

# VIII

## EXCITEMENT CITY UNLIMITED - CLINE 9 PERSON DIPLOMACY HOUSERULES

(9) If a player fails to submit orders in time for the adjudication, the letters NWR (no moves received) will be printed in the adjudication. The player's units will stand and if they are dislodged they will be disbanded. Winter adjustments will be made as described in rule 8.

(10) If a player NWRs, the GM will appoint a standby to submit moves for that country for the next season. If the player fails to send in moves again, the standbys orders will be used and the standby will become the player of record. Standbys receive three free issues if the orders they submit are used.

(11) Any player may submit press for publication for any game he is playing in. Press will usually be printed though the GM reserves the right to edit or omit it completely. The name of the seven countries, suffixed by the word "Government", or the abbreviations "Govt" or "Govt." may only be used as a dateline by the person playing that country. Finian is the GM's own dateline and may not be used by any other player.

(12) Any player may make a game-end proposal at any time during the game. Such proposals will be put anonymously and voted on anonymously. For a game end proposal to be carried it must be accepted unanimously by the remaining players. A failure to vote will be taken as a vote against the proposal. Proposals which are defeated by abstentions only will be automatically reproposed the next season with abstentions counting in favour of the proposal.

(13) Where a group of orders creates a paradox (a situation where two or more logically inconsistent hypotheses all appear to be true) all involved units will hold.

(14) A fleet may not convoy a foreign army to dislodge a unit of the same nationality. Players cannot decline a support or a convoy from a foreign unit.

(15) Switzerland is not a supply centre.

### APPENDIX: SUGGESTED ABBREVIATIONS

Players are advised to abbreviate province names to the first three letters, with the following exceptions: Gulf of Bothnia (bot), Gulf of Lyon (lyo), Eastern Med. (ems), Western Med. (wms), Liverpool (lpl), North Atlantic (nao), Mid Atlantic (mao), North Africa (naf), North Sea (nth), Norwegian Sea (nwg), Tyrrhenian Sea (tys), St Petersburg (stp), Norway (nwy). The GM will not be responsible for any confusion resulting from a player ignoring these abbreviations.

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These houserules are a mixture of conventions found in both Britain and North America. Though the rules are modelled closely on those of War & Peace (hi, Derek) I also took a few ideas from the extensive Praxis ordinances (hi, Alan). I've picked and choosed rules which appeal to me personally. For instance the two-season Spring-Autumn/Winter year with prophetic retreats and builds is standard British practice whilst the standby rules are generally more common in North America.

Incidentally I've also completely ruled out the nasty British habit of allowing players to put their units under the control of another player because I feel this undermines the diplomatic basis of the game.

I'd be interested to hear what everyone thinks of the houserules. Do you like them? Is there anything you object to? Let me know.

1/ These rules are for the play of Cline 9-person, a variant of Diplomacy invented by Robert Cline and with amendments by Fred Davis, Mike Pustilnik and Simon Billenness.

2/ All of the Excitement City Unlimited houserules apply except where amended below.

3/ The Cline 9-person game includes two new powers, the Barbary States and Persia. The set up for these two powers is as follows:

- Barbary States - F Tunis, F Morocco, A Algeria
- Persia - F Jordan(wc), A Arabia, A Iran

4/ Turkey begins the game with a fleet in Smyrna rather than an army.

5/ The total number of supply centres on the board has been increased to 45 making the number required for victory 23. The new supply centres are: Piedmont, Corsica, Sardinia, Ethiopia, Egypt, Crete and the six new home centres listed above. The Piedmont centre is a neutral province, not part of Italy.

6/ There is a special province known as the Antarctic Sea Box which allows fleets to move around Africa. The box acts as a sea province and may be entered and left to and from the Western Atlantic and Indian Ocean only. No other province may be used to round Africa and no convoys may take place via this box.

7/ The Volga Canal. This allows fleet movement between the Black Sea and Caspian Sea. Moscow and Georgia are thus coastal provinces and fleets can move through them as with, for example, F BLA-Sev, F Sev-Mos, F Mos-CAS. The canal does not hinder the movement of the armies: Sevastopol, which is split by the canal, is treated in the same way as Kiel and Constantinople, and the moves A Mos-Geo and A Geo-Mos are legal. Armies may not, however, be conveyed through the canal.

8/ The Suez Canal acts in all ways similarly to the Kiel canal and the Bosphorus.

9/ Two 'Moses Crossings' exist on the board, between Ireland and Clyde, and between Sicily and Naples. These allow armies to move between the connected provinces without being hindered by the stretch of sea in between. Thus, for example, A Cly-Ire and F IRI-Ipl are both legal and may occur simultaneously.

