

CLINE NINE-PERSON DIPLOMACY (Variant)

IV.2 - cn 09/09

((Note: These rules are as written by me for Diplomacy World #17, with slight emendations.))

The Cline 9-Person Variant was originally designed in 1966 with the aim of "rounding the board, i.e. giving a more circular aspect to a game which the variant designer felt was too rigid in its east-west polarization. Casting historical accuracy to the wind, he tacked two new powers onto the southern border, thus grossly expanding the Mediterranean theatre and offering the southern powers many more options. The result is, of course, that all players have more options.

The game has been played rather extensively since its original publication and the results of those games have caused a few changes. This is therefore the fourth version of the Cline Variant, the changes being the work of Dick Vedder, Lewis Pulsipher, Conrad von Metzke, Harold Naus, Reginald Forester, David Potter and Fred C. Davis, Jr.

Robert Benton Cline, the designer, hasn't been active in postal Diplomacy for many years. ((This paragraph went on to discuss what Bob was doing with himself in 1976; it seems a little silly to reprint it, since I have now lost touch with him.))

Because of printing requirements, the map given here is really too small to be useful for face-to-face play. It will work for postal play if photocopied full-size, and can be used with grease pencils and a plastic overlay, or can be copied in quantity and used in 'conference map' form. For face-to-face use, it is recommended that a homemade extension to the commercial Diplomacy board be added on the bottom, with an overlay for Turkey and Russia as needed. The map presented here is Fred Davis' major improvement to Dick Vedder's rendering of Lew Pulsipher's upgrading of Bob Cline's original extension of the commercial conference map.

Rules:

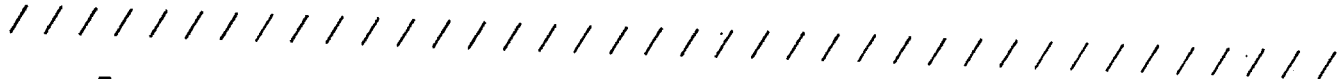
1. Unless otherwise specified, the standard rules of Diplomacy apply.
2. In addition to the seven usual powers, the following are added:
  - A. BARBARY STATES: Begin with Fleet Tunis, Fleet Morocco, Army Algeria.
  - B. PERSIA: Begins with Fleet Jordan (West Coast), Army Arabia, Army Iran. (NOTE: For fleets, Iran is double-coasted.)
3. Turkey begins with Army Constantinople, Fleet Ankara, Fleet Smyrna. The other six powers start as usual.
4. The following neutral supply centres are added: Piedmont, Corsica, Canary Islands, Ethiopia, Egypt and Crete. Tunis is subtracted as a neutral centre (it becomes a Barbary home centre); thus the total centres in the game is 45, and victory is achieved by holding 23.
5. The new province of Canary Islands acts as if it were a coastal land province. Thus, armies may be convoyed to and from it, but may not be convoyed through it.
6. There are two special moves in this game. The first involves the 'off-board' province, Antarctic Sea, whereby fleets may round Africa. To effect this move, a fleet would move from West Atlantic to Antarctic Sea to Indian Ocean, or vice-versa. These are the only provinces which may be used for this move, and armies may not be convoyed through the Antarctic Sea. Supports are possible as usual for this maneuver; note, however, that only Indian Ocean and West Atlantic border Antarctic Sea; Mauritania, Sahara and Ethiopia do not.

7. The second special rule involves the Volga Canal, which cuts through Sevastopol. Fleet action is now possible in this sector. The Caspian Sea exists as a board space; Iran has a north coast on the Caspian; Moscow also has a coast on it; and fleets may be built in Iran (by Persia) or Moscow (by Russia) and may thence traverse the Volga Canal. The Canal operates in precisely the same way that the Kiel Canal or Bosphorus do in standard Diplomacy, viz: A fleet could move from Caspian, to Georgia (or Moscow), to Sevastopol, to Black Sea (or Armenia, or Rumania). A fleet entering any of the canal provinces is presumed to occupy the entire province, as usual. Armies are not affected by the canal, thus (e.g.) an army move Moscow to Georgia is possible without a 'convoy'. In fact, as with Kiel, fleets may not convoy through the canal provinces.

8. The final special characteristic of this game involves the 'Moses' Crossing rule for Ireland to Clyde, and for Sicily to Naples. With these pairs of provinces, both armies and fleets may move directly (in one move), without regard for apparently intervening sea spaces or (in the case of armies) without recourse to convoys. However, this characteristic does not alter the standard fleet moves North Atlantic to Liverpool or Tyrrhenian to Ionian; these moves are as legal as ever. There is one catch: Simultaneous criss-crossing moves in these areas, if otherwise unsupported or equally supported, will stand each other off, e.g.: The simultaneous orders Fleet Tyrrhenian to Ionian and Army Sicily to Naples would result in a standoff. This fact in turn leads to two quirks: (1) If one of these moves has greater support (F Tyn-Ion, versus A Sic-Nap, A Rom (s) Sic-Nap), the unit with greater support moves and the other does not; (2) If criss-cross moves are made without recourse to the 'Moses' rule, then the standard rules of Diplomacy take precedence, viz.: Fleet Tyrrhenian to Ionian, versus Army Sicily to Naples, Fleet Ionian (c) Sicily-Naples; just because the so-called 'Moses' bit exists doesn't mean you have to use it, and in the cited case (as in the regular game), the army would move by the convoy and the Tyrrhenian fleet would stay put.

