

IMPERIALISM XV  
Rod Walker, 1971

1. The rules of regular Diplomacy are followed except as indicated below.
2. There are four Great Powers in addition to the regular seven: the United States, Japan, China, and Brazil.
3. Home supply centers and starting units are as follows:

AUSTRIA: A Budapest, A Cluj, A Vienna, F Trieste, A Prague.

BRAZIL: A Bahia, A Macapa, F Recife, F Sao Paulo.

CHINA: A Canton, A Chungking, A Peking, A Shanghai.

ENGLAND: F Edinburgh, A Liverpool, F London, F Bombay, F Calcutta, A Delhi, F Sydney, F Capetown, F Durban, A Pretoria, F Quebec, A Toronto, F Vancouver, F Kingston, F Stanley, F Guyana.

FRANCE: F Brest, F Marseilles, A Lyon, A Paris, F Saigon, A Phnom Penh, A Hanoi, F Dakar, A Bamako, A Kayes, F Fort de France, F Inini, F Noumea.

GERMANY: A Berlin, F Kiel, A Ulm, A Hanover, F Achin, F Jakarta, F Makassar, A Dahomey, F Dar-es-Salaam, A Lindi, A Rwanda, F Surinam, F Tahiti.

ITALY: A Venice, A Rome, F Naples, F Palermo, A Asmara, F Dante, A Mogadiscio.

JAPAN: F Nagasaki, A Osaka, F Tokyo, F Taipei.

RUSSIA: F St. Petersburg (sc), A Warsaw, A Moscow, F Sevastopol, A Irkutsk, A Omsk, F Vladivostok.

TURKEY: F Ankara, F Baghdad, A Constantinople, A Damascus, A Smyrna.

UNITED STATES: F San Francisco, A Tucson, F Houston, A St. Louis, F Mobile, F Manila, F Charleston, F Washington, F Hawaii.

4. There are 139 supply centers on the board. Victory is achieved by owning 70 or more supply centers plus a majority of the units on the board.
5. Units may be built in any home supply center.
6. A Player may voluntarily give a supply center to another player. This is accomplished by means of a treaty signed by each player and sent to the Gamesmaster. Regardless of the original status of the supply center being given, it becomes a home supply center for the recipient. The Gamesmaster is not required to publish the treaty, but may only record the fact that a transfer has taken place. The treaty of transfer may contain conditions of the transfer, but the Gamesmaster is not responsible for enforcing these. Once the treaty is communicated to the Gamesmaster, the transfer is effective. Thereafter, the status of the transferred supply center may be changed by occupation at the end of a Fall move by a unit of another player (including the player who gave up the center) or by another treaty of transfer.
7. Players may occupy each other's centers without changing ownership if this condition is arranged by a treaty signed by both the owning player and the occupying player(s). Such a treaty may be denounced at anytime by any signatory. After such denunciation, the supply centers formerly affected will continue to be owned by the treaty's signatories as at the time of signature, and changed in ownership as computed by the first Fall move after denunciation.  
Example: France gains Spa in Fall 02. Italy is allowed occupation by Spring 03 treaty, and occupies Spa in Fall 03. Italy moves out of Spa in Spring 04, and France denounces the treaty. If neither Italy nor France occupies Spa (nor any other player) then Spa remains French.  
Example: Austria and Russia sign a treaty allowing Russia occupation of Pra. Russia occupies Pra in Spring 05 and denounces the treaty. Austria fails to dislodge Russia in Fall 05. Pra becomes Russian in Fall 05.
8. Fleets may move through Yakutskaya and Omsk (nc), although Arctic is impassable.
9. There are canals in Kiel, Sevastopol, Egypt, and Colombia.
10. Double-coasted provinces are Spain, Bulgaria, St. Petersburg, Iran, Georgia, Omsk, Kra, Mexico, Guatamala.

