

ARMISTICE DAY No.14

A Diplomacy zine from Stephen Agar, 47 Preston Drive, Brighton, BN1 6LA.
 Email stephen@armisticeday.com. Web page: <http://www.armisticeday.com>.
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Editorial

A slightly shorter issue than normal, as I am running low on toner and don't want to run out before the issue is completely printed. I did order three new toner cartridges a couple of weeks ago – but so far they haven't turned up. ☹️ There's no cover picture for a similar reason, as they tend to eat toner when it comes to printing. Hopefully we'll be back to 28 pages next time.

Although I didn't get many letters this month (hint), I did get an impassioned plea from Graham Tunnicliffe for more variants. Well, I know they're not everyone's cup of tea, but can I recommend that you take a look at Mutually Assured Destruction Diplomacy (rules inside) for a fairly silly (and I suspect a fairly short) game. You'll also find the rules (with a separate map) for Diadochi V by Richard Vedder. Diadochi was the first ancient Europe to be played reasonably widely and this version from 1976 is reckoned to be quite good (though Mark Nelson did do a Diadochi VI revision in the late 80s). Lists are open for both of these games, the latter only needing five players. (See back page.)

One letter that didn't make the letters page came from Alex Richardson. He commented that "Number 13 was quite an "old-fashioned" issue in some ways, wasn't it, what with Nick Kinzett holding forth on convoy problems, the review of *The Game of Diplomacy* and Rip Gooch's subzine. Postal Dip zines surely have a future when there are things like this to read in them." Alex's wit, although gentle, is usually used to make a good point. This is a very old fashioned zine in some ways, I have to admit it. I am never happier save when rediscovering an interesting (well, interesting to me) strategy article from the

mid-70s or an obscure variant from the 80s. Of course I will print new material when/if it is available, but that is rare these days. As the postal hobby fades away there is less left to comment on in any event, so I expect that this zine will quietly disappear up its own backside sometime over the next few years. I certainly can't foresee still being involved with Diplomacy by the time of my 50th birthday! (and maybe not even my 45th...).

One zine which has bucked the trend by going from strength to strength is Howard Bishop's *The Tangerine Terror*¹, which although it doesn't carry Diplomacy, carries practically every other game you could think of (and some you couldn't possibly imagine) as well as having oodles of personality and reader involvement. Highly recommended. Perhaps one reason why *The Tangerine Terror* has done well (apart from the efforts of its editor and the fact that it is a fine zine) is because it is as far as I can recollect the only new zine to appear in the past few years – whereas others have continued to fall by the wayside. Recently we have had the folds of *Dolchstoß* and *SMEG*. Maybe in five years there will only be *Ode* left?

I am beginning to doubt whether we will see any more new postal games zines in the UK (Diplomacy or otherwise). I cannot conceive of someone coming to traditional zine production in the 21st century. But that is progress after all. While *The Cunning Plan*, *The Sprouts of Wrath*, *Ode*, *Obsidian*, *GAME*, *Strangitude* and *Armistice Day* may still be carrying the torch of the old postal Diplomacy hobby, it is a torch which grows dimmer by the day.

¹ Howard Bishop, 43 Guinions Road, High Wycombe, HP13 7NT

LETTERS



John Colledge

Hi Stephen! How is life with you? By any chance did you see the programme on TV about the nation's IQ? Denny was mightily unhappy about the whole thing. She is a pretty smart cookie and ended up better than average but much to her horror, she didn't do as well as I did! I tried telling her before hand that some people are better than others at these things depending on how your brain works, but she was not convinced. The thing that worries me is, how come someone with a so-called IQ of 136 is under achieving so badly? As a member of MENSA, I dare say you know a bit about such things?

SA: No, I'm not a member of Mensa – I never really like the way in the UK it is seen as an elitist group. I don't know what my IQ is – though my 5 year old had an IQ test as part of an assessment by an Educational Psychologist and came out with a non-verbal IQ of 142 (Freddie's problem is speech though ☺️). And of course, you don't have to be bright to be successful in life – sometimes it can be a liability.

I liked Richard Williams' comments about Beckham's broken toe. I have to say that if the tabloids were hoping for a mass faith healing by trying to get 10,000,000 to hold pictures of the offending bone, could they not have gone the whole hog and got 20,000,000 to hold pictures of the Queen Mum and try for a real miracle!? I have probably offended most of your readers now, so time to stop and get on with some moves....

SA: Actually, I must admit that I quite like David Beckham as a person – he comes across as quite genuine (despite having all that money).

Richard Williams

Do you think you could make it clear which deadline we play to – is it the one on the

website or the one in the zine, as they are never the same. I expect my first NMR will appear in your zine, when one day I choose the wrong one.

SA: Well, "never the same" is a little bit of an exaggeration, but they have certainly differed the past two issues. This should be a problem I have now sorted – though it would be a way to inflict a giant stab on you ☺️

I am sorry if I forgot to mention where my sister actually lives. She lives in New Mexico. Things are improving, her birthday card to me, posted in Albuquerque, took seven days. At least that's what the postmark said, I assume she must have been visiting as it is over 100 miles from her. Incredible to think that New Mexico is over 50% bigger than Britain, yet has a population of under 2 million.

SA: I don't know how the USPS works, but in the UK nearly all postmarks are applied at the outward Mail Centre – and as we only have around 80 of those, the postmark can be from a location quite a long way from where the letter was posted.

As for Jimmy Cowie defending the Royal Mail along with your good self, I would have no problem with a small increase if that guarantees reliability. On the subject of reliability, for the past few weeks it has been good, though it used to be excellent (although one heard a few horror stories). For many years it was really good. The problem in Fareham all started a few years ago when they moved to a state of the art sorting office and at the same time they changed the rounds and it has generally been a disaster ever since. That was the mid-90s. We had the same friendly postman for years and now we get different ones, often changing every day. It is probably no coincidence the last few weeks have been reliable when we have generally had the same person.

SA: It sounds as if Fareham is understaffed and you are getting relief postmen, doing your round on overtime. We are facing horrendous problems recruiting in the south east, but the Union will not allow us to have regional pay

deals to cope with local difficulties in recruitment.

As for the reliability of e-mails as a comparison – as the two of us found out, that can be even more hit and miss. I have seen a few letters in the written press complaining of similar problems. As someone who was involved at the start of it all in the early 80's, what concerns me is where have the emails gone. I wasn't aware of them just vanishing into thin air back then. I do remember a couple of times, due to entering the wrong commands, accidentally deleting all of the emails on the server waiting to be read – not a popular thing to do. Back then, with it all being so new, the main fun was keeping the world connected, especially if it involved problems at the equivalent of the French BT end – the only damn country who refused to speak English and my French was almost non-existent. Thinking back to those days I am actually amazed at how well it all works now, especially the speed of it all.

SA: Richard and I discovered a few months ago that every email I sent to him at one of his email addresses just vanished – while emails to his other address always got through. We never did find out why. A few weeks later everything started working again. I suspect it was something wrong at my ISP – but it was only by good fortune that I realised something was wrong at all.

As for the purchasing of tabloid newspapers to avoid stories, I rarely ever get a tabloid during the week, although at the weekend if I get anything at all, then its another matter. There are now so many parts to the broadsheet Sunday newspapers, I can't be bothered to get them. But the broadsheets can be just as bad as the tabloids, in some cases worse, when it comes to coverage of the Queen Mother and Beckham's foot.

SA: I would recommend the **Independent** on Saturday and Sunday as the thinnest of the weekend broadsheets. We used to get **News of the World** for a laugh, but stopped when they started to be in favour of vigilantism.

Moving to the Council elections, at least Fareham is a Labour-free zone again. I don't know if they were badly hit by boundary changes, but in their strongest ward they went from first to third – and in mine which is a three-way battle (but of late has been Tory just beating Labour) their vote vanished and the Lib Dems won it. Interestingly, in my ward the Lib Dems disowned their own party and it seems to have worked for them. When the Lib Dems last ran the Council a few years back they were a disaster. It was certainly the most interesting leaflet I read and had they stood as independents and not as Lib Dems I would probably have voted for them.

SA: At a local level the Liberals have long had a reputation for ignoring their own party policies that were regarded as inconvenient. I can't see Labour losing the next general Election though – can you?

Graham Tunncliffe

Steve, thought I'd e-mail in response to the latest issue of **ADN** which was an excellent read as ever. I think I've followed you through most of your incarnations (from **Pigmy, Variants & Uncles** to **Spring Offensive**) mainly because of your (and mine) interest in publishing and discussing variants (and because of the current history content).

Whilst I have one variant design (**MAD Diplomacy**) to my name, I actually had another published in **Match Abandoned**, Ian & David Phillip's soccerzine which was the inheritor, as you will recall, to your subzine **Pigmy Soccer Supremo** (still going strong, you'll be delighted to hear as **Rearranged Evening Fixture**). It was dubbed **Imperial Diplomacy** but unfortunately I no longer have a copy and I don't think it made it into the Variant Banks; essentially it was a one-rule addition to the regular game whereby, with the express agreement of one other player, a power could annex any other non-home supply centre which would render it a build centre for the annexing power. The idea came to me during a debate about stalemate lines (can't remember when or where!) as I thought the concept of bringing forward

build centres towards the 'front-line' and thus quickening mobilisation might overcome the ability to force a draw. Of course it might also increase it but as it was never play-tested, I'll never know.

SA: If you don't mind writing up the rule succinctly, I'll add it to the Variant Bank for posterity.

Anyway, the reason for all this is to have a little moan that you publish a lot of interesting (and some dull ones, but all grist to the mill) variants but rarely open waiting lists for them – in fact, you only have one at the moment. Perhaps it's because no one writes in to ask you to do so! Or perhaps because it's hard to fill them. If you're looking for suggestions, one variant for five players I've played a few times is Diadochi; any chance of a list? If so, put me down!

SA: Your wish is my command (rules later inside this issue). Whether or not we will get another four players remains to be seen though – I stopped offering variants, because no one wanted to play them. Let's see if we can get a list for **MAD** started as well, as it is really a fun game!



Mutually Assured Destruction (M.A.D.) Diplomacy I (rn12)

by Graham Tunncliffe

1. All regular rules of the 1971 Diplomacy Rulebook apply, except where modified below.
2. In any Winter season, all players have the option of building a nuclear missile (M) in any home province instead of a

conventional unit. However, unlike other units a missile cannot disband, move, give or receive support.

