

# ARMISTICE DAY No.16

A Diplomacy zine from Stephen Agar, 47 Preston Drive, Brighton, BN1 6LA.  
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 Price: £1 per issue (UK), £1.30 (Europe), £1.60 (Rest of World).



Vol. II, No. 45

November 21, 1958

## LIMITED EQUIPMENT FABRICATION OPERATIONS OF THE WALTHAM LABORATORIES TO MOVE INTO NEW BUILDING WITH THE DIVISION HEADQUARTERS



According to a recent announcement by Richard M. Osgood, Manager of the Waltham Laboratories, steps are in process to acquire 30,000 square feet of space in a new building in the Waltham Industrial Center on 63 Second Avenue (to the west of the Canada Dry Buildings.) and to the South of the Raytheon Building.)

Mr. Osgood said, "It is planned that this space will be occupied jointly by the Systems Division Headquarters Staff and limited equipment fabrication operations of the Waltham Laboratories."

Since this building is well along in construction, it is currently planned that it will be occupied early in 1959. These relocations will further relieve the space problems in our present buildings.

## NEEDHAM OPEN HOUSE SCHEDULED FOR DECEMBER 14

A Sylvania Family Sunday Open House will be held at the Needham Operations December 14 from 1:30 to 5 P.M. Employees of the Waltham Laboratories will be invited to visit the Open House. Fourteen persons are working on the Open House Committee under the General Chairmanship of Al Bowen of the Business Group.

*In this issue of  
the Signal*

AVIONICS DANCE TOMORROW

INFORMATION ON GENERAL TELEPHONE CORPORATION

PIP SILVER PIN RECIPIENTS

SYLVANIA PRODUCTS FOR CHRISTMAS

ADULT CHRISTMAS PARTY



PLAYING "DIPLOMACY": Playing a new game invented and copyrighted by Allan Calhamer are, standing left to right: Henry Young, Melvin Blitz, Allan, Carl Engelman. Sitting left to right: Redmond O'Brien, George O'Rourke, Art Wouk. See story on page 3.

## Editorial

It seems like an awful long time since I put out a proper issue of this zine. Even this issue is a little late as I very stupidly set a deadline which coincided with us going on holiday for a week. So the deadline was seven days ago and I haven't even started the games yet.

I have been trying hard to clean out a lot of crap I have collected over the years – as a prelude to probably moving house. I have just given away a complete set of **Q** magazines from issue 1 to the present day, which I was "collecting" because it was easier to get it every month than to stop. Now that I've got rid of them I almost feel liberated. I suppose I could have broken the set up and sold the rare issues (issues 1 and 2 can go for over £20 on ebay – the online auction site), but I opted to give the whole lot away provided someone came over and took them away – in the end a chap drove all the way over from Newport to get them.

The next two things that need sorting out are Diplomacy zines and vinyl. I haven't really got the Zine Archive sorted out since we moved here five years ago – which means that all zines produced in the last five years are just in boxes around the place, while various donations are also in boxes unsorted. The first step is a complete audit of the collection to sort out duplicates – of which I am expecting about a thousand. Once this is done, unless someone comes forward and says they want them, all duplicates will have to be thrown out. As for my vinyl, I think I have to go through them and really identify the 20% or so which I really want to keep, divide the rest into the potentially saleable (which will go on ebay) and the rest which will go to a charity shop. My aim is to get down to less than 200 albums and 500 singles if I can. And come to think of it my Diplomacy collection needs rationalising too – as I sit here I can see no less than 43 Diplomacy sets – a good 10 or so must be duplicates. They can go on ebay as well! Hmm, even thinking about de-cluttering can be very therapeutic!

The holiday was fun – we spent a week at the Centreparc complex in Sherwood Forest. Yes, I know it is not as "cool" as the holidays to Lanzarote or the Loire Valley that Kate has been saying her friends go on, but from a parent point of view it makes things very easy indeed (and the weather is almost immaterial). However, I have promised her a holiday next year which involves going on an aeroplane. The highlight (or lowlight) of the holiday occurred when we were swimming and someone broke into my locker and stole Freddie's and my clothes (and my wallet containing £120 cash and credit cards etc.). It is bad enough having your wallet nicked, but losing the clothes as well was the final insult.

It is worth telling you how the bastards got our stuff, so you can make sure it never happens to you. Like most lockers, they have the lock on the inside, with a hole in the door through which part of the lock protrudes through the door for you to put the key in. Someone had removed all the screws holding the lock on to the door, and then reattached the lock with self adhesive Velcro, so it still functioned perfectly well. I used the locker as normal. Then all the have to do is push the lock out (as it is only attached with Velcro). I am still kicking myself for not noticing that the locker had been tampered with – but then I wasn't looking out for it or expecting it. Forewarned is forearmed, so don't let it happen to you!

This issue has a historical slant to it – the cover depicts the first appearance of Diplomacy in print (or so I believe) and there is a short article with historical snippets gleaned from some documents I was sent recently.

Not too many letters this issue, which is a shame – the lettercol is turning into me defending Royal Mail every issue ☹. Thanks to David Malison for sending me an original article to print and thanks also to Earle Ratcliffe and Michael Cuffaro for their new Renaissance Diplomacy II. Maybe I can get a game of this going as it is a regular board variant?



Allan Calhamer in 1958

## The Genesis of Diplomacy

by Stephen Agar

A couple of months ago a thick manila envelope turned up unexpectedly – and as the return address was none other than that of Allan Calhamer, I was certainly intrigued. Inside was a note and a bundle of papers. The note read:

*"Dear Stephen: Enclosed some 64 pages or so of old Diplomacy papers. Sorry they did not all reproduce well; sometime the originals weren't all that good. If I turn up more I'll send them along. Best regards, Allan."*

The first document in the pile was in some ways the most interesting – but it isn't really practical to reproduce it in its entirety. It is a very early version of the rules of Diplomacy (when the game was actually called "Realpolitik") rather badly typed on seven sheets of paper, with hand drawn illustrations of how the rules should be interpreted. It looks to be from mid 1958. I have made this document available at <http://www.diplomacy-archive.com/rules.htm>

I did write to Allan and ask why the name was changed to Diplomacy and he replied: "Yes, originally I called the game

*"Realpolitik". Players began calling it "the diplomatic game" and finally "Diplomacy". Obviously "Realpolitik" was a horrible name to take to the market, so I called it "Diplomacy".*

There is then a typed set of rules for the game "Diplomacy" which are clearly from late summer 1958 as they do not incorporate any of the amendments listed as being made on other pieces of paper as having been made in October and November 1958. Allan recorded rule amendments as they were tried out (not all of which made it to the finished version of the game).

For example, there is an amendment dated 10<sup>th</sup> September 1958 which reads:

*"An army may move on to a fleet belonging to its own country if the fleet is in an adjacent province. On the following mav, and thereafter, the army may move off to any adjacent land province or to another fleet belonging to its country. The fleet may not move during either embarkation or disembarkation. If it is forced to move, the embarkation or disembarkation does not take place."*

Evidently this amendment wasn't considered successful as a new "convoy" rule as it was called for the first time appeared as a rule amendment dated 11<sup>th</sup> December 1958.

Also in the batch of documents is another typed copy of the rules of Diplomacy which is undated, but is clearly early 1959. This is very much the draft rules as they were reprinted for the first official 1959 rulebook.

The first press cutting is from **The Sylvania Signal** (dates 21<sup>st</sup> November 1958) ("Published weekly solely for the Waltham and Needham Sylvania Employees and their families") and is on the cover of this issue. It must be first appearance of Diplomacy in the press and has the tantalising "See story on page 3". Unfortunately there is not a copy of the page 3 cutting ☹

However, the **Signal** was still going strong in 1961 – in a cutting dated 28<sup>th</sup> February it tells how Calhamer's game was selling well

and gives a bit of the background to the game's creation..

*"A chess and game enthusiast and student of political geography, ARL's [Applied Research Laboratory] Calhamer invented the war game I 1953, the year of his cum laude graduation from Harvard College with a bachelor's degree in history. When Calhamer joined Sylvania in 1958, a number of skilled game players among his fellow workers at ARL devoted long hours of their own time to playing and analyzing Diplomacy on a high level of competition. The game was improved by simplifying the military rules and making the various countries as nearly equal in strength as the asymmetrical board and historical scenario would permit."*

There is even a press cutting which fills in some detail about the early history of the game in the UK. On 11<sup>th</sup> November 1962 the **Sunday Times** wrote:

### New Game

*"DIPLOMACY" the political parlour game which was invented by two Harvard dons [sic] is being launched in Britain this week. Three young men and one women, all from the publishing and literary world, have bought the British rights.*

*The game is played by seven people, each representing one of the great Powers in the Europe of 1900. The object is, with the aid of armies and navies, to gain control.*

*Michael Sissons, who works for A.D. Peters, the literary agent, and is one of the four directors, says it is very much a game of intellectual skill. The other directors are James Stewart, one of Andre Deutsches editors, Charles Lewis, and editor at Allen and Unwin and Alan Smith of the magazine "Knowledge".*

How these people are connected to Intellectual Diversions Ltd (or indeed if they were Intellectual Diversions limited) I don't know. I wonder if any of these people are still alive?