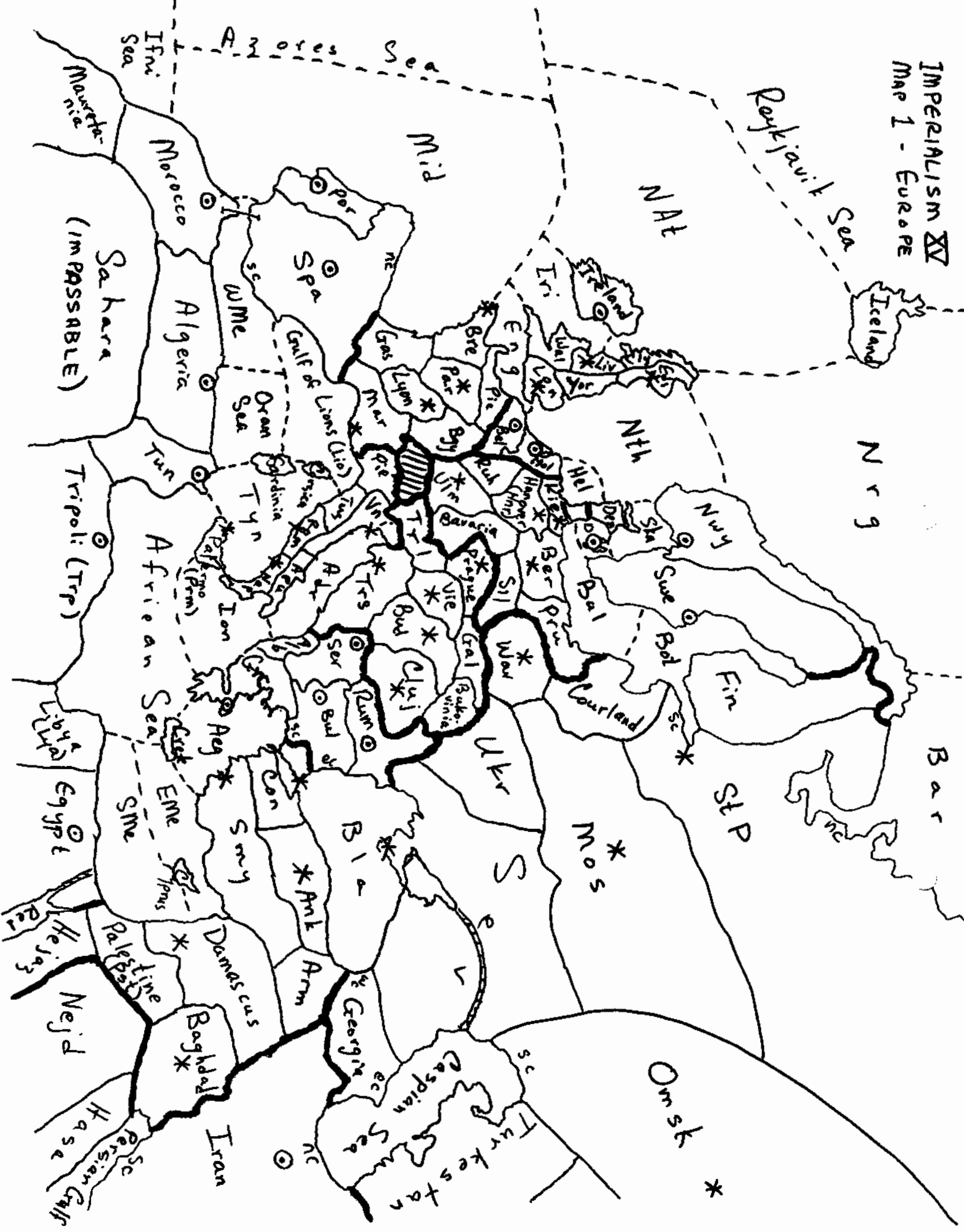
11. There are land bridges inbetween Spain and Morocco, Naples and Palermo, Deccan and Ceylon, Achin and Jakarta, Hokkaido and Tokyo, Osaka and Nagasaki. These land bridges do not interfere with the free passage of fleets (e.g., between Ion and Tyn).

12. All spaces are referred to by the first three letters of their names, except as indicated below. All bodies of water named "Gulf of..." are referred to by the first three letters of the last word (i.e., Gulf of Lions is Lio), except the Gulf of Aden and the Gulf of Mexico. The 18 Antarctic Oceans are referred to as: Ant-1, Ant-2, Ant-3, ... Ant-18.

