

ARMISTICE DAY No.18

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Editorial

A little late again. Maybe I'm just not up to this anymore – funny how life seems to be lived at an increasingly fast pace. Only now I've turned 42, I seem to be finding it harder to keep up.

Still no news on the job front – but I really should know within the next 2 weeks. A couple of months ago I was putting all my hopes on getting the specific job I wanted – now I think I would settle for having a job at all. The suspense is not only quite stressful, it is affecting all the people I work with making the place rather depressing.

We've taken out house of the market until the Spring – we hadn't found a buyer and we'd lost the house we were after – so we could just do without the hassle over Xmas. It would also be nice to see what is going to happen to the property market – I don't really want to buy at the peak.

I've just spent the time I should have spent doing this zine putting together the programme booklet for MidCon next weekend – so this is a thin issue. Still, many thanks to Nick Kinzett for sending me a reply to the GM Interference article last issue and to John Wilman for sending me an updated version of one of his old articles.

Letters

Allan Stagg

Thanks for **AD 17**. I hope the commuting and stress have lessened - apart from anything else, it is not good for your home life.

I think we probably are a product of our teens as far as music is concerned. This is not a problem (unless you were heavily into the Bay City Rollers or Little Jimmy Osmond), unless your musical tastes stay fixed on the music of that period. Judging by your playlists, your tastes obviously have expanded through your adult life. This is to be expected, as we continually react to new influences.

SA: *Yes, but what I find depressing is the urge to buy music I haven't heard since I was 17, due to the feeling that somehow I'm connecting with my past. I just end up buying crap!*

However, nostalgia being what it is, we still retain an affinity with the earliest influences. As an example, on a recent overseas trip I was in a shop selling very cheap CDs, and bought quite a few to supplement / replace my old LPs. The most exciting LP was by The Strawbs - I had enjoyed their music at college, but had not listened to anything by them for the last 25 years. Listening to some of the tracks called up some very pleasant memories.

SA: *Certainly the Joan Armatrading album does that for me – and it has stood the test of time well, it is a truly classic album. Ziggy Stardust can still take me back to 72 - 73. However, some of the prog rock I like in my teens now leaves me cold (apart from VDGG).*

Mike Dommett

Your record taste is often determined by the time you are 30, and very little tends to join your list of favourites after that.

SA: *That I'm not so sure of – 30 seems late to me. I find myself often going back to stuff I listened to in my teens and at University (which takes me up to 23) – that's the nostalgia thing. However, in my 30s I have got into more of what would be derisively called "easy listening" and folk. My current favourite artist is Alan Hull (who died almost 10 years ago and half of his albums have never been available on CD).*

I am told that children often keep you musically young, but I only have contact with nephews and nieces and tend to infect them with Jazz. My musical taste really stopped with Punk Rock, and apart from following a couple of singers who look much more embarrassing than anything that you have admitted to so far, and therefore are not for print, I have tending to go into other musical fields, jazz and folk mostly. Nice to see some jazz in your play list.

SA: *So far my kids have only introduced me to **Steps** and **S Club 7** - both experiences I could have done without.*

Is the most annoying thing while driving to let someone into a queue and not have it acknowledged?

SA: *Oh, there's far more annoying things in life than that – such as not being let into the queue in the first place.*

James Hardy

Hey dude.

SA: *Howdy.*

I see you have caught the JK Rowling disease, when on page 4 you try and do better rather than try to do better. Please try to do better in future.

CenterParcs is designed for young families and beer swilling teenagers - interesting mix. Thanks for warning me that, if this is true, it is the last place on Earth I should ever visit. Old Trafford (currently empty) Trophy Room excepted of course.

SA: *Let's wait and see if children intrude into your marriage, then we'll find out.*

I noticed your playlist included John Otway. I'm told he is in the charts (or recently has been). The story goes that he has a hardcore fan base whom he tours for regularly. They always buy him a present for his birthday, but his last one being his 50th they asked him what he would like. "A top 10 hit" he replied. The rest you know. Nice story if true!

SA: *He also allowed his fans to select the track to be released – you could get a sample CD and then vote for the one you liked. However, the fact I was playing Otway last month was a coincidence.*

Enjoyed the trunk murders (should reword that really...), even saw a documentary about them a few months back. I don't think Mancini did have anything to do with the Charing Cross body as the two murders were

quite different. But then who knows how the mind of someone that keeps a dead body in a trunk in his flat works...

Must send you some money. Love to the tribe and cats - does your path need sweeping again yet?

SA: No, but the back garden does.

Tony Dickinson

So is the Otway presence on your play list prompted by his 'second hit'? (of course I know this not to be true as you'd have printed **AD #17** way before the knowledge, as it were) He got for his 50th birthday :-)... #9 in the charts! Hehe and I was part of it, muahaha ...

SA: I was only part of it to the tune of buying all three mixes to help it get there. The first Otway & Barrett album really is a classic though.

Peter Berlin

Thanks for the zine. I read it too when I can get past the depressing playlist on the back page (the Wombles is a joke I assume...but Tori Amos!!!) I was trying to decipher the tale of the Brighton murderer only yesterday.

I'm quite starved of ftf gaming here so I'm even contemplating a trip over to MidCon. Maybe I'll see you there.

SA: That would be good – haven't seen you since Cirencester (?) I think.

Bernie Ackerman

I've got a lever-arch file about full of individual postal diplomacy articles collected during the middle Sixties to middle Seventies. If you are interested I can send you the whole lot. The pages are in good condition; one or three have minor handwritten comments; most were copied with the

old spirit mimeograph process so some are quite faint.

SA: I've been experimenting with restoring old spirit duplicated zines and I've had some good results using a scanned image and software. Always worth a go. Fortunately very few UK zines were ever produced on spirit duplicators.

Unfortunately, I didn't keep the complete magazines but simply removed the pages of interest to me at that time.

SA: No problem – I would be very grateful; to receive them!

Yes, the "Badly Written" rule is indeed GM Interference

A response, wholly by Nick Kinzett

Before we get going, it should be made clear that I re some (even a lot) of sympathy for the idea that Diplomacy players should not be unduly penalized for petty writing errors of no significance. The problem, now as always, is in deciding whether such errors really are insignificant and whether application of a so-called "liberal" interpretation unduly penalizes other players. In fact, they frequently aren't and it frequently does.

This can be shown by reference to the very thing on which Mark Berch and Company relied on in their article, the "Badly Written Order" rule, easily the most ambiguous and contentious clause in the entire rulebook. Being without examples as to what may constitute a badly written order or a single meaning thereof, it is open to very varying interpretation (or abuse, to put it more bluntly). So its exhortation that such an order must be

followed signifies nothing at all, unless participants have previously agreed on such matters, i.e. they're playing by prearranged houserules which clarify such matters: And where these fail to do so, there can be by definition no single meaning, whereupon the dodgy order must be held to be invalid. Any other approach, such as relying upon an ad hoc GM interpretation or majority player vote (a heinous practice to which I regret our f-t-f group once resorted), invites a particularly insidious form of partiality. It can't help but do so, since such resolutions are made in the knowledge of other orders (invariably) and against the interests of at least one player (usually).

