

# ARMISTICE DAY

## Issue 20 (March 2003)

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### Goodbye-ee, goodbye-ee Wipe a tear, baby dear, from your eye-ee

Well, clearly this sort of delay is unacceptable. It is almost 3 months since I last put out an issue. And the reason is not going to go away. My new job is taking up more of my life than any other job I have ever had. The hours are long, the travelling is horrendous and the stress is, er, stressful – and all I want to do when I get home is go to bed. Not the sort of lifestyle for publishing a zine. And there really isn't much point in publishing a zine if you never actually have any time to do it.

So this is the penultimate issue. The next issue of **Armistice Day** will be the last – and in all likelihood the last Diplomacy zine I ever put my name to. It has been a long innings – but more of that next time as I end with a lengthy autobiography of my career in the postal Diplomacy hobby, the highs, the lows and the things I am (in retrospect) ashamed of. It would be nice if my swansong could be a big issue – so please send something in – letters, articles, hate mail – anything considered.

There will be much to sort out – which is why I will publish one more issue. As most of my games are pretty well advanced, my gut instincts are to keep adjudicating all games to a conclusion via the web – putting out an efficient mini-zine to postal-only players. **Somme** has only reached Autumn 1901, so maybe that would be better off going to a reliable Dip zine such as **TCP** or **Ode**. I will have to talk to Richard Gooch about the future for **Diversions**. Clearly all subscriptions will be refunded (I'd better order a couple of cheque books!). New subbers will get this issue and next gratis and I will return their cheques. I would ask trades to keep trading until I put out issue 21, and then I'll send out subs so I keep seeing your zines for the Zine Archive.

Of course this isn't what I really want to happen – but you have to be realistic. Burying your head in the sand never helps anyone. I need to devote far more of the free time I have to my family, rather than hiding away in my study. The kids are growing up much too quickly for my liking anyway.

What other news? Well, I have been indulging myself in pointless consumer electronics expenditure. A new PC. A posh new Sony Clié which I use to play games and read e-books on the train. All totally self-indulgent and probably a sign of a deeper malaise.

And then there is the job. I can't break confidences (especially not with 100+ other people) – but to give those of you with Internet access an insight into what I do for a living, take a look at the draft Price Control published by Postcomm on 6<sup>th</sup> February which is available at <http://www.psc.gov.uk/Index2.html>. My job since the New Year has essentially been negotiating this with Postcomm on behalf of Royal Mail. It is a very complex document – just try glancing through the technical annexes where the real work is done. Lots of algebra and economic equations. Gripping stuff...

Many very belated congratulations to John Marsden for winning the Zine Poll for a second time. Overleaf you will find

the updated results of my occasional Greatest UK Zines of All Time feature, which sees **Ode** move up to 5<sup>th</sup> place (and certain to pass **Spring Offensive** for 4<sup>th</sup> place next year). For those of you who haven't seen the full results they were:

	Zine	Points	Votes	First Places
1	Ode	168	32	8
2	For Whom The Die Rolls	152	21	10
3	Sprouts of Wrath	144	27	12
4	Armistice Day	144	29	3
5	The Cunning Plan	135	21	7
6	Hopscotch	93	19	3
7	Greatest Hits	92	17	0
8	Bloodstock	87	15	1
9	Cut & Thrust	85	17	4
10	The Tangerine Terror	84	14	2
11	Obsidian	69	14	2
12	Variable Pig	67	10	4
13	The Blue Nose Special	53	10	3
14	Where Is My Mind?	48	10	1
15	Flights of Fancy	48	12	0
16	Strangitude	32	9	0
17	Serendipity	27	4	1
18	Gentle Art of Making Enemies	27	12	0
19	To Win Just Once	21	4	2
20	Ref!	20	3	1

Clearly I am totally and utterly gutted to get the same number of points as Mark Wightman, yet still lose out to him on the tie-breaker. ☹

In total there were 68 voters. Votes were also received for **Underneath The Mango Tree** (14 points) and **Dolchstoß** (24 points), but these zines were ineligible as they did not publish at least 4 issues in 2002. Many thanks to John Harrington for organising the poll this year.

### THE 2002 LES PIMLEY AWARD

This award is presented every year to the person deemed to have made a significant contribution to the hobby, either during the year or over a period of time culminating in the year just gone. Although there were 4 worthy candidates, **Richard Sharp** was a clear winner with 56.5% of the votes. When it comes to Diplomacy, Richard Sharp has quite literally written the book. He was instrumental in creating the UK Diplomacy hobby and edited the award winning Diplomacy zine **Dolchstoß** for more than 250 issues before ill health forced him to fold it. **Dolchstoß** remains the most successful Diplomacy zine of all time – and I somehow doubt it will ever be surpassed. Richard, if you are reading this – bloody well done.

## THE GREATEST UK DIPLOMACY ZINES OF ALL TIME?

This is a repeat of an exercise I have done for some years now (originally back in *Spring Offensive* No.32) but I haven't updated it for a couple of years. This is a bit of fun and not to be taken too seriously – a bit like all those silly BBC polls. Basically what I have done is to examine all the Top Ten Diplomacy Zine Poll results from all the Diplomacy Zine Polls (or Zine Polls etc. whatever they were called) (1973-2002) to produce an overall ranking. I opted for something simple and awarded points as follows: First = 20 Points; Second = 15; Third = 12; Fourth = 9; Fifth = 7; Sixth = 5; Seventh = 4; Eighth = 3; Ninth = 2; Tenth = 1. Joint positions picked up the points for two places divided between them (e.g. a Joint Fifth would get 7 + 5 = 12 points divided between the two of them = 6 points each).

Since the Diplomacy Zine Poll began in 1973, 93 different zines have made it to a top ten position. Zines which are shaded means that the zine is still with us (I think). Of course, to be fair it was easier to get a good result in the early and the later years of the hobby than it was in its heyday – so some very good zines from the late 70's to early 90s might well have results that don't reflect how good they were. Also, the scoring system inevitably rewards longevity, providing you can get in the top ten with some regularity. A handful of the zines listed are -UK, and some have never carried Diplomacy at all – that's just how the Poll has worked out over the years. Even though *Dolchstoß* has now folded, I think it safe to say that no zine will ever catch it up now.