Altered abbreviations:

Bgy	Burgundy	Nth	North Sea
Bma	Burma	NAt	North Atlantic
Clc	Calcutta	NPa	North Pacific
Clf	California Sea	Nwy	Norway
Chc	Chaco	Nrg	Norwegian Sea
Chd	Chad	Prm	Palermo
Chr	Chahar	Pst	Palestine
Cst	Charleston	Snd	Sind
ECa	East Caribbean	Skg	Sinkiang
ECh	East China Sea	SAt	South Atlantic
ECo	East Congo	SCh	South China Sea
EIn	East Indian	SMe	South Mediterranean
EJa	East Japan Sea	SPa	South Pacific
EMe	East Mediterranean	Tis	Trieste
ENG	East New Guinea	Trp	Tripoli
EPa	East Pacific	Trl	Tyrolia
Grc	Greece	Tyn	Tyrrhenian
Gnd	Greenland	Vnz	Venezuela
GAd	Gulf of Aden	Vni	Venice
GMe	Gulf of Mexico	WCa	West Carribean
Hni	Hanoi	WIn	West Indian Ocean
Hnr	Hanover	WJa	West Japan Sea
Kmp	Kamarupa	WMe	West Mediterranean
Kmn	Kamerun	WNG	West New Guinea
Lbr	Liberia	WPa	West Pacific
Lya	Libya	Mnc	Manchuria
Mnl	Manila	Mtb	Manitoba