3. Missiles can be fired upon any named land province (including Switzerland) on the board except your own home provinces and provinces containing your own units. The target will be hit every time, there is no defence (except of course the threat of retaliation).
4. Any province fired upon is reduced to a nuclear wasteland. Any unit occupying this province is destroyed as is any unit successfully moving into the province. Any unit moving out of the province and which succeeds will escape destruction. The province is then impassable and if it is a supply centre it can no longer supply a unit.
5. All provinces bordering the destroyed province are neutralised through fallout for the following season only. This means that any unit within a bordering province (both land and sea) is put into anarchy for the following season only. It cannot move, convoy, give or receive support. Also no unit can enter any neutralised province. If a supply centre is neutralised during a winter season no builds can be made there for that season.
6. Once the missile has been fired the relevant power is one unit short and, providing he has the necessary centres he can build another missile or conventional unit in the following winter.
7. Any foreign unit entering a province containing an enemy missile automatically causes the missile to explode with the normal circumstances on the province in which it is situated and on the unit involved.
8. The winning criteria is the control of the majority of surviving supply centres after any autumn season. If there are an even number of surviving supply centres, the victory criterion is half the supply centres plus one.
9. Any player that does not possess a conventional unit while still holding at least one supply centre cannot win or share a draw. To do so, he must build at least one conventional unit, if possible.

The Lepanto Opening

by Edi Birsan

By most means of statistical analysis, Italy is the weakest power on the Diplomacy board. This could be attributed to several factors, a weak position between Austria and France, or the inability of effective trust development between the Austrians and the Italians due to the unusual situation of adjacent home centres. More often than not, the Italians are unable to overcome the Turkish position quickly and fall prey to a combination of Turkish resistance and back-stabbing by a western power.

A possible reversal of the Turkish domination of the Southeast is an alliance between Austria and Italy which uses an unusual opening by the Italians to quickly secure the fall of the Turks. The principal problem in attacking Turkey is that players find its corner position very difficult to crack. Italian initiative combined with Austrian pressure can remove the Turks for the corner advantage by the emplacement of an Army deep behind the Turkish position in Syria! While it may be an unusual position for an Italian army, it is the most effective manner to turn the Turkish flank and to threaten the Turkish mainland. The trick then becomes to get there before the Turks block you.

The Spring 1901 moves for Italy should not reveal an open bias toward Austria and should indicate instead a kind of calm wait-and-see attitude. Thus, the Spring should see the Italians moving Fleet Naples to the Ionian sea, Army Rome to Apulia and Army Venice holding. This position gives the Italians a secure position in case of Austrian or French threats. Note that the Italians can support themselves in Venice from Apulia if a threat does materialise. Hopefully, the French will be involved in the West and the Austrians will be moving to Albania with their fleet and occupying Serbia.

Then in Fall of 1901, the Italians make the initial set-up for the drive to the East. This is done by convoying the army in Apulia to Tunis. This leaves the Austrian-Italian alliance with two fleets that can threaten the Aegean as well as the flexibility

provided by the army in Tunis which can be convoyed back to Italy or to Albania if plans go wrong. The Italian army in Venice holds and is thus able to provide some security in the North. Note that should the Russians and the Turks combine, the Austrians will be in desperate need of an extra army to fend off Russian attacks.

After a winter build of a fleet in Naples, the traditional build of Italy in the first winter, the Italians order the following for the Spring; Fleet Ionian to the Eastern med., Fleet Naples to the Ionian, Army Tunis and Army Venice hold. This secures the convoy route, for in the fall the Italians are clear to convoy Army Tunis straight to Syria. The fall of the Turks is now a certainty. The positional advantage of moving to the Eastern med. is enhanced by the existence of the Austrian fleet in Greece. When the Italians make their move to the eastern med., the Austrians should also attempt to force the Aegean, more to keep the Turks out than to gain it for themselves. In the Spring of 1903, the Austrian-Italian alliance will have three fleets that can come to bear on the Aegean as well as an army that can threaten Smyrna. For those who wish to fantasize, visions of the Italians moving on Sevastopol can be conjured up by the movement of the eastern army to Armenia. Or, in the event that the Austrians are to be stabbed, the army could be used to very effectively turn my Austrian position in Constantinople.

While this opening is very effective, crushing the Turks caught unaware, it is futile to attempt it if the Turks move their fleet to Constantinople in the Spring of 1901, for they will surely move it to the Aegean in the fall and build a fleet in Smyrna in the Winter with Spring orders bringing it to the eastern med. Here we see the flexibility of the opening moves, as the army in Apulia could be used for other things, as such a Turkish opening usually means that the Austrians are in for a lot of trouble from the Russians, but then that is another battle and another article.

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Biography



Edi Birsan

Edi was born in Brooklyn, NY 1949 and has been living in SF Bay area since 1981 with Wife of 27 years (who played Diplomacy twice but never again since he stabbed her). He has two children Yvonne and Edi Jr. (neither a Diplomacy player but there is hope) and one Grandson Cody (working on being a gamer)

Edi has been in the hobby since Christmas 1965 (age 16) and was arguably the first juvenile delinquent of the hobby. Author of the Lepanto Opening for Italy and other tactical and strategic articles. Edi attended his first DipCon at DipCon 2 and as of 2001 has been to more DipCons than anyone. He edited the postal zine **Arena** from 1970-73.

Other highlights of his playing career include being the first postal player to win a postal game with each country; he was considered the first World Champion for his win in 1971BC the first champions invitational game; the only person to win the Diplomacy World Cup for winning 2 Championship games in the period 1971-1976. Also DipCon 22 (1989) Champion. Edi is a top board player in numerous world-class conventions from Australia, New Zealand, to Finland and America

On the organisational front Edi was one of the organizers and first President of the International Diplomacy Association; inventor/creator of the International Subscription Exchange (ISE) to help small-

scale international postal subscriptions over come currency problems and founder of the Diplomatic Corps (www.diplomaticcorps.org). In 1999 he assisted Hasbro in the publication of their 2000 edition of the Diplomacy rulebook.

The Lepanto Opening – Second Thoughts

by Stephen Agar

Edi Birsan's article, reprinted above, was one of the first such strategy articles I ever read – back sometime in 1976. It seemed like a clever idea and has become one of the most widely known openings the world over. But while it is undoubtedly clever, is it really any good?

First, there is the obvious point that Edi makes – if Turkey opens with F(Ank)-Con, then you can just about forget it. You will almost certainly be faced with a F(AEG) and a build of F(Smy) by the end of 1901. It is also the case that if Turkey and Russia have a stand-off over BLA in Spring 1901, but then Turkey moves F(Ank)-Con in the Autumn (build F(Smy)), then the opening is equally in trouble.

But even if the original Turkish fleet stays firmly put in Ank or BLA, it is by no means plain sailing. If Turkey builds F(Smy) – and most of them do – then the key move of F(ION)-EMS is always in danger of being stood-off. And if the move is attempted and fails, then Italy is stalled. Even the fall back of Austrian F(Gre) S Italian F(ION)-AEG is by no means a sure thing, as Turkey can reply with A(Bul)-Gre, F(Smy)-AEG. What this all boils down to is that in Spring 1902 an Italian player with the urge to go East is on a guess – go for EMS or AEG, but with no certainty of either.

And it's no bed of roses if the move to EMS succeeds anyway. Edi notes that once the convoy of A(Tun) to Syr is carried out that "The fall of the Turks is now a certainty." Well, is it? I have seen more Italian players get that far and then have to retreat due to a stab in the back from France or Austria than I have ever seen press home the advantage. The simple fact is that the

Lepanto is not a good opening for Italy as it forces her to extend herself Eastwards without the prospect of a build in 1902. Leaving a single A(Ven) to guard the homeland is often too much of a temptation for her neighbours. With a Lepanto opening Italy doesn't stand to get a second build until 1903 – which is just too late. By then she will already be way behind and looking like a potential target due to her extended position.

Perhaps that is why some Italy's get as far as Spring 1902 and then order: F(ION)-ADS; F(Nap)-ION; A(Ven)-Tri. At least that

raises the prospect of builds in 1902, with a potential supported attack on Tri or a convoy to Greece (with Turkish support?).

Admittedly the Lepanto Opening is a good one for Austria, as it reduces the possibility of an early stab by Italy. But I can't help but feel that it is not a good opening for Italy herself. Indeed, Italy is far more likely to win by launching an all out attack on Austria – which will succeed probably 50% of the time – then try for a Lepanto.

The Battle of Lepanto

By Alex Chirnside



In 1571, Don John of Austria commanding the fleet of the Holy League, met the Ottoman Turks in the waters at the mouth of the Gulf of Patros. Here, where the Peloponnese meets the Morea, the basis of Western civilization had been laid thousands of years before in the city states of ancient Greece. When the smoke cleared after a hard fought naval engagement, thousands of men would be dead, the Turkish fleet broken and the

Christian powers freed from the fear of the Mediterranean ever becoming a Muslim lake. It was one of the most decisive battles in history.

Background

By the late 1560's the crescent moon of Islam was nearing an ascendancy it hadn't enjoyed since the first heady days of Moslem expansion in the century that followed the death of the Prophet. The

agent of this great advance of Moslem power was an empire founded almost three centuries before in Anatolia. It is known to history as the Ottoman Empire.

In the 13th century as part of the outer ripple caused by the explosion of Mongol power under the great khan Genghis, a Turkic people turned their horses westward and finally found themselves in Anatolia, in the lands of present day Turkey. There they took service with the Seljuk Turks and in time the best and the brightest of them carved out semi-autonomous statelets and went their own way as the power of the Seljuks decayed around them. One of them, perhaps the fiercest, perhaps the most astute, perhaps simply the luckiest, took power when the reign of the Seljuks was ended by Mongol attacks in 1293, and became the ruler of the local Turks in their wars against the Byzantine Empire. His name was Osman I, his people the Osmanli and the polity he created the Ottoman Empire. In a great outward wave it moved into lands north, south and west until Asia Minor, Arabia, the North African littoral, the Crimea and the Balkans all fell under the sway of the Sublime Porte, the palace of Osman's successors. The high water marks of the empire saw the crescent banners of Islam beating at the very gates of Vienna and besieging the Knights of St. John in Malta and for long it seemed that Christendom was in perpetual and imminent danger from this, the greatest ever scourge of the followers of Christianity's God.

From their early roots in Anatolia, the Ottomans strode warlike and powerful onto a world stage greatly enlivened by the petty squabbles and lack of unity of those who stood in their way. To the Europeans of the day, especially those whose lands lay on the border marches between Christendom and Islam, the progress of the Turks must have seemed both inexorable and irresistible.

Osman's successor Ohkran subdued most of western Asia Minor and by 1354 the Turks had a base at Gallipoli. Murad I continued the attacks on the Byzantines and in 1361 took Adrianople, reducing the Byzantine Empire to only the city of

Constantinople. In the last year of Murad's reign Christian resistance in the Balkans was broken on the Field of Blackbirds (Battle of Kossovo, 1389) and Ottoman power extended up to the Danube. Although slowed for a time by the incursions of Tamerlane, the Ottomans were able to maintain their power in their European possessions and in the early 15th century their expansion continued again. A crusader army was destroyed at the Battle of Varna in 1444 and nine years later the great Christian bastion of Constantinople itself fell.