Pos.	Zine	Editor	Score	Wins	Top Tens
1	Dolchstoß	Richard Sharp	236	5	23
2	Greatest Hits	Pete Birks	151½	4	14
3	Mad Policy	Richard Walkerdine	113	1	9
4	Spring Offensive	Stephen Agar	98	3	7
5	Ode	John Marsden	96	2	13
6	The Cunning Plan	Neil Duncan	92	1	8
7	Chimaera	Clive Booth	78	2	7
8	Sprouts of Wrath	Mark Wightman	71	2	5
=9	1901 and all that	Mick Bullock	63		6
=9	Cut & Thrust	Derek Wilson	63		12
11	Take That You Fiend!	John Harrington & Kevin Warne	61½	1	10
12	NMR!	Brian Creese & Ken Bain	59		7
13	Home of the Brave	Geoff Challenger	54	1	6
14	Electric Monk	Andy & Madeleine Key	51	1	4
=15	Hopscotch	Alan Parr	49	1	7
=15	Zeeby	Nick Kinzett	49		5
17	Realpolitik	Guy Thomas	48	1	4
18	SNOT	James Hardy	47½	1	5
19	Puppet Theatre News	Pete Mearns / Colin Bruce	45		5
=20	Fall of Eagles	Richard Hucknall	40		4
=20	For Whom The Die Rolls	Keith Thomasson	40	1	3
21	Y Ddraig Goch	Iain Bowen	39		4
22	Ethil the Frog	John Piggott	35	1	2
23	NERTZ	William Whyte	32	1	2

Pos.	Zine	Editor	Score	Wins	Top Tens
=24	Denver Glont	Glover Rogerson	31		5
=24	On The Game	Paul Cockayne	31	1	3
26	A Little Original Sin	Vick Hall	29		5
27	BUM	Malcolm Cornelius	27		4
=28	Jigsaw	Roy Taylor	25		3
=28	The Acolyte	Pete Tamlyn	25		3
30	War & Peace	Derek Caws	23	1	2
31	Vienna	Richard Egan	20		3
=32	A Step Further Out	Steve Howe	19		3
=32	Smodnoc	Toby Harris	19		2
34	C'est Magnifique	Pete Sullivan	17		4
35	Underneath the Mango Tree	Alex Bardy	15		1
=36	Fifth Column	Richard Scott	14		2
=36	One Man's Rubbish	Mark Berch	14		3
=39	Armistice Day	Stephen Agar	13		2
=39	Prisoners of War	Wallace Nicoll	13		3
38	War Bulletin	Dave Berg / Hartley Patterson	13½		3
=41	Back to the Dark Ages	Ryk Downes	12		3
=41	Frigate	Duncan Morris	12		3
=41	Orion	Greg Hawes	12		1
=41	Thing	Pete Doubleday	12		1
=45	Lemming Express	Jon Lovibond / Bob Howes / Dave Thorby	11		2
=45	The Freaky Fungus	Toby Harris	11		2
=47	GAME	Nic Chilton	10		3
=47	Putty Riff	Rob Chapman	10		2
=49	Arfle Barfle Gloop	Kris & Michelle Morris	9		1
=49	Die Poppel Revue	Knut-Michael Wolf	9		1
=49	Mr Gladgrind	John Miller	9		1
=49	The Tinamou	Ian Noble / Bob Brown	9		3
=49	Trojan Horse	Andy Evans	9		1
=54	Ad Nauseam	Steve Pratt	8		2
=54	Bloodstock	Mick Haytack	8		4
=56	Hyperion	Geoff Challenger	7		1
=56	Megalomania	Chris Tringham	7		2
=56	New Statsman	Mick Bullock	7		1
=56	Pigmy	Stephen Agar	7		1
=56	Rats live on no evil star	Pete Swanson	7		1
=61	Age of Reason	Andrew Moss	5		2
=61	Dib Dib Dib	Tom Tweedy	5		2
=61	Grafeti	Brian Yare	5		1
=61	Perspiring Dreams	John Dodds	5		1
=61	Pyrrhic Victory	Mike Allaway	5		2
=61	Watch Your Back	John Wilman	5		1
=61	Where Is My Mind?	David Oya	5		1
=69	Bumm	Walter Luc Haas	4		1

Pos.	Zine	Editor	Score	Wins	Top Tens
=69	Filibuster	Adrien Baird / Adrien Baird & Glyn Palmer	4		2
68	Hannibal	Andrew Herd	4½		2
=69	Ripping Yarns	Richard Gooch	4		1
=69	Scorpio	Dave Carter	4		1
=69	The Ides of March	Chris Palm	4		1
74	Comet	Ken Jones	3½		1
=75	He's Dead Jim!	Jeremy Maiden	3		1
=75	Obsidian	Alex Richardson	3		3
=75	Our Enry	Mike Sherrad	3		1
=75	Retief	Craig Nye	3		1
=75	SFCP	Paul Evans	3		1
=75	The Church Mouse	Dave Thomas	3		1
=75	The White Cat	John Wilman	3		1
=75	U-Bend	Haz Bond	3		1
=83	Chantecler	Michel Liesnard	2		1
=83	Flights of Fancy	Philip Honeybone	2		1
=83	Lokasenna	Brian Dolton	2		1
=83	Mach Die Spuhl	Luc Dodinval	2		1
=83	Rocinante	Dave Ross	2		1
=83	Son of Bellicus	Will Haven	2		1
=89	20 Years On	Simon Billeness	1		1
=89	Court Circular	Gordon Beck	1		1
=89	Gallimaufry	Steve Doubleday	1		1
=89	LiES	Richard Egan	1		1
=89	The Tangerine Terror	Howard Bishop	1		1

Editors with more than one zine in the above list include Mick Bullock (**1901 and all that** and **New Statsman**), Geoff Challenger (**Home of the Brave** and **Hyperion**), Toby Harris (**Smodnoc** and **The Freaky Fungus**), Richard Egan (**Vienna** and **LiES**), John Wilman (**Watch Your Back** and **The White Cat**) and Stephen Agar (**Pigmy, Spring Offensive** and **Armistice Day**). Now that's one prize I can claim – the only editor to have had three different zines in the Top Ten of the Zine Poll! ☺

## PSYCHOLOGY OF DIPLOMACY

by Edi Birsan

### So What Do I Tell Him?

The initial contact made with the other players is undoubtedly very important, but your communication must be geared so as to always allow the target player to concentrate upon the straight content of the letter and not distracted or more importantly put off by the form of it. The basic letter must include the following to avoid annoyance:

Zinc game is played in, Game number, Country of writer and reader. These three things can best be taken care of very early in the letter and ideally right above opening salutation.