Indeed, the only circumstance in which this rule might be equitably applied ad hoc is when all participants genuinely concur that a dodgy order is badly written and has only one meaning (again making a mockery of the word must). Even this isn't very satisfactory, as players may privately feel diplomatically disadvantaged if they don't concede the point. Also, obviously, this approach is not feasible in postal play or even e-mail, which is essentially why postal and e-mail GMs go to some trouble constructing houserules on what will or will not be accepted by way of valid orders. Given the almost inevitable partiality inherent in the "Badly Written" rule, any f-t-f group or tournament would be well advised to follow suit, as indeed all reputable tournaments do.

Thus far from being silly, as the original article tried to characterize them, such houserules are essential to avoid GM partiality or its GM-less equivalent. Mark & Co claim that such things "make luck more important than necessary", by which they presumably mean that the more potential pitfalls

there are the greater the chance of making fatal errors. Actually, the precise opposite is true. Given some minimal level of houserule comprehensibility, players should at least know where they stand in respect of dodgy orders. It's the leaving of such matters to momentary whim that increases the element of chance.

Mark & Co will doubtless disagree that ad hoc use of the "Badly Written" rule does come down to momentary whim, as they believe that many "badly written" orders - those involving what they term "additional information" - meet minimum rulebook criteria anyway. Which suggests that they're not "badly written" after all, and thus the rule wouldn't apply! But the issue is much more complex than this. The omission or misidentification of such elements as coast, unit type and unit nationality has long aroused controversy, as even the best Diplomacy rulebook isn't terribly clear on their use. They're cited in illustrative examples, which would otherwise make no sense; but in the main text they're not definitely required to validate orders except in a few specific cases (coasts in potential multi-coastal moves/bonds and unit type in coastal builds). Our dilemma is then this if we regard these elements as optional but relevant if specified, we merely drive players (for fear of getting them wrong) into habitual omission, the aforesaid exceptions apart. This would be true even for deliberate disorder addicts, because attempting the tactic using such optional elements becomes blazingly obvious and thus futile. So if the object is to encourage players to write clear orders without unduly penalizing them, the "optional but relevant if specified" mode is not viable. Pace Mark & Co, any

adjudicator - whether this is a GM or the collective participants -- cannot rationally expect players to employ elements which it is not in their interest to employ. Little wonder, then, that many postal GMs make it in their interest, insisting that such elements should follow a "mandatory and accurate" mode if the order is to be deemed valid.

An alternative is to make these elements "irrelevant if omitted/misidentified", with the aforesaid specified exceptions. This is better than "optional but relevant" as players won't have to worry about getting them wrong in haste (with the usual exceptions). The deliberate disorder addicts aren't helped, but as Mark & Co observed there are less spurious ways of attempting that tactic. (However, they promptly emasculated this - their only decent point - by opining that those wishing to deliberately disorder should so inform the GM. Which is daft: any such obligation again renders the tactic blazingly obvious and thus futile.) As a consequence, variations on the "irrelevant if omitted/misidentified" mode are employed in many face-to-face settings and even occasionally by post or e-mail. But note that to work satisfactorily the mode or variation has to be expressed through prearranged houserules, not ad hoc reliance on the "Badly Written" clause.

Variations are employed because the mode still begs the question why these elements should be mentioned at all, notably the one not definitely included in the "exceptions", unit nationality (the rulebook references to which, contrary to the assumption of Mark & Co, show that it isn't a postal invention). Now I, for instance, have always insisted that omission of unit nationality can imply

attempted assistance for one's own forces, therefore cannot be held to be always unambiguous: it might instead be simple mislocation. As it's absurd that the meaning of an order should vary according to what other players may or may not write, I think I've more than a case here (and can cite some lovely examples which illustrate that case, which I'll leave for another time and article). Accordingly I, e.g. at ManorCon, must treat this element under a "mandatory and accurate" mode if any attempted assistance for another player's unit is to be deemed valid. (The rulebook implies this for foreign supports anyway, while its inconsistent suggestion that the element is merely optional when convoying another player's army - "for clarity" - has already been shown to be unviable.) All of which makes hash of Mark & Co's first example, the Italian opening of "A(Ven)sA(Mun)-Tyl", e.g. if Germany didn't order A(Mun)-Tyl and/or if Austria opened A(Vie)-Tyl.

So much, then, for the "additional information" - some of which is not so additional. But it's when Mark & Co move on to what they term "essential information" in the final section that they completely compromise their argument. Here it is suggested that the Badly Written clause may "correct" clearly-written but mixed-up locations or destinations, as in the cited set of Russian openings (each to an area only another of the initial units could reach). Now I do not doubt that Mark, or whoever, believed that he was acting in the best interests of that particular game; but I thought it very rich to imply, as he did, that anyone refraining from such correction would not only have done the players and the hobby a disservice but would actually be guilty of GM interference! A case of

interfering by not interfering, it would seem. In reality, a rather desperate attempt to present Up as Down, hence the ironic title of this response.

I would not deliberately correct legal though "casually mistaken" locations and destinations for the same reason as I will not mentally insert "casually missing" unit nationalities: one cannot truly tell that they are casually mistaken or missing, or indeed what the player intends at all. To illustrate: I once ran a game where England opened all units to Yorkshire. Was this a temporary aberration brought on by hasty writing, a deliberate fishing for diplomatic sympathy, a bit of fun, something else entirely? A GM or democratic equivalent trying to "correct" such matters by reference to other orders or locations makes exactly the same illegitimate (because ex post facto) claim as any player "Oh, I meant such-and-such...." Indeed, the only reason we can (barely) justify acting differently with unit type or coast (exceptions apart), or for that matter misspelt elements having no other in-game alternative, is that such "errors" have no meaning other than an arguably spurious disorder, i.e. are without significance and correcting which doesn't penalize others.

Anyone who doubts it's different for "essential information" may care to consider how Austria or Turkey might feel about "A(Mos)-Gal" and "F(StPsc)-BLA" being respectively interpreted as A(War)-Gal and F(Sev)-BLA. I wonder how Mark (or whoever) would have adjudicated had one of the Russian orders allowed of a legal move, say A(Mos)-Ukr. And I similarly wonder how he would have dealt with the Yorkshire Pudding cited above. But such would be the perils of relying

on something as supremely useless, or partial, as the "Badly Written" clause.