IMPERIALISM XIV  
Map 1 - Europe

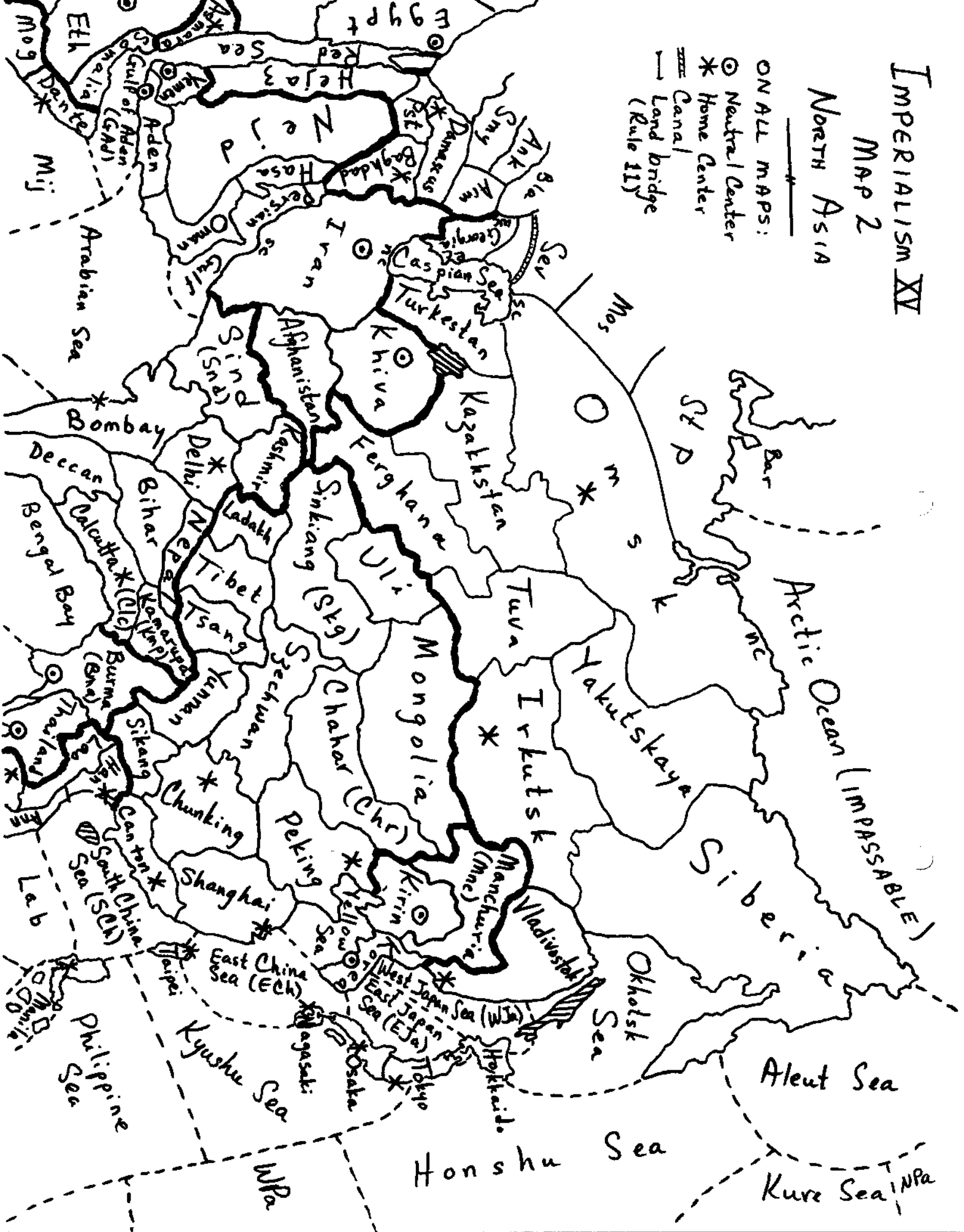


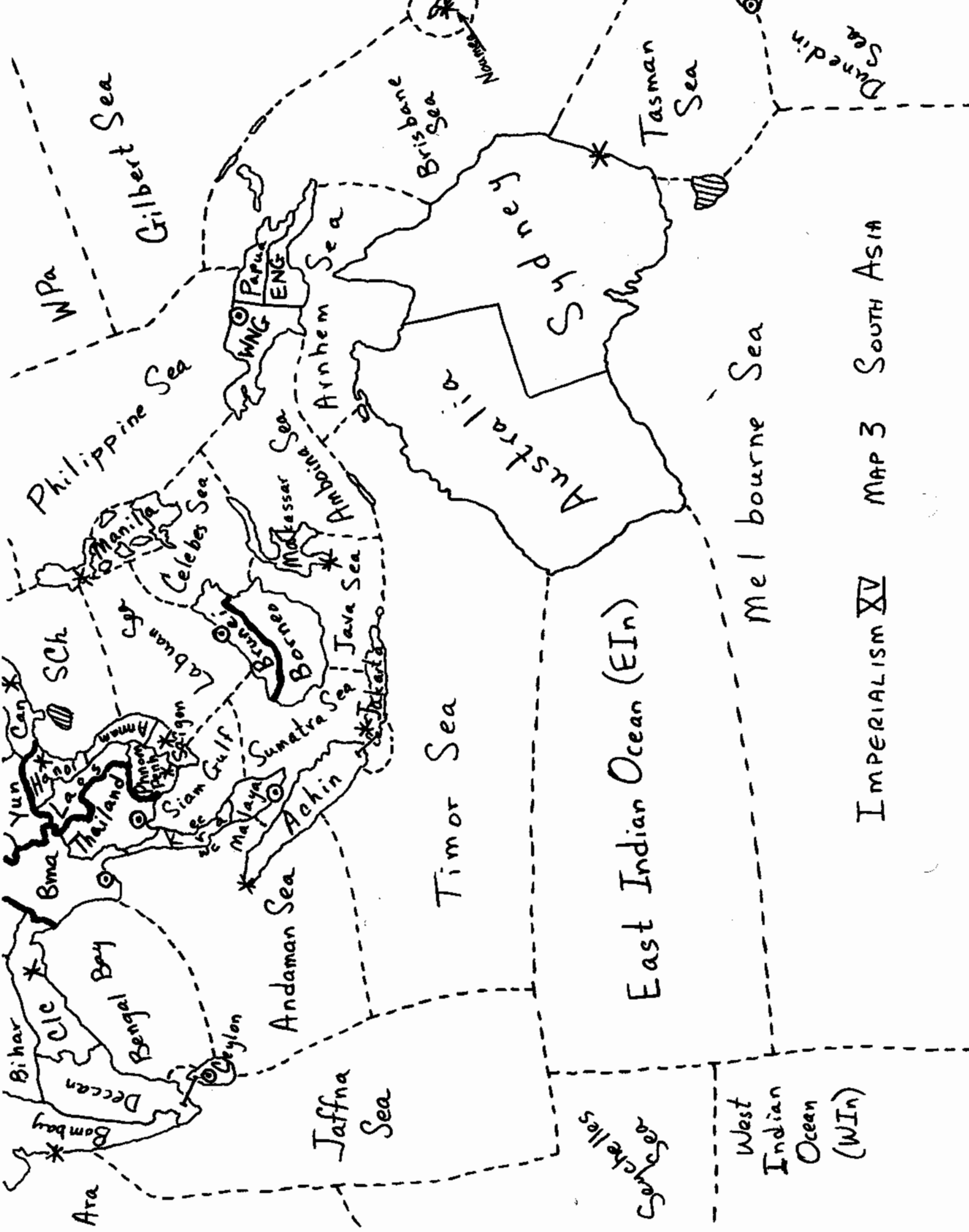
# IMPERIALISM XV

MAP 2