It is generally helpful to always provide a return address somewhere in the letter and to make sure that your name is readable. Ideally type the letter or print very clearly. Then comes the problem of what the devil to say, or at this point how to say it. Questions of making an alliance early in the game (usually on the Spring 1901 turn) can be handled with a simple format:

- (1.) Announce that you want an alliance to attack So and So.
- (2.) Give reasons for why you and the other party should ally at this point.
- (3.) Give an analysis of what you expect other players to do in regard to the attack on the target state.
- (4.) Provide an outline of expected allies-of-target and a brief appraisal of their ability to handle the upcoming attack.
- (5.) List the division of spoils
- (6.) Give a reasonable strategic over-view of what the alliance will do or not do once the target and the spoils have been taken care of.

Such a listing will provide the reader with plenty of information as to your ability and also give him every opportunity to study the situation in a framework that you have defined by working around arguments that may detract from the alliance proposal. Of course, if you and the person involved are long time friends and know each other well, it may only be necessary to make a partial listing as past experience will have stored up faith in you as far as doing what is reasonable.

Few things are as destructive as offering the Moon and outlining a plan that isn't able to lift a speck of dust your way. If you promise or propose to do great things then present the plan of action to the person involved so he may know of your ability or your foolishness. Also, by making such an outline you will aid your own conception of the alliance and of where you are going in the game. When you want to propose that the two of you engage in a non-aggression pact with certain neutral areas then follow a similar course of action:

- (1.) Announce that you want a non-aggression pact.
- (2.) Give reasons for it again for why BOTH of you should want it.
- (3.) Explain mechanism for backing up the commitment to gain neutrality in areas of concern (mechanism meaning: Standoffs, future allies, etc.)
- (4.) Explain why you do not want to be an ally of the person at this time but leave open the possibility.
- (5.) Outline regulatory process for the future security of both of your agreed borders.

It is of the utmost importance that you present to such a person the attitude that you are undecided about what the future is going to be with your neighbors and thus want the neutrality pact to buy time. Hint at some allies but don't say too much as there is no need for it. Remember to always leave the door open for expansion of the pact to a full blown attack alliance.

To get an attacker off your back is about 60% impossible. That is generally, once you are attacked by someone he continues to attack you and you counterattack for the rest of the game unless one side is wiped out. (The percentages may be even higher than 60%, but it sounds reasonable.) The important thing to remember in writing to an attacker is to present an argument whereby you are able to prove without being stuffy, or highhanded, that his attack on you is counter-productive and will hurt his chances of doing well in the game. Generally, you have to co-ordinate this effort with either some good moves on the board or in the Diplomatic scene via new allies. Then you present your letter to your attacker:

- (1.) Announce that the present state of war is useless for the both of you.
- (2.) Present a case by which you explore the happenings around the board if the war continues (example: Turkey will dominate the east and go for the win or Germany will be through with France in two moves and will turn you from your weak side.)
- (3.) Outline a plan of withdrawal to safe and acceptable borders (too many wars have dragged on because the

powers concerned don't know or don't try to figure out how to get out of the fighting )

(4.) Demonstrate that a course of peace can be maintained and will improve the possibilities for both of you doing better in the game.

The above three lists give you an idea of what to say when you want an alliance, neutrality pact or to turn aside an attacker. What to tell someone who you plan to attack is another part of the psychology or techniques of the game that will be explored later.

### What Do I Do?

There comes a time in every game when players have to make a crucial decision in regard to the game or even a small matter such as which supply center to cover and which to leave open. Under some types of decision stress players often can not make up their minds quickly. Matters are often so close that each path seems to be justified by as each other. Rather than lock yourself in endless shaving of fine hairs there are several simple ways to come to a quick decision ONCE you have decided that there is merit to both path and the results will be about the same providing you get away with it. This is to continue to negotiate so as not to waste any time in over the board games and to avoid a lapse into silence in a postal game, and then to put the decision to the oldest method involved: toss a coin. Whether the coin is metal or not is of no importance. The dominant thing is not to get caught up in the decision making process so that you can not function in the game. Therefore, use a quick mechanical method or even leave it up to an outsider or a quirk of fate. In the recent game at the Chess House (House of Games), myself and John Stevens were playing Russia. We came to a decision in regard to an attack on Austria which we could not make up our minds. We therefore, decided to toss a coin and as it turned out made the wrong choice. But them's the breaks.

The style with which you negotiate with a player right after having stabbed him is of great mystery to players at large. Some people think that the thing to do is to flaunt your dastardliness at the player and to rub it in. This is more visible in over the board games than in postal games, but it is still not the thing to do. You must always remember that today's enemy might be and could very well be tomorrow's ally. Few stabs are made that are decisive enough to knock a player out of the game completely, although I would suspect that as time goes on this might change; thus always be careful not to flaunt your actions until after the game when the most that can happen is that you get yourself punched out.

Reprinted from **The Arena** No.27

## John, Paul, George, Ringo & Mog (or "How I Stormed the Charts") Part I

by Mog Firth

Over the last couple of issues, there have been a few references to John Otway's return to the hit parade (or 'charts', as those of you under the age of 56 no doubt refer to it). Here, I'll let you into the secret of how it all really happened...

Hailing from Aylesbury, John Otway makes his living performing on the small venue circuit. An original punk, he teamed up with folk-rocker Wild Willy Barrett in the 70's, hitting the top 30 in 1977 with "(Cor Baby That's) Really Free". This secured a big record deal with Polydor, but Otway promptly blew all the money before it was even earned. Since then he has made his living the hard way, honing an idiosyncratic live set heavy on humour, yet

interwoven with lovelorn ballads and strident punky numbers. His stage shows - sometimes solo but frequently with rock guitarist Richard Holgarth - succeed in entertaining both the casual listener and his loyal troop of fans. He's an integral part of that particular London pub music scene which over the years has given us bands such as Ian Dury, Squeeze, Dr Feelgood and the like. So, that's what he's been doing for 20 odd years. The key to the rest of the story is this: Otway is a really nice bloke.