Diplomacy Strategy - England

By John Wilman

England is a relatively easy country to play, but a very hard country to win with. So long as a close eye is kept on the potential naval rivals, initially France, but later Russia and Germany, control of the northern seas, especially NTH, provides safety against invasion and gives great flexibility in the middle-game. There are, however, no supply centres in the sea, so England's initial growth is unlikely to be rapid, and in less than expert games, lagging behind can be fatal. The other logistical problem England must overcome is the extreme difficulty of exporting armies to the continent. The success of this operation will make the difference between winning and drawing. Let us first consider:

The Opening

A matter which should not detain us long. The only set of moves I consider sensible is: A (Lpl) - Yor, F (Lon) - NTH, F (Edi) - NWG. France should be persuaded to move F (Bre) - MAO, on the grounds that:

- 1) it's his best move anyway
- 2) you don't intend moving to ENG, so why should he?
- 3) if he does anything to annoy you, F (Lpl) will definitely appear, killing any French attack stone-dead, and 4) who wants Germany to win the game anyway?

There are alternatives - the same fleet moves with A (Lpl) - Edi have the tactical advantage of letting either fleet

convoy the army to Norway, but the lack of cover for Wales and London is embarrassing if France does open to the Channel. There are few things more humiliating than saying, "attacking me will get you nowhere", then laying yourself open for the sucker punch.

Opening to the Channel will certainly annoy France - if he drops out of the game in disgust, I suppose that the move is justified. Otherwise, there is not much to be said in its favour. You might not get Norway, if Russia moves A (Mos) - St.P; you have made an enemy straight away - loss of flexibility - and unless France is an idiot, you won't make much progress. He will ignore the threat to Brest, unless you are about to convoy an army there, and if you move to MAO instead, he simply builds a new fleet in Brest. While he defends against your premature attack, the real chances go to Germany and Italy, and Russia may quietly annexe Scandinavia.

On this last subject, Richard Sharp has suggested that Norway can be ceded to Russia, but I regard this as absolute madness. Firstly, Norway is your only certain build - take it, and be grateful. Secondly, you need a unit in Scandinavia to have some say in the balance of power there, and at some stage of the game, you will be looking to grab all of it - so make an early start! An army convoyed across is anti-Russian, but tactically vital if you want to nobble him. A fleet, usually F (NWG), is more non-committal, and allows you to convoy the army elsewhere with F (NTH). Belgium is the usual and good destination, but in some circumstances (eg Germany has said he will deny Russia Sweden, so Russia will be moving to the Baltic) it is possible to pull off a convoy to

Denmark, leading to a very strong position which any half-way decent player should be able to exploit.

Builds are important - especially F (Lpl) if you suspect that France is about to do the dirty on you with the infamous back-door attack, signalled by his fleet being mysteriously left in MAO. I he to confess that I favour this policy myself when playing France, it's amazing how many Englands fall for it. Don't become one of t, If France is behaving himself, a fleet in London or Edinburgh is usually the first choice, and the same again the second, if two builds have been achieved, but always consider if an army, for another immediate convoy, will bring you swifter rewards.

The Middle Game

Your campaign is likely to be directed initially against one of Russia, Germany or France. The northern attack has had a bad press in the past, and it's certainly a bad policy to let the French sail into Liverpool while you are sneaking into St.P. But if there is no immediate danger from France, the attack on Russia is relatively safe and sure, and has some advantages. It's true that you won't get past St.P in a hurry, but at least you prevent Russia from building fleets there. The Nwy/St.P power-base is easily secured, and becomes rocksolid if Sweden can be taken as well. Germany will want it, especially if allied with you, but your need is greater. Offer him Belgium instead, with the argument that six centres each is fair shares. If he's too smart to fall for this, you might be better off trying a different line of attack against him!

Germany can be a very good ally for England, but a good German player

can also be a dangerous adversary. In the final analysis, he is not going to win unless he controls the North Sea, along with most of the centres in the English sphere of influence. And you always have a good excuse. If he doesn't build any fleets, you simply point out that he has left himself wide open, and slide the knife in by moving a fleet into HEL. If he does build fleets, you can react with righteous indignation, although he will be a tough nut to crack without the help of Russian or te-e" h. armies. The benefit of a quick and successful stab is the rich payoff in terms of the centres adjacent to Kiel. The danger is that France and Russia may become too strong, in which case it is obviously bad to be trapped between them.

This leaves France, a powerful neighbour whose policies and fortunes will have a considerable impact on your own winning chances. Contrary to popular belief, you don't have to attack France early on in order to win. The E/F alliance is not really one-sided - lop-sided would be a better description. It is extremely powerful, and in my view gives equal chances of victory to both sides, remembering that the simplest way to achieve this is to pick an ally, charge across the board with him, than stab for the win. France is more likely to meet strong resistance, since there are three countries ready to contest the Med with him, while England has only Russia and Germany to deal with in the north. On the other hand, France often seems to be better placed to stab, since he can creep up on England from all directions.

Attacking France is, let's face it, not easy. Although England has more fleets, at least one must be forced into MAO before any progress can be

made, and there are no quick rewards in terms of centres. You really have to persuade Germany to make the first move, as his breakthrough into Burgundy is necessary, and must be made quite early in the game. Enlisting Italian help is a bad idea; he is likely to gain Marseilles and Spain and sew up the Med. A strong Italy moving west is not to be preferred to a strong France moving east! The only time you need to send begging letters to Italy is right at the start (it makes life so much easier if they open to Piedmont, but they very rarely do, alas!) and if a Franco-German alliance develops.

This doesn't seem to happen very often, but when it does it is very bad news for England, and difficult to survive. Deny Germany the North Sea for as long as possible, encourage him to turn on France, and call on the Russian cossacks. Incidentally, why is it so hard for England to get sense out of Russia, and vice versa? Both countries have appalling records in recent years; they should at least be able to talk to each other, and between them they can always stitch up Germany a treat - I know, because it's happened to me. Still, it remains a fact of life in Diplomacy that England needs France or Germany as an ally in the middle-game.

Other Countries, Winning Targets

Clearly, you want the south-east corner of the board to stay in flux for as long as possible. If any country has to grow, let it be Austria, who cannot raise fleets quickly enough to be able to blockade the Med. Italy should be encouraged to attack Turkey (someone has to do it), and Austria to stab Italy. A Turkish attack on Russia,

preferably unsuccessful, will ensure that Russian attentions are safely focused towards the south.

As the game develops, start looking for entry points for your armies - any lightly defended area will do. The point is that you can't really hope to win without occupying a couple of landlocked supply centres. The 12 foreign centres most easily achieved are Nwy, Swe, St.P, Den, Kie, Ber, Hol, Bel, Par, Bre, Por & Spa. You will almost certainly need Munich, for 16, and the last two will probably come from Mar, Tun, War & Mos, in that order of feasibility.

