

The standard Diplomacy rules (1976 revision) and OVER THERE's house-rules will be used except as modified below.

1.0 PLAYER COUNTRIES AND INITIAL UNITS

France: F Brest, A Paris, A Marseilles, A Algeria  
England: F London, F Edinburgh, A Liverpool, A Egypt  
Germany: F Kiel, A Berlin, A Munich, A Prussia  
Italy: F Sicily, A Rome, A Venice, A Libya  
Russia: F Leningrad, A Moscow, A Sevastopol, A Kuibyshev

2.0 NEUTRAL ARMIES IN CIVIL DISORDER

2.1 The following countries begin the game with an army in civil disorder: Finland, Poland, Romania, Spain, Sweden, Turkey, Yugoslavia  
2.2 Armies in civil disorder must be dislodged if the country they occupy is to be controlled by one of the Powers. (see rule 7.5)  
2.3 Armies in civil disorder may be supported to hold.

3.0 SPECIAL MOVEMENT SITUATIONS

3.1 Kiel and Denmark/Sweden function as they do in standard Diplomacy.  
3.2 Turkey functions as Constantinople in standard Diplomacy.  
3.3 In addition to Denmark/Sweden, the following pairs of spaces allow armies to move without convoy: Spain/Morocco, Sicily/Naples, Egypt/Middle East.  
3.4 Turkey is one space; it borders Bulgaria and Greece.  
3.5 Fleets may move between the Red Sea and the Eastern Mediterranean without passing through Egypt or the Middle East.  
3.6 Western Mediterranean borders the Mid-Atlantic and South Atlantic.  
3.7 Czechoslovakia does not border Romania; Hungary does not border Poland.

4.0 "BUILD CENTERS"

4.1 If Russia is entitled to a build, she may build in Persia. She must specify the coast for a fleet. (see rule 7.1)  
4.2 If Russia is entitled to a build and still owns Leningrad, she may build in Archangel.  
4.3 Persia and Archangel are not supply centers.

5.0 HIGH OCEAN

5.1 Any number of fleets from any number of countries may be on the high ocean at any time. Fleets on the high ocean cannot be dislodged.  
5.2 Fleets on the high ocean cannot give support.  
5.3 Fleets may be supported to leave the high ocean.  
5.4 The African High Ocean borders the South Atlantic, the Red Sea, and the Persian Gulf. It does not border any land spaces.  
5.5 The Atlantic High Ocean borders the African High Ocean.

6.0 VICTORY

6.1 Twenty supply centers are required to win.

7.0 MISCELLANEOUS AND ERRATA

7.1 Russia must still own any of her home supply centers to build in Persia.  
7.2 In countries with two coasts, the supply center is considered captured by a fleet on either coast.  
7.3 Switzerland is impassable.  
7.4 A country may build in its African home supply center.  
7.5 Armies in civil disorder are disbanded (annihilated) when they are dislodged.  
7.6 The nameplate and legend are off-limits.  
7.7 The Atlantic High Ocean does not border Morocco.

Map and rules recopied 7/87 by James Shaffer, Jr.