## Taking Germany Out

by David Malison

I have been recently been reading articles in the archive and I am surprised to find that a combined Anglo-Franco attack on Germany is strongly discouraged. I believe that if the situation calls for it, destroying the German war-machine before it becomes to powerful can be very effective. Hey, it worked in WWI! Well, here is my set of orders:

### Spring 1901

Starting with the end in mind, the divide up of Germany gives the British: Belgium, Holland, and Denmark, while leaving the French with the German home centers. The French agree to let the Brits take the English Channel to feign hostilities. Both powers convince the Germans that England has plans to attack a France. The Germans also know France is going to open neutral, so they just sit on the side lines like usual and wait to see which side is going to come out on top. The moves are as predicted and very standard. Here is the exact layout:

England:  
F Edi - Nth  
F Lon – Eng  
A Liv – Wal

France:  
F Bre – MAO  
A Par –Bur  
A Mar S A Par – Bur

Germany:  
F Kie – Den  
A Ber - Kie  
A Mun – Ruh

## Fall 1901

Now is the time to strike Germany. The Germans are pressed by France and England to choose sides in the war. If they side with England the British press firmly to be allowed into Belgium and supported. If the Germans side with France, the French asked to be supported from Burgundy into Belgium, ask the Germans to move into the North sea. And so the attack unfolds. The French move into Munich and Spain, the British take Belgium and Norway. The French agree not to take 3 SC in the first turn. Here are the moves:

England:  
F Nth - Nwy  
F Eng C A Wal – Bel  
A Wal – Bel

France:  
F MAO - Spa(sc)  
A Bur - Mun  
A Mar –Bur

Germany:  
F Den holds or NTH  
A Kie - Hol or Den  
A Ruh supports French A Bur – Bel or the British into Bel or goes to Hol.

The British get 2 SCs, which should make the Prime Minister happy. France gets two with 1 more in the bag. British can build an Army in London and perhaps a Fleet in Edi. The French build F Mar and A Par. The fight with Deutschland is still far from over... but the end is insight. With British in the seas and France in the motherland, the total defeat is about only 2-3 years away.

Once Germany is gone, the British turn north towards Scandinavia and Russia, while France goes against Italy, both sides keeping 2 units or so in defence.

All in all, if everything turns out as planned, the opening has much promise. I dub it the reverse juggernaut, seeing as France and England can steamroll towards the east. It should be fun to try out...

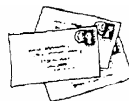
It may be that England and France eventually have to fight. There is no way around it. After Germany is gone and England has conquered Scandanavia and St. Petersburg, the Prime Minister needs to

get to the mainland to claim his 18. France doesn't need England's centers to win, so any war is likely to be started by England. However, I still believe the opening is strong. It gives England a chance to expand without German hindrance, and allows France to make large gains in the early game. If Germany and England split up France, a war is still unavoidable, only this time the enemy's German. I believe its just as good an option as attacking France. Its even better for France, because it allows him to get a large number of SCs with little risk. Although the opening isn't flawless, it's definitely an option, and equally as powerful as an invasion of France or a sea lion.

I played the opening out on the board, and regardless of any German measures, all of Deutschland is conquered in 3 years. The opening is indeed very effective, but, as with all other openings, it will only work with good negotiations. That's why its called Diplomacy.

*SA: The difficulty is persuading Germany not to cover Munich. One way is to order A(Par)-Bur, A(Mar)Std. in S01 – that looks far less like a hostile opening from a German point of view. An alternative is to try and arrange some help from an Italian A(Tyr) or a Russian A(Sil)...*

## LETTERS



## Jim Burgess

It is with a sad heart that I have to announce the death of perhaps the Diplomacy hobby's greatest female player of all time, Kathy Byrne Caruso, after a short battle with lung cancer.

Kathy was a good friend of mine for 20 years now, and I am heartbroken for her husband John, daughter Francine, and the rest of her family who I've been very close to over the years. Kathy kept the illness a secret from me and all but her closest

family and friends, because that's the kind of person she was.

This has been a very sad year for those of us with long hobby roots. You can find a selection of articles written by her on [www.diplomacy-archival.com](http://www.diplomacy-archival.com) among other places. Perhaps my favourite is her article on Italy.

Her friends are very sad today, but as I keep lamenting the small group of female players in the hobby, it is sad that the Queen of that group is gone as well.

## Bruce Edwards

Hope everything goes well with your planned house move, but sorry to hear about your employment predicament. I was made redundant about 11 years ago, and even though we could see it coming, (about 35 - 40 workers were affected) it just doesn't really hit you until the boss calls you into the office and tells you that you are being released. (I did hear a rumour that my boss and the deputy MD - his boss - were also found to be surplus to requirements later, but we moved away and I didn't keep in touch with anyone, so don't know if the company is still trading or not.) The main question is whether you will be able to be 'relocated' to a different job (usually on a lower salary) or if you have enough time to make alternate plans. Best of luck, anyway.

*SA: As of yet I really don't know what will happen. On balance I would be surprised if I was made redundant – especially given the commercial sensitivity of what I know about the organisation at a time when it is starting to face competition. But there is no such thing as a job for life anymore, so I will have to wait and see. Should know something by the end of October, I believe.*

I just have to mention the headline over a paragraph in Tuesday's **Daily Telegraph**. (13/8/02) You'd think the **DT** would be above this tabloid style of attention grabbing, but perhaps the standards are slipping? Anyway, the headline reads: "500,000 letters a week go astray" which is quite a large number at first glance.

However, as you read though the story, the figures start to look a bit skewed. Firstly, the figure includes lost or delayed mail, and, despite the headline, it also includes parcels. (Pity they can't lose some of the junk mail I get every week) The Royal Mail spokesman admits that some are delivered to the wrong address by mistake, but also points out that thousands more are badly addressed. How can you include that in the 'lost' mail? A bit unfair, in my opinion, but it's good form to attack the Royal Mail at the moment especially as privatisation is still being mooted by various bodies.

*SA: Privatisation isn't a realistic option at the moment – and it may never be, given that liberalisation is preceding it. Personally I think the service is bloody good when you consider what you pay for it.*

Of course, if you consider that the number of letters posted per day is around 82 million, suddenly 500,000 per week isn't as bad as it first appears. The spokesman also points out that 15 million poorly addressed letters per week do arrive on time in the right place. Briefly mentioned in the story is the fact that the take-up for pre-9am delivery (at a cost of £14 per week) is rather slow. Somehow that doesn't surprise me, as most people, and businesses, will just change their deadlines to allow an extra day for the post. If it's really urgent, there's always courier services, and there aren't many places who don't have fax or e-mail connections now. I can't see the Royal Mail making much money on this plan somehow!!

*SA: You may have fallen into the trap of assuming that that was the plan. The big savings come from having a single delivery – the offer of making a service available to those who couldn't wait until later in the morning has more to do with making the move to a single delivery more palatable than with wanting it to be a revenue raising service. In my opinion, small businesses would always be better off using Special Delivery rather than a courier service.*

One thing that continues to bemuse me is your playlist on the back page of the zine. I

assume these are CDs you listen to as you assemble the zine, but I have to admit that many of the artists are unknown to me. Am I just out of touch with your style of music, being a mainstream rock music fan, (Donnington 1985/89) or what?

**SA:** *I think I have fairly eclectic tastes, if rather dated. I have recently started to get rid of CDs I hardly ever play – there is a pile of over 50 CDs next to my desk which I am playing once and then deciding whether or not to ditch them. All part of a big clean-out prior to moving house.*

#### Mark Boyle

It is a day for reflection upon the anniversary of that great loss three decades ago.

Questions still unanswered, the rumours still abound, the hopes that one day....

But for now, it's time to put on a classic from the era on the stereo, and remember a time when there were great singers and great songs to match.

So let us remember today, on this day, the 27th anniversary of Peter Gabriel leaving Genesis.

**SA:** *I was playing Nursery Cryme in the car only yesterday - am I a sad git or what?*

And Nursery Cryme was one of the very albums I was listening to last night...well, okay, "The Musical Box", "For Absent Friends", "Harold the Barrel" & "The Return of the Giant Hogweed" - I then took the notion for "Foxtrot" & "Selling England...". Still think the organ solo at the end of "Hogweed" is one of music's finest moments - after the tongue-in-cheek "Day Of The Triffids" lyric and incidental-with-a-hint-of-the-dramatic tea-time-telly music, out comes this wonderful change in mood to one of pure Henry James menace.

**SA:** *Strange that there should also be a piece extolling the virtues of the Peter Gabriel era Genesis in **The Cunning Plan**, written by Jeremy Tullett. Is it that we have all reached that certain time of life that we start harking back to the*

*music of our youth? I have to confess that by the time I bought albums such as Nursery Cryme and Foxtrot, Gabriel had already left Genesis – though I do remember buying his first solo album when it came out and going to see him on his first solo tour at Newcastle City Hall (still have the programme somewhere). This may be sacrilege, but I also quite like the two albums they made before Steve Hackett left (A Trick of the Tail and Wind and Wuthering).*

Peter Gabriel's got a new album "Up" out at last at the end of September (at the full moon!) - very much more of the "Us" style of stuff he'd been doing since "So"...okay if you like that sort of thing, but otherwise a curate's egg. The single "The Barry Williams Show" out first - the lyric for which (having a pop at Daytime Shock-Horror Chat Shows) I reckon will earn it a ban from airplay.

**SA:** *I lost interest in Peter Gabriel sometime after PG III. Not really sure why.*

Oh, by the way, avoid the new Chumbawamba album "Readymades" until it goes into the bargain bucket where it belongs. Save your hot little pennies for the brilliant Midnight Oil album "Capricornia" (which I got earlier in the year, and is a real beaut).