Not long after Venice lost its possessions in the Morea to the Turks. The main instrument of this wave of conquest was the Ottoman army. Up to a hundred thousand strong it was centred on two main arms. The first were the *spahis* the cavalry arm of the Ottomans and composed mainly of converts to Islam. The second, with an even more frightening reputation, were the *janissaries*, an elite corps of infantry that was made up of captured Christian children who were brought up to be fanatical Moslems. In the 16th century three sultans raised the Ottoman empire to its greatest heights: Bayezid II, Selim I and Suleyman the Magnificent. Bayezid turned the Ottoman fleet into a major presence in the Mediterranean, pushed further into Europe and established footholds on the northern coast of the Black Sea. Selim moved south-eastwards into Syria, Iraq, Egypt and Arabia. With Mecca under their control the Ottoman sultans took the title of caliph as their own and thus became the spiritual leaders of all the adherents of Islam. Suleyman built on the successes of his two predecessors and in 1521 took the great fortress of Belgrade. The following year he drove the Knights of St. John from their stronghold of Rhodes. In 1526, at the Battle of Mohacs, the Hungarians were crushed and henceforth the landward defence of Europe would depend on the Austrian Hapsburgs. Suleyman harried them in their capital at Vienna in 1529 and only over-extended supply lines forced him to withdraw. At sea his navy forced the submission of Algiers with its corsair ships, and later Tripoli.

In 1565, the first cracks started to appear in this seemingly invincible power. In the late spring of that year an Ottoman fleet of 181 ships and 30,000 soldiers attempted to take Malta, the new home of the knights of St. John. All summer the siege lasted and in bitter fighting a force of about 600 knights and 8,000 men were able to heroically hold out and finally force a Turkish withdrawal. Though the Knights of St. John had shown Christendom that the Turks were not invincible, they were still immensely powerful and a continuing threat, especially to Christian lands in the Mediterranean.

It was then that the See of Rome, and thus all Catholicism, was placed in the care of Pope Pius V. A man of humble origins who spurned the luxurious, opulent life previous pontiffs had preferred and maintained the ascetic practices of the Dominican monk he was, he was a skilful and patient diplomat. His concerns were twofold. He worried at the precarious condition of Venice, long a Christian bulwark in the Eastern Mediterranean, but who had seen possession after possession fall to the Turks. Secondly, the victory of the Knights of Malta notwithstanding, he wished to prevent the Turks coming any closer to the Papal States. After tireless efforts he managed, in 1571, to create an anti-Ottoman alliance known as the Holy League. It consisted of the Papal States, Spain, Venice and Genoa.

It was principally a seaborne alliance and the man chosen to lead its armada was Don John of Austria. A bastard son of the Emperor Charles V, he was a talented soldier who had proved himself in the wars against the Moors in Grenada. He was also Spain's leading admiral and only 24 years old. Fair-haired, charming and eager for the fame his birth the wrong side of the blanket had robbed him of, Don John assumed command of a quarrelsome, irritable fleet held together only by the will of Pius V and a shared fear of the Turks. The Spaniards were commanded by Santa Cruz, the Genoese by Andrea Doria, the Venetians by Augustino Barbaggio and Sebastian Veniero.

The two city states were long time rivals and had fought each other more than once

in the past. Keeping the fleet focussed on the common enemy was not the least of Don John's problems. On one of the Genoese ships was a Spanish volunteer by the name of Miguel de Cervantes. He would suffer a disabling wound to his hand at Lepanto that would forever preclude his pursuance of a military career. He took up writing instead and in one of those priceless ironies of history, the suffering of a soldier at war led directly to one of the greatest novels of all time - *Don Quixote*

The Battle

Don John of Austria met his fleet off Messina and saw that he had 300 ships, great and small, under his command. The Pope himself had outfitted twelve galleys and the depth of his war chest had paid for many more. Don John's eye must have gazed with pride on the 80 galleys and 22 other ships that had been provided by his half-brother Philip II of Spain. Each of these Spanish galleys held a hundred soldiers on top of the rowers who propelled the ship through the water and no less than 30,000 men in the service of Spain would fight at Lepanto. The next largest contingent was that of Venice. No longer the dominating power of yesteryear, the Venetians could still assemble a fleet of more than a hundred vessels beneath the winged Lion of St. Mark standard. The Venetian ships were poorly manned, however, and the necessity of stationing Spanish soldiers on Venetian ships led to friction and in some cases blows.

It was the Venetians, however, who provided the technological cutting edge that was to win the battle. In the Venetian fleet were six galleasses. Broader in the beam than regular galleys and with a deeper draught they were so difficult to manoeuvre that they had to be towed into battle by speedier vessels. Despite their lethargy of movement, they were the most powerful ships in the Mediterranean. Their broad beam and deeper draught gave them a stability as a gun platform hitherto unknown. On their prow was constructed a kind of walled platform mounted with swivel guns that presaged the armoured turrets of later battleships by almost 300 years. The sides and the stern of the galleass were

also heavily armed and a wooden deck protected the rowers. On its bow there was a long point that could effectively crush any smaller vessel that was unfortunate enough to be in the galleass' way. A total of 80,000 men manned the ships of the Holy League. Of these 50,000 toiled at the oars and the remaining 30,000 were soldiers.

On September 17th 1571, Don John moved his fleet eastwards and at Corfu they heard that the Turks had recently landed and terrorized the Christian population. They then moved on and as they lay anchored off the coast of Cephalonia, terrible news reached them. Famagusta, the last Christian stronghold on Cyprus had fallen to the Turks. All the defenders who had survived the assault were tortured and then executed. The news enraged the men of Don John's fleet and stiffened the resolve of the commanders to engage the Moslems as quickly as possible. There was one other piece of disturbing news: the Turkish fleet under the command of Ali Pasha had been reinforced by a Calabrian fisherman turned Moslem and corsair. His name was Uluch Ali and he was now the Bey of Algiers, that notorious nest of the Moslem corsairs feared by all Christian ships plying their trade in the Mediterranean. Don John moved his force towards the anchorage of Lepanto where he knew the Turks to be waiting and during the night of October 6th, with a favourable wind behind him, Ali Pasha moved his fleet westward toward the mouth of the Gulf of Patras and the approaching ships of the Holy League.

The action that was to follow was the biggest naval engagement anywhere on the globe since the Battle of Actium in 30 B.C. Both commanders hoped to rapidly come to grips with their enemy, board them and let the soldiers fight it out to the end. The only major difference was that in 1571 the ships carried guns and those on the galleasses in particular would have a crucial effect. When the Turkish fleet was sighted Don John split his force into three sections. On the right of the Christian line he placed the Venetians under Barbaggio, on the left Andrea Doria leading the Genoese and papal galleys. The centre he took for himself. In reserve was Santa Cruz

with a force of 35 Spanish and Venetian ships. Before the action began Don John ordered his men not to fire until they were close enough to be splashed by Moslem blood. He also ordered the iron rams to be removed from his ships as he knew that gunfire and close quarter fighting would be of more use than attempts to ram. Two galleasses were towed into position in front of each Christian division.

The Turks, initially arrayed in a giant crescent-shaped formation, quickly separated into three sections also. The centre, under Ali Pasha, pushed forward and the action opened when the cannon of Don John's two centre galleasses began to do great execution among Ali Pasha's advancing ships. Seven or more Turkish galleys went down almost immediately. The Turks were not lacking in courage, however, and they pressed on in the face of intense fire from the galleasses, the galleys' guns and arquebus and crossbowmen on the Christian decks. Ali Pasha tried to come alongside the Christian ships in the hope of boarding and here the legendary steadfastness under fire of the 16th and 17th century Spanish infantryman came to the fore and attack after attack was beaten off by killing shots from their arquebuses. Then Don John gave the order to board Ali Pasha's flagship. In a wild melee of attack, retreat and counterattack played out on decks awash with the blood of the slain, the air rent by the screams of the wounded and dying the Spaniards forced their way onto the Turkish galley three times. Twice they were beaten back but finally they stormed the Turkish poop and a wounded Ali Pasha was beheaded on the spot. His head was spitted on a pike and held aloft for all to see and the Ottoman battle flag, never before lost in battle, was pulled down from the mainmast. The Moslem centre broke and retired as best it could, their courage forgotten by the elated Spaniards.

On the flanks things had not gone so well. Mohammed Sirocco commanding the Turkish right sailed in close to the rocks and shoals of the northern shore of the gulf to outflank Barbaggio's Venetian galleys. On the left of the Turkish line Uluch Ali did

the same, swinging as close as he could to the southern shore in an attempt to surround Andrea Doria's ships. Sirocco knew well the waters of the Gulf Of Patras and he succeeded in his manoeuvre. Barbarigo was surrounded by eight enemy galleys and fell dead from a Turkish arrow. His flagship was taken and retaken twice and when aid finally came and Sirocco's galley was sunk, the Turkish admiral was ignominiously pulled from the water and, like Ali Pasha, immediately beheaded. Mercy was a quality not much in vogue in the wars between the crescent and the cross.

On the Christian right, Uluch Ali was unable to turn the Genoese flank. He did, however, spot a gap in the line and skilfully brought some of his galleys through and took part of Don John's centre in the rear. The *Capitana* flagship of the Knights of St. John, its commander skewered by five arrows, was boarded, seized and towed off as a prize of battle. In the Christian reserve, Santa Cruz saw this happening and made haste to recover the captured ship. Uluch Ali, realising that discretion is often the better part of valour, pulled back leaving the *Capitana* in Christian hands. Doria's division had been roughly handled by Uluch Ali's remaining ships and it was only after Don John had secured the Christian centre and come to Doria's aid that the last of the Algerine ships were beaten back.

The engagement had lasted for more than four hours and when the smoke finally cleared it became apparent that this was a major victory for the Holy League and a bitter defeat for the Turk. Almost 8,000 of the men who had sailed with Don John were dead and another 16,000 wounded. On the brighter side 12,000 Christian galley slaves had been released from their servitude to the Ottomans. The Turks and Uluch Ali's Algerines had suffered much more grievously: at least 25,000 of them had been killed.

The day belonged to Don John, the Holy League and Christendom. When the news of the victory broke, church bells were rung all over in Europe in a spontaneous outburst of joy and thanksgiving.

DIADOCHI V (ac03)

By Dick Vedder (1976)

1. All the usual rules of Diplomacy (1971 rulebook) apply, except as emended below.

2. There are five Great Powers, the initial placement is as follows:

CARTHAGE: F Carthage, A Hadrumetum, A New Carthage, A Gades.