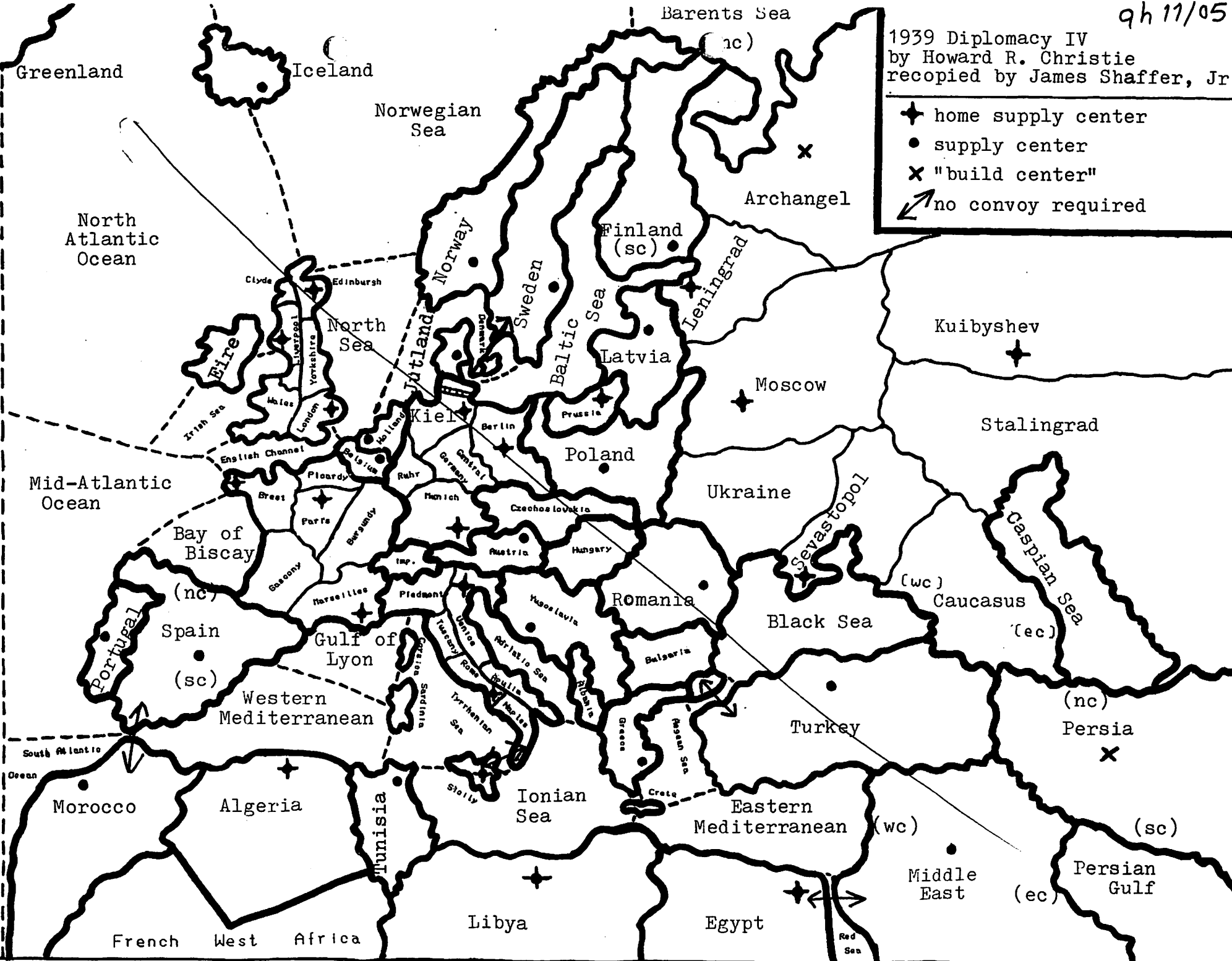
\*\*\*\*\* GAME OPENING \*\*\*\*\*

That's right, it's the second OT variant opening. 1939 IV is a well-designed, easy-to-play variant. The first five people to submit \$5.00 to James Shaffer, Jr., 37 Brook Street, Montgomery, PA 17752 will receive randomly-chosen countries (don't worry, personal experience shows that they are all nearly equal!). The game will start as soon as I have five players, with the Spring 1939 orders due for Issue #10 if I get five players by Issue #9. If the map and rules don't sell themselves, let me say that I have played and observed many games of 1939 IV and it is a lot of fun. The African supply centers add a new dimension to the game and are a real test of alliance integrity! The high oceans make the game interesting and, contrary to first impression, don't allow things to get out of hand. No one ever seems to abuse the high oceans; instead, they only put a fleet on one temporarily until they can move it elsewhere. The countries are well-balanced. Notice that everyone has an equal chance to pick up "free" supply centers, while the civil disorder neutral armies prevent everyone from gobbling neutral centers without limit and becoming too large before anyone else can reach them. Which brings me to a crucial point: be sure to read all of the rules carefully and refer to them several times during the game if necessary. In my recopying of them, I have tried to make everything explicitly clear (note rules 7.2,3,4, and especially 7.6!) in order to prevent any misunderstanding such as when, under Howard's original copy of the rules which didn't include anything like 7.3, I was stabbed by someone who supported a neutral army to hold on an important move! Who says variants are no match for the real thing?