**SA:** *I'll look out for it. Recent purchases have tended to be 2<sup>nd</sup> hand – one I have played a lot is an acoustic live set by Alan Hull entitled Back to Basics. I was always a big fan of early Lindisfarne (When are they going to release Dingly Dell on CD?). Alan Hull is certainly a very underrated songwriter. This CD has inspired me to find copies of Alan Hull's solo albums while they are still available (having been released after his death in 1995).*

#### John College

I hope things are sorting themselves out on the work/house selling/life in general front. I guess the changes at work could not have happened at a worse time for you if you were aiming to move house. You are right when you say house prices are crazy. I

think I am correct in saying that Edinburgh is still second only to London as far as price rises are concerned just now. I mentioned recently in TBNS that a few months ago there was a bit of excitement because the first £1,000,000 house was being advertised in one of the local estate agents. Fair enough, it was a very nice 5 bedroomed Georgian house and had a very large garden, but it seemed fairly crazy. Oddly enough, it is still on the market. This may have something to do with the fact that planning permission has been given for five houses in the large garden. However, since then, I noticed a further property for sale at offers over £1,350,000 on the same companies web site. Admittedly it has 6 bedrooms and an extra room downstairs, but it looks nothing special.

**SA:** *Our house is on the market for £455,000 (which is ridiculous when you consider we only paid £170,000 for it 5 years ago). It is a five bedroom Edwardian terraced house.*

Mind you, these prices are nothing compared to Jersey, where we were on holiday a few weeks ago. A similar property there was on sale at offers over £2,750,000!

**SA:** *Jersey is an odd place – wages are generally higher there, there is no VAT, but the cost of living is very high. On the other hand tax rates are low – so it is an ideal place to live if you have a secure high income and a bad place to live if you are in a low income job (especially as the welfare state is not very developed there).*

Much as I was taken with Jersey, I think I will stay where I am, not least of all because we are about to acquire a chunk of land to extend our garden for nothing more than the cost of moving a fence and a couple of hundred pounds legal fees. We were unlucky enough to have a dirty big indoor bowling centre build just behind the house and after using my "diplomatic charms", I pointed out the benefits for the owner if he could see his way to giving it to us. He will save several thousand pounds in bringing the landscaping up to the required standard and won't need to

maintain it. It remains to be seen whether Denny and I are up to the challenge of maintaining such a large garden, much of it on a slope, but it's going to be fun having a go!

**SA:** *Is it an outright gift – or is he attaching positive covenants to keep the land maintained etc.? If the latter, it may (possibly) make the house harder to sell.*

#### Jimmy Cowie

Good luck with the home and the job. I was surprised to hear that you were a Director. I knew that you were in quite a high-up job, but that news did surprise me. You are the only Director that I know, outside of my work. I never really thought of Directors as human beings before, at least, not the ones at my work – and I would not offer them a jot of sympathy. I hope everything works out for you.

**SA:** *Thanks. In Royal Mail terms I am a Director – but of a business unit not of a company. That said, our business unit is fairly big as it has revenues of about £4½ billion. Unfortunately I don't think senior management in the Post Office has done a very good job for its employees over the past few years – though things haven't been made any easier by having one of the last great dinosaur unions.*

#### Richard Williams

The Royal Mail could have announced they were putting up overseas postage last month. I only found out by accident.

**SA:** *Although I am not connected to our international division I know that we did. We spent a fortune on mailshots for companies and press adverts. Overall the rise was no more than RPI in any event – so no rise at all in real terms.*

On the local front, even though we have recently changed postman again, we are currently getting our best delivery service for five or six years. It's quite a shock to the system getting a regular delivery usually by 9am. A shame that the people on high appear to have decided that we will soon lose the early morning delivery.



**SA:** *Let's put it all in context. If you lived in Germany or Holland (where the local Post Office is profitable) you would pay more in postage and have an all-day delivery span already (and Royal Mail is only proposing an all-morning delivery span). It is simply not possible to try and preserve a system with a before 9.30am delivery specification when we are only getting paid 19p / 27p in postage. If we had a more sensible postage rate along the lines of what you would pay elsewhere in Western Europe (say 30p and 40p) then it may be possible – but at the current postage rates the company is bust unless it cuts costs.*

It does beg the question if a monopoly makes huge losses, how will it cope when competition comes about?

**SA:** *Well, if the Royal Mail had exploited its monopoly then it would not be in this position – but in the 13 years I have worked for the Post Office, 1<sup>st</sup> class post has only gone up from 25p to 27p – that is a real terms decrease of pushing 10%. However, you are right that Royal Mail could be completely stuffed by competition – because it has to offer a single price for the whole country, whereas competitors will just cherry-pick the profitable bits.*

## Ascot

### Endgame Statements

Game started in BUM 109  
Game finished after Armistice Day 14

**Unanimous concession to Germany agreed.**

	01	02	30	04	05	06
<b>A</b>	5	5	6	6	6	7
<b>E</b>	4	4	5	5	6	4
<b>F</b>	4	4	4	3	3	3
<b>G</b>	5	8	8	9	10	12
<b>I</b>	4	5	5	7	7	5
<b>R</b>	5	4	3	3	2	3
<b>T</b>	4	4	3	1	0	-

A Ian Northcott  
E Dave Wreathall

F Mark Stretch  
G Martin Draper (won A06)  
I Richard Hucknall  
R Dave Anderson  
T Chris Jones (dropped out A04)

### David Wreathall (England)

Firstly, thanks to Malcolm, and then Stephen for taking over this game. It must have been around the time this game started that Malcolm published the fact that I hadn't lost a game yet in BUM. (I lost the intimate dip final shortly afterwards). So this is a fitting but disappointing end to my games from that zine.

Secondly, congratulations to Martin, who played a masterful game, somehow managing to divide his enemies at all times, except one brief spell when A&I reacted to his dominant position and looked like they were going to wipe the smile off his face. When Richard stabbed, I think that was the end of the game, because after that, Ian wasn't interested in stopping Martin, just getting his revenge.

I always struggle to think back to what happened at the start of a game. Can't be bothered to dig out my old copies of BUM, so I'll make it up. My first memory of this game was pre S01, meeting Mark Stretch (at Manorcon probably), who told me he was going to stitch me up. Sure enough, I think it was Bre-ENG in S01! Nice one, Mark. Unfortunately for him, Germany capitalised with rapid expansion, then turned against France rather than me.

In the meantime, Dave was being a pain in the bum up North, and I think I had to make a Faustian pact with Germany, giving him further gains to persuade him to save me from the Russian attack. Martin duly attached the puppet strings and I started to dance to his tune, although even when I responded to his encouragement to move to ENG, I always had the option of turning against Germany instead of France. I never actually attack Mark's centres, but did enough with my sojourn in MAO to seriously distract him, playing further into Martin's hands (I would have been offered Bre, I believe, but Mark made a wrong guess and gave it up to Germany).

When Martin stabbed me, I was convinced that I could put up a strong defence, helping Dave back into Mos, and Mark back into Bre while holding on to NTH. The most disappointing thing about this game was that I thought there was still lots of play in it, until I saw the last moves and diplomacy which convinced me that Martin would win. I can't blame Mark for the fact that we lost a couple of moves when we could have been retaking France - he was probably not sure he could trust me, and he also had Italy on his back until the disbands. I was sorry to get Ian's response which accepted that Martin was going to win, and Ian was more interested in revenge against Italy, but I can understand where he was coming from. What I can't understand (despite Dave's explanation) is why he thought he was better off helping Germany into StP than accepting my support to keep Mos safe. Such gratitude, after I got him back to Mos! Still, that's the game.

All in all, the game didn't live up to expectations from my point of view, but a bad game of diplomacy is better than a good day gardening...

Thanks, all, and well done Martin

### Martin Draper (Germany - Won)

Much of the comments Dave printed about the early game agree with mine. Ironically enough I planned the start to work with Mark more so than Dave but the diplomacy never panned out that way. After the initial moves, I took the usual centres and with Mark and Dave at each other, I got to benefit by taking Mar (alongside Swe, sorry Dave A, this centre was always going to be German). After a strong start I was happy to help Dave, particularly against Dave A as it was always to my benefit as I began taking more centres which kept me as the stronger power of the two.

In the early game I had a strong understanding with Ian but wasn't overly concerned when he broke our DMZ and lined units up against Mun. By that stage I was in a strong position to defend, coupled with a strong working relationship with Dave, my position was safe(ish) even if I couldn't expand.

However, it has to be said that if Richard hadn't attacked Ian, then I wouldn't have turned against Dave. Ian immediately withdrew his units and asked for help. I was happy to give it, particularly as it gave me the opportunity to move against Dave. The reasons were twofold, firstly, I had no other enemy and had to choose between Dave and Ian, secondly, I was worried that I was getting myself in a position where I couldn't attack Dave easily whilst he had the NTH to mount a move against me. I figured, if I didn't attack when I did, the chance would be lost forever. That said, I did make a mistake of allowing him easy access into Hol (A(Ruh) shouldn't have moved).

England had stretched units from WMS to StP. The moves were made on the understanding that I could re-take Hol, followed by StP and Nwy and finally force the NTH. I figured that what I gained in the north, I would lose to Mark who would likely side with Dave quickly enough to re-take my French centres.

