

# Corner Diplomacy

Eric Brosius (rb61/07)

Ever need one more unit to break a defense line? Ever lose a key unit for lack of a retreat space? Then Corner Dip's for you! Use the standard map and rules for Diplomacy except as follows:

1. The point where any three areas on the map meet is called a **corner**. (Examples: [Iri/Mid/NAt], [Bel/Bur/Pic], and [Aeg/Gre/Ion].) An area on the regular map is adjacent to each of its corners. Thus fleets in Eas may move to [Aeg/Eas/Ion], [Aeg/Eas/Smy], or [Eas/Smy/Syr] as well as to Ion, Aeg, Smy, or Syr. Units move, support, and retreat into and out of corners just as if they were regular areas.

2. A corner can hold either an army or a fleet. Armies may only enter corners which border land areas; fleets may only enter corners which border sea areas. An army may be convoyed into a corner that touches land, but a fleet in a corner may not convoy. (This does not hurt; no convoy route uses a corner as an essential link). Corners don't block fleet movement between coastal provinces; for instance F Kie-Hol is still legal despite the presence of [Hel/Hol/Kie].

3. A fleet on a coast is only adjacent to corners which touch that coast. For example, a fleet in Bul(ec) may move to [Bla/Bul(ec)/Rum] or [Bla/Bul(ec)/Con] as well as to Con, Bla, or Rum. It may not move to [Bul/Gre/Ser] or [Bul/Rum/Ser], which are inland, nor to [Aeg/Bul(sc)/Con] or [Aeg/Bul(sc)/Gre], which touch the wrong coast. [Mid/Por/Spa(sc)] and [Mid/Por/Spa(nc)] are different corners.

4. Corners are not supply centers.

5. Switzerland is impassable, but not the five corners adjacent to it: [Bur/Mar/Swi], [Bur/Mun/Swi], [Mun/Swi/Tyo], [Pie/Swi/Tyo], and [Mar/Pie/Swi]. There are no corners bordering the board edge.

## Comments:

I believe corners will be used only occasionally. They never speed movement between regular areas, and give fewer movement options than regular areas. They do not even lengthen defensive lines. Corners will come into play primarily when more supports are needed to break a stalemate line or units wish to avoid annihilation. They should provide a more fluid game without a drastic change. I suppose I should avoid suggesting "Corner Corner Diplomacy", where the corners have corners, and so forth.

Eric Brosius  
41 Hayward St.  
Milford, MA 01757