1939 Diplomacy IV  
by Howard R. Christie  
recopied by James Shaffer, Jr.

- ✦ home supply center
- supply center
- ✕ "build center"
- ↙ no convoy required

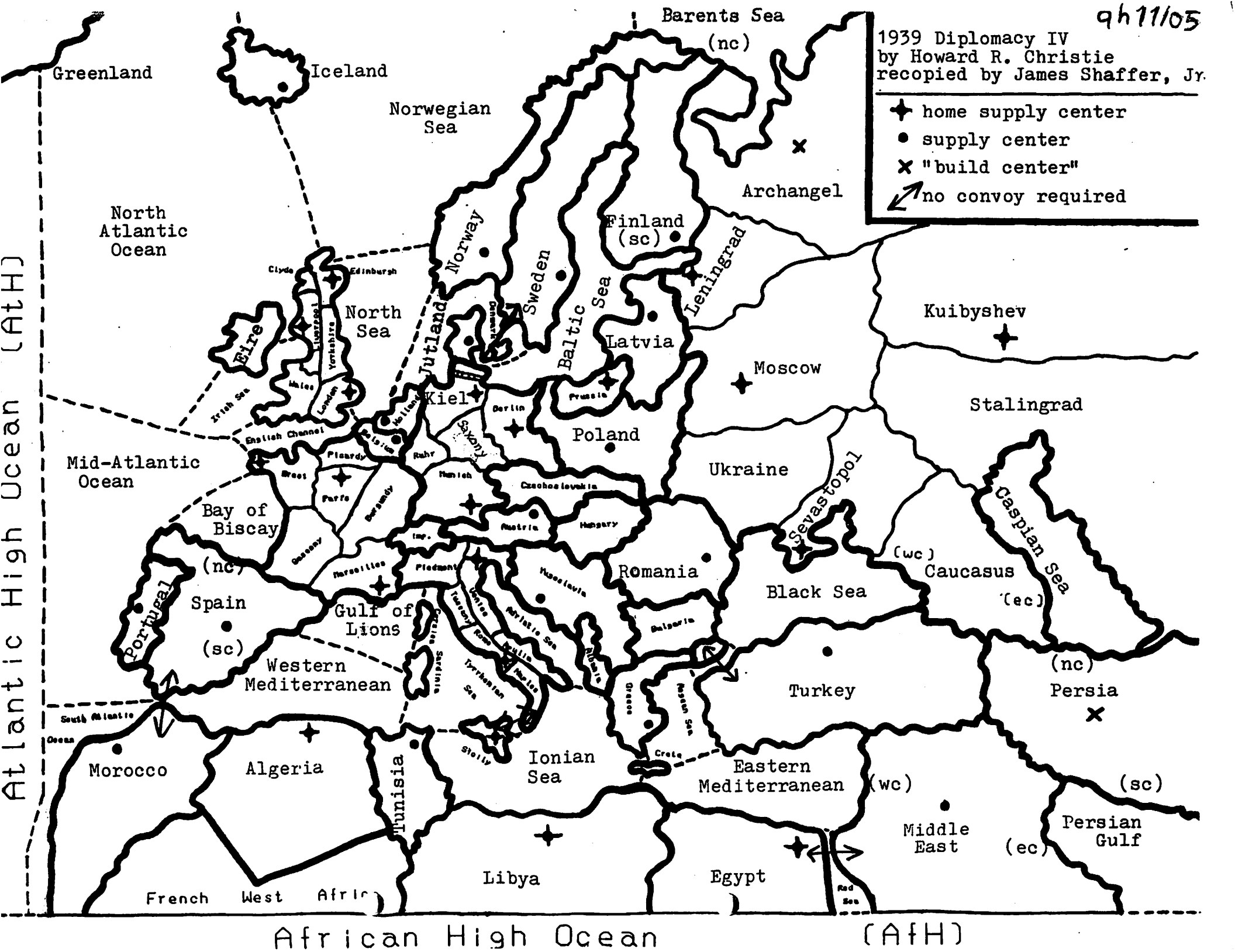
Atlantic High Ocean (AtH)



African High Ocean (AfH)

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Atlantic High Ocean (AtH)

African High Ocean (AfH)

Greenland

Iceland

Norwegian Sea

Barents Sea (nc)

North Atlantic Ocean

Mid-Atlantic Ocean

Clyde Edinburgh

Eire

North Sea

Jutland Norway

Finland (sc)

Archangel

Sweden

Baltic Sea

Latvia

Leningrad

Kuibyshev

Irish Sea

English Channel

Kiel

Poland

Moscow

Stalingrad

Bay of Biscay

Paris

Ruhr

Prussia

Ukraine

Sevastopol

Caspian Sea

Spain (nc)

Gulf of Lions

Munich

Czechoslovakia

Romania

Black Sea

(wc)

Caucasus

(ec)

Portugal

Spain (sc)

Western Mediterranean

Marseille

Vienna

Hungary

Bulgaria

Turkey

(nc)

Persia

✕

South Atlantic Ocean

Morocco

Algeria

Tunisia

Ionian Sea

Eastern Mediterranean

(wc)

(nc)

Persian Gulf

(sc)

French West Africa

Libya

Egypt

Middle East

(ec)

Red Sea