

## City/Country Diplomacy

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.0 This variant is mainly designed to be played (even FTF) on the Classical Board - to which it is supposed to add more fluidity.

.1 Each supply center on the board is split into 2 spaces:

.11 The "City" represented by the black (or white) dot, which is a supply center.

.12 The "Country" represented by the surrounding area, which is an ordinary province.

.1x "Munich" is divided into "Munich-City" and "Munich-Country".

.21 If the name is used alone, "Country" is assumed:

.21x "Munich" means "Munich-Country", "Norway" means "Norway-Country".

.22 If the City is intended, one must append "City" or "\*" for a neutral country, one, may, use the name of its capital (with or without "\*"), which the dot represents.

.22x "Norway-City" = "Christiania" (former name of "Oslo"); "Serbia-City" = "Belgrade"; etc.

Also, "Constantinople-City" may be called "Istanbul", and "St Petersburg-City" - "Petrograd"

(by Anachronism)

.23 If the plural is used, both spaces are intended.

.23x "the Norways" = "Norway-City" and "Norway-Country", i.e. "Christiania" and "Norway".

.3 The new split spaces are connected to all land - spaces adjacent to the former supply center; and to both City-part and Country-part of former adjacent supply centers.

.3x Thus both Norways are adjacent to both Swedens.

.30 Exceptions: Because they are separated by water or arctic wastes, the connexions between the following spaces are restricted:

.301 Norway \* does not connect with the St Petersburgs.

.302 St Petersburg \* does not connect with the Norways.

.303 Sevastopol \* connects only with Sevastopol-Country.

.304 Istanbul does not connect with any space in Asia Minor.

.305 Copenhagen = Denmark \* connects only with Denmark-Country and Sweden-Country.

Moreover:

.306 North Africa connects with Spain-Country, Tunis \* and Tunisia.

.307 Switzerland is passable and linked to the neighboring countries.

.4 Cities of former coastal supply centers touch a sea only if the (black) dot representing them on the map is contiguous to the sea.

.40 Note that:

.401 Kiel \* touches both Baltic Sea and Heligoland Bight (because of the canal)

.402 Athens touches both Ionian and Aegean Seas.

.403 Rome touches the Tyrrhenian Sea.

.404 London to North Sea only.

.405 Copenhagen touches both Skagerrak and Baltic.

.5 To actually occupy a City:

.51 A fleet or convoyed army may enter from the sea which it touches.

.52 To enter from land, a unit must enter from the surrounding Country. The other land connexions are valid for all other purposes (think of them as railway connexions).

.521 Move or retreat from the City

.522 Dislodgement of a unit in the City (even without entering the City); standing off a unit going there.

.523 Support into and support from (which can be cut).

.5x Suppose we have a move:

F Brussels-Amsterdam

F cannot enter Amsterdam; but the move is effective for other purposes (standing-off, cutting support, etc).

.6 This game should be played briskly.

.61 For example: No diplomacy before the fall moves; supports etc....for the fall campaign should be asked for and....refused or promised on slips of paper.

.62 The GM may introduce 3 seasons (springtime, summer, autumn) for some years (e.g. the odd years).