Remember that adoring group of fans I mentioned? Well, each year they like to say thank you to their failed hero by giving him a birthday present (such as the theramin he plays on stage). For 2002 - Otway's 50th birthday and coincidentally the 25th anniversary of his hit - they asked him what he'd like.

"Another hit. Please".

Thus began a year of campaigning and general chivvying of the music media, all to culminate with an unbridled assault on the charts in October. At this point, Otway had his first brilliant idea. Why not let the fans sing on the B-side of the record? This was notable for two reasons: (1) it guaranteed sales of the single; after all, who wouldn't buy a copy of a single they were on? (2) it proved Otway was a nice bloke.

So that's where I come in. Along with 900 or so other jolly souls, on 30th March I travelled down to the heart of London and, just round the back of Lords cricket ground, assembled at the most famous recording studio of them all: Abbey Road. There were a few eyebrows twitching amongst the staff when they saw the gathering throng, but all rules on behaviour were dutifully observed as we funnelled into the recording chamber. This was something like a cross between a school hall and an art gallery and easily encompassed the 300 of us who would sing on the first of three sessions that day. The atmosphere was congenial, then downright fun. It was clear that Otway and the band were even more excited than the rest of us (most of whom of course had never set foot in as much as a backroom studio before). We had quite a few warm up songs, then recorded our bit: an audience-response version of "House of the Rising Sun" always popular at Otway gigs. Afterwards, we swamped the Astoria for an evening gig, where we were able to hear the first cut of the single. What a day! Even Leeds' losing 4-3 to you-know-who couldn't put a dampener on it.

Then Otway had his second brilliant idea. In typically self-effacing fashion, he admitted that past failures proved he was useless at picking tunes to release. Since the fans bought the darned things, then, why not let them pick them too? Thus it was that in June a 12 track CD was released, with some remixed classics, some new heavy numbers, a couple of ballads and the odd joke song. Anyone who sent off a fiver for the CD was allowed a vote and before long we were reconvened at the Astoria, listening as Otway played through the songs and our postal votes were announced. The Electoral Reform Society ensured fair play and "Bunsen Burner" was duly selected as the new Hit-to-be. (Like Tony Dickinson, I thought "Poetry and Jazz" was an absolute cracker but - hey! - that's democracy.)

Now, all that remained was for the track to be cut and all of us to get out into the shops and buy it. Our target was to chart higher than "Really Free" which had reached number 27. But now we were up against the mega-corps and there was a whole load of work to be done even to have a chance of making it.

[In part II, I'll describe the events that followed and how the whole thing subtly turned from a fun way of celebrating Otway's birthday, to a campaign against the power of the big boys].

## THE ART OF PUPPETRY

by Douglas Beyerlein

In the game of Diplomacy a puppet is a player who will carry out the desires and plans of another player in return for survival. As such, a puppet can be a useful tool to a major Power in search of a win.

Initially, a puppet can be gained when one or more players are in a position to easily eliminate the minor Power's country. Once both the major Power(s) and the minor Power realize this fact then the a major Power can make the offer of survival to the minor Power in return for total help toward the win. The major Power should only offer a puppetship to the minor Power when (1) the minor Power's units occupy positions which the major Power must control, but will fall in to enemy hands with the elimination of the minor power, (2) the minor Power controls a strategic corridor which the major Power needs access through for the quest of a new area of the board, or (3) the minor Power is an excellent player whose help will increase the major Power's chances of victory.

Even though the minor Power may meet one or more of the above criteria and is in danger of elimination, the player may refuse to puppet to the major Power. Some players will refuse to play the role of a puppet, but will instead go down fighting or will even banzai to a third player. These factors must be taken into account when making an offer of a puppetship to a minor Power.

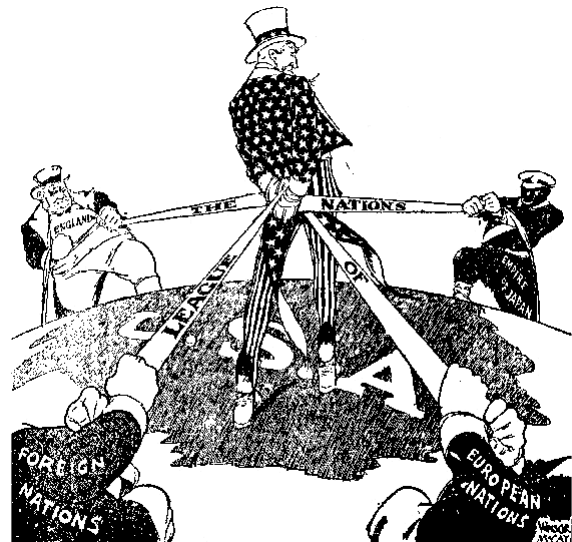
Once a puppet is procured, then the major Power must make the best use of the puppet's units while giving the puppet a feeling of security. To be of any use, the puppet must occupy part of the major Powers' front line. The puppet's orders must be coordinated with the major Power as this can best be done by the major Power giving the puppet specific and exact orders for the puppets units. This way, there is at all times complete and total coordination and cooperation of the two forces against the common enemy. In rare cases where the puppet is the more experienced player it may be wise for the major Power to accept orders from the puppet. This obviously depends on the individuals involved.

A puppet must never be neglected, but should be kept busy fighting on the front line. With the enemy's units in front and the major Powers' behind the puppet is given no chance to change alliances or play an independent role. Because the puppets units are on the front and in position to gain enemy supply centers, the major Power must carefully watch for growth and the building of new units by the puppet. The easiest way to contain a puppet's growth is for the major Power to take one of the puppet's behind-the-line supply centres whenever the puppet gains a new center. This way, the puppet is maintained at a constant size and yet is hopefully advancing against the enemy.

When the major power has the win within sight, it is important to reward the puppet with a second or third place finish if possible. This in turn may delay the victory by a year or so, but it is important that the puppet is compensated for its complete dedication to the cause. This is in effect far more than the guaranteed survival originally agreed upon, but it is a nice gesture to deaden the pain of defeat. And, who knows, maybe next time-the situation may be reversed?