NORTH ASIA

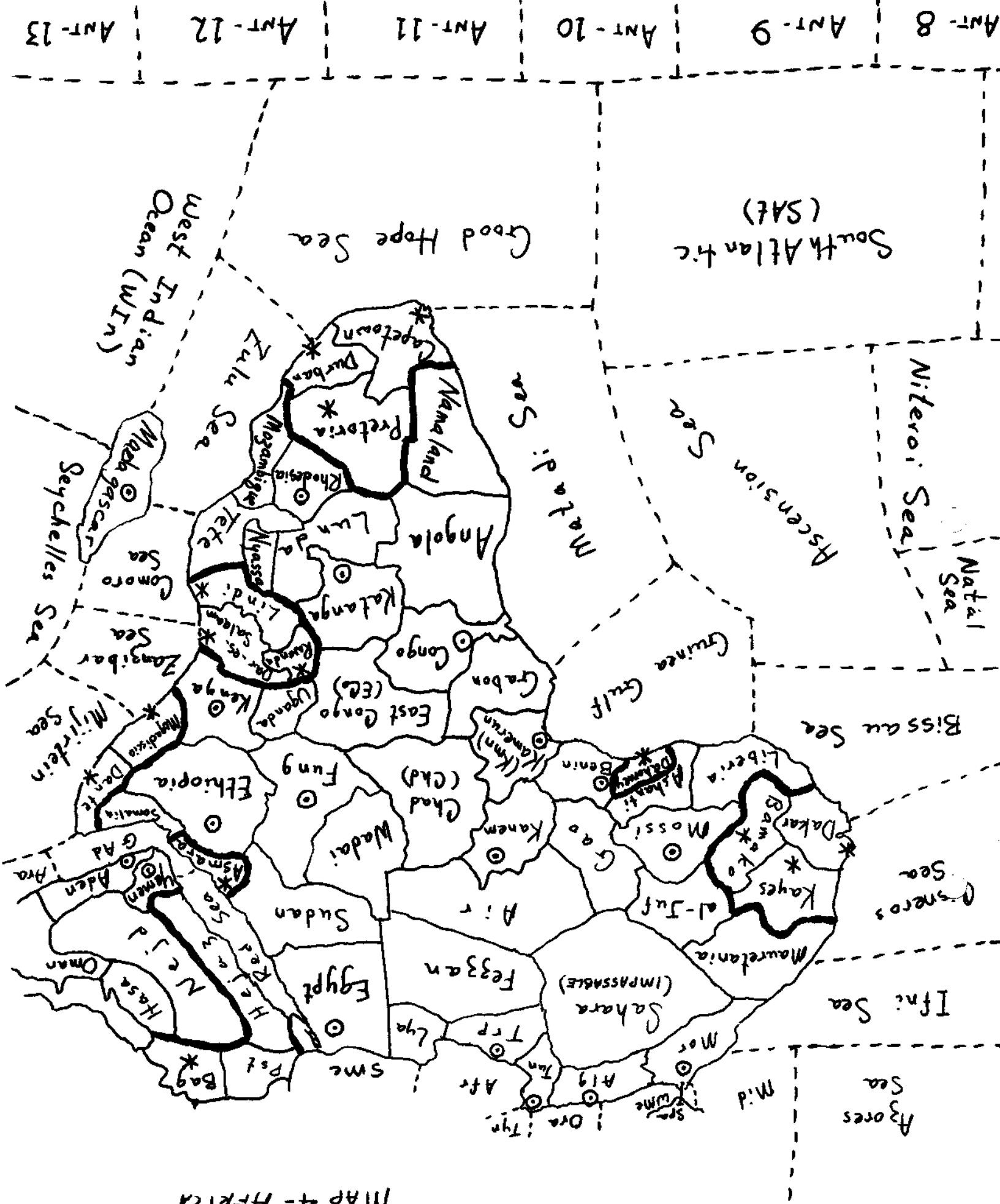
- ON ALL MAPS:  
○ Neutral Center  
\* Home Center  
▨ Canal  
— Land bridge  
(Rule 11)