EGYPT: F Alexandria, F Cyprus, A Ptolemais.

MACEDONIA: F Korinth, A Larissa, A Pella.

ROME: F Neapolis, F Rome, A Brudisium, A Ravenna.

SYRIA: F Antioch, A Arbela, A Seleukia.

3. The game begins in 240 B.C. and so the game-years are counted backwards.

4. There are a number of Double supply centres on the board. These are able to support and supply two units for whichever power controls them. The Triple supply centre in Rome is only able to supply three units if controlled by the Roman player; if owned by another power it acts as a single supply centre.

5. The Special Build Centres (in Ath, Jar, & Sid) are not supply centres, but whichever power controls one may use it as an alternative place in which to build a new unit.

6. Neutral supply centres have no special defensive properties. However, Armenia, Belgica, Illyria, and Scythia are liable to rebel and so must be garrisoned each Winter if they are to be counted for supply centre totals. Britain and Dacia are impassable in this game.

7. Any power may destroy any of the supply centres (except Alexandria, Antioch and Rome). A unit already occupying the centre should be ordered to destroy it (order symbol Z), though it may not be given any other order for that campaign season. Destroyed supply centres become useless for supply purposes unless rebuilt.

8. To rebuild a supply centre, the destroyed centre should be occupied for two consecutive campaign seasons by a unit

that has been ordered to rebuild it (order symbol R). Once rebuilt, the centre may again be counted for supply purposes in the next adjustments. A unit ordered to rebuild a centre is fully occupied and may not be given any other movement or support orders for that season.

9. It is possible for one power to loan one or more specified supply centres under their control to another power, providing that the receiving power owns at least one centre themselves. Units may not be disbanded so as to allow a loan to be made. The recipient of a loan may, in turn, loan the centre to a third party. Loans may be ended at any time, but the recipient has until the next adjustments to secure other means of support. Units which are supported by loans do not count towards fulfilling the victory conditions.

10. In any particular adjustments season, no power may construct more than two fleets.

11. Aquitania, Scythia and Larissa are double-coasted provinces. Alexandria and Athens are not, their two coasts are each linked by ancient canals and/or slipways which allow fleets to enter the province on one coast and leave from the other in the next turn.

12. Any unit may freely pass between two provinces which are connected by a Direct Passage link. These are Gades and Mauretania, Neapolis and Syracuse, Pergamum or Nicea and Thrace, Kherson and Colohis, and Sinai and Ptolemais. The actions of fleets in the sea spaces over which the Direct Passage link passes are completely unaffected. (It is as if the two land provinces were connected by a bridge beneath which fleets may pass unhindered).

13. Victory is achieved by the first power to control 25 self-supporting units on the board. A tie results in a joint victory.

Abbreviations

AEG Aegean Sea; AFR African Sea; AIO Aiolic Sea; Alx Alexandria; Ant Antioch; Aqu Aquitania; Arb Arbela; Arm Armenia; Asp Aspis; Ath Athens; Atr Atrophene;

BAR Barca Sea; Bel Belgica; Ben Beneventum; Bru Brudisium;

Cha Charax; Cil Cilicia; Cis Cisalpine Gaul; Col Colchis; Com Commagene; Cre Crete; Cyp Cyprus; Cyr Cyrene;

Dur Dura;

ECe East Celtica; EEU East Euxine; EGY Egyptian Sea; Eph Ephesus; Epi Epirus; Ete Etruria;

Fre Fretus;

Gad Gades; Gal Galatia;

Had Hadrumetum; HEL Hellespont;

Ibe Iberia; IBS Iberian Sea; ION Ionian Sea; Ill Illyria; ISS Gulf of Issus;

Jer Jerusalem;

Khe Kherson; Kor Korinth;

Lar Larissa; LEV Levantine Sea; LGr Lower Germany; Lib Libya; LIG Ligurian Sea; LpM Leptis Magna; Lug Lugendensis; Lus Lusitania; Lyc Lycaonia;

Mae Maeotis; Mal Malacca; Mau Mauretania; Mel Melitene; Moe Moesia; MTA Melita Sea;

Nab Nabathea; NAD North Adriatic Sea; Nea Neapolis; New New Carthage; Nor Noricum; NTY North Tyrrhenian Sea; Num Numidia;

OAT Oceanus Atlanticus;

Pal Palermo; PAM Pamphylian Sea; Pan Pannonia; Pap Paphlagonia; Pel Pella; Per Pergamum; Phi Philadelphia; Phr Phrygia; PIT Pityusean Sea; Pmy Palmyra; Pon Pontus; Pto Ptolemais;

Rav Ravenna; RED Red Sea; Rha Rhaetia; Rom Rome;

Sag Saguntum; Sah Sahara; Sar Sardinia; Scy Scythia; Sel Seleukia; Sid Sidon; Sin Sinai; SRT Syrtis Gulf; STY South Tyrrhenian Sea; Syr Syracuse;

Thr Thrace; Tyr Tyre;

UGr Upper Germany;

Ven Venetia;

WCe West Celtica; WEU West Euxine

DIVERSIONS

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Rip Gooch

48-4600 Kimbermount Avenue
Mississauga ON L5M 6Z5 Canada
Electronic mail: xyropedes@canada.com
Telephone: +1 905 603 1956

Deadline

1 day ahead of that set for *Armistice Day*

Who the ...

Not Crazy. If you were persistent enough to struggle through my inaugural editorial, you might have noticed an anomaly. Clearly something was missing between the third and fourth paragraphs. Stephen has overall editorial freedom over Diversions as I cannot tell how much space its text will occupy, so I suggested he might like to leave something out if necessary. He chose the following anecdote which was used as a poor excuse to avoid delving too deeply into my personal history. Well ... I typed it, so I'll try publishing it again. And thereby employ the avoidance strategy one more time ...

The Anecdote. In the bar of the Harp & Whistle Irish pub in Kincardine (Ontario - it's south of the Bruce Peninsula on Lake Huron; mother-in-law lives there) after a charity 5-pin bowling event in which I had taken part representing the cricket club, I was regaled by a fellow team member with the tale of his recent trip back to the country of his birth. Hailing from Essex, Jim still spoke with those familiar brash, open vowels and demi-Cockney phrases despite many years in Canada. Once beyond one's formative years, it is unsurprising that Brits never lose the accent with which they first arrived. I guessed Barking, and I wasn't far out. The story was of a conversation between old school chums over a pint of Watneys (it's always Watneys in such tales, for some reason!) on the evening of Jim's arrival in town. In an accent indistinguishable from any other around the group, he entertained the gathering with tales of Canada. The usual stuff, part bragging, part embroidering, part downright

lies. Yet, even when the topic was serious, the reaction brought forth a growing background of mirth which developed into titters and then to laughter. Finally, Jim had to take one of his chums aside and ask why his comments were seen as hilarious when he remained so demonstrably one of the lads. He asked if there was the hint of a Canadian accent. He had been so careful not to interject "Eh" at the end of every sentence. He had been painstakingly aware of any temptation to ascend the scale when the British idiom would be to descend. He had avoided every American pronunciation and meticulously employed the colloquialisms and idiom with which he and his childhood friends were so familiar. With a knowing grin, his friend asked him if he had any idea what the cause might be. Jim said, "Well, I guess they might find my clothes a bit strange." "There ya go, that's it!" said his friend. Jim remained baffled. "Is it the shorts? The Blue Jays cap? The Leafs jersey?" "Nah. Ever since you walked in, you've started every bloody sentence with 'I guess ...'. You're a marked man!"

Let's talk

Ontario. Continuing on the railway theme established last time, there is a town on the north shore of Lake Superior which has a unique claim to fame. White River is the home of Winnie-the-Pooh! This comes as a bit of a surprise to most people, who only know of the connection with Christopher Robin Milne, but when it is revealed that Winnie is a diminutive of Winnipeg, all becomes a little more clear. White River is on the main Canadian Pacific Rail line between the major centres of Thunder Bay (then Port Arthur) and Sudbury, completed in 1885. In August 1914, a train carrying Canadian troops on their way to war in Europe made the regular stop there for fuel and water. On the train was a veterinarian, Captain Harry Colebourn from Winnipeg, Manitoba, whose love of animals prompted him to pay a trapper on the platform \$20 for an orphaned black bear cub. Naming him Winnipeg, soon thereafter shortened to Winnie, the Captain took the cub all the way to England, where he became the mascot of the 34th Fort Gary Horse of Winnipeg, Canadian Infantry Brigade.

When Colebourn was shipped to the front in France in April 1915, Winnie was left in the care of London Zoo, and it was there that the second, more familiar, half of the story took place. Go to <http://wr.lakeheadu.ca/~wrlib/winnie.html> and follow the links. At the definitive Pooh site <http://www.just-pooh.com> I learn that Colebourn, who was born in Birmingham, England in 1887, survived the war (with one mention in dispatches) and eventually returned to Winnipeg - without Winnie - after continuing his studies in London. He died in September 1947.

Note: The twin towns of Port Arthur and Fort William were amalgamated to form the city of Thunder Bay in 1970. The city now has two distinct "downtown" areas, each retaining its former name, with a new Intercity commercial area bridging the gap.

Jumbo. I neglected to supply a URL for further reading on the Jumbo story in the last issue. Try <http://www.elgintourist.com/stthomas/jumbo.shtml> if you're interested.

THE GAMES

Isle of Wight - Atikokan - Round 0

Bruce Edwards: Exit via Q5 - Helper Allocates New Trains South - Purple
Jim Reader: Exit via P6 - Bloody Useless Management - Yellow
Charlie Wilson: Exit via O5 - Greater Wight Railway - Brunswick Green

Charlie has a copy of the Railway Modeller in which this map was first published. I've never seen it; the map you have been given was prepared from a smudgy photocopy. In case you were wondering (I'll tell you anyway - editor, remember?) I use the name Dick Pentland when using my draughting skills to produce maps. Long, boring story (with which I shall regale you if you give me nothing else to write about).

Each player must exit Newport through his designated hex. This means that the first point of the building allocation must be to the centre of that hex. Thereafter, no holds barred - subject to the standard rules, of course. If clarification is needed, the shaded hexes denote hills, into and out of which building costs 3. Building from the centre of one hill hex to the centre of an

adjacent hill hex costs 5. Rivers, shown by a clear separation between hexes, cost 3 points to bridge. In each case, all of the building points must come from one of the three build segments (single die rolls), so points cannot be carried over for this purpose. There will be no more than two rolls of 5 or 6, so strategy in the early part of the game will be crucial. After the first building round, build allocations will be generated randomly, with a downward modifier applied if necessary. As the Isle of Wight is a small map, there will be only 5 building rounds instead of 6.