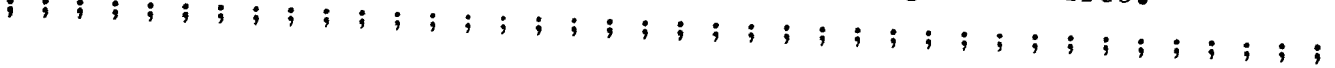
9. The Suez Canal divides Egypt precisely as the Kiel Canal divides Kiel, and the same rules apply.

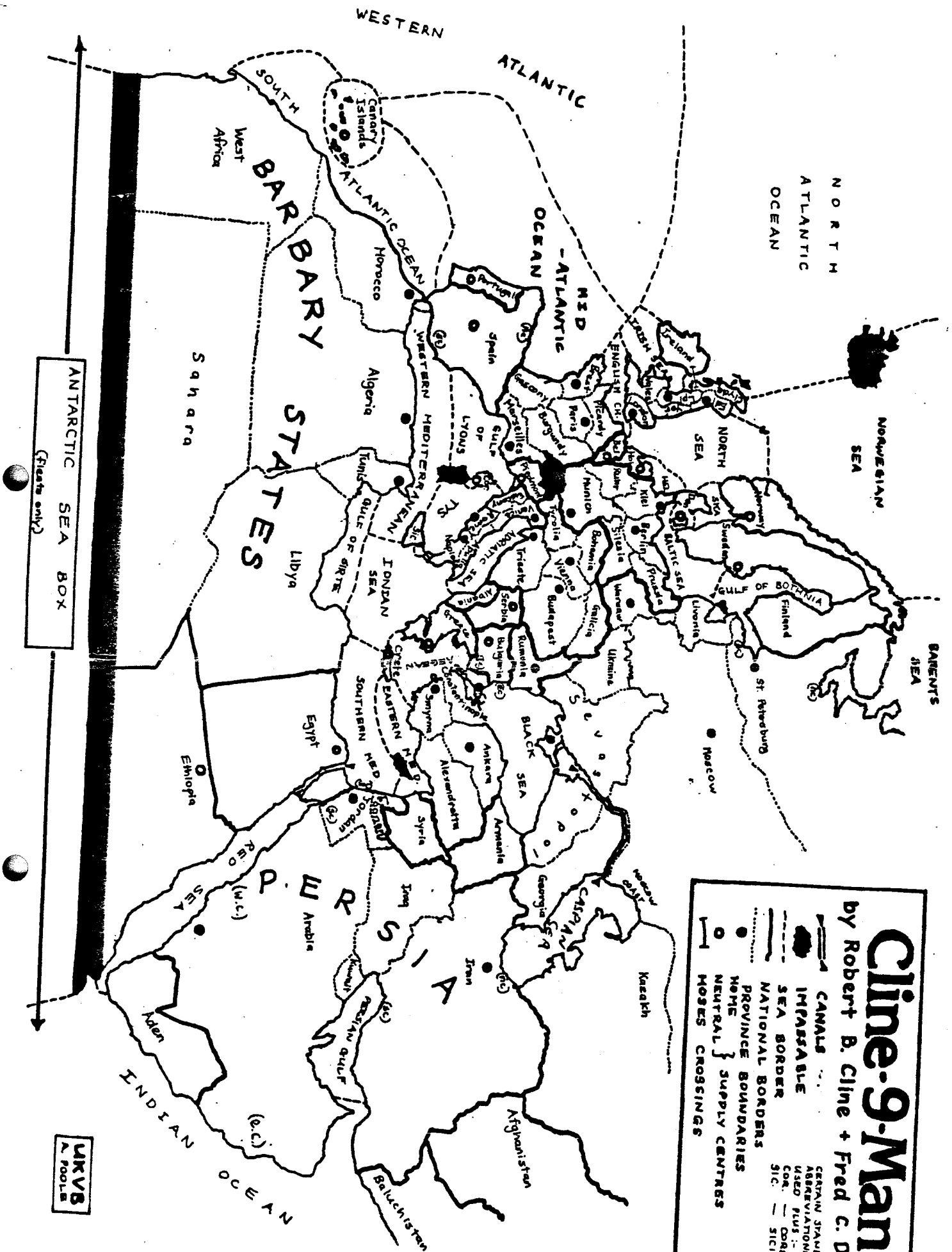
10. With the new provinces, the first three letters of the name are normally sufficient to identify them. Exceptions would be West Africa (W.Af is suggested), West Atlantic (W.At), South Atlantic (S.At) and South Mediterranean (S.Me).



In a sense, the above rules (which will be used for the game open now in COSTAGUANA) represent yet a fifth version of this game, because the rule on the 'Moses Crossing' has been newly modified to incorporate the criss-cross conflict business; this was not part of any previous version.

Copies of these rules and the map are available to anyone interested. Price 22c U.S. Those signing up to play here will get them free.





NORTH  
ATLANTIC  
OCEAN

WESTERN  
ATLANTIC

SOUTH  
BARBARY STATES

Sahara

ANTARCTIC SEA BOX  
(Fleets only)

# Cline-9-Man IV

by Robert B. Cline + Fred C. Davis

- CANALS
- INFRASTRUCTURE
- SEA BORDER
- NATIONAL BORDERS
- PROVINCE BOUNDARIES
- HOME
- NEUTRAL
- SUPPLY CENTRES
- SEAS CROSSINGS

CERTAIN STANDARD  
ABBREVIATIONS ARE  
USED PLUS:  
COR. — CORASICA  
SIC. — SICILY

UKVBS  
A POOL