IMPERIALISM XV MAP 3 SOUTH ASIA

IMPERIALISM XIV  
MAP 4 - AFRICA



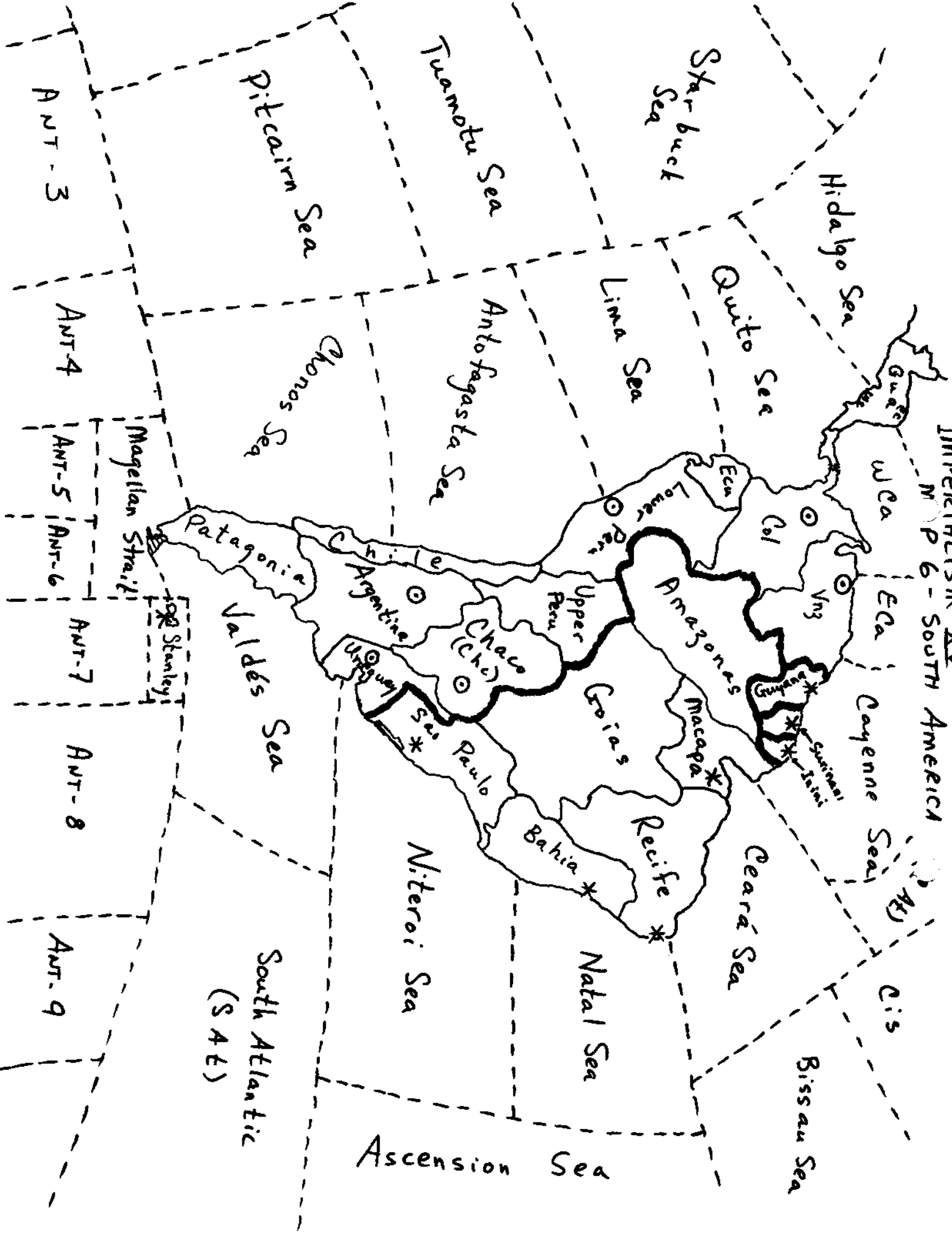
ANT-8 ANT-9 ANT-10 ANT-11 ANT-12 ANT-13

IMPERIALISM XV - MAP 5 - NORTH AMERICA