In summary, a puppet is more than a helpful ally, but is an extension of the puppet master's empire. A puppet must be given security, a role to play, and minimum guarantee of survival in return for total help. The one unifying factor which makes this all possible is diplomacy. Diplomacy is the string which makes a puppet more than just a paper doll.

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## HOW THE LEAGUE OF NATIONS ENDED UP AS DEBRIS

By Robert Fisk

So George Bush Jnr is now an expert on the League of Nations, is he? Across America, he's been telling the folks that the United Nations is in danger of becoming no more than the old pre-Second World War organisation. A "talking shop" is how he's been referring to the League. Would that he looked at a history book now and again. He might find that the League failed the world because of the same cynicism and disregard for morality by the major powers that the United States shows today.

The League was formed in the aftermath of the 1914-18 war. President Woodrow Wilson of the US was one of its midwives. He wanted to protect minority rights, to give peoples independence. His "14 points" were an inspiration to all the would-be nations of the world. He demanded a new international order – shades of George Bush Snr – and an equality of nations. "Europe is being liquidated," General Smuts announced in 1918, "and the League of Nations must be the heir to this great estate."

And so came into being a new Poland, Yugoslavia, Czechoslovakia, a reshaped Europe and, of course, a new Middle East. The modern state of Iraq (President Bush, please note) owes its creation to the League, whose British and French mandates gave us for better or worse – probably worse – Palestine and Syria and Lebanon. Others wanted states, too. The Kurds wanted a state. The Armenians wanted to reverse their genocide by the Turks and return to homes in Turkey.

But President Wilson fell ill. The US Congress declined to join the League and the US turned to an isolationism from which it would only be driven after Pearl Harbor – and after (President Bush, please note again) two very profitable wartime years of neutrality. The Americans wanted no part of the League. The future superpower, whose influence for peace would have been so beneficial to the world – and whose growing economic and military might could have made Hitler revise his plans – turned its back on the League. The Kurds got no state. The Armenians never went home.

The other great powers joined the League. The French wanted it to be powerful, to have a multinational military force – not unlike today's UN peacekeepers – but the British, who wanted to remain the world's first superpower, turned the idea down. The first real test came from Japan. Our future Second World War enemy proposed a clause in the

League's covenant embracing the concept of racial equality. Wilson's own adviser – for the Americans were still keen to join the League at the time – turned his back on the idea. It would "raise the race issue throughout the world," he wrote.

In the end, the "race" issue was only allowed to intrude when the League wished to demand the protection of minorities in the small and new states created after the First World War. Minorities in Poland and Czechoslovakia came under the League's care. Major states did not have to worry about such provisions. Hence when Hitler started persecuting the Jews of Germany after 1933, the League was powerless. In 1923 – without British support for a League army – the French occupied the Rhineland to force Germany to pay wartime reparations. So individual states began to ignore the League. Italy's invasion of Abyssinia in 1935 and the Spanish civil war which began in 1936 proved its worthlessness. Under Hitler – who was certainly not interested in an "equality of nations" – Germany abandoned the League. The Soviets, surprisingly, continued to support it. Sanctions on Spain did not end their civil war. America stayed out of it.

Little nations tried to sway the giants. When he was president of the League's council – the forerunner of our present-day Security Council – Eamon de Valera of Ireland proposed a League multinational force to stop Italy's 1935 aggression. He was prepared to commit his own new and tiny Irish army to such a project. The major powers were not interested. "We have been unable to bend our wills to sacrifice selfish advantage when it conflicts with justice to others," de Valera later complained. By 1939, he was accurately referring to the League as "debris".

Now Bush Jnr implies that the UN will also be debris if it doesn't come to heel and follow America's demand to invade Iraq. He wants to use it for his project of "regime change" – which will change the map of the Middle East, produce a tide of oil wealth for US companies and reduce Israel's enemies to impotence. We are supposed to believe that this is about weapons of mass destruction – and forget that the US sold botulinum toxin, anthrax and vials of West Nile virus to Iraq between 1985 and 1989. For most of that time, Iraq was fighting Iran – a war which the UN had tried to end.

So why should Saddam have any respect for the UN? Why, when Israel flouts Security Council resolutions – even today – should Iraq play by the book? The Americans care no more about Israel's failure to adhere to UN resolutions than Germany cared about the League when it re-entered the Rhineland, or when Italy invaded Abyssinia. It is the major powers that govern the UN and they will use it or abuse it as they see fit. In an odd way, the US administration – which for years failed to pay its dues to the world body – is right to raise the ghost of the League. For it was the cynicism and arrogance of the major powers that destroyed it – just as America can destroy the UN today.

*Reprinted from The Independent (6<sup>th</sup> October 2002)*

## Letters

**Howard Bishop**

I'm glad you managed to get your job sorted, and especially that it's a job that will give you a new and interesting challenge. I hope that 2003 turns out to be a good year for all of us, and that we don't get sucked into the oil war that Bush wants. I sense a growing frustration from you about the lack of feedback for your zine, and the difficulty of getting new games started. It's at least partly true that this is caused by a contraction of the population and a change in lifestyles, which gives people less time to do this kind of stuff.

However, I'm pretty sure that there's a bit of a seasonal element to the whole thing. The last issue of **T3** was a complete bastard to get finished with Christmas and New Year in the middle of it, but as the tinsel settles and Spring starts to, well, spring I guess, things will start to move again. I was sad to see that Alex Bardy has decided to call it a day, and his enthusiasm will be badly missed. Anyway I think we should all persevere, even if it's only to keep the convention network alive.

**SA:** *Sorry – I'm admitting defeat. But it isn't lack of feedback that bothers me (this issue was quite good) – it is a lifestyle issue.*

I'd like to thank Nick Kinzett for his helpful message in the last issue to all us vinyl junkies. Unfortunately, my collector gene is homozygous dominant, and I need few more trips to Riffaholics Anonymous before I can actually do anything positive. The thing is, I actually like my records, even the crap ones!! They all fit into some kind of larger context. Thanks for publishing the obituaries for Jake T and Sid S. I remember seeing Jake Thackray on TV when I was much younger, but although I can recall the dry Tyke humour and easy style he had, I was too young to appreciate the talent. Hope it's not too late to enjoy his musical legacy.