The mini-stalemate line in the South, which needs to be breached, runs NAF, WMS, GOL, Mar, so you must force WMS or GOL to take Mar, and TYS in addition in order to take Tunis. Further progress in this area is only likely in a game affected by drop-outs. In the north, it is important to know that St.P can never be held from the other side of the line, but Berlin can, surprisingly easily. I recently won a very tough game, with France rather than England, by basing my tactics on this knowledge. A successful campaign against Russia will often gain Moscow and Warsaw, but you can be driven back by force, so timing is important.

I never have won with England, and I don't suppose I ever shall now. My best games have ended in draws, and the one I definitely should have won was spoilt by dropouts, leading to an Austrian victory. My losses have been many, but they are with every country! Like I said at the start - it's not an easy country to win with. You need patience, skill, hard work and a fair degree of luck. I find it an enjoyable country to play, and I hope that these words of wisdom are of interest and

maybe some use to other players.

(This article, which I have revised first appeared in issue 53 of **Watch your Back!** in 1982)



Regular Diplomacy - Arras Spring 1905

AUSTRIA-HUNGARY (Anarchy - ex-John Campbell) A(Gre) Stands; A(Pie) Stands; A(Vie) Stands

ENGLAND (Warren Galenzoski) F(SKA) - Nwy; F(Lpl) - IRI (FAILED); F(Lon) - ENG (FAILED); F(NTH) s F(Lon) - ENG

FRANCE (Richard Scholefield) F(ENG) c A(Pic) - Lon (MISORDER); F(MAO) - IRI (FAILED); F(Bre) s F(ENG); A(Bur) - Bel (FAILED); A(Bel) - Hol (FAILED); A(Pic) s A(Bur) - Bel

GERMANY (Richard Williams) F(BAL) c A(Kie) - Lvn; A(Ber) - Sil; A(Ruh) - Hol (FAILED); A(Swe) s A(Den); A(Den) Stands; A(Kie) - Lvn (FAILED)

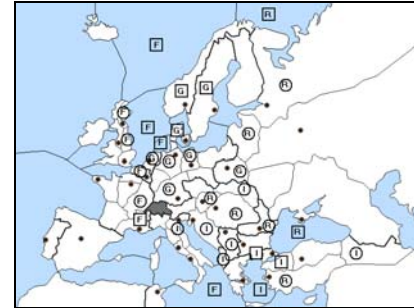
ITALY (Tim Deacon) F(ION) s AUSTRIAN A(Gre); F(Alb) - ADS; A(Ven) - Tyr; A(Rom) - Ven; A(Tri) - Bud (FAILED)

RUSSIA (Anarchy -ex-Tracey Jackson) A(StP) Stands

TURKEY (Jimmy Cowie) A(War) - Lvn (FAILED); A(Ser) - Bud; A(Gal) s

A(Ser) - Bud; A(Bul) - Ser; F(Con) - Bul sc; A(Ank) - Arm; F(AEG) s F(Smy) - EMS; F(Smy) - EMS; F(Rum) - BLA

Versailles: I have an endgame proposal of a concession to Turkey. Votes please, abstention = no, NMR = yes.



Gunboat Diplomacy - Heligoland Autumn 1907

FRANCE (Petit Chou) F(NTH) - HEL; F(ENG) - NTH; A(Pic) - Bel; A(Bur) s A(Pic) - Bel; F(NWG) c A(Edi) - Nwy; A(Lon) - Yor; F(TYS) - ION; A(Edi) - Nwy (FAILED)

GERMANY (Visigoth) F(Den) s FRENCH F(NTH) - HEL; A(Kie) s F(Den); A(Hol) Stands; F(SKA) - Nwy; F(Swe) s F(SKA) - Nwy; A(War) s ITALIAN A(Gal) (MISORDER); A(Mun) Stands

ITALY (Greenslade) A(Syr) - Arm; F(Smy) - Con; F(AEG) s F(Smy) - Con; F(Gre) - Bul sc; A(Ser) s A(Gal) - Rum (CUT); A(Gal) - Rum (FAILED); A(Alb) s A(Tri); A(Tri) s A(Ser) (CUT)

RUSSIA (Agar) F(BAR) s A(Fin) - StP; A(Fin) - StP; A(StP) - Lvn; A(Arm) - Smy; A(Bud) - Ser (FAILED); A(Rum) - Ser (FAILED); A(Vie) - Tri (FAILED); F(BLA) s F(Con) - Ank; F(Con) - Ank;

F(HEL) Stands* (DISLODGED - DISBANDED NRP)

TURKEY (Anarchy - ex-The Great Panjandrum) F(Ank) Stands* (DISLODGED - DISBANDED NRP)

Autumn 1907 Adjustments

F: +Bel, Edi, Mar, Par, Lon, Lpl, Bre, Por, Spa = 9; Gains 1. G: Den, Kie, Hol, +Nwy, Swe, +War, Mun, Ber, -Bel = 8; Gains 1. I: +Con, +Bul, Ser, +Tri, Gre, Ven, Tun, Nap, Rom -Smy, -Bud = 9; Gains 1. R: StP, +Smy, +Bud, Rum, Vie, +Ank, Sev, Mos -Nwy, -Tri, -Con, -Bul, -War = 8; Loses 2. T: -Ank = 0; Loses 1.

Builds/Disbands

F: Builds F(Mar). G: Builds A(Ber). I: Builds A(Ven). R: Removes F(Ank).

Press

Fre (gov) - Ita (Gov): The logic still holds good - see how i threaten you?
Italy (Govt) - France: I know I have left my rear exposed. If you have taken advantage, it will only confirm what type of a person you are.

Fre (gov) - Ger (Gov): I will take Belgium for this year end, but it can be returned on request. I will convoy Edinburgh to Norway again next season. If I am in Norway, I will support you to Finland. (less interested, maybe even partial observer): Russia benefits from Italy and Germany turning west and leaving their backs to the bear.

Germany(Govt.)- Italy: I guess the truth will out this turn regards France, we could be both very wrong :-s (less interested and definitely partial observer): France benefits from Italy and Germany facing the Russian and leaving their backs to the cockerel. (couldn't give a toss observer): It's a

bugger and no mistake for the Hun and the wop.

Russia(govt) - Anybody in need of a chum: I'll be your dog ... woof woof

Paris - Berlin: The antimontane attack should not be long in coming.

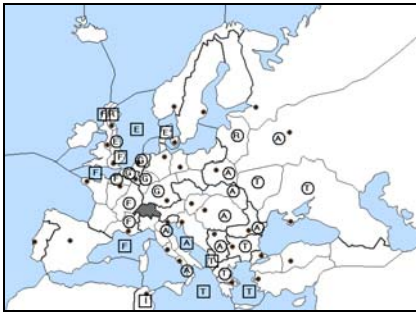
Italy (Govt) - Germany: Hopefully this turn will see a marked reduction in the number of annoying Russian units.

Given my luck, he will probably disband in the north rather than the south.

Rome - Moscow: I think that you have weevils in the box

Paris - Rome: When you asked me in I didn't realise that you were offering to be my poodle. Which treat shall I take?