10/ The Canary Islands behave as an ordinary coastal province as if they were a single land mass like Crete or Corsica. Armies may be conveyed onto them.

11/ The abbreviations for the extra provinces will be the first three letters of their names with the exceptions of West Africa (waf), Western Atlantic (wao), Southern Atlantic (seo), Southern Mediterranean (sms).

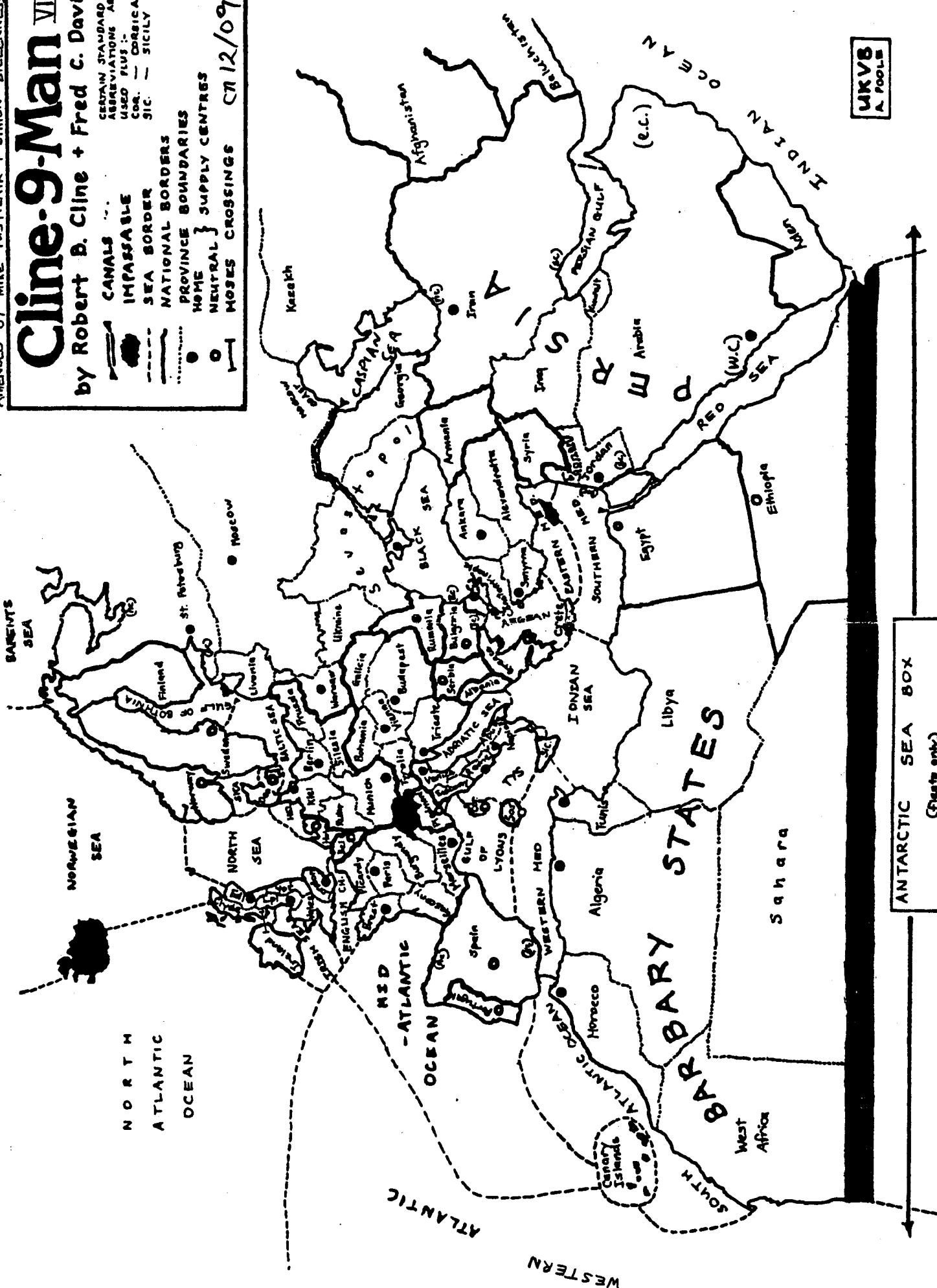
# Cline-9-Man VIII

by Robert B. Cline + Fred C. Davis

CERTAIN STANDARD ABBREVIATIONS ARE USED PLUS -- COR. -- CORSICA SIC. -- SICILY

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

0712/09



UKV8  
A. POOLE

ANTARCTIC SEA BOX  
(fleets only)