Whilst I gained by Mark not moving, I lost when Dave A took Mos. Under the circumstances a sensible move from Dave A but really cost me momentum against Dave and put me in a position whereby I could possibly lose out to Dave or be in a stalemate position should Mark continue to stand. I had to do some hard bargaining with Dave A (with help from Ian) to offer him back War and eventually StP when I could take StP and Nwy from Dave. I was pleased when the diplomacy finally paid off at the end. If it hadn't then it was very likely that both Ian and I would move against the Russian units before they became a problem to both of us. I agree, the last moves did signal the final rites for Dave as Nwy and NTH were enviable gains for myself.

Thanks to some fine GMing from Malcolm and Stephen and to everybody for a pleasing (if slightly extended) game of Diplomacy. It's nice to win my first pure e-mail game of Diplomacy, especially in such exalted company.

**David Anderson (Russia)**

Firstly thanks to Malcolm and then Stephen for running it. This was my first E dip and first time playing Russia ever. I learned two things - Don't forward E Mails - This cost me any form of decent diplomacy at the start, and probably cast me in the role of whipping boy (it felt a little like it anyway :-). Don't try a North / South split with Russia, when no one is offering any form of help / non-aggression!

Having failed to expand in the north (missing out on Sweden), I found the Balkans a messy place and was thwarted by Austria. Put on the back foot I had to agree to Ian's terms (which changed quite regularly) wrt DMZ support etc, to stay alive. After 2 of my home centres got taken it seemed inevitable I would be stabbed by Austria, but thankfully Ian kept on vs Italy.

England offered me Moscow which I gratefully took, but then faced the wrath of Germany. Germany had a strong deal with Austria and troops on my border, I decided to play a survivalist turn, and supported Germany into Stp, the deal being I would get back War later.

David is correct in saying this handed it Germany, but my view was that I had to do what was best for Russia, not what was best for other countries, a bit isolationist perhaps.

Congrats to Martin for the win, nicely manipulated from the centre.

**Richard Hucknall (Italy)**

Ascot began about two and a half years ago, and I confess that I can remember very little of the first two years. Furthermore I lost all records and correspondence during PC problems last November. All I can recall is receiving very lengthy and very interesting emails from Ian Northcott, and despite some heated words from time to time, we formed some form of an alliance. The very slow progress of this game killed my interest in it and eventually I made an ill-timed stab on Austria out of sheer boredom with 'Ascot'. Ian responded well, and had the game continued then Ian would have ordered my units as I had

recently proxied them to him due to my total disinterest. Normally I never concede victory but did so on this occasion just to be rid of the game.

Congratulations to Martin on his victory and thanks and apologies for the stab to Ian Northcott. Thanks also to Stephen Agar for seeing the game through to the end.

**Ian Northcott (Austria-Hungary)**

Hi all, First I would like to thank to Malcolm and Stephen for GM'ing the games. I'm glad Ascot continued after the cross-over as there was plenty of play in the game, and it was a very enjoyable game.

Well, I'm afraid my synopsis of the game might not be that comprehensive, but here goes. Well done to Martin, my trusty German ally. You played a masterly game of control from the centre, and it was a pleasure to see Germany win (and A-H come second). Boo sucks to the Entente!!

Right from the beginning I faced Dave A. and Richard in an alliance against me. Thankfully, Richard's letters were leaked to me and the plot exposed. I think there might have been a few Czech spies involved here, or Italian bureaucrats in need of a pay rise, but it bought me some time. Chris, I wanted to work with you, but my prime interest was to tame the Italian. Turkey was then the natural target.

I think it is true to say that, despite being obliged to try and stop a German win with Richard's help, I honoured all my agreements and alliances. I agreed not to violate Russian territory which I held to the end of the game. I put allot into my alliance with Italy, which was going well until the stab arrived. I was then forced to take on a more historical A-H and tie my existence to Germany. It felt quite good to retake my home centres and then forge across the Isonzo!! Thanks Martin!!

As Dave W. said, after the stab I lost interest in winning completely. It became a nationalist/patriotic war to put a German unit on an Italian home centre, and to that end I succeeded. I'm sorry I didn't have more diplomacy with Mark, but I couldn't really affect change in that sphere. For a

moment I thought Mark and Richard might launch an attack on Venice, after Martin had taken it.

This is only my second time playing A-H in regular diplomacy, but it remains the most intriguing country in the game. Death can arrive so quickly unless you work ceaselessly for the goodwill of those around you. In the final analysis I would say, keep one eye on Italy, the other on Russia, and your fingers crossed that Germany is sympathetic!!

**Jackson**

**Endgame Statements**

Game started in *Spring Offensive* 66 (January 1999)

Game finished *Armistice Day* 14 (June 2002)

	01	02	03	04	05	06	07	08	09	10
<b>A</b>	4	4	5	6	7	5	5	6	5	5
<b>E</b>	5	5*	5**	3	2	0	-	-	-	-
<b>F</b>	5	5	5	5	5	6	6	4	2	0
<b>G</b>	5	6	6	9	10	12	12	14	16	18
<b>I</b>	4	4	3	3	3	3	3	1	0	-
<b>R</b>	5	5	4*	1	1*	1*	0	-	-	-
<b>T</b>	5	5	6	7	6	7	8	9	11	11

\* indicates a unit short.

Austria: Jeremy Tullett  
 England: Matt Kane (dropped out S03)  
 France: George Hornby (dropped out S09)  
 Germany: Colin Bruce (won A10)  
 Italy: Mark Underhay (resigned A06)  
 Russia: Douglas Massie (dropped out S05)  
 Turkey: Tim Deacon

**GMs**

Stephen Agar (S01-A01)  
 Malcolm Cornelius (S02-S08)  
 Stephen Agar (A08-A10)

**Colin Bruce (Germany – Won)**

A lucky win, in a game with more dropouts than a hippy commune. England (Matt Kane) went into anarchy not long after I'd opted for building fleets, and with France (George Hornby) strangely uninterested in capitalising on his early departure I was

able to force my way into the North Sea and beyond.

Some of the events elsewhere on the board were wonderful, including a truly spectacular demonstration by Russia (Doug Massie) in Autumn '03 of why it's really quite a bad idea to NMR in an autumn move whilst being attacked by two of your neighbours.

Jackson of course also has the distinction, which must be pretty rare, of being orphaned twice and ending up back under its original GM/Editor again. But this did mean that it moved, for the most part, at the pace of an asthmatic snail with heavy luggage. In 2001 it actually ran in real time, with one move in the Spring and another in the Autumn, and this must have been a real trial for Jeremy and Tim.

Thanks to them for sticking with the game, and to Stephen and Malcolm for running

things faultlessly even when fate conspired against them.

**Tim Deacon (Turkey)**

A game that was re-housed twice, finishing back with its original ref - something of a first for me!

Congratulations to Colin on his fine win and to Jeremy for sticking with it. Also thanks to Stephen and Malcolm for running the game.

As for the game itself, it was marred by the dropping out of Russia, Italy and France (possibly England but I don't recall that). All in all a sad tale (and far too frequent, for my tastes.)

I feel that Jeremy and I should have provided stiffer resistance to Colin and ascribe the weakness to poor play on my part and a lack of communication between us. Our situation wasn't helped by our being unfriendly towards each other for much of the early game. Trust was garnered slowly and whilst we were fighting (or not co-operating), Colin was getting ever stronger. When we finally did start to co-operate it was hampered by our poor communication. Which just goes to show

that you should talk, if you want to do well, in Diplomacy.

### Jeremy Tullett (Austria)

This was a complete shambles, and really Colin would have had to have tried very hard not to win at some point.

England, I see from my notes, was someone called Matt Kane who wrote me one letter, and then vanished. I assume that his forgettable contribution is the reason why Germany got off to a flying start.

The usually reliable Doug Massie imploded after an unusual NMR at a critical point, relieving Germany of yet another potential foe.

George Hornby I had encountered in another postal game where he had consistently not replied to any correspondence from anyone. Unfortunately, it took me a while to realise that this was the same uncommunicative so-and-so that I had met earlier, so my increasingly desperate pleas for him to provide some resistance to Germany were doomed.

Not that it made much difference. Italy dropped out with all his units inconveniently left on his centres, and I did not have the units to take advantage of these gift 'spots' until very late in the game, especially as Germany kept supporting Ven against me.

The most annoying player of all here was Tim. (Sorry Tim.) He gave all the right indications of wishing to work with me, yet rarely wrote first, and when he did, it was usually after my orders had gone in.

When he did reply to my letters, it was positive, but the combination of his intermittent silences and the potential for ghastly stabs against me meant that I always felt that I had to leave my back door covered, and occasionally I committed pre-emptive strikes.

If we could have worked together more coherently, then we might have been able to hold Germany, but we couldn't, and we didn't.

Nevertheless, congratulations to Colin on the win, and also to us all who stuck it to the end.

## Renaissance Diplomacy II

By Earle Ratcliffe and Michael Cuffaro

This variant is set in Renaissance Europe and played on the standard Diplomacy map. The only difference on the map is that Switzerland is passable, and is a neutral supply center. The great powers and starting positions are as follows:

Holy Roman Empire: F Berlin, A Vienna, A Munich

England: F Brest, A Liverpool, F London

France: F Belgium, A Marseilles, A Paris

Spain: F Spain (sc), A Portugal, F Naples

Venice: A Venice, A Trieste, F Greece

Poland-Lithuania: A St.Petersburg, A Warsaw, F Sevastopol

Ottoman Turks: F Bulgaria (ec), F Smyrna, A Constantinople, A Ankara

It tends to be a more brutal, bloody game than vanilla dip, as the power's get into conflict right from the outset. Makes for a very interesting opening few turns. Otherwise, it plays just like regular diplomacy.