France to Turkey: Keep breathing we may be able to resuscitate you...



Regular Diplomacy - Marne Spring 1907

AUSTRIA-HUNGARY (Howard Bishop) A(Pie) - Ven; F(ADS) - Tri (FAILED); A(Alb) - Ser; A(Bud) s A(Alb) - Ser; A(Gal) s A(Sil) - War; A(Sil) - War; A(Mos) s A(Rum) - Sev (CUT); A(Rum) - Sev (FAILED); A(Nap) Stands

ENGLAND (Garyth Wright) F(Den) s F(NTH); F(NTH) s GERMAN A(Bel); A(Yor) - Lpl (FAILED)

FRANCE (Tim Deacon) F(Cly) - Lpl (FAILED); F(Lon) Stands; F(ENG) s F(Lon); A(Gas) - Mar; A(Bur) s A(Gas) - Mar (CUT); A(Pic) s A(Bur); F(GoL) - TYS (FAILED)

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

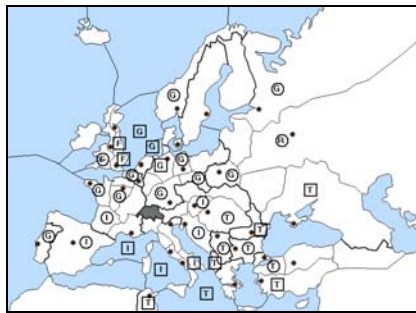
ITALY (Jeremy Tullett) F(Tun) Stands

RUSSIA (Mike Dean) A(War) - Gal* (FAILED, DISLODGED TO Lvn); F(Edi) Stands

TURKEY (Ellis Simpson) A(Sev) s A(Ukr) - Mos (CUT); A(Ukr) - Mos (FAILED); A(Ser) - Tri* (FAILED, DISLODGED TO Gre); A(Con) - Bul; F(Gre) - Alb; F(ION) - TYS (FAILED); F(Smy) - AEG

Press

France - Germany/England: It's all very well attacking me but you want to watch Austria/Turkey or they could win before you finish me off!



Mons (01BB) Autumn 1908

FRANCE (Jimmy Cowie) F(ENG) - Lon; A(Lon) - Wal; F(Yor) s F(ENG) - Lon (CUT)

GERMANY (Richard Scholefield) A(StP) - Mos (FAILED); F(NTH) c

A(Nwy) - Yor; A(Pru) - War; A(Sil) s A(Pru) - War; A(Bel) Stands; A(Bur) - Par; A(Par) - Bre; A(Por) - Spa (FAILED); F(HEL) s F(NTH); A(Nwy) - Yor (FAILED)

ITALY (Nick Parish - NMR!) F(Apu) Stands ; F(TYS) Stands ; F(GoL) Stands ; A(Spa) Stands ; A(Bud) Stands* (DISLODGED - DISBANDED NRO); A(Gas) Stands ; A(Tri) Stands ; A(Vie) Stands

RUSSIA (Bruce Edwards) A(Mos) s A(War) - StP (MISORDER); A(War) - Lvn

TURKEY (Tim Deacon) F(EMS) - ION; F(ION) - Tun; F(Alb) - Tri (FAILED); A(Bul) s A(Ser); A(Rum) - Bud; A(Ser) s A(Rum) - Bud; F(BLA) - Rum; F(Sev) s F(BLA) - Rum

Autumn 1908 Adjustments

F: +Lon, Edi, Lpl, -Por = 3; No change. G: StP, +War, Bel, Par, Bre, +Por, Nwy, Den, Hol, Mun, Ber, Swe, Kie, -Lon, -Spa = 13; No change. I: +Spa, Tri, Vie, Mar, Nap, Ven, Rom, -Bud, -Tun = 7; Loses 1. R: Mos, -War = 1; Loses 1. T: +Tun, Bul, +Bud, Ser, Rum, Sev, Smy, Gre, Con, Ank = 10; Gains 2.

Builds/Disbands

F: None. G: Builds F(Kie), A(Mun), A(Ber). I: None. R: GM removes A(Lvn). T: Builds A(Con), F(Smy).

Press

Turkey - Italy/Germany: Apologies for non-communication but I've been ill!

Turkey - Italy: Whilst I'd prefer not to attack you you've not left me anywhere to go, so if you want me to cease you'll need to pull back!

Russia: The end approaches. I thought to take the easy way out this time, but there is still a chance, even

with one army! But only if someone has moved to Ukraine...

Abstraction II – Tannenburg

February 1916

AUSTRIA (John Colledge) A(Dre)-Mun; A(Rum) S A(Ode); A(Cau)-Vol (FAILS); A(Sin) Std.; A(Ode) S A(War)-Mos (CUT); A(Boh) S A(Dre)-Mun; A(War)-Mos (FAILS); A(Smy) boards F(AEG), A/F(AEG)-CMS, A(CMS) disembarks Nap; A(Gal)-War (FAILS); A(Tyr)-Ven; A(Bud)-Cro; F(Alb)-ION

ENGLAND (Martin Gilbey) F(And)Std* (DISLODGED, RETREATS TO Por); F(MAO)-IRI; A(Bre)-Par (FAILS); F(Nwy)-Swe; F(ANG) S A(Kie)-Hol; F(Yor)-Edi; F(Den) S F(Nwy)-Swe; A(Kie)-Hol; A(Lpl) S F(Yor)-Edi; F(ENG)-Bel (FAILS)

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

GERMANY (Dave Clark) A(Swe)-Den* (DISLODGED, RETREATS TO Fin); A(Bel)-Hol (FAILS); F(BAL) S A(Mun)-Kie; A(Ber) S A(Mun)-Kie; A(Mun)-Kie;

ITALY (Bruce Edwards) F(Mor) S A(Pie)-And; F(GoL) C A(Pie)-And; A(Ruh)-Hol (FAILS); A(Lor)-Par (FAILS); F(EMS)-Lib; A(Cic)-Dam; A(Swa)-Mun (FAILS); F(Pal)-EMS; A(Obe)-Bur; A(Pie)-And; F(TYS)-WMS

RUSSIA (Bob Pitman) A(Vol) S TURKISH F(WBS)-Ode (CUT); A(Edi)-Lpl (DISLODGED, RETREATS TO Clyde); A(Mos) S A(Cou)-War (CUT); A(Cou)-War (FAILS)

TURKEY (Nick Gladstone) F(WBS)-Ode (FAILS)

March 1916

A: Vie, Bud, Pec, Zar, Zur, Ser, Bul, Rum, Gre, War, Dre, Smy, Con, +Ode, +Sin, +Mun, +Nap, +Ven = 18. Builds F(Zar), A(Vie), A(Bud), A(Pec), 1 short.

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

F: Lyo = 1. No change.

G: Ber, Bel, -Hol, Kie, -Mun = 3. GM Removes A(Fin), F(BAL).