**Kevin Catchpole**

I write to you in appreciation of your review of **'he Church Mouse**, I was one of the locals that played in a few of the games (16yrs old at that time). Shortly after **The Church Mouse** ceased I joined the R.A.F. and so it was with deep sadness that I learned of the death of Dave Thomas. He was a cracking person and responsible for my playing Diplomacy and....yes you guessed it Pass the Pigs.

I recognised your name from some of the articles in the Church Mouse and so chose your site to have a look see if there were any on line games. I have not played Diplomacy since joining the R.A.F. if you have any information on online, email or postal I would be most grateful.

**SA:** *Great to hear from you. Yes, Dave was a great trooper and a larger than life character. At the moment I am recommending people take a look at <http://www.dip2000.org.uk> or <http://www.psychozine.co.uk>*

**Toby Harris**

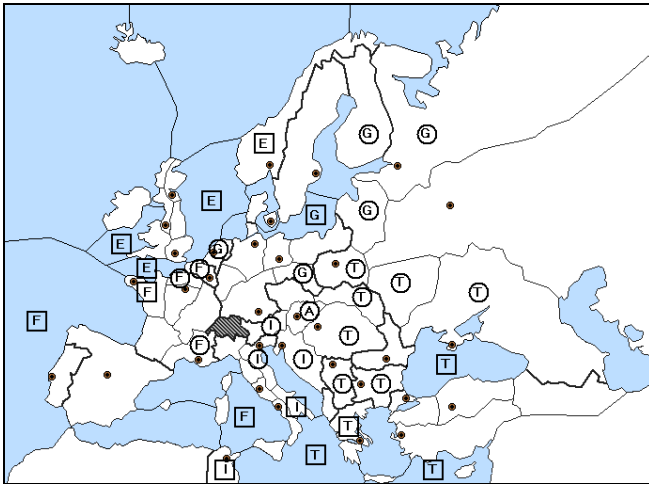
I think the Key Lepanto isn't all that it was in 1973. For example, it usually does get screamed about by the entire board if Italy's moved Tri-Ser, ION-AEG, Ven-Apu in Fall '01. But then I suppose it depends on who else is playing.

He he, War of the Roses Dip; does Mark Nelson never change? His maps remain of classic amusement value; Cornwall, for example, not only taking up the area of Cornwall, North Devon and Somerset but also drawn to resemble a womble's nose to boot. Even so, it does look like a good variant.

One of the best I've ever played (face to face) was the Columbus variant. Amusing in it's opening because the 5 countries involved have only 4 sea spaces separating their initial sole fleet from the New World and it's a real case of musical chairs. But in this particular game, once Fearghal O'Donnochu finally got his boat to sea, he spent the rest of the game heading up and down the Atlantic with the sole intention of bouncing out the rest of us. It was the longest waste of time of a game I've ever had, but hilarious all the same.

**SA:** *Thanks for the email Toby. Keep in touch.*





**Regular Diplomacy - Arras  
Spring 1906**

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

ENGLAND (Warren Galenzoski)  
F(Nwy) s GERMAN A(Fin) - StP; F(ENG) Stands; F(IRI) s  
F(ENG); F(NTH) s F(Nwy)

FRANCE (Richard Scholefield)  
F(Bre) s F(MAO); F(MAO) Stands; F(WMS) - TYS; A(Bel)  
Stands; A(Mar) Stands; A(Pic) s A(Bel)

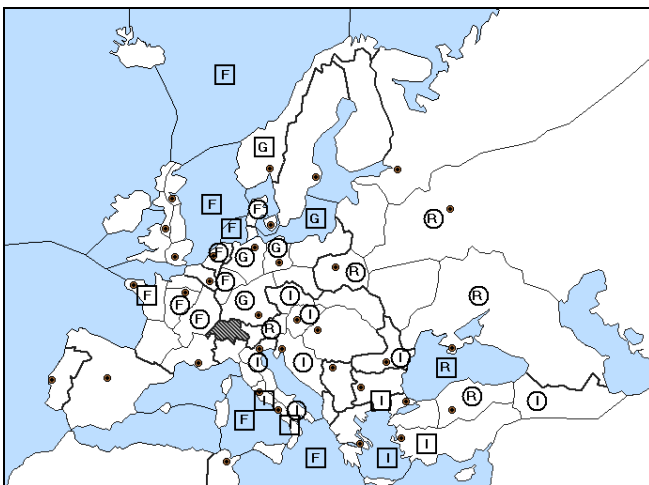
GERMANY (Richard Williams)  
F(BAL) c A(Den) - Lvn; A(Swe) - Fin; A(Fin) - StP; A(Hol) s  
FRENCH A(Bel); A(Sil) Stands; A(Den) - Lvn

ITALY (Tim Deacon)  
F(ION) - Tun; F(ADS) - Apu; A(Ven) s A(Tri); A(Tri) s  
AUSTRIAN A(Vie) (CUT); A(Tyr) s AUSTRIAN A(Vie)

RUSSIA (Anarchy - ex-Tracey Jackson)  
A(StP) Stands (DISLODGED - DISBANDED NRO)

TURKEY (Jimmy Cowie)  
A(Sev) - Ukr; A(Gal) s AUSTRIAN A(Vie); A(War) Stands;  
A(Bud) - Tri (FAILED); A(Ser) s A(Bud) - Tri; F(BLA) c  
A(Ank) - Sev; A(Con) - Bul; F(AEG) - ION; F(EMS) s F(AEG)  
- ION; F(Gre) s F(AEG) - ION; A(Ank) - Sev

**Draw Proposal: 5-way draw (G//E/F/T). Votes please,  
unanimity required, abstention = no, NMR = yes.**



**Gunboat Diplomacy - Heligoland  
Autumn 1908**

FRANCE (Petit Chou)  
F(NWG) - Nwy (FAILED); F(NTH) c A(Edi) - Den; A(Hol) s  
A(Ruh) - Kie; A(Bel) - Bur; A(Ruh) - Kie (FAILED); F(HEL)  
s A(Edi) - Den; F(GoL) - TYS; F(ION) s ITALIAN F(AEG);  
A(Edi) - Den