Build allowance for Round 1: **3, 3, 3**

A naming convention is required. Anyone sufficiently long in the tooth will recall that my games in Ripping Yarns took the names of players who figured in the long and glorious history of Surrey County Cricket Club, both illustrious and obscure. Starting easily with Abel, Barrington and Constable, it was a struggle to complete three passes through the alphabet. To thrice interpret X and Z stretched my creativity to the extreme! Game #79 (in Diversions by this time - via various companion zines such as The Suits and Talbot) revealed my new scheme of using place names in Northumbria, and this was working quite nicely right up to the zine's premature demise. Now that I have a home in Canada, it would seem appropriate to run through another list of place names. Ontario is rich in history, of course, and most of the townships and villages have fascinating stories to tell. So I'll make a start with my home province and, if we ever get to game #27, I'll start radiating outwards. You'll have to be patient if you want to read the explanation accompanying game #34 - Head-Smashed-In Buffalo Jump (it's in Alberta).

Atikokan is a planned township which was developed when the rich iron deposits at nearby Steep Rock Lake began to be mined in 1939. Prior to this date, it was simply a divisional point on the Canadian Northern Railway between Thunder Bay (Port Arthur) and Fort Frances. The line was completed in 1902, and is still operational as part of the southern CN Rail route to Winnipeg. Atikokan takes its name

from the Atikokan River, meaning *caribou bones* in Ojibwa, the language of the local aboriginal people. Steep Rock Mine ceased operations in 1989, but its legacy is a giant hole in the ground which is slowly returning to nature. The potential for tourism is gradually being explored by Shawn Allaire, the director of the Atikokan Mining Attraction Museum, and a personal friend from the year Pat and I spent living in Thunder Bay after we were married. Take a look at <http://www.steeprocks.ca> and follow the links to the Headless Miners 2000. There's a photo of Pat and me with the museum director. For more on the Atikokan Mining Attraction - and it's definitely worth checking out - <http://www.atikokanminingattraction.org> is where to look. These days, Atikokan is a typical, small Northwestern Ontario township, originally established to support a dead industry, now struggling to find a new focus as a centre for tourism, logging and hunting. It has the distinct advantage of being located close to Quetico Provincial Park, a mecca for wilderness trekking and canoeing, and many local people earn a living as outfitters and guides. Go to <http://www.queticofoundation.org> to see some of the best that North Western Ontario has to offer.

An interesting aside to this feature on Atikokan is the reason for the continued importance of Fort Frances as a railway centre. Glancing at a map reveals that the closest major city in the States to Thunder Bay is Duluth, a distance of some 300 km by modern road. Yet, despite the presence of an obvious direct route connecting the two cities, the only north-south track out of Duluth is the Duluth, Winnipeg & Pacific Railroad, completed in 1908, linking up with the Canadian Northern Railroad line at the crossing point over the Rainy River between International Falls and Fort Frances. The journey by rail between Thunder Bay and Duluth remains at 640 km! Needless to say, Highway/Route 61 is overloaded with huge transports carrying grain, wood pulp and livestock in both directions. I'll write some more on Fort Frances in a later issue. It's amongst my favourite small Ontario towns, not least because it's where Pat was living when we first hooked up after a gap of 21 years!

Okay, I'm calling my own bluff before someone writes indignantly. There is, of course, a reason for the absence of a direct link between Thunder Bay and Duluth, but it's prosaic and not a little predictable - and very few people in the area actually are aware of it. The Port Arthur, Duluth & Western was established with the purpose of connecting Port Arthur (Thunder Bay) with Duluth via a border crossing at Gunflint, but the money ran out in 1893 when building had reached only as far as Gunflint. The line was bought by Canadian Northern, but instead of continuing the construction, it was decided to relegate it to a minor branch in deference to another purchased line established by Duluth, Winnipeg & Pacific - the one running from International Falls to Duluth. Given that this line ran through prime stands of harvestable timber, sufficient revenue was already being produced to justify leaving the more direct route incomplete. All that Canadian Northern actually used of Port Arthur, Duluth & Western's track was its first few hundred metres providing a ready-made entrance to Port Arthur. The Gunflint line continued as a branch under the control of Canadian National until 1939.

Netherlands - Bobcaygeon - Gamestart

Pay attention, **Kevin Lee, Brad Martin, Allan Stagg** and **Charlie Wilson**. You have a gamestart! This list filled quite quickly, and I am happy to report that there will be a start with the optimum four players next time. There will also be an article giving some background on the intriguing town of Bobcaygeon. Maps will be in the mail to each of you in a day or two. I shall require start town preferences (2 each start at Amsterdam and Rotterdam, and I am **not** calling for exit-hex preferences, so you may wish to do some negotiating), colour preferences (please list **four** colours; I know you all have your favourites, but mentioning only one will virtually guarantee that I'll allocate something different!), and a suitably creative company name. Stephen will be supplying me with your mailing addresses, but there's no harm in sending me an e-mail to confirm your intention to participate.

Trans-Canada Map Experiment

I was intending to start the ball rolling this time with a brief run-through of the earliest operating railways in each of the Canadian provinces and territories. I was surprised to discover just how many distinct railways there were in unusual and inaccessible places at various times. But it was no surprise to find most no longer operate. The article was based on my patchy and incomplete research on the Internet and through access to a limited collection of books, and was far from satisfactory. However, I chanced upon the definitive book in the main Mississauga library the other day, and I am therefore able to do a lot more research before writing. The book is a huge and weighty object compiled by Christopher Andreae entitled **Lines Of Country: An Atlas Of Railway And Waterway History In Canada**, and featuring comprehensive maps drawn by cartographer Geoffrey Matthews. It really is a spectacular source, and I hope those of you who are eager to get started on helping me assemble a Canada map will understand if I request another month to complete my studies.

Prince Edward Island. P.E.I. had not joined Confederation in 1867. In contrast to the other Atlantic provinces, it was slow to catch the railroad fever that had long gripped the rest of the country. It was not until 1871 that Islanders commenced construction of a narrow-gauge (1,067 mm - 3 ft 6 in) railway, planned to run the entire length of the island, with branch lines to Tignish and Souris. A fixed price per mile was agreed upon with the contractor, but the actual number of miles was not specified. Today the numerous curves of the railway, meandering across Prince Edward Island, may add to its picturesque appeal for the traveller, but at the time of construction the winding road meant increased mileage and higher costs. Shoddy workmanship and local politics also added to the price, and before too long the government of P.E.I. found itself in financial difficulties over the railway, serious enough to cause it to take another look at the possibility of joining Confederation. When the dominion government promised to

complete the troubled railroad, Prince Edward Island entered Confederation as Canada's smallest province in 1873. The line between Charlottetown and Tignish was opened two years later. The first regular train service was inaugurated on December 31, 1875, only to be tied up immediately by a severe snowstorm. Continuous service over the line did not resume until the following spring.

Extracted from "Railways of Canada - A Pictorial History" by Nick & Helma Mika : McGraw-Hill Ryerson Limited Pub. 1972

In the years following 1919, Canadian Government Railways, the new owners of the P.E.I. tracks, standardised the gauge on the island. Initially, a third rail was laid outside the narrow track between Summerside and Charlottetown, enabling both narrow- and standard-gauge cars to operate. Short sections of Prince Edward Island's rail network were removed in 1984, but the system was largely intact until its abrupt abandonment in 1989. Thus, the province which was the last to join the railway age was also the first to have all traces of its presence removed. Ironic, then, that it was investment in railway building that had necessitated joining the Confederation in the first place!

Railway Rivals Waiting Lists

Netherlands: Kevin Lee, Brad Martin, Allan Stagg, Charlie Wilson. **Full!** - See Gamestart details above.

South Sweden Map SWE: Mads Clauson-Kaas, Charlie Wilson. 2 wanted.

Northern Italy Map P: Bruce Edwards, Ken Laidlaw, Charlie Wilson. 3 wanted for the optimum 6-player game, but will start with 5 if necessary.

Trans-Canada Map Experiment: Ryan Congdon, Kevin Lee, Jim Reader, Charlie Wilson.

Playlist

My Time: A Boz Scaggs Anthology - Boz Scaggs, Echoes - Pink Floyd, RFH - Brian Wilson (unofficial recording), Through My Telescope - Sean MacCreavy

Abstraction II

TANNENBURG (August 1915)

AUSTRIA (John Colledge) A(Swa)-Mun;
A(Rum) S A(Ode) (CUT); A(Ode) Std.*
 [DISLODGED TO Cau]; A(Bul)-Con [FAILS];
F(AEG) S A(Bul)-Con [CUT]; A(Ukr) S
 A(Gal)-War; A(Vie)-Boh [FAILS]; A(Gal)-
 War, A(Ser)-Mac

ENGLAND (Martin Gilbey) F(Por) Std.;
F(SAO)-Mor [FAILS]; A(Bre)-Par; F(SKA) S
 F(HEL)-Den; F(ENG)-ANG; F(NTH)-Nwy
 [FAILS]; F(HEL)-Den, A(Kie)-Ruh [FAILS]

FRANCE (Anarchy - ex-John Boocock)
 A(Lyo)

GERMANY (Dave Clark) A(Swe)-Nwy
 [FAILS]; A(Bel)-Hol [FAILS]; A(Par)-Bre
 [FAILS, DISLODGED, RETREATS TO Lor];
F(Hol)-Kie [FAILS]; A(Mun)-Ber; A(War)-
Gal [FAILS, DISLODGED TO Pru]; A(Ruh)-
Mun [FAILS]; F(Den)-Swe* [FAILS,
 DISLODGED TO BAL]; A(Boh) S ITALIAN
A(Tyr)-Vie [MISORDER - NO SUCH
 ORDER]

ITALY (Bruce Edwards) F(Mor) S A(And)
Std. [CUT]; A(And) Std.; A(Gas) S
 ENGLISH A(Bre)-Par; A(Lib) S F(EMS)-
 Egy; A(Tyr) S AUSTRIAN A(Swa)-Mun;
 F(CMS)-EMS; F(GoL)-WMS; F(EMS)-Egy

RUSSIA (Bob Pitman) A(Mos)-Ode; A(Vol)
 S A(Mos)-Ode; F (HBS)-Ire, A(Lpl)-Edi

TURKEY (Nick Gladstone) F(Egy)-EMS
 [FAILS, DISBANDED, NRO]; F(CYS)-AEG
 [FAILS]; A(Dam)-Arm; F(WBS)-Rum
 [FAILS]; F(Con)-Bul [FAILS]

September 1915

A: Vie, Bud, Pec, Zar, Zur, Ser, Bul, Rum,
 Gre, +Mun, +War, -Ode = 10. Builds
 A(Bud).

E: -Edi, Lpl, Ply, Lon, Bre, -Ire, -Mor, Por,
 Den, +Kie, +Par = 9. No change.

