

ARAB - DIPLOMACY

Rönninge 900818

1. All the usual rules of Diplomacy (1976), with some exceptions and additions, are to be used.
2. Arab-Diplomacy uses a completely new board and is a eight-player variant.
3. The initial set up are as follows:

TURKEY + WESTERN EUROPE: A Adana, A Erzurum, F Cyprus
 SYRIA: A Aleppo, A Hamah, Damascus
 ISRAEL: A Hefa, A Jerusalem, A Elat
 EGYPT: A Alexandria, A Port Said, F Al-Qusayr
 USA + SAUDI-ARABIA: A Jidda, A Riyadh, F Strait of Hormuz
 YEMEN: A Al-Mukha, A San'a'
 IRAQ: A Al-Mawslī, A Baghdad, A Al-Basrah, A Kuwait
 IRAN: A Tabriz, A Tehran, F Shiraz

The US & Saudi begins the game with one supply centre short and with a fleet in Strait of Hormuz, which never is counted as a supply centre.

4. The first move of the game is August 18th 1990 referred to as day zero. Every move takes five days with adjustments every 10th day, the day after as follows: Day 0, day 5, day 6 (adj), day 10, day 15, day 16 (adj), day 20, day 25, day 26 (adj) etc, etc.
5. There are 35 supply centres in this variant and it takes 18 for a sole power to win. Draws and concessions is possible through voting by players still in the game, one "no"-vote defeats the proposal.
6. Special provinces:
 - a. Armanskaja and Azerbajdzanska S.S.R. are both Soviet Socialist Republics and if you gain control of one (or both) of these it doesn't mean that you have attacked the Soviet Union. It only means that you have convinced the rebellious element in this province to join your cause.
 - b. It is possible to have fleets in the Caspian Sea but it is probably a very stupid place to put one. And only Iran could do it.
 - c. Elat and Al-Aqabah are both adjacent to the Red Sea.
 - d. The Suez-canal passes through Port Said, this makes it possible for any fleet with permission of the owning power to move directly between Eastern Mediterranean and the Red Sea. The owning power must with every move write which power or powers that may pass. It is only possible to move and convoy through the canal, not to support or attack. To retreat through the canal the power must have had the permission to move through. It is also possible to move: EAS to Sai to RED, but if the fleet stands in Port Said it can't convoy, as usually.
 - e. It is possible to move direktly between Port Said and Al-Aqabah and Al-Wajh, both with fleets and armies.
 - f. United Arab Emirates do not have two coasts (north and east), it is possible to move from Bahrain to Uae to Oman (or the reverse) with a fleet.
 - g. Khark is a small, very important island which is only possible to reach with fleets and from Shiraz with armies.
 - h. Kuwait is now occupied by Iraq and is a supply centre where Iraq may build armies or fleets.

((The rules continues at page 16.))

- i. The neutral zone that once were in between Saudi-Arabia and Iraq are now occupied by Iraq and included in Al-Basrah.
 - J. Abadan is a province originally belonging to Iran but until recently occupied by the Iraqians, which now has cleared it. In reality this area is spread all along the Iran-Iraq border and not as big as on this variant map.
 - k. Gazzah is in reality occupied by Israel and not a country (used to belong to Egypt) but due to the Intifada they are very wary and rebellious and happy to join a war. Gazzah fights Israel by not cooperating, that's why it is a neutral area in this variant.
7. OPTIONAL RULES. Optional rules shall be selected by the GM or voted about before the distribution of the powers.
- 7.1. PARADROP. US & Saudi and Turkey & West have the ability to, once per game, build one army (not fleet) upto two areas (sea or land) from any own controlled supply centre (with or without an army already standing in it). To do this the player must write "PARA" in front of the build order. If the area where the new army is landing (built) is occupied by an other army or fleet the para dies (disbands) and no new army or fleet may be build instead. If the para lands in an area where an other power (or same) are building a new army or fleet, the para dies. The army (or fleet) already standing there do not ever die or retreat due to a paradrop. If two paras drop in the same area, both dies.
 - 7.2. CHEMICAL WARFARE. US & Saudi, Iraq and Iran may use chemicals in combat. Iraq may use it twice per game, Iran and US & Saudi only once. US & Saudi may not be the first to use chemicals. The power using chemicals (CHE) does an extra order telling where the attack strikes, it must be adjacent to an army, fleet or area owned by the using power. Example: CHE - Rij. If there is an army or fleet in the area where the attack strikes the army or fleet may not perform any orders, it holds this move.
 - 7.3. AUGUST 13th (day -4). The powers may choose what to build. US & Saudi may put there 3th army or fleet anywhere in Saudi-Arabia or in one of the following sea areas: Persian Gulf, Strait of Hormuz or Gulf of Oman. This option is probably not going to do any big changes, but it some cases it may. Play and see.
 - 7.4. SHORT GAME. In the real world a power probably have had won if it controls a more limited area than 18 supply centres. To win this option you only need 8 supply centres.
 - 7.5. 4-PLAYER GAME. Apply the rules of Woolworth II-0 by Glenn Overby. If you play with all powers public (as i suggest, its more authentic), then play with these powers as allies as i think it fits into the real situation. Turkey & West - Israel, Syria - Iran, Iraq - Yemen and US & Saudi - Egypt. To win you need, with both countries together 21 supply centres. If you plays in combination with Short game (7.4) then you need 15 supply centres and no one of the two may control less than 5.

8. Abbreviations:

| | | | | | |
|------------|-----|-------------|-----|----------------|-----|
| *Abadan | Aba | Al-Mukalla | Mua | Ar-Rutbah | Rut |
| *Adana | Ada | *Al-Mukha | Muk | Arabian Sea | ARA |
| *Aden | Ade | *Al-Qusayr | Qus | *Armskaja SSR | Arm |
| *Al-Aqabah | Aqa | Al-Ubaylah | Uba | Azerbajdzanska | Aze |
| *Al-Basrah | Bas | Al-Wajh | Waj | Bab El-Mandeb | BAB |
| Al-Hasakah | Has | *Aleppo | Ale | *Baghdad | Bag |
| Al-Jawf | Jaw | *Alexandria | Alx | *Bahrain | Bah |
| *Al-Mawsl | Maw | *Amman | Amm | Bubliyan | BUB |

