rules of Diplomacy apply, except as noted below.
- 2) In addition to the usual seven powers, the following are added:
 - a. BARBARY STATES: Begins with F(Tun); F(Mor); A(Alg).
 - b. PERSIA: Begins with F(Jor w.c.); A(Ara); A(Ira).
- 3) The other seven powers begin with the usual set up, except for Turkey who has a F(Smy), instead of an army.
- 4) The following neutral supply centres are added: Piedmont, Crete, Corsica, Canary Islands, Ethiopia and Egypt. Thus the total of supply centres in this game is 45, with a victory criteria of 23. Note that the Canary Islands province acts as a coastal land province.
- 5) Two special moves are legal in this game. They Are:
 - a. Round Africa via the the Antarctic. Fleets may move from W. Atlantic and Indian Ocean to the Antarctic. No other provinces may be used to round Africa and no convoys are allowed via this route. The Antarctic is an off-board province - no move to it can fail, and a fleet may never be displced from it.
 - b. The Volga Canal. This creates the possibility of fleet action in the Caspian, which province does exist in this game. (Note therefore that Iran has a north coast and fleets may be built in Moscow.) Fleets may move through the canal using the bordering land provinces as though they were coastal provinces (Eg. F(BLA)-Sev; F(Sev)-Mos; F(Mos)-CAS). Armies may freely cross the canal. Units may not move diagonally across the four-cornered pattern set up by Mos-Arm-Sev-Geo. Armies may not be convoyed thr ugh the canal.
- 6) The Suez Canal divides Egypt into two segments, which nevertheless form a single province (as do Kiel and Constantinople).

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CANAL
 IMPASSABLE
 SEA BORDER
 STANDARD ABBREVIATIONS
 ARE USED IN SOME SPACES
 L. PULSTNER