The inspiration for it came from Gilbert Gelinias' Medieval Diplomacy, but other than the century, the two games are completely different.

**The Game:** This is basically just a game of Standard Diplomacy with a few twists:

1) The game starts in 1454, the date traditionally given by historians for the start of the Renaissance in Europe. (Constantinople fell to the Turks in 1453)

2) Switzerland is PASSABLE and contains a supply center for the taking.

3) Although the map is the same (except for Switzerland), the countries are different. (See below)

### The Powers

(A few liberties were taken with history, which will be outlined briefly below)

#### VENICE

Capital: Venice

Home Provinces: (\* indicates supply centre) Venice(\*), Trieste(\*), Albania, Greece(\*)

Ruler: Doge Francesco Foscari

The 15th century was Venice's 'Golden Age'. After the long war with Genoa in the 14th century, Venice emerged as one of the leading powers in Europe. Unrivalled commercially until the rounding of the Cape of Good Hope late in the century by the Portugese, Venice was spectacularly wealthy and powerful. It could boast the largest and best navy in the world (at least in the European world), and had many overseas colonies, including many former Byzantine possessions in Greece, Cyprus, Crete, the Black Sea, along with the coast of Dalmatia (modern Yugoslavia), and even some possessions on the west coast of Asia Minor. The Republic was to last over 1000 years in total. Unmatched to this day by any state in Europe (well possibly San Marino).

#### SPAIN

Capital: Spain

Home Provinces: Spain(\*), Portugal(\*), Naples(\*)

Ruler: Ferdinand II, 'The Catholic' of Aragon and Sicily (a.k.a. Ferdinand V of Castille, Ferdinand III of Naples)

With the marriage of Ferdinand to Queen Isabella of Castille, Ferdinand became ruler of most of what we now call Spain, along with the Island of Sicily. Naples was only added to the Kingdom in 1503, and Portugal was an independent kingdom (which it still is today), but for the purposes of the game, they will be incorporated into Spain.

#### FRANCE

Capital: Paris

Home Provinces: Picardy, Paris(\*), Belgium(\*), Burgundy, Gascony, Marseilles(\*)  
Ruler: King Charles VII

France had just recently thrown off the English yoke some 20 - 30 years before and was beginning to re-emerge as a European power. The main result of the hundred years war, or one of them anyway, was to crush the nobility. The King could now effectively wield absolute power. Soon his hand would be grasping southward into Italy to join with Spain in a long struggle for domination of the peninsula.

#### ENGLAND

Capital: London

Home Provinces: Liverpool(\*), Yorkshire, Wales, London(\*), Brest(\*)

Ruler: King Henry VI of the House of Lancaster

Henry V had conquered France, and had made himself heir to the French throne upon the death of Charles VI. He never saw the crown, however. He died soon after; and on the death of Charles VI seven weeks later, his infant son, Henry VI became king of both England and France. He proved a weak king, and soon lost his French possessions; all except Calais. (Note. Calais is not in the vicinity of Brest, it's further east, on the straits of Dover... but what the hell).

#### POLAND-LITHUANIA

Capital: Warsaw [Krakow]

Home Provinces: Warsaw(\*) [Krakow], Prussia, Livonia, St. Petersburg (\*) [Novgorod], Ukraine, Sevastopol(\*), Galicia  
Ruler: Casimir IV

The Polish-Lithuanian union in 1384 created the largest nation in Europe. Ruled from Krakow, it stretched from the Baltic sea to the Black sea. Warsaw became the capital in 1569, and was second (in Europe) only to Paris in magnificence. A couple of liberties were taken for the purposes of the game: 1) Although P-L stretched to the Black Sea it only ruled the western half of Sevastopol. The eastern half was still controlled by the Mongols (the Golden Horde, to be exact). 2) P-L

controlled Novgorod (i.e. StP) as a vassal state for a very brief period around 1470, but in 1454, Novgorod was an independent republic. After 1470 it was occupied by Ivan the Great (Ivan III) of Muscovy.

**HOLY ROMAN EMPIRE**

Capital (at the time): Vienna  
 Home Provinces: Vienna(\*), Bohemia, Tyrolia, Munich(\*), Ruhr, Berlin(\*), Silesia, Piedmont, Tuscany  
 Ruler: Emperor Frederick III

The Empire was a loose confederation of German and Italian states; the emperor being little more than a figure head in that he had little or no control over the actions of his vassals, most especially those in Lombardy (Piedmont) and Tuscany. e.g. Francesco Sforza, Gian Galeazzo Visconti, and the other leading figures in 15th and 16th-century north Italian politics were, technically at least, subjects of the Empire. The emperor himself did rule over his own home state, however, and usually had a formidable army.

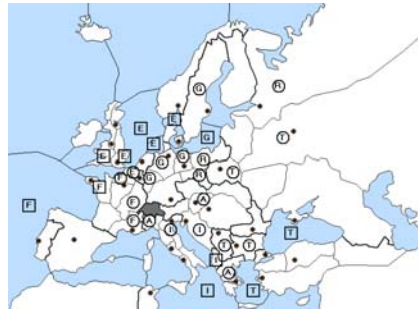
**OTTOMAN EMPIRE**

Capital: Constantinople  
 Home Provinces: Constantinople(\*), Ankara(\*), Smyrna(\*), Armenia, Syria, Bulgaria(\*)  
 Ruler: Mehmet II, 'The Conqueror'

Having captured Constantinople the year before, and in the process destroying for ever the last remnants of the old Roman Empire, the Turks steadily and rapidly advanced on the Balkans and on Europe, up to the very walls of Vienna. (Twice). The next two centuries would see many great battles first between Turkey and Venice/Hungary, and then when Budapest fell, between Turkey and Venice (e.g. Lepanto).

**OTHER POWERS (neutral, no units):**

THE PAPACY Rome  
 HUNGARY Budapest  
 GRAND DUCHY OF MUSCOVY Moscow  
 KALMAR LEAGUE Denmark (+ Kiel), Sweden, Norway  
 SCOTLAND Edinburgh, Clyde



**ARRAS Spring 1904**

AUSTRIA-HUNGARY (Anarchy – ex-John Campbell) A(Gre) Stands; A(Tri) Stands\* (DISLODGED - DISBANDED NRO); A(Pie) Stands ; A(Vie) Stands

ENGLAND (Warren Galenzoski) A(Bel) - Hol (FAILED); F(NTH) - HEL; F(ENG) - Lon; F(Lon) - NTH; F(Swe) Stands\* (DISLODGED TO SKA); F(Wal) - IRI (FAILED)

FRANCE (Richard Scholefield) F(Bre) - MAO (FAILED); F(MAO) - IRI (FAILED); A(Mar) - Pie (FAILED); A(Bur) - Bel (FAILED); A(Pic) - Bre (FAILED)

GERMANY (Richard Williams) F(BAL) s A(Den) - Swe; A(Den) - Swe; A(Mun) - Ruh; A(Ber) - Kie (FAILED); A(Kie) - Hol (FAILED)

ITALY (Tim Deacon) A(Ven) - Tri; A(Rom) - Ven; F(Alb) s A(Ven) - Tri; F(ION) s AUSTRIAN A(Gre)

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

TURKEY (Jimmy Cowie) F(AEG) s AUSTRIAN A(Gre); A(Ukr) - War; A(Mos) s A(Ukr) - War; A(Bul) - Ser; A(Con) - Bul; F(BLA) Stands u/o

**Press**

**Unknown Source:** Latest horror story from the East. Many fie of yellow fever as plague crosses Europe.

**Italy-All:** How about calling this a draw?

**Versailles:** So we have a proposal for a 5-way draw – votes please, unanimity required, abstention = no.



**MONS – Autumn 1907**

ENGLAND (Dave Clark) F(ENG) - Bre (FAILED); F(NWG) - NTH; F(BAR) - NWG

FRANCE (Jimmy Cowie) A(Yor) - Wal; F(Edi) - Yor; F(MAO) - Bre (FAILED)

GERMANY (Richard Scholefield) A(StP) s A(Fin) - Nwy (CUT); A(Fin) - Nwy; F(BAL) - Den; A(Kie) - Hol; A(Ber) - Pru; F(Lon) Stands; A(Spa) s A(Bur) - Mar; A(Bur) - Mar\* (FAILED, DISLODGED TO Par); A(Boh) - Mun

ITALY (Nick Parish) F(GoL) s A(Mar); A(Mar) s A(Mun) - Bur; A(Mun) - Bur; A(Vie) s A(Bud); A(Tri) s A(Bud); A(Bud) Stands; A(Ven) - Tyr; F(Nap) - TYS (FAILED); F(Tun) - TYS (FAILED)

RUSSIA (Bruce Edwards) A(Mos) - StP (FAILED); A(War) Stands

TURKEY (Tim Deacon) F(Sev) s A(Rum); F(BLA) s A(Rum); A(Rum) s A(Ser); A(Ser) s F(Gre) - Alb; F(Gre) - Alb; F(EMS) s F(ION); F(ION) s F(Gre) - Alb

**Autumn 1907 Adjustments:**

E: -War, -StP, -Lon = 0; Loses 3. OUT!  
 Removes F(ENG), F(NTH), F(NWG).  
 F: Edi, Lpl, Por, -Spa = 3; Loses 1.  
 G: +StP, Nwy, Den, Hol, +Lon, +Spa, Par, +Mun, Ber, Swe, Bel, Bre, Kie = 13; Gains 4. Builds A(Ber), F(Kie). 2 Build centres short.  
 I: Mar, Vie, Tri, Bud, Nap, Tun, Ven, Rom - Mun = 8; Loses 1. Removes A(Tyr).  
 R: Mos, +War -Sev = 2; No change.  
 T: +Sev, Rum, Ser, Smy, Bul, Gre, Con, Ank = 8; Gains 1. Builds A(Con).