GERMANY (Visigoth)  
F(Den) s A(Kie)\* (CUT, DISLODGED - DISBANDS);  
A(Kie) s F(Den) (CUT); F(Nwy) s RUSSIAN F(StP) nc -  
BAR (MISORDER); F(BAL) s A(Kie); A(War) - Gal\*  
(FAILED, DISLODGED TO Sil); A(Pru) - Ber; A(Mun) s  
A(Kie)

ITALY (Greenslade)  
A(Tri) s A(Bud) - Vie; A(Boh) s A(Bud) - Vie; A(Bud) - Vie;  
A(Ser) - Rum; A(Arm) s F(Con) - Smy; F(AEG) s F(Con) -  
Smy; F(Con) - Smy; F(Bul) sc - Con (FAILED); A(Ven) -  
Apu

RUSSIA (Agar)  
F(StP) nc s GERMAN F(Nwy); A(Lvn) - Pru; A(Mos) s  
A(Gal) - War; A(Gal) - War; A(Ukr) - Sev; A(Vie) - Bud\*  
(FAILED, DISLODGED TO Gal); F(BLA) - Con (FAILED);  
A(Smy) - Ank

**Autumn 1908 Adjustments**

F: +Hol, +Den, Bel, Edi, Mar, Par, Lon, Lpl, Bre, Por, Spa  
= 11; Gains 2. Builds A(Par), F(Bre).  
G: Kie, Nwy, Ber, Mun, Swe -Den, -Hol, -War = 5; Loses  
3. Removes A(War).  
I: Tri, +Vie, +Rum, +Smy, Bul, Con, Ser, Gre, Ven, Tun,  
Nap, Rom = 12; Gains 3. Builds F(Nap), F(Rom), A(Ven).  
R: StP, Mos, +War, Sev, Ank, Bud, -Smy, -Rum, -Vie = 6;  
Loses 2. Removes F(StP), A(Lvn).

**Press**

**Italy(gov) - Germany:** Typical, isn't it ? no sooner do you  
push back the Russians than you get shafted by the  
French.

**France (Gov)-Russia:** What you don't know is that I'm  
playing Italy and Germany as well!

**Russia(govt) - All:** My Adjustments this season were  
phrased conditionally i.e. "If Italian units have  
attempted this season to occupy any of Rum, Sev, Smy,  
Ank then remove ... otherwise remove ..." Just so  
you know!

**France (Gov)-Germany:** I take it that you are feeling  
nervous?

**Italy(gov) - France:** Your actions this turn could determine  
the outcome of this game. I suspect you have the same  
thought.

**Fr - It:** If Russia is correct then we don't need to fight.  
Race you to Moscow and 17:17?

**Germany(Govt.)- France:** I think we have a problem.  
Especially if you have tried to take any of my home centres  
from me this turn. Your Hol and Ruh moves last time were  
not appreciated. I have supported you to BAR as you  
requested to show faith, I suspect that this will be the last  
support I give you.

**To the Fr(Gov):** Smooth talking and duplicitous surely as  
well?

**Vienna-Russia:** Bitter coffee here, my son. And is it fair  
trade?

**Fr(Gov)-Rus(Gov):** How much for the edifice to support  
F(NWG)-Norway?

**Germany(Govt.)- Italy:** I hope my move to Gal helps you  
out.

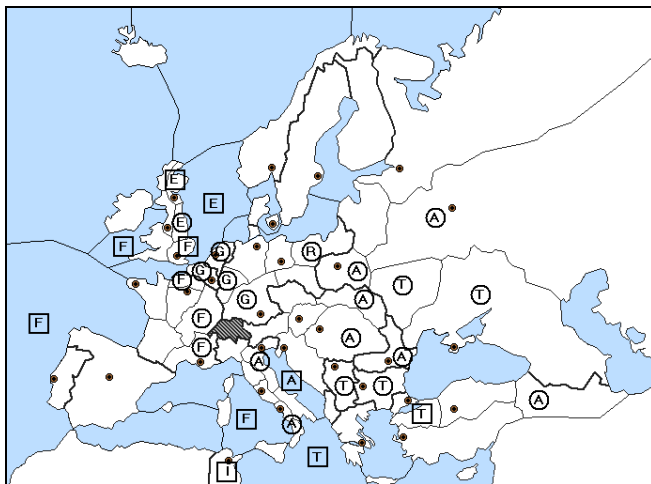
**Paris-Moscow:** Now we find the Germans and the Italians  
turning west as you put in underpinnings to your edifice. But  
did you follow the biblical injunction?

**Italy (gov) - Russia:** France's move into Germany is, I  
assume, a result of his eagerness to get his troops to the

Eastern front. I am sure he will vacate Bel as soon as possible. His F Mar is, of course, only there to guard against an invasion of Spain or Portugal, although a third fleet built in Mar would cause me considerable concern. Hopefully I will have one or two builds this year. If France has taken one of my centres, I will immediately cease attacking you.

**Zurich-Moscow:** Trust you expelled that rotten Teuton from Warsaw.

**Fre(Gov)-Ita(Gov):** Can I order to Aegean now, then Con & Black Sea. Please?



### Regular Diplomacy - Marne Spring 1908

**AUSTRIA-HUNGARY** (Howard Bishop)  
A(StP) - Mos; A(War) Stands; A(Gal) s A(War); A(Sev) - Arm; A(Ser) Stands\* (DISLODGED TO Bud); A(Bud) - Rum; A(Ven) - Tri (FAILED); A(Nap) Stands; F(ADS) - Tri (FAILED)

**ENGLAND** (Garyth Wright)  
F(Edi) s F(NTH); F(NTH) c A(Yor) - Edi; A(Yor) - Edi (FAILED)

**FRANCE** (Tim Deacon)  
F(GoL) - TYS; A(Mar) s A(Bur); A(Bur) Stands; A(Pic) s A(Bur); F(Lpl) - IRI; F(ENG) - MAO; F(Lon) Stands