I: -Ven, Rom, -Nap, Sic, Tun, Cas, Mar, Egy, Mor, Dam, Par, +And = 10. GM Removes A(Lor)

R: StP, Mos, Arc, -Ode, -Edi = 3. Removes A(Cly).

T: -Sin = 0. OUT!

Press

Austria-Italy: All this talk of taking Zur and going for the outright win rather put the wind up me, so I felt I better do something about it. If I have totally misjudged you, I am sure we can come to some arrangement.

Germany-All: I am still playing in this game and I am open to offers! So please someone, anyone, write to me DIPLOME...

**NEW GAME
REGULAR DIPLOMACY**

SOMME

Austria: Richard Williams, 55 Frosthole Crescent, Fareham, Hampshire, PO15 6AH

England: Tim Deacon, 7 Ivanhoe Avenue, Nuneaton, Warks., CV11 4RW

France: Stuart Eves, 24 Birch Road, Burghfield Common, Reading, Berks, RG7 3LT

Germany: Bob Pitman, 19 Honeysuckle Close, Locksheath, Southampton, Hants. SO31 6WF

Italy: Anthony Coogan, 53 Father Scully House, Grenville Street, Dublin 1, EIRE

Russia: Garyth Wright, 27 King Edward Road, Dentons Green, St. Helens, Merseyside, WA10 6LE

Turkey: Warren Galenzoski, 272 Market Street, Droylsden, MANCHESTER, M43 7DA

OK. I won't start the game without seven sets of orders and it would be nice to have conditional A01 orders with them (just in case). This is a no standby game, but I think you are all reliable players so that shouldn't be a problem.

The Battle of the Somme

The Battle of the Somme was planned as a joint French and British operation. The idea originally came from the French Commander-in-Chief, Joseph Joffre and was accepted by General Sir Douglas Haig, the British Expeditionary Force (BEF) commander, despite his preference for a large attack in Flanders. Although Joffre was concerned with territorial gain, it was also an attempt to destroy German manpower.

At first Joffre intended for to use mainly French soldiers but the German attack on Verdun in February 1916 turned the Somme offensive into a large-scale British diversionary attack. General Sir Douglas Haig now took over responsibility for the operation and with the help of General Sir Henry Rawlinson, came up with his own plan of attack. Haig's strategy was for a eight-day preliminary bombardment that he believed would completely

destroy the German forward defences.

General Sir Henry Rawlinson was in charge of the main attack and his Fourth Army were expected to advance towards Bapaume. To the north of Rawlinson, General Edmund Allenby and the British Third Army were ordered to make a breakthrough with cavalry standing by to exploit the gap that was expected to appear in the German front-line. Further south, General Fayolle was to advance with the French Sixth Army towards Combles.

Haig used 750,000 men (27 divisions) against the German front-line (16 divisions). However, the bombardment failed to destroy either the barbed-wire or the concrete bunkers protecting the German soldiers. This meant that the Germans were able to exploit their good defensive positions on higher ground when the British and French troops attacked at 7.30 on the morning of the 1st July. The BEF suffered 58,000 casualties (a third of them killed), therefore making it the worse day in the history of the British Army.

Haig was not disheartened by these heavy losses on the first day and ordered General Sir Henry Rawlinson to continue making attacks on the German front-line. A night attack on 13th July did achieve a temporary breakthrough but German reinforcements arrived in time to close the gap. Haig believed that the Germans were close to the point of exhaustion and continued to order further attacks expected each one to achieve the necessary breakthrough. Although small victories were achieved, for example, the capture of Pozieres on 23rd July, these gains could not be successfully followed up.

On 15th September General Alfred

Micheler and the Tenth Army joined the battle in the south at Fliers-Courcelette. Despite using tanks for the first time, Micheler's 12 divisions gained only a few kilometres. Whenever the weather was appropriate, General Sir Douglas Haig ordered further attacks on German positions at the Somme and on the 13th November the BEF captured the fortress at Beaumont Hamel. However, heavy snow forced Haig to abandon his gains.

With the winter weather deteriorating Haig now brought an end to the Somme offensive. Since the 1st July, the British has suffered 420,000 casualties. The French lost nearly 200,000 and it is estimated that German casualties were in the region of 500,000. Allied forces gained some land but it reached only 12km at its deepest points.

DIVERSIONS

Volume II : Issue 6 : November 2002

Deadline: 1 day ahead of that set for Armistice Day

Rip Gooch

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Remember, Remember ...

Everything's Turning Silver. A lot of words have been printed or sent out into the ether in recent weeks about games conventions and hobby awards. It's not just because that time of year has rolled around again; not just because another of those occasional waves of nostalgia has

swept across our collective consciousness; not even because, like the rest of the world, we're desperately trying to keep our minds off the real issues. The passing of so many of the first rank of Diplomacy players in the States, and reports of the battles of some of our own hobby luminaries in the UK, are tending to concentrate the mind on the fragility of this unusual segment of society we inhabit.

2003 will mark the 25th anniversary of my first games convention. It was at the 1978 Preston Polycon that I first experienced the camaraderie and the chumminess and the near-conspiratorial air of people who share a devotion to a hobby that is generally either misunderstood or stigmatized.

The hobby has been, by turns, both cruel and kind to me. Cruel because I was never able to establish a fair start in postal Diplomacy (I was mercilessly flattened in each of my three attempts by opponents who feared an unknown quantity with a reputation for ruthlessness in Railway Rivals); cruel because my high profile made me a target for criticism when I fell short of my altruistic goals (Stephen will eventually write a history of RYODA and Flying Dodo). Kind because of the friendly rivalry with fellow zine editors that enabled us to raise the bar of production standards ever higher; kind because of the unrepeatable atmosphere at the early Midcons that made it so hard to leave; kind because of the feeling of belonging to the group, of being accepted; and kind because of the recognition in zine polls, for hitting the 200 mark in publishing, for orchestrating the Geordiecon experience - twice, being able to leave my mark.

Chatting with Pat the other night, I

attempted to paint a picture that would adequately describe a games convention, so that she might begin to understand. By the time I'd applied the various layers of intense concentration by smoking, drinking, sweating, sleep-deprived, curry-filled intellectuals closeted in a city-centre hotel or hall of residence for an entire weekend, she simply rolled her eyes and dismissed it all as instant headache material. On the whole, I'd tend to agree. I probably felt unwell in one way or another for a good 75% of the time I spent at Midcon, Manorcon, Polycon, Baycon, Geordiecon, Leprecon, Eurocon and all those housecons and canalcons. Linercon added an extra element - a choppy North Sea - to the mix. But through all the hangovers and headaches and gippy tummies and toothaches (remember the Midcon I attended the day after major dental surgery?) the abiding conviction is that I could not possibly imagine missing any of it. Moreover, I wish I could have attended - could still attend - every last one of these addictive gatherings.