**Press**

**Turkey - Germany:** Hopefully you've secured your position. If you have then we can start talking!

**England - All:** Rip Van Winkle awoke, rubbed his bleary sleep filled eyes and looked around him. What has been going on during his slumbers? What has happened to Germany who was in a winning position last time I looked? Things have changed! Russia is no longer throwing his hand in. Why? Perhaps I still have a role to play in this game yet? Perhaps one or two of you might write me next season? You never know I may some usefulness to someone in this game even if it is just to be a thorn in some ones side.

**Turkey - Italy:** It's gone very quiet between us, I suspect you're up to something!

**Versailles:** Thanks top Dave for seeing this one out to the bitter end.



**MARNE – Spring 1906**

AUSTRIA-HUNGARY (Howard Bishop) A(StP) - Mos; A(Gal) - Sil; A(Vie) - Gal; A(Bud) Stands; F(Gre) Stands (DISLODGED - DISBANDED NRO); F(Tri) - ADS; A(Tus) - Pie (FAILED); A(Nap) Stands; A(Rom) - Ven

ENGLAND (Garyth Wright) F(Den) s F(NTH); F(NTH) c A(Nwy) - Yor; A(Nwy) - Yor

FRANCE (Tim Deacon) F(Cly) - Edi (FAILED); F(Lon) - NTH (FAILED); F(ENG) s F(Lon) - NTH; A(Bel) s A(Bur) - Ruh; A(Pic) s A(Bel); A(Bur) - Ruh (FAILED); A(Gas) - Bur (FAILED); F(Mar) - Pie



(FAILED)

GERMANY (Neil Hopkins) A(Mun) s A(Kie) - Ruh; A(Kie) - Ruh; A(Hol) s A(Kie) - Ruh

ITALY (Jeremy Tullett) F(Tun) Stands

RUSSIA (Mike Dean - NMR!) F(Edi) Stands; A(War) Stands

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

**Press****I-T:** This is all your fault you know. I wait with interest to see how long it is before you are subsumed by the Austrian octopus.**Heligoland (Autumn 1906)**

FRANCE (Petit Chou) F(NAO) - NWG; F(Lon) - NTH; F(ENG) s F(Lon) - NTH; A(Edi) Stands; A(Pic) s A(Bur); A(Bur) s A(Pic); A(Mar) s A(Bur); F(GoL) - TYS

GERMANY (Visigoth) F(Den) s FRENCH F(ENG) - NTH [MISORDER]; A(Kie) s F(Den); A(Bel) - Hol; F(SKA) s F(Nwy) - Swe; F(Nwy) - Swe; A(Mun) - Sil; A(Ruh) s A(Bel) - Hol

ITALY (Greenslade) A(Arm) s TURKISH F(Ank); F(EMS) - Smy; F(ION) s F(AEG) - Gre; F(AEG) - Gre; A(Alb) s A(Tri) - Ser; A(Tri) - Ser; A(Vie) - Bud

RUSSIA (Agar) F(BAR) s A(StP) - Nwy; A(StP) - Nwy; A(Swe) s F(HEL) - Den\* (CUT, DISLODGED TO Fin); F(HEL) - Den (FAILED); A(Gal) - Vie; A(Bud) - Tri; A(Ser) - Tri\* (FAILED, DISLODGED TO Rum);A(Mos) - Sev; F(BLA) - Bul ec (FAILED); F(Con) - Bul sc (FAILED)TURKEY (Anarchy - ex-The Great Panjandrum) F(Ank) Stands; A(Gre) Stands\* (DISLODGED - DISBANDED NRP)**Autumn 1906 Adjustments**

F: Edi, Mar, Par, Lon, Lpl, Bre, Por, Spa = 8; No change.

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

I: Smy, +Gre, +Ser, +Bud, Ven, Tun, Nap, Rom -Tri, -Vie = 8; Gains 1. Builds A(Ven). R: +Nwy, +Vie, +Tri, Rum, Sev, Con, Bul, War, Mos, StP -Den, -Bud, -Ser = 10; No change.

T: Ank -Gre = 1; Loses 1.

**Press****Italy (Govt) - France & Germany:** I hope you appreciate what I am doing here. If I am stabbed, Russia picks up another 5 centres.**Fre (gov) - It (Gov) :** Take One centre for your undying emnity? When you will be building units this season? I am not attacking you. If I'd ordered mar- Pie then you'd have a point.**Russia(govt) - Italy:** No aggression against you this go. I'm prepared to take a beating rather than be the first to strike, and the only centres I could possibly take with these moves would be swops if you go for Ser or Bud. I'll probably end up looking like an idiot but what's new eh?**Fre (gov) - Rus (gov):** We shall see who has all the centres at the end of the turn. In the mean time I'm supporting Germany to hold you back**Russia(govt) - Germany & Italy:** I've got no problem with you taking a couple off me although honestly only Visigoth could claim just cause - Greenslade is just going with the flow, you boundah! It's nice to be part of a gang! But take an objective look at the board - France is spreading the propaganda like a good 'un but the most likely person to win this game by a long shot is ... (wait for it) ... France! You have a viper in the bosom with his 'defensive manoeuvres' and 'You can rely on my support' and (butter wouldn't melt in my

mouth...) 'need any help?' - please, don't expose your necks for him to strike. He can't touch me, and as soon as I can (probably this go) I'll be disbanding that F HEL, so how much help is a France in this situation who moves all his units eastwards?

**Fre (gov) - Ger (gov):** Let's cooperate and destroy the russian fleet - if i'm in NWG sea, can you support me into the barents and then st petersburg over the next two seasons.**Anon - Rus (Gov):** what we need is more innuendo, more smut, and much more opportunity for tired old jokes.**Fre (Gov) - It (gov):** I agree - can my fleet pass you to assist in beating the slavich hordes?**Russia(govt) - All:** Well, it's always nice to be right at least. I said to Stephen when I sent those last set of orders, "Reckon I'm going to get a pasting from now on"!!!**Par-Stp (govt) :** are you my friend? if so, why aren't you asking me to attack germany again?**par-rom:** Vote early for august bank holiday.**moscow-rome:** The frenchman will be steaming into your centres now - why not attack him now?**Russia(govt) - France:** Germany and Italy have me well in hand. Your units are not necessary, except perhaps one fleet to bottle up the North. How can you justify your propaganda to Visigoth and Greenslade when every one of your units except Edi moved in their direction last turn? Just a rhetorical question, y'know.**Ber(Govt.) - Paris:** Let us see where we are at, after this turn.**Abstraction II****TANNENBURG (November 1915)**AUSTRIA (John Colledge) A(Mun)-Dre; A(Rum)-Ode [FAILS]; A(Cau)-Vol [FAILS]; A(Con) S A(AEG)-Smy; A(Ukr) S A(Rum)-Ode [CUT]; A(Boh) S A(Mun)-Dre; A(War) S A(Ukr) [CUT]; A(Mac) boards F(AEG), F(AEG) S A(AEG)-Smy; A(Gal) S A(War)

ENGLAND (Martin Gilbey) F(And) Std.; A(Bre) boards F(MAO), A/F(MAO)-NAO,

A(NAO)-Ire; F(SKA)-Nwy; F(ENG)-Ply [FAILS]; F(NTH)-Edi [FAILS]; F(Swe) S F(SKA)-Nwy, A(Den) Std.

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

GERMANY (Dave Clark) A(Nwy)\* [retreats to Lap] board English F(SKA) [A/F(SKA)-ANG], A(ANG)-Lon [MISORDER - NO SUCH MOVE]; A(Ruh) S A(Kie)-Mun [CUT]; F(Hol)-Kie; A(Ber)-Dre [FAILS]; A(Kie)-Mun;ITALY (Bruce Edwards) F(Mor)-WMS [FAILS]; F(GoL)-WMS [FAILS]; A(Mar)-Bur; A(Par)-Lyo [FAILS]; F(EMS) S A(EMS)-Dam; A(Swa)-Ruh [FAILS]; F(Pal) S A(EMS)-Dam; A(Pie)-Obe; A(Rom)-TusRUSSIA (Bob Pitman) A(Ode)-Rum [FAILS]; A(Vol)-Cau [FAILS]; F(IRI)-Ply [FAILS]; A(Edi) Std.; A(Mos)-Ukr [FAILS]; F(BAR)-NWG; A(Cou)-War [FAILS]

TURKEY (NMR - Nick Gladstone) F(CYS); A(Arm); F(WBS); F(Sin) all stand u/o

**December 1915**

A: Vie, Bud, Pec, Zar, Zur, Ser, Bul, Rum, Gre, -Mun, War, +Dre, +Smy, +Con = 13. Builds A(Vie), A(Bud), F(Zar).

E: Lpl, Ply, Lon, Bre, Por, Den, -Kie, Par, +Ire, +Nwy, +Swe, +And = 11. Builds A(Lpl), F(Ply), A(Lon).

F: Lyo, = 1. No change.