F: Lyo, = 1.

G: -Kie, Ber, -Mun, Dre, Bel, -Par, Swe, -
 War, Hol = 5. GM removes A(Boh), A(Pru),
 F(BAL), A(Lor).

I: Ven, Rom, Nap, Sic, Tun, And, Cas, Mar,
 +Egy, +Mor = 9. Builds A(Ven), A(Nap).

R: StP, Mos, Arc, Nwy, +Ode, +Edi, +Ire =
 7. Builds A(Mos), F(Arc), A(StP).

T: Con, Smy, Sin, Dam, -Egy = 4. No
 change.

Press

Lon to Vie: The question is, will the ageing
 rock star be in "Bits and Pieces" or will he
 be "(boomp, boomp) Glad All Over"?

I - G: I apologise for not following your
 advice. I can see how I gain.. I'm still trying
 to see your angle. So I went my own way
 after all.

Regular Diplomacy

Albert - Autumn 1903

ENGLAND (Bob Pitman) A(Bur) - Mar;
 F(Gas) - MAO; F(IRI) Stands; F(MAO) -
 Spa sc; F(Nwy) s GERMAN F(GoB) - StP
 sc

FRANCE (Anarchy - ex-Franck Delcroix)
 A(Pic) Stands ; A(Por) Stands

GERMANY (Steve Betteley) A(Par) - Bur;
 A(Ber) - Pru; A(Sil) - War* (FAILED,
 DISLODGED TO Mun); A(StP) - Mos;
 A(Lvn) s A(StP) - Mos; F(GoB) - StP sc;
 F(Swe) - Fin (FAILED)

ITALY (Anarchy - ex-Sean Haugen) A(Ven)
 Stands ; A(Rom) Stands

RUSSIA (Daniel Miller) A(Gal) - Sil; F(Rum)
 Stands; A(Vie) Stands; A(Mos) s F(Fin) -
StP sc* (DISLODGED TO Sev); F(Fin) -
StP sc (FAILED); A(War) s A(Gal) - Sil

TURKEY (John Campbell) F(Tun) Stands;
 F(ION) - Nap; A(Tri) - Tyr; A(Ser) - Tri;
 A(Bul) Stands; F(AEG) - ION

Autumn 1903 Adjustments

A: -Tri, -Vie = 0; Loses 2.

E: +Mar, +Spa, Nwy, Bre, Bel, Edi, Lon, Lpl
 = 8; Gains 2. Builds A(Lpl), A(Edi), F(Lon).

F: Por, -Spa, -Mar = 1; Loses 2. GM
 Removes A(Pic).

G: Mun, +Mos, +StP, Swe, Par, Hol, Den,
 Ber, Kie = 9; Gains 2. Builds A(Ber), (No
 build ordered).

I: Ven, Rom, -Nap = 2; Loses 1. No
 change.

R: Rum, +Vie, Sev, War, Bud, -Mos, -StP =
 5; Loses 1. GM Removes F(Fin).

T: +Tun, +Nap, +Tri, Bul, Ser, Gre, Con,
 Ank, Smy = 9; Gains 3. Builds F(Smy),
 F(Con), A(Ank).

Regular Diplomacy

Ascot Spring 1906

AUSTRIA-HUNGARY (Ian Northcott) A(Vie)
 s A(Bud) - Tri; A(Bud) - Tri; A(Ser) - Alb;
A(Bul) - Gre (FAILED); A(Gal) - Bud;
F(Con) s RUSSIAN F(Ank) (CUT)

ENGLAND (Dave Wreathall) A(StP) s
 RUSSIAN A(Sev) - Mos; F(Nwy) s F(Hol) -
NTH (CUT); F(WMS) - MAO; F(MAO) -
 ENG; F(Hol) - NTH; A(Edi) - Yor

FRANCE (Mark Stretch - NMR!) A(Spa)
 Stands ; A(Por) Stands ; A(Mar) Stands

GERMANY (Martin Draper) A(War) - Lvn;
A(Mos) s A(War) - Lvn* (CUT,
 DISLODGED TO War); A(Sil) Stands;
A(Tyr) - Ven (FAILED); F(Kie) - Hol; A(Bel)
 s F(Kie) - Hol; F(Den) - HEL; F(Swe) - Nwy
 (FAILED); A(Gas) - Bre; A(Par) s A(Gas) -
 Bre

ITALY (Richard Hucknall) F(ION) - TYS;
 F(EMS) - ION; A(Ven) - Pie; A(Tri) - Ven*
 (FAILED, DISLODGED - DISBANDED
 NRO); A(Alb) - Gre; F(AEG) s A(Alb) - Gre;
A(Smy) - Con (FAILED)

RUSSIA (Dave Anderson) A(Sev) - Mos;
 F(Ank) s AUSTRIAN F(Con)

Regular Diplomacy

Brusilov - Autumn 1901

AUSTRIA-HUNGARY (Andrew Sandor)
 F(ADS) - Apu; A(Tri) s A(Tyr) - Ven; A(Tyr)
 - Ven

ENGLAND (Todd Nelling) A(Yor) Stands;
 F(Lon) - NTH; F(NTH) - Bel

FRANCE (Markus Stoor) F(Bre) - MAO;
 A(Bur) - Ruh; A(Mar) - Spa

GERMANY (Colin Miles) A(Kie) - Ber
 (FAILED); A(Ruh) - Mun; F(Hol) s
 ENGLISH F(NTH) - Bel

ITALY (Shane Chambers) F(ION) - Tun;
 A(Apu) - Nap; A(Ven) - Tri* (FAILED,
 DISLODGED TO Rom)

RUSSIA (Jared Blanchett) F(Rum) - Bul ec
 (FAILED); A(Sil) - Ber (FAILED); A(StP) -
 Nwy; F(GoB) - Swe

TURKEY (Tim Schwartz) A(Bul) - Gre;
A(Ank) - Con (FAILED); F(Con) - Bul sc
 (FAILED)

Autumn 1901 Adjustments

A: Tri, +Ven, Bud, Vie = 4; Gains 1. Builds
 A(Bud).

E: +Bel, Edi, Lon, Lpl = 4; Gains 1. Builds
 F(Lon).

F: +Spa, Bre, Mar, Par = 4; Gains 1. Builds
 A(Par).

G: Kie, Mun, +Hol, Ber = 4; Gains 1. Builds
 A(Ber).

I: +Tun, Nap, Rom, -Ven = 3; No change.

R: +Rum, +Nwy, +Swe, Mos, Sev, StP,
 War = 7; Gains 3. Builds F(Sev), F(StP) sc,
 A(War).

T: +Gre, Ank, Con, Smy = 4; Gains 1.
 Builds F(Smy).



Regular Diplomacy

Arras - Spring 1903

AUSTRIA-HUNGARY (John Campbell)
F(ADS) - Ven* (FAILED, DISLODGED TO
 Alb); A(Tri) s F(ADS) - Ven; A(Tyr) - Pie;
 A(Gre) Stands; A(Vie) - Tyr (FAILED)

ENGLAND (Warren Galenzoski) F(ENG) -
MAO (FAILED); F(Lpl) - Wal; F(Lon) - ENG
 (FAILED); F(NTH) s F(Lon) - ENG; F(Swe)
 - Nwy; A(Bel) - Pic (FAILED)

FRANCE (Richard Scholefield) A(Gas) s
 A(Mar) - Bur; A(Mar) - Bur; A(Pic) s A(Mar)
- Bur (CUT); F(Bre) - ENG (FAILED);
 F(MAO) s F(Bre) - ENG

GERMANY (Richard Williams) F(Den) - BAL; A(Ber) Stands; A(Kie) s A(Ber); A(Mun) - Tyr (FAILED)

ITALY (Tim Deacon) A(Rom) s A(Ven); A(Ven) s GERMAN A(Mun) - Tyr (CUT); F(Apu) - ADS; F(ION) s F(Apu) - ADS

RUSSIA (Anarchy - ex-Tracey Jackson) A(Sil) Stands ; A(Pru) Stands ; A(StP) Stands ; A(Mos) Stands

TURKEY (Jimmy Cowie) A(Sev) - Ukr; A(Arm) - Sev; A(Con) - Bul; F(BLA) s A(Arm) - Sev; F(Bul) sc - AEG

Regular Diplomacy

Dogger Bank - Autumn 1902

AUSTRIA-HUNGARY (Greg Mostyn) A(Bud) - Rum; A(Gal) s A(Bud) - Rum; A(Ser) s A(Bud) - Rum; A(Tri) Stands; F(Bul) sc Stands

ENGLAND (Paulo Piloni) A(Lon) - Nwy; F(ENG) - Bre (FAILED); F(MAO) s F(ENG) - Bre (CUT)

FRANCE (David Latimer) F(Por) - MAO (FAILED); F(Bre) s F(Por) - MAO (CUT); A(Mar) s A(Pic) - Bur; A(Par) s A(Pic) - Bur; A(Pic) - Bur

GERMANY (Robin Sixhill) F(NTH) c ENGLISH A(Lon) - Nwy; A(Bel) - Pic; A(Ber) - Sil; A(Den) - Swe (FAILED); A(Mun) - Bur (FAILED); A(Ruh) s A(Mun) - Bur

ITALY (Luke Dicken) A(Ven) Stands; F(ION) c A(Apu) - Tun; A(Apu) - Tun

RUSSIA (David Roe) A(Arm) - Ank; F(BLA) s A(Arm) - Ank; A(StP) - Lvn; A(Ukr) s F(Rum); F(Rum) Stands* (DISLODGED TO Sev); F(Swe) s ENGLISH A(Lon) - Nwy (CUT)

TURKEY (Anarchy - ex-Chris Thomas) A(Smy) Stands ; F(Ank) Stands* (DISLODGED - DISBANDED NRO)

Autumn 1902 Adjustments

A: +Rum, Ser, Tri, +Bul, Gre, Bud, Vie = 7; Gains 2. Builds A(Vie), A(Bud).

E: +Nwy, Lon, Edi, Lpl = 4; Gains 1. Builds F(Lon).

F: Por, Bre, Mar, Par, Spa = 5; No change.

G: Den, Mun, Bel, Hol, Ber, Kie = 6; No change.

I: Ven, +Tun, Nap, Rom = 4; Gains 1. Builds F(Nap).

R: +Ank, Sev, Swe, Mos, StP, War, -Rum = 6; No change.

T: Smy, Con -Bul, -Ank = 2; Loses 2. (No build ordered).