The point of all this rambling? And believe me, I could go on. And on. Well, the face-to-face side of the hobby would not have been possible without the faceless interaction of the postal side and zine editors' selfless willingness to publish. The originators of the postal hobby are not going to be around for ever. As a member of the second major intake of postal board gaming participants, I know where to direct the laurels, I know the names of those whom I should revere, I know the history and evolution of the hobby. But does this latest, electronic, emulation of postal gaming acknowledge its ancestry as Stephen and I do? Will those who have discovered Diplomacy and Railway

Rivals by e-mail feel the same link with the past? And will the urge to get together and share our little obsession be as strong with the globalisation and anonymity that the Internet permits? I wonder. And I worry. Not simply because I would regret the passing of something with which I've been so intimately involved, but more because I'd like everyone to have the opportunity of experiencing the unique pleasure of sharing a stuffy room with a hundred of the most gregarious and entertaining people one might ever care to encounter.

NOW can I have some mail, please?

THE GAMES

RR1868IW - Isle of Wight - Atikokan - Round 4

BUM, Jim Reader, Yellow:

4a: (G7) F6 Freshwater.

4b: (Sandown) Brading St Helens.

41 + 3 (town) + 1 (GWR) = **45**

GWR, Charlie Wilson, Brunswick Green:

4a: (G7) E8 Freshwater.

4b: (Q9) S8 Newchurch; (O2) Cowes.

60 + 9 (towns) - 1 (BUM) = **68**

Charlie: *Compare your orders with the printed adjudication. You'll see that I rectified an obvious mistake on your part. Adjudicating otherwise would have been unnecessarily strict.*

HANTS, Bruce Edwards, Purple:

4a: (O11) N11.

4b: (N11) Chale.

61 + 6 (town) = **67**

Build allowance for Round 5 (the Final Building Round): **4, 5**

Note: *A little confusingly, one of you asked for clarification on GWR's build into Shalfleet, suggesting that L5 - J6 is not a straight line. As my map*

shows it to be straight, I can only guess that the player in question had a momentary lapse in concentration. Of course, a misunderstanding is possible. Can anyone enlighten me?

Another Note: *In answer to a question seeking confirmation, standard rules for building apply to this map, so bridging rivers costs 3.*

RR1869NL - Netherlands - Bobcaygeon - Round 3

GWR, Charlie Wilson, Middle Chrome Green:

3a: (Rotterdam) H21 Hoek van Holland; (H21) Den Haag.

3b: (Dordrecht) Gouda; (I64) I65.

3c: (M24) Tilburg.

33 + 8 (towns) - 3 (LOW) - 1 (TINAS) + 1 (TINAS) = **38**

LOW, Brad Martin, Blue:

3a: (Den Haag) H21 Hoek van Holland; (Hilversum) N18.

3b: (N18) Utrecht; (Gouda) K22; (Arnhem) G61.

3c: (G61) Nijmegen G63.

38 + 2 (town) + 3 (GWR) = **43**

REAR, Kevin Lee, Red:

3a: (E57) E56 G55.

3b: (G55) H54 Zwolle H52.

3c: (H52) Meppel; (L17) Amsterdam.

31 + 12 (towns) = **43**

TINAS, Allan Stagg, Orange:

3a: (Den Haag) H21 Hoek van Holland; (H21) Rotterdam.

3b: (Arnhem) J61.

3c: (K13) Alkmaar J10 Den Helder.

38 + 14 + 1 (GWR) - 1 (GWR) = **52**

Build allowance for Round 4: **6, 3, 3**

Press:

GWR - All: As the GWR civil engineering team have built five bridges over major rivers our expertise should be giving us a discount by now!

In addition the GWR announces its offer to assist other railways in their river-crossing actions – particularly those for whom bridge-building might be a new or little-used skill.

RR1888SV – South Sweden - Couchiching – Round 1

Crazy Humour Exposes Firebrand,
Bruce Edwards, Yellow:

1a: (S. Stockholm) Södertälje I52 Eskiltuna.

1b: (Eskiltuna) C52 B51.

1c: (B51) Örebro L12.

20 + 18 (towns) + 1 (NOR) = **39**

SVJ (formerly GVR), Charlie Wilson, Holly Green:

1a: (Göteborg) C21 D20 E20 Borås H19.

1b: (H19) H18 I18 I17 Skövde.

1c: (H19) Jönköping L21.

20 + 18 (towns) = **38**

LUCIC!, Mog Firth, Purple:

1a: (Malmö) Lund F28.

1b: (F28) F27 Halmstad G26.

1c: (G26) G25 J23.

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

Note: Conditional build orders are not permitted in Railway Rivals. Rule 10 is unambiguous, I think.

NOR, Brad Martin, Blue:

1a: (N. Stockholm) L48 Uppsala G48.

1b: (G48) Västerås E49 E50; (E49) D49.

1c: (E50) E52.

20 + 12 (towns) – 1 (CHEF) = **31**

Brad: I thought we'd resolved the issues with the map. It appears you have a different version. Mine is Swe 3, dated 1986, and the hex numbering is totally different. I revised your orders accordingly, but was unable to follow your intentions in full. If you don't like what you see, contact me immediately and I'll call for a restart, but I really

want to get this game moving. A replacement map is in the mail, along with a copy of the Spain map.

Build allowance for Round 2: **4, 5, 6**

Press:

SVJ – Xyro: These umlauts are a pain in the a***. The browser doesn't recognize the Word keystrokes to create them and I have to keep copying them out of a dummy Word document.

Xyro – SVJ: *And your complaint is ... ? Hey – here's a thought – change your language settings temporarily. I did. But, seriously, I won't let a missed umlaut or whatever the little circle thingy is called cloud my adjudicating. Honest.*

LUCIC! – Xyro: My name has proved timely. Teddy Lucic is a Swedish defender. He played in all their World Cup games in the summer and Leeds signed him as a utility squad player just before the start of the season. He played his first two games for us just last week.

CHEF – All: Yes, I am a Sesame Street/Muppet Show fan.

Xyro – The Rest Of You: *Be my guest, guys. Give it your best shot ...*

RR1892P – Northern Italy – Deep River – Round 1 (Bus Boss scoring)

BIEN, Christian Bien, Yellow:

1a: (Genova) B48 B49 La Spezia X11.

1b: (X11) Pisa T13.

1c: (T13) T15 Firenze R16 Q16.

20 + 18 (towns) = **38**

EAHC, Mog Firth, Orange:

1a: (Venezia) B65 B61 A61.

1b: (A61) Y20.

1c: (Y20) Bologna X18 W18;

(Bologna) X20 W21.

20 + 6 (town) + 3 (GWR) = **29**

GWR, Charlie Wilson, Holly Green:

1a: (Venezia) B65 B63 Z22; (Venezia) B66.