G: Ber, -Dre, Bel, -Swe, Hol, +Kie, +Mun = 5. No change.

I: Ven, Rom, Nap, Sic, Tun, -And, Cas, Mar, Egy, Mor, +Dam = 10. No change.

R: StP, Mos, Arc, -Nwy, Ode, Edi, -Ire = 5. Removes 2. F(IRI), F(NWG).

T: -Con, -Smy, Sin, -Dam = 1. Removes 3. F(CYS), F(WBS), A(Arm).

**Versailles: Frozen Regions.** During the period January-April inclusive, the Artic Ocean, Barents Sea, Archangel, Lapland and Iceland are frozen and any fleets in these spaces must stand. Frozen fleets may not support, convoy nor be dislodged. Armies in Lapland or Archangel may not be dislodged when the spaces are frozen, though armies in Lapland or Archangel may move out of these spaces overland (though not by convoy). Russia may build either fleets or armies in Archangel in March.

## DIVERSIONS

**Volume II : Issue 4 : August 2002**  
**Deadline:** 1 day ahead of that set for  
 Armistice Day

### Back To Near Normal

**Long Hot Summer.** Gosh it's been hot. Even for Southern Ontario, where the mercury often creeps past the 30° mark during July and August. This year, records have been broken with monotonous regularity, and July exceeded the previous mark of the number of days with temperatures exceeding 30° well before its end. Such weather should be welcome under normal circumstances, but the proximity of the Great Lakes brings an accompanying spike in humidity whenever the thermometer climbs. There is a uniquely Canadian measure of the combined effect of temperature and humidity called the Humidex. Employing a formula, a "feels-like" value is generated. And when it's 36°, but feels like 45° due to a humidity value in the 80% range, believe me, it's uncomfortable.

Complaining about the weather (not that I am, you understand!) is a character trait Canadians share with the British, so I feel doubly at home here. But, whilst an Englishman or a Scot will urge you to be patient, for the weather will be different in an hour or a day, or in the next valley along, here it is the major seasonal contrasts which are likely to have people pining for a more measured life in Arizona or Florida. During the dark days of February, with temperatures plummeting to -35° and the other, more familiar, Wind Chill formula producing a value close to -50°, once the appetite for skiing and ski-dooing<sup>1</sup> and snow-shoeing has diminished, it is understandable that thoughts turn to the days when the negative numbers become the positive and the urge to in-line skate, sea-doo\* and hike can be satisfied.

<sup>1</sup> For alliterative purposes, I use the local proprietary terms. Ski-doo and Sea-doo are, respectively, a snowmobile and a personal water craft manufactured in Québec by Bombardier.

But, as soon as the first heat wave hits, it is never long before some joker announces, "Don't fret; winter's on the way!"

Our recent trip to Deep River with a base in Bonnechere Provincial Park just south of the glorious wilderness of Algonquin was marked by unusual extremes of weather only really experienced once one travels far from the influence of the Great Lakes. Our first two days were hot and sunny, but mercifully free from the excess of humidity we experience in Mississauga. The nights were cool and the air fresh. On the third day, just as we were about to embark on a strenuous hike up the granite ridge to Whispering Winds Lookout, a viewing point above the Little Bonnechere River we'd read about in a guide book, it began to rain. Now, in Mississauga in the summer, it either is, or isn't, raining. There is no in-between state. And when it rains, it really rains. The skies suddenly open and it looks and feels like someone has upended a giant pail of water. Any one of the frequent thunderstorms has the potential to generate a tornado, and it is most unwise to be caught out of doors. Moreover, the relieving effect on the humidity rarely lasts more than a matter of hours.

By heavenly contrast, as we made our way up the ridge, we were gently refreshed by a very English type of rain that was soft and warm and made that pleasant characteristic shushing sound as it hit the leaves of the trees and shrubs around us. We reached our target and the reward of a glorious view across a valley of green and blue almost unaware of any undue exertion. Standing on Egg Rock, we could see a mist rising from the Carolinian forest on the nearby hills and the splashes and ripples as raindrops hit the mirror-calm surface of tiny Stringers Lake below. Gathering late-season wild blueberries which had been overlooked by the black bears whose marks were clearly evident everywhere, I was as close to a state of serenity as I have been for a very long time.

In the next issue, the main topic for the editorial will return to railways. On our journey to and from Deep River over the long (Simco Day) weekend I learned much



*Pat on Egg Rock at Whispering Winds Lookout*

of interest about the history of transportation in the areas we passed through. I have some fascinating photographs taken in Barry's Bay and Wilno, and the stories of the Ottawa, Arnprior and Parry Sound Railway and the old Opeongo Road through the Madawaska Valley should make an interesting read.

### THE GAMES

**A Note on Rules.** I have been a little slow in declaring the version of the rules to which Diversions games will be run. In an effort to rectify the situation, I am preparing a web page for publication in a week or so. I have chosen this method as space within this subzine is at a premium and I don't want to be nagging Stephen for extra pages in Armistice Day.

With effect from September 3, you will find a page dedicated to Railway Rivals at: <http://www.geocities.com/ripqch/RailwayRivals.html> where I also plan to archive past issues of Diversions and my other earlier zines once I've managed to get my newly-acquired scanner properly hooked up.

### RR1868IW - Isle of Wight - Atikokan - Round 2

So far, so good. A nice easy game to adjudicate. Next time, we make the transition to a mere two die-rolls for build allowance, so I anticipate a little more rubbing of shoulders and maybe even some elbowing.

**BUM**, Jim Reader, Yellow:  
 2a: (V9) Sandown; (T9) Wroxhall.  
 2b: (S9) Newchurch; (Wroxhall)  
 T12; (P6) O6.  
 2c: (T12) Ventnor; (O6) N5.  
 32 + 24 (towns) – 1 (HANTS) – 1  
 (GWR) = **54**

**GWR**, Charlie Wilson, Brunswick Green:  
 2a: (Blackwater) P8 Q9 Q10.  
 2b: (Q10) Godshill Q12 Whitwell;  
 (M6) L5 [\*only].  
 2c: (Whitwell) R13; (O5) O4.  
 26 + 12 (towns) + 1 (HANTS) + 1

(BUM) = **40**

\*\* You were already at M6, but ordered from Carisbrooke. Probably this was because your builds ran across two pages in the last issue and you didn't spot the extra. I'm tempted to make a correction, but I believe the onus is on the player to ensure that all track is drawn on the map, especially when it is the player's own.

**HANTS**, Bruce Edwards, Purple:  
 2a: (V5) W6 Brading; (W6) X5.  
 2b: (Newport) O6 O10.  
 2c: (X5) St. Helens; (Brading) Newchurch.  
 38 + 12 (towns) – 1 (GWR) + 1 (BUM) = **50**

Build allowance for Round 3: **4, 3**

### Press:

Xyro – All: *Ventnor used to terrify me as a small child. The family had an old Riley that didn't like hills at all. Going down them was bad enough, as the brakes were far from good. Going up was worse, as the gearing was hopeless and the engine barely sufficient for a full load. By the late fifties, we were a family of five, so the Riley was, indeed, loaded. During our annual holidays on the Isle of Wight, father would insist on taking us to Ventnor as part of our ritual circumnavigation of the island. Ventnor is a classic Victorian seaside town, truly worth a look if you're ever in that neck of the woods. I came to dread the day of our visit. Ventnor is hilly; it sits in a hollow (termed 'chine' in local parlance) carved out by aeons of erosion. It is therefore surrounded on all sides by precipitous hills. On its westerly side, Ventnor has one of the most terrifyingly long and steep hills in the south*

of England. At least, that's how I remember it. Leaving the town, we'd race to the foot of the hill, praying there was no slow traffic to hinder us, the engine screaming in third gear. Then, half way up, father would carefully engage second gear without too much of a loss in momentum. The true test came a few yards from the crest. By this time, the car would be virtually stationary, and the engine complaining loudly, but shifting into first gear was a major exercise before the days of synchromesh. The gear could only be located with any degree of certainty with the car at a full stop. Thus, I'd be digging my fingertips into the upholstery as the awful moment neared. Then, with a big sigh, and fingers crossed, father would sense the moment had arrived and ease in the clutch. The micro-seconds between each of the next few stages of the operation stretched into what seemed like minutes of sheer terror.

First, the clutch was depressed and, with the car poised to roll backwards, the footbrake was applied. Next, an attempt to find first gear was made, and then – and this is the terrifying bit – the accelerator was given a tentative tap to see if all was well. Naturally, this also involved easing out the clutch. For that little chunk of eternity, therefore, the car was a potential backwards-barrelling missile with a footbrake sitting uselessly between two pedals to each of which a foot was being applied. Resorting to the handbrake never seems to have been a viable option, probably because it, too, was inadequate for the task of halting the car's backwards slide. More often than not, father succeeded in negotiating the hill without mishap, but there were a few times when the reverse roll was well underway before the second, third, or even – a sweat breaks out on my brow at the memory – the fourth attempt succeeded.

An escape road in the form of a fortuitously placed driveway was employed more than once, and glances of pity mixed with mirth and fury were exchanged with drivers of cars whose progress had been slowed or halted by our mountain climbing attempts. To this day, I can recall that sense of terror when negotiating a steep hill. Nowadays, of

course, it has transformed into the kind of exhilaration one experiences on a roller-coaster. Or, so I am told. There's no way you're going to get me on one of those things ... they go uphill as well as down!