Gunboat Diplomacy

Heligoland - Autumn 1905

ENGLAND (Anarchy - ex-Caveat) F(NTH) Stands

FRANCE (Petit Chou) A(Bur) s A(Pic); A(Par) s A(Bur); A(Pic) s A(Bur); A(Lpl) - Edi; F(Lon) s ENGLISH F(NTH); F(Wal) - Lpl

GERMANY (Visigoth) A(Hol) - Kie; A(Bel) s A(Ruh); F(SKA) s F(Nwy) - Swe; F(Nwy) - Swe; A(Mun) s A(Ruh); A(Ruh) s A(Bel); F(Kie) - BAL

ITALY (Greenslade) F(ION) c A(Apu) - Smy; F(EMS) c A(Apu) - Smy; A(Tri) s A(Vie); A(Tyr) s A(Vie); A(Vie) Stands; A(Apu) - Smy

RUSSIA (Agar) F(Swe) - Den; A(StP) - Fin; A(Gal) - Bud; A(Bud) - Ser; A(Rum) s A(Bud) - Ser; F(BLA) - Con; F(Bul) ec s F(BLA) - Con

TURKEY (Anarchy - ex-The Great Panjandrum) A(Gre) Stands ; A(Ser) Stands* (DISLODGED - DISBANDED NRO); F(Con) Stands* (DISLODGED - DISBANDED NRP); F(Ank) Stands ; F(AEG) Stands

Autumn 1905 Adjustments

E: -Lpl, -Edi = 0; Loses 2. GM Removes F(NTH). Out!

F: Par, +Edi, Lon, +Lpl, Bre, Por, Spa, Mar = 8; Gains 2. Builds F(Mar), F(Bre).

G: Kie, Bel, +Swe, Mun, Hol, Nwy, Ber, -Den = 7; No change.

I: Tri, Vie, +Smy, Ven, Tun, Nap, Rom = 7; Gains 1. Builds F(Nap).

R: +Den, Bud, +Ser, Rum, +Con, +Bul, War, Mos, Sev, StP, -Swe = 10; Gains 3. Builds F(StP) nc, A(Sev), A(Mos).

T: Gre, Ank, -Ser, -Con, -Bul, -Smy = 2; Loses 4. GM Removes F(AEG).

Press

Ber(Govt.)- Paris: Hello? Hello? Are we ceasing hostilities? Will you give me time against the Bear if I give you Bel?

F-G: Eat lead sucker!

Italy (Govt) - other active players: No press from me this time!

Ber(Govt.)- Russia: I have a solution to the Scandinavian problem ...

ANON- All: Pssst! Hey France, looks like Italy is wide open for a poke!

Anon: How can England write press and NMR?

France to Anon: Not only running away with the game, but we won't bring it back unless you promise not to be nasty to us.

Fre (gov) - Italy: F is lot less threatening than an army.

Fre (gov) - Gre: Agreed, that was less aggressive on both our behalfs. Do we need a DMZ? Munich/Bur and Pic/Bel seem OK for standoffs

F-G: Why should you be my target?

T-I: If you let me survive I will be your ally and help you take Budapest and Serbia.

Fre (gov) - Rus: It can't be sensible for you to get Germany's back up by attacking in Scandinavia while you still haven't wrapped up the Balkans and turkey. Does this mean that you are not sensible or have you a belief that I will attack my friend?

Con-Mos: Ease off and beat up on Germany - France will surely join in!

Regular Diplomacy

Jackson Autumn 1910

Germany Wins!

AUSTRIA-HUNGARY (Jeremy Tullett) A(Ven) s A(Tyr); A(Tyr) s A(Vie) - Boh; A(Gal) s A(Ukr) - War; A(Ukr) - War (FAILED); A(Vie) - Boh (FAILED)

FRANCE (George Hornby - NMR!) A(Par) Stands* (DISLODGED - DISBANDED NRP)

GERMANY (Colin Bruce) F(ENG) - Bre; A(Pic) - Par; A(Bur) s A(Pic) - Par; A(Spa) Stands; A(Gas) s A(Spa); F(NAf) Stands; F(MAO) s F(NAf); A(Boh) Stands; A(Mun) s A(Boh); A(Sil) s A(Boh); A(War) Stands; A(Pru) s A(War); A(Lvn) s A(War); F(Mar) Stands; A(Ber) Stands; A(StP) Stands

TURKEY (Tim Deacon) A(Sev) s A(Mos); A(Mos) s AUSTRIAN A(Ukr) - War; A(Rum) s A(Bul); A(Bul) s A(Rum); F(EMS) - ION; F(AEG) c A(Smy) - Gre; F(GoL) s F(WMS) - Spa sc; F(TYS) - WMS (FAILED); F(WMS) - Spa sc (FAILED); F(Tun) - Naf (FAILED); A(Smy) - Gre

Autumn 1910 Adjustments

A: Ven, Vie, Bud, Tri, Ser = 5; No change. F: -Mar, -Par = 0; Loses 2.

G: Bre, +Par, Spa, Mun, War, +Mar, Ber, StP, Por, Nwy, Lpl, Hol, Edi, Lon, Bel, Den, Swe, Kie = 18; Gains 2. Builds F(Kie). 1 Build centre short.

T: Sev, Mos, Rum, Bul, Tun, Gre, Rom, Nap, Con, Ank, Smy = 11; No change.

Press

Germany-Turkey: They think it's all over... It is now.

Turkey-Germany: Congratulations on your win!

Turkey-Austria: Thanks for staying with this game.



Regular Diplomacy

Marne - Spring 1905

AUSTRIA-HUNGARY (Howard Bishop) A(Pie) - Tus; A(Ven) - Apu; A(Mos) - StP; A(Tri) - Ven; A(Bud) Stands; A(Vie) - Tri; F(Gre) s TURKISH F(Con) - AEG

ENGLAND (Garyth Wright - NMR!) F(Wal) Stands* (DISLODGED - DISBANDED NRO); A(Swe) Stands ; F(HEL) Stands ; F(Den) Stands

FRANCE (Tim Deacon) F(Lpl) s F(IRI) - Wal; F(IRI) - Wal; F(ENG) - Lon; A(Par) -

Bur; A(Bel) s A(Par) - Bur (CUT); A(Mar) s A(Par) - Bur; A(Pic) s A(Bel)

GERMANY (Neil Hopkins) A(Bur) - Mar* (FAILED, DISLODGED TO Mun); A(Hol) - Bel (FAILED); A(Ruh) s A(Hol) - Bel

ITALY (Jeremy Tullett) F(ION) s F(AEG) - Gre; A(Rom) Stands; F(AEG) - Gre* (FAILED, DISLODGED TO EMS)

RUSSIA (Mike Dean) F(NWG) - Edi; A(StP) - Lvn; F(Ber) - Kie

TURKEY (Ellis Simpson) A(Sev) Stands; A(Bul) s AUSTRIAN F(Gre); A(Ank) - Con; A(Rum) s A(Bul); F(Con) - AEG; F(Smy) s F(Con) - AEG



Regular Diplomacy

Mons (01BB) - Autumn 1906

ENGLAND (Dave Clark) A(Lvn) Stands; A(Pru) Stands* (DISLODGED - DISBANDED NRO); F(BAR) Stands; F(ENG) Stands; F(NWG) Stands

FRANCE (Jimmy Cowie) A(Lpl) - Edi; F(MAO) - Spa sc; F(Cly) s A(Lpl) - Edi

GERMANY (Richard Scholefield) A(Nwy) Stands; A(Swe) - Fin; F(Den) - BAL; F(NTH) - ENG (FAILED); F(SKA) - NTH (FAILED); A(Gas) s ITALIAN A(Pie) (MISORDER); A(Mar) s FRENCH F(MAO) - Spa sc* (CUT, DISLODGED TO Bur); A(Ber) s A(War) - Pru; A(War) - Pru; A(Gal) - Bud (FAILED)

ITALY (Nick Parish) A(Tyr) s A(Boh) - Mun; A(Boh) - Mun; A(Bud) Stands; A(Pie) - Mar; F(GoL) s A(Pie) - Mar; F(Tun) - ION; F(TYS) - WMS

RUSSIA (Bruce Edwards) A(Ukr) s A(Sev); A(Sev) s A(Ukr) (CUT)

TURKEY (Tim Deacon) F(Con) - BLA; F(AEG) Stands; F(EMS) - Smy; A(Bul) s A(Rum); A(Rum) s F(Arm) - Sev; F(Arm) - Sev (FAILED); F(Gre) Stands

Autumn 1906 Adjustments

E: War, StP, Lon, -Nwy, -Edi = 3; Loses 2. Removes A(Lvn).

F: +Edi, Spa, Lpl, Por = 4; Gains 1. None. 1 Build centre short

G: +Nwy, Ber, Swe, Den, Bel, Bre, Hol, Par, Kie, -Mun, -Mar = 9; Loses 1.

Removes F(SKA).

I: +Mun, Bud, +Mar, Vie, Tri, Ven, Tun, Nap, Rom = 9; Gains 2. Builds A(Ven), A(Rom).

R: +Sev, Mos -Rum = 2; No change.

T: Smy, Bul, +Rum, Gre, Ser, Con, Ank, -Sev = 7; No change.

Press

England: No Comment.

Regular Diplomacy

Verdun - Autumn 1902

AUSTRIA-HUNGARY (Frasse FF) A(Ser) s A(Gal) - Rum; A(Gal) - Rum; A(Vie) - Bud; A(Tyr) - Mun (FAILED); F(AEG) - Gre (FAILED)

ENGLAND (Eduard van Dijk) A(Nwy) - StP; F(BAR) s A(Nwy) - StP; F(NTH) - Nwy* (FAILED, DISLODGED TO Bel); F(NWG) s F(NTH) - Nwy

FRANCE (Alan Miller) A(Bur) Stands; A(Mar) s A(Bur); F(GoL) c A(Spa) - Tus; F(TYS) - Rom; A(Spa) - Tus

GERMANY (John Carter) F(Hol) s F(Den) - NTH; F(Den) - NTH; A(Mun) Stands; A(Pru) - War; A(Ruh) s A(Mun)

ITALY (Anarchy - ex-John Nham) F(ION) Stands ; A(Ven) Stands ; A(Tun) Stands ; F(Nap) Stands

RUSSIA (Alexander Kabanov) F(Swe) - Nwy (FAILED); A(Fin) s F(Swe) - Nwy; A(Rum) - Bul* (FAILED, DISLODGED TO Ukr); F(Sev) - BLA

TURKEY (Daniel Bla) A(Bul) - Gre (FAILED); A(Con) - Bul (FAILED); F(Ank) - Con (FAILED); F(Smy) - AEG (FAILED)

Autumn 1902 Adjustments

A: Ser, +Rum, Bud, Gre, Tri, Vie = 6; Gains 1. Builds A(Vie).

E: +StP, +Bel, Nwy, Edi, Lon, Lpl = 6; Gains 2. Builds F(Lon), F(Edi).