1b: (Z22) Y22 Y21 (civil engineering experts from the sister company the Graand Walloon Railway will be called in to assist).

1c: (Y21) Y20 Bologna W19 W18;

(B66) B67.

20 – 3 (EAHC) = **17**

MARCO POLO, Philip Honeybone, Black:

1a: (Torino) K48 H49.

1b: (H49) G50 G52 H52 (only).

1c: (H52) Milano; (G52) F52 F53 E54.

20 + 6 (town) = **26**

Note: The total build allowance for the round was 15 hexes. I have adjusted accordingly. Points gained from rivals during building rounds are added to your score, not to your build allowance.

MILAN, Brad Martin, Pink:

1a: (Roma) F17 G17 H17 H18.

1b: (H18) H19 J20 Perugia.

1c: (Perugia) N21.

20 + 3 (town) = **23**

PIZZA, Bruce Edwards, Red:

1a: (Roma) F17 G17 H17 H18.

1b: (H18) H19 J20 Perugia (only).

1c: (Perugia) Arrezzo P17.

20 + 9 (towns) = **29**

Build allowance for Round 2: **5, 5, 3**

Press:

EAHC – Xyro: I'll explain the name next time. Clue might be seen in main Lettercol.

Xyro – EAHC: *I can't wait. No ... seriously ... I CAN'T wait. I have to*

know NOW! Tell me!! TELL ME!! T-E-E-E-L-L MEEEEEE!!!

Xyro – All: *Thorry ... I woth nearly thick.*

Xyro – EAHC: *I'll explain that next time too. (Methinks two can play at this game).*

GWR – All: Only one significant river on the whole map and guess who make an immediate beeline for it?!

Xyro – GWR: *And in so doing, proving the theory that bees do not actually fly in straight lines. I reckon a crow might've arrived in Bologna first.*

GWR – Xyro: The thought of that poor daughter no. 7 without the help of one of her elder sisters brought tears to my eyes.

Xyro – All: *This thread will continue next time. The genealogy is complex.*

RR1???AUS – Austria – Ear Falls – Gamestart

Notice anything unusual about the title? Yes, the name's different. Seems I got a bit ahead of myself and skipped straight from 'D' to 'F' last time around. Fort Frances will take its due place as the name of the next game.

Meanwhile, the letter 'E' is represented by Ear Falls. I hope none of you has irreversibly branded his game map! Also, I'm being terribly remiss in securing numbers for my games. There will be a number eventually – just as soon as I've remembered to ask for one ...

Martin Gilbey – Exit via H67 – **Old Steam Trains Exercise Random Runs Ending In Crumpled Heaps** - Red

Kevin Lee – Exit via G69 – **Wolfsberg Expressways Are Rampant** - Orange

Brad Martin – Exit via G68 – **Austrian Locomotives Prefer Steam** - Blue

Jim Reader– Exit via I68 – **Bloody Useless Management** - Yellow

Note: *Only one of you included a Preference List for start hexes. One more time ... A Preference List includes ALL possible starts in order of preference. I really don't know how to word it more clearly, guys. Anyone who feels inconvenienced is referred to the relevant passage in the last issue. Remember, I could have really penalized you and had one of you exit via H69!!*

Another Note: *Jim, your first build across the river into I68 will cost you 1 point until such time as you choose to spend the other 2 points. You may do so in either of Rounds 2 or 3.*

Build allowance for Round 1: **6, 3, 4**

Ear Falls is a municipal township in Patricia Portion of Kenora District, south east of Red Lake on the English River. Its post office was named in 1948. Generally speaking, it is the date the post office was established that identifies the first true recognition of a township. The community was developed in the late 1920s as the site of a large hydro-electric generating station. When gold was discovered in the Red Lake region in 1925, the Ear Falls area became the transportation hub for northwestern Ontario. Hudson was the nearest connecting point from the Canadian Pacific Railway. Freight was transported by scows from Hudson to a place called Goldpines, immediately east of Ear Falls. There it was loaded onto larger scows and taken to the Red Lake area. In summer the scows, carrying up to 80 tons of freight, were pulled by boat. In winter, tractor trains pulled by horses,

and later by Caterpillars, hauled the goods over frozen lakes to their destinations. In 1948 the highway was completed to Ear Falls, and the post office was established. Ear Falls is known as the Bald Eagle Capital of North America. Its name in Ojibwa is *Otak Powitik*, referring to a rock lip at the edge of the falls in the shape of a human ear, which the natives believed was listening to their conversations. French fur traders called it *Portage de l'Oreille*.

Railway Rivals Waiting Lists

Spain Map SP: Christian Bien, Bruce Edwards, Brad Martin, Jim Reader. 1 to 3 players wanted. I'll start with five or six, but it's a roomy map, and I'd love to have the full complement of seven.

Northern Italy Map P: New list with **Leapfrog Rules:** 6 players optimum.

Southern Italy Map Q: Brad Martin, Jim Reader. 2 players wanted for a game with **Leapfrog Rules.** Let's have some new blood. Anyone else interested in joining the fray?

Trans-Canada Map Experiment:

Ryan Congdon, Kevin Lee, Jim Reader, Charlie Wilson. Not much action yet, but I've started scribbling a few ideas on a very big hex sheet!

Playlist

Arthur or The Decline and Fall of the British Empire – The Kinks; Lonely At The Top – Randy Newman; Tropical Brainstorm – Kirsty MacColl; Children Of The Future & Sailor – Steve Miller Band; Bicycle Rider (Demo tape of arrangements for the "Good Vibrations" musical) - Sean MacCreavy and Pals

Waiting Lists

Postal Diplomacy

Marcin Bortnik and someone else whose name I have forgotten. 5 needed.

M.A.D. Diplomacy I

Rules in issue 14. Quick fun variant. Kevin Lee, Brad Martin, Mike Dommett, Dave Wreathall. 3 needed. Last call or I scrap the list ☺

Diadochi V

Rules in issue 14. 5 player ancient Europe variant. Graham Tunnicliffe, Brad Martin, Howard Bishop, Only 2 needed! Last call or I scrap the list ☺

Gunboat Diplomacy

Got three, four needed.

This Issues Playlist

Clutch by Peter Hammill; *On The Other Side* by Alan Hull; *Cobblestone Runway* by Ron Sexsmith; *From a Radio Engine to the Photon Wing* by Mike Nesmith; *The Mighty Dove* by Mark Nevin; *The Dark Gift of Time* by Christine Collister; *Penthouse and Pavement* by Heaven 17; *Cupid & Psyche 95* by Scritti Politti.

Next issue's deadline is just before Xmas. Don't expect to see the zine until after New Year! **Happy Xmas.**

THE ARMISTICE DAY NEWSLETTER No.18
 From: Stephen Agar, 47 Preston Drive, BRIGHTON, BN1 6LA.
stephen@armisticeday.com
DEADLINE: Friday 16th December 2002

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