#### RR1869NL - Netherlands - Bobcaygeon – Round 1

Well, we managed to get this game off the ground in time to place it back on schedule, thanks to a speedy Canada Post and prompt player responses. Round 0 was taken care of, and I was able to send a quick interim report with sufficient time for players to return their orders to me before the deadline. Thanks to everyone involved.

Build allowance for Round 1 was **4, 4, 4**

**GWR**, Charlie Wilson, Chromium Green:

1a: (Rotterdam) J22 Dordrecht.

1b: (Dordrecht) L22 M23 A62.

1c: (A62) B61 C62.

20 + 6 (towns) + 1(REAR) = **27**

**LOW**, Brad Martin, Blue:

1a: (Amsterdam) B57.

1b: (B57) Amersfoort F59.

1c: (F59) Arnhem; (Amsterdam) K15

Haarlem; (N16) Hilversum.

20 + 12 (towns) = **32**

**REAR**, Kevin Lee, Red:

1a: (Rotterdam) Gouda M20.

1b: (M20) Utrecht N20; (Utrecht) L18.

1c: (N20) N22.

20 + 12 (towns) – 1(GWR) = **31**

**TINAS**, Allan Stagg, Orange:

1a: (Amsterdam) B57.

1b: (B57) Amersfoort F59.

1c: (F59) Arnhem; (Amsterdam) K15

Haarlem; (A57\*\*) Hilversum.

20 + 12 (towns) = **32**

Allan: \*\* Be careful with your orders. You specified A56. I made the correction, but had to roll a die to decide between A57 and N16. DGW would not have been so obliging and would have disallowed the build. Be advised everyone that I lean towards David's adjudication style!

Build allowance for Round 2: **4, 2, 4**

**Press:**

TINAS - GWR: As to your precise colouring

choice, I don't have that colour in my crayons, so is it okay with you if I use bog-standard green?

Xyro – TINAS: *Pardon my interjection, but ... Wot?! I never saw that as an option. I scoured the whole of the Golden Horseshoe in search of precisely the right shades, but was ultimately thwarted. I eventually located a small family firm in Calabogie that specialises in mixing water-based colours for felt tip pens and which was prepared to tackle the undertaking of supplying the vanishingly small quantities I required at a competitive price. Spending a whole day at the tiny factory overlooking Calabogie Lake and the Lower Madawaska River, I could not help but be impressed at the diligence and creativity of the three generations as they laboured to grant my every whim. The childlike glee in their faces as I congratulated them on an excellent job would have brought a tear to even Mr. Burns' eye, and my reluctant departure as the sun set over the Madawaska Valley was accompanied by bowing and scraping the likes of which I haven't witnessed since my last fitting for a pith helmet. I now have half a dozen pens of every conceivable shade of green in readiness for Charlie's next choice. I pride myself on always being prepared and, now, on being the single-handed saviour of a struggling enterprise in the backwoods of Renfrew County whose future would otherwise be in doubt. Bog-standard green, indeed ... ! [Railway trivia: The original K&P Railway, affectionately termed the 'Kick & Push', crossed Calabogie Lake on the Madawaska River by means of a man-made causeway constructed in 1883.]*

Xyro – TINAS: *The scoring system for Bobcaygeon will be the traditional version, with 20 to the winner, 10 to second, and 15 each for ties. I generally only favour Bus Boss scoring for games with five or more players, as this method encourages frivolous entries with fewer players.*

#### RR????SWE – South Sweden - Couchiching – Round 0

**Mads Clauson-Kaas, Mog Firth, Brad Martin and Charlie Wilson.** There seems to have been a glitch somewhere along the

line. I sent maps and start instructions to everyone, but haven't had any response as of August 17. As I really want to get this issue done and dusted so that I can concentrate on various website projects awaiting my attention, I shall send an interim report to players only as soon as I have a full set of orders.

#### RR????P – Northern Italy (Bus Boss scoring) – Deep River – Gamestart

**Christian Bien, Bruce Edwards, Mog Firth, Philip Honeybone, Brad Martin and Charlie Wilson:** You're on deck. A meaningless expression to anyone who doesn't follow baseball, but it got your attention, eh? In essence, hold yourselves in readiness, for maps will be on their way to you very shortly. I have all addresses, I think. Brad probably has the map already. There was only ever one version, so no need to check whether yours tallies. As per usual, start town preferences, along with choices of colour and name are required by the deadline. Please list all of the start towns in order of preference, and at least three colours. There are four start towns, so two players will start from two of them, and one from each of the other two. You may choose to give me a detailed preference list with conditions dependent on numbers of players at each town. I may resort to the dice if a clear picture does not emerge from your choices, and I do not intend to declare which of the towns will have two starters.

**Deep River** is an interesting little town (population about 4500) on the Ontario bank of the Ottawa River. It was created in 1944 as the residential community for the families of scientists and other staff of the Chalk River Nuclear Laboratories. In 1686 Chevalier de Troyes named the 70-km stretch of the Ottawa River *rivière creuse*, which Alexander Henry the younger translated as 'Deep-river' at the end of the next century. The river is more than 75m deep at its deepest point, 10 km downriver from the town, near the site of the laboratories. Deep River operated as a company town until 1956 when it was incorporated as a municipality, and residents elected a mayor and council.

It is believed that the name of Chalk River



originated from the practice of marking timber with chalk at Rafting Bay, where the Chalk meets the Ottawa River. The community of Chalk River was settled in the mid-1880s by men who worked in lumber camps in the winter and farmed in summer. In 1945 the first nuclear reactor outside the United States started operating at a plant on the shore of the Ottawa River 8 km east of Chalk River. The ZEEP (Zero Energy Experimental Pile) was designed by Canadian, British and French scientists and was the forerunner of more powerful reactors at Chalk River used to produce radioactive isotopes. This facility was closed by the Canadian government in 1997.



Riverside Park and Lamure Beach  
Deep River

Pat's family moved to Deep River from Whitehaven in 1969 when her father was offered a job at Chalk River. He had previously been teaching nuclear physics at Whitehaven Technical College, with sponsorship from the nearby Sellafield (Winscale) facility. The high school's 50<sup>th</sup> anniversary reunion was the reason for this year's visit. Some 2000 alumni attended the reunion in the hockey arena. It was sweltering, and nobody would have minded if the ice had still been there. But it was well worth the opportunity to catch up with the handful of representatives from the class of 1970. Deep River is a splendid place. I've been there in the depths of winter and at the height of summer, and its appeal doesn't change. The Ottawa Valley is just a succession of spectacular vistas and

breathtaking scenery. The Trans Canada Highway winds along the valley, so the future of such communities is assured. The river is wide – a mile and a half across to the Québec side – and swift, but it freezes over in the winter, thick enough for ice-fishing shacks to be fixed in place and an access road to be established. In summer, the main sport is in the water at the gently shelving sandy beach. You can probably tell it's on my personal shortlist for likely retirement localities!

**Trans-Canada Map Experiment**

**Progress.** A note from Kevin Lee which I shall print next time, along with my initial thoughts. We're nearly ready for a start to the project.

**Railway Rivals Waiting Lists**

**Northern Italy Map P:** Christian Bien, Bruce Edwards, Mog Firth, Philip Honeybone, Brad Martin, Charlie Wilson. **List Full!! See Gamestart announcement above.**

**Austria Map AUS:** Martin Gilbey, Kevin Lee. 2 players wanted.

**Spain Map SP:** 5 or 6 players wanted. Come on, guys! This is a really good map. It hasn't been explored very often, and I'm eager to revisit it.

**Trans-Canada Map Experiment:**

Ryan Congdon, Kevin Lee, Jim Reader, Charlie Wilson.

**Playlist**

The True Story – The James Gang (Anthology), Spilt Milk – Jellyfish, Cowabunga! – A Surf Music Anthology, Present Tense – Sagittarius, Orange Crate Art – Brian Wilson and Van Dyke Parks, Tune X - Sean MacCreavy

**CONTACT INFORMATION**

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**Waiting Lists**

**Postal Diplomacy**

Warren Galenzoski , Anthony Coogan, Bob Pitman, Tim Deacon, Stuart Eves. 2 needed.

**Somewhat Demiurgic Diplomacy**

GM: Nick Kinzett. Tim Deacon, Mog Firth. Only 5 more crazy players needed – rules in issue 12. The maddest variant ever invented.

**M.A.D. Diplomacy I**

Rules in issue 14. Quick fun variant. Kevin Lee, Brad Martin, Mike Dommett. 4 needed.

**Diadochi V**

Rules in issue 14. 5 player ancient Europe variant. Graham Tunncliffe, Brad Martin, Howard Bishop, 2 needed.

**Renaissance Diplomacy II**

Rules inside – a regular board variant for seven players.

**This Issues Playlist**

Strange Little Girls by Tori Amos; Fog on the Tyne by Lindisfarne; Welcome to the Cruise by Judy Tzuke; Back to Basics by Alan Hull; Easter by the Patti Smith Group; Scott Walker Sings Jacques Brel; A Tonic for the Troops by the Boomtown Rats; You Caught Me Out by Tracey Ullman; Jehovahkill by Julian Cope; Nursery Cryme by Genesis



**THE ARMISTICE DAY NEWSLETTER No.16**  
From: Stephen Agar, 47 Preston Drive, BRIGHTON, BN1 6LA.  
[stephen@armisticeday.com](mailto:stephen@armisticeday.com)  
**DEADLINE: Friday 20<sup>th</sup> September 2002**

**Space for personal message:  
Your current credit/status =**