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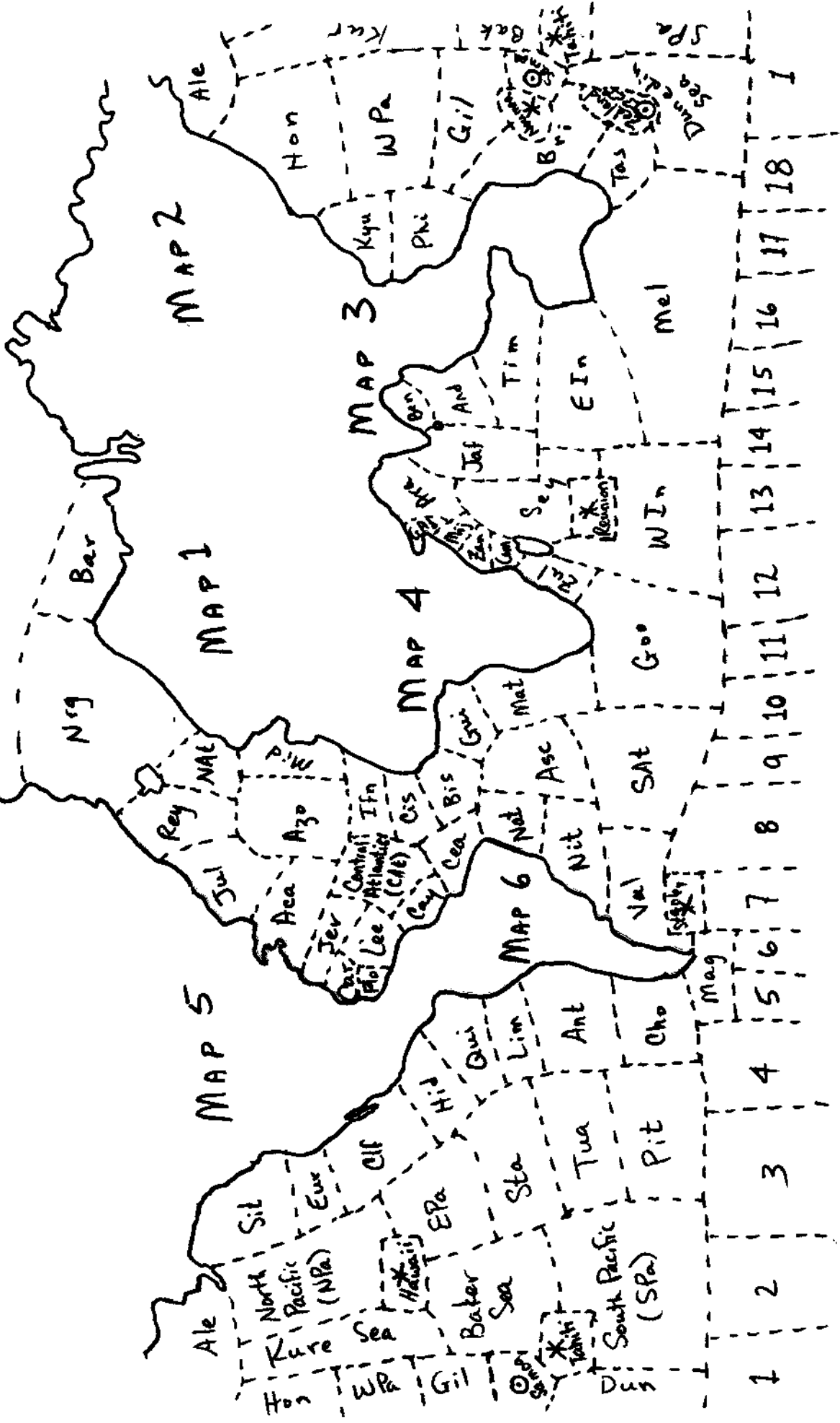


IMPERIALISM XV  
MP 6 - SOUTH AMERICA





# IMPERIALISM XIV - MAP 7 - OCEAN AREAS



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