F: Mar, +Rom, Por, Spa, Bre, Par = 6; Gains 1. Builds A(Par).

G: +Hol, Mun, War, Den, Ber, Kie = 6; Gains 1. Builds A(Ber).

I: Ven, Tun, Nap, -Rom = 3; Loses 1. Removes GM F(ION).

R: Swe, Sev, Mos, -StP = 3; Loses 1. Removes A(Fin).

T: Bul, Con, Ank, Smy = 4; No change.

Regular Diplomacy

Gallipoli - Autumn 1902

AUSTRIA-HUNGARY (Anarchy - ex-Donnino Tocco) A(Ser) Stands ; F(Alb) Stands

ENGLAND (Tim Barrett) F(Nwy) - Swe (FAILED); F(NTH) c A(Yor) - Den; A(Lon) - Bel (MISORDER); A(Yor) - Den

FRANCE (William Yeun) F(MAO) - ENG; F(ENG) - Bel; A(Hol) s F(ENG) - Bel; A(Gas) - Bur (FAILED); A(Pic) s F(ENG) - Bel; A(Bur) - Mun (FAILED)

GERMANY (Anarchy - ex-Tracy Jackson) F(Swe) Stands ; A(Sil) Stands

ITALY (Ross Duncan) A(Vie) - Bud; A(Tri) s A(Vie) - Bud; F(ION) c A(Apu) - Gre; F(AEG) s RUSSIAN F(Rum) - Bul ec; A(Apu) - Gre

RUSSIA (Szarbo Arpad) A(Ber) - Mun (FAILED); F(Kie) Stands; F(Rum) - Bul ec; A(StP) - Fin; A(Ukr) - Sev; A(War) - Gal

TURKEY (Nick Rowe - NMR!) A(Arm) Stands ; A(Ank) Stands ; F(Con) Stands ; A(Bul) Stands (DISLODGED - DISBANDED NRP)

Autumn 1902 Adjustments

A: Ser -Tri, -Bud = 1; Loses 2. Removes F(Alb).

E: Nwy, Lon, +Den, Edi, Lpl = 5; Gains 1. Builds F(Edi).

F: Bel, +Hol, Por, Spa, Bre, Mar, Par = 7; Gains 1. Builds F(Bre).

G: Swe, Mun, -Kie = 2; Loses 1.

I: +Bud, +Tri, Gre, Vie, Nap, Rom, Ven = 7; Gains 2. Builds F(Nap), A(Ven).

R: Ber, +Kie, +Bul, Sev, Rum, Mos, StP, War = 8; Gains 2. Builds F(StP) nc, A(Mos).

T: Ank, Con, Smy -Bul = 3; Loses 1. NO change.

Regular Diplomacy

Isenzo - Spring 1902

AUSTRIA-HUNGARY (Jason de Boer) F(Gre) - Alb; A(Bud) s A(Vie) (CUT); A(Ser) s A(Bud); A(Vie) s A(Bud)* (CUT, DISLODGED TO Boh)

ENGLAND (Danny Blanco) F(NTH) c A(Yor) - Bel; F(Lon) - ENG; F(Nwy) Stands; A(Yor) - Bel (FAILED)

FRANCE (Michael Smith) A(Par) - Pic; A(Bur) - Bel; F(Por) - MAO; A(Bre) Stands; A(Spa) - Mar

GERMANY (Eric Yarnell) A(Ruh) s FRENCH A(Bur) - Bel; A(Kie) - Hol; A(Mun) Stands; F(Den) - Swe

ITALY (Anton Evseev) A(Ven) - Tri; A(Tri) - Vie; A(Tyr) s A(Tri) - Vie; F(Nap) - ION; F(Tun) s F(Nap) - ION

RUSSIA (Liam Maddrell) A(Gal) - Bud (FAILED); A(Sev) - Ukr; A(StP) - Nwy (FAILED); F(GoB) s GERMAN F(Den) - Swe; F(Rum) Stands

TURKEY (Chris Barnham) A(Bul) - Gre; A(Con) - Bul; F(BLA) s A(Con) - Bul; F(Smy) - AEG

Regular Diplomacy

Neuve Chapelle - Autumn 1902

AUSTRIA-HUNGARY (B.J. Lapham) A(Vie) s TURKISH A(Ser) - Bud* (MISORDER, DISLODGED TO Tri); F(Tri) - ADS; A(Gre) - Alb

ENGLAND (David Anderson) F(NTH) - Den (FAILED); F(SKA) s F(Nwy) - Swe; F(Nwy) - Swe; F(ENG) s A(Bel); A(Bel) s FRENCH A(Mar) - Bur (MISORDER)

FRANCE (Skye Winspur) A(Par) - Bre;
A(Mar) Stands; F(MAO) - Por; F(Spa) sc
Stands

GERMANY (Jason de Boer) A(Den) - Swe
(FAILED); F(HEL) - Den (FAILED); A(Ruh)
s F(Hol); F(Hol) Stands; A(Bur) - Par

ITALY (Jervis Smith) F(WMS) - Spa sc
(FAILED); A(Tus) - Pie; A(Apu) - Nap;
A(Ven) s A(Tus) - Pie

RUSSIA (Anders G. Kjustvedt) A(Lvn) -
StP; F(Swe) Stands* (DISLODGED TO
BAL); A(Gal) - Vie; A(Bud) s A(Gal) - Vie;
A(Rum) s A(Bud); F(Sev) s A(Rum)

TURKEY (Nigel Pepper) F(EMS) - ION;
F(AEG) s A(Bul) - Gre; A(Bul) - Gre; A(Con)
- Bul; A(Ser) s A(Con) - Bul

Autumn 1902 Adjustments

A: Tri, -Gre, -Vie, -Bud = 1; Loses 3.
Removes F(ADS), A(Alb).
E: +Swe, Bel, Nwy, Edi, Lon, Lpl = 6; Gains
1. Builds F(Edi).
F: Bre, Mar, +Por, Spa, -Par = 4; No
change.
G: Den, Hol, +Par, Mun, Kie, Ber, = 6;
Gains 1. Builds A(Ber).
I: Nap, Ven, Tun, Rom = 4; No change.
R: StP, +Vie, +Bud, Rum, Sev, Mos, War, -
Swe = 7; Gains 1. Builds A(War).
T: +Gre, Bul, Ser, Con, Ank, Smy = 6;
Gains 1. Builds F(Ank).

Regular Diplomacy

Ypres - Spring 1903

AUSTRIA-HUNGARY (Anarchy - ex-Daniel
Mitchell) A(Ser) Stands* (DISLODGED -
DISBANDED BY GM)

ENGLAND (Andrew Guy) F(NTH) c A(Edi) -
Nwy; F(SKA) - Swe; A(Den) s F(SKA) -
Swe; F(Hol) - Kie (FAILED); F(ENG) - Bel
(FAILED); F(Lon) - ENG (FAILED); A(Edi) -
Nwy (FAILED)

FRANCE (Eamonn Rogers) A(Bur) - Bel
(FAILED); A(Ruh) - Kie (FAILED); A(Mar) -
Pie (FAILED); F(GoL) s F(MAO) - WMS;
F(MAO) - WMS (FAILED)

GERMANY (Anarchy - ex-Ian Good)
A(Mun) Stands

ITALY (Jeff Simard) F(TYS) - WMS
(FAILED); F(Tun) s F(TYS) - WMS; F(ION)
- TYS (FAILED); A(Tri) - Vie; A(Ven) - Pie
(FAILED)

RUSSIA (Matthias Wieler) F(Swe) - Nwy*
(FAILED, DISLODGED TO BAL); F(StP) sc
- GoB; A(Mos) - StP; A(War) - Sil; A(Rum) -
Ser; A(Bud) s A(Rum) - Ser; A(Sev) - Arm;
F(Bul) ec s F(Con) (CUT); F(Con) Stands*
(DISLODGED TO BLA)

TURKEY (Chris Ashkewe) A(Gre) - Bul
(FAILED); F(Ank) s F(Smy) - Con; F(Smy) -
Con

Regular Diplomacy

Artois - Spring 1902

AUSTRIA-HUNGARY (Billy Lyttle) F(Alb) -
Gre; A(Ser) s F(Alb) - Gre; A(Bud) s A(Gal);
A(Gal) Stands

ENGLAND (Tundi-Daro Mott - NMR!)
F(NTH) Stands ; F(ENG) Stands ; A(Nwy)
Stands ; F(Lon) Stands

FRANCE (David Johnson) F(MAO) - NAO;
A(Spa) Stands; A(Bel) - Pic; F(Bre) - MAO;
A(Par) - Bre

GERMANY (Andy Stott) A(Ruh) s A(Hol);
A(Hol) s FRENCH A(Bel) (MISORDER);
F(Den) - Swe; F(Kie) - BAL; A(Ber) - Kie

ITALY (Ralph Randermann) A(Ven) - Tyr;
A(Tun) Stands; F(ION) - AEG; F(Nap) - ION

RUSSIA (Ken Burke) F(StP) sc Stands;
A(War) Stands; A(Ukr) s F(Sev); F(Sev)
Stands

TURKEY (Walker Matthews) A(Arm) - Sev
(FAILED); F(BLA) s A(Arm) - Sev; A(Bul) -
Rum; A(Con) - Bul

Press

Russia to Turkey: It isn't Thanksgiving, yet
you still wish to be plucked!!!

Backpage

Waiting Lists

Postal Diplomacy

Warren Galenzoski , Anthony Coogan, Bob
Pitman, Tim Deacon. 3 needed.

Somewhat Demiurgic Diplomacy

GM: Nick Kinzett. Tim Deacon, Mog Firth.
Only five more mad players needed – rules
in issue 12.

M.A.D. Diplomacy I

Rules inside. Fun game. 7 needed.

Diadochi V

Rules inside. Graham Tunnicliffe, 4
needed.

Railway Rivals

GM'd by Richard Gooch in *Diversions* –
see page 16 for waiting lists.

Change of Address

Toby Harris to 10 Charlotte Bronte Drive,
Droitwich Spa, Worcestershire WR9 7HU
Dave Anderson to 5 Glentworth Avenue,
Oswestry, Shropshire, SY10 9PZ

Playlist

Deepcut to Nowhere (Graham Parker);
Different Light (The Bangles); *You
Caught Me Out* (Tracey Ullman); *Severn
Meadows and other Songs* (composer
Ivor Gurney); *Blonde on Blonde* (Dylan);
Queen II (Queen); *War Child* (Jethro Tull).

THE ARMISTICE DAY NEWSLETTER No.14

From: Stephen Agar, 47 Preston Drive, BRIGHTON, BN1 6LA.

stephen@armisticeday.com

DEADLINE: Friday 5th July 2002

Space for personal message:
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