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

**ITALY** (Jeremy Tullett)  
F(Tun) s FRENCH F(GoL) - TYS

**RUSSIA** (Mike Dean)  
A(Lvn) - Pru

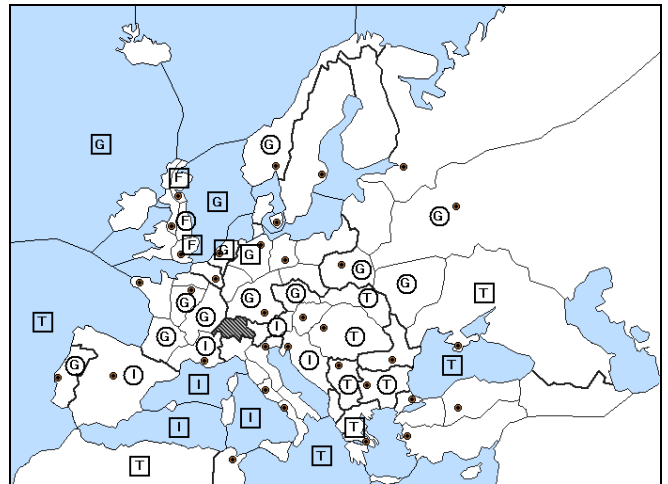
**TURKEY** (Ellis Simpson)  
F(ION) s FRENCH F(GoL) - TYS; A(Gre) - Ser; A(Bul) s A(Gre) - Ser; F(AEG) - Con; A(Mos) - Sev; A(Ukr) s A(Mos) - Sev

### Press

**English Govt. in exile - Vienna:** Don't even think about taking me on in Scandinavia.  
StP will be razed to the ground if you do! You know it makes sense.

**France - England:** I hope that your moving northwards!  
**G - F :** I would suggest that moving your fleets south would be a good strategy at this point - hopefully we can then dismantle the Maginot line that we appear to have constructed!

**France - Germany:** How about your pulling back or are you prepared to see Austria win?



### Mons (01BB) Autumn 1909

**FRANCE** (Jimmy Cowie)  
F(Edi) - NTH (FAILED); F(Lon) - Yor (FAILED); A(Yor) - Cly (MISORDER)

**GERMANY** (Richard Scholefield)  
A(Mos) s A(War) - Ukr; A(War) - Ukr; A(Sil) - Boh; A(Mun) s A(Sil) - Boh; A(Gal) - Vie\* (FAILED, DISLODGED TO War); A(Nwy) Stands; F(HEL) - NTH; F(NWG) - NAO; F(Hol) s F(HEL) - NTH; A(Bur) s A(Gas) - Mar; A(Gas) - Mar (FAILED); A(Por) - Spa (FAILED); A(Par) - Gas (FAILED)

**ITALY** (Nick Parish)  
F(GoL) s A(Mar); F(WMS) s A(Spa); A(Spa) s A(Mar) (CUT); A(Mar) s A(Spa) (CUT); A(Tri) - Vie (FAILED); A(Boh) - Tyr; F(Nap) - TYS

**RUSSIA** (Bruce Edwards)  
A(Ukr) - Sev\* (FAILED, DISLODGED - DISBANDED NRO)

**TURKEY** (Tim Deacon)  
F(NAf) - MAO; F(Tun) - NAf; F(AEG) - ION; F(Gre) s F(AEG) - ION; F(Sev) Stands; F(BLA) s F(Sev); A(Bud) s A(Rum) - Gal; A(Rum) - Gal; A(Ser) s A(Bud); A(Bul) Stands

### Autumn 1909 Adjustments

F: Edi, Lon, Lpl = 3; No change.  
G: +Mos, Mun, War, Nwy, Hol, Por, Par, StP, Bel, Bre, Den, Ber, Swe, Kie = 14; Gains 1. Builds F(Kie).  
I: Spa, Mar, Tri, Vie, Nap, Ven, Rom = 7; No change.  
R: -Mos = 0; Loses 1. OUT!  
T: Gre, Sev, Bud, Ser, Bul, Tun, Rum, Smy, Con, Ank = 10; No change.

### Press

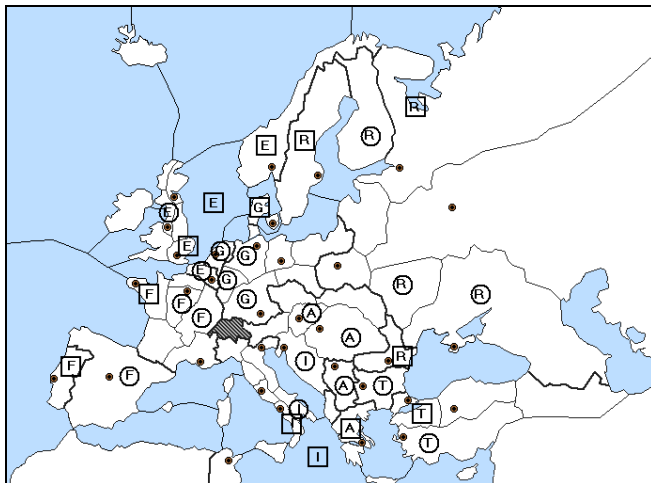
**Versailles:** The endgame proposal was defeated - 2 against, 1 for, rest abstaining.

**Germany-Russia:** Sorry I could not order as we discussed, but I have greater objectives. You have been a good friend / adversary - thanks for your good letters.

**Russia-All:** Thanks for the game - looks like I'm off to the salt mines after all!

**Germany-All Adversaries:** I did not propose my winning of this game, but believe it to be a tactic used by one of those in your position. However, I think the reality is that Mons will probably be a draw - but lets play on.





**Regular Diplomacy - Somme  
Autumn 1901**

AUSTRIA-HUNGARY (Richard Williams)  
F(Alb) - Gre; A(Ser) s F(Alb) - Gre; A(Tri) - Vie

ENGLAND (Tim Deacon)  
F(NWG) - Nwy; F(NTH) c A(Edi) - Bel; A(Edi) - Bel

FRANCE (Stuart Eves)  
A(Par) - Bur; A(Spa) Stands; F(MAO) - Por

GERMANY (Bob Pitman)  
F(Den) Stands; A(Kie) - Hol; A(Mun) - Ruh

ITALY (Anthony Coogan)  
A(Ven) - Tri; F(ION) - AEG (FAILED); A(Apu) Stands

RUSSIA (Garyth Wright)  
A(Ukr) s F(Rum); F(GoB) - Swe; A(StP) - Fin; F(Rum) Stands

TURKEY (Warren Galenzoski)  
A(Bul) s ITALIAN A(Apu) - Gre (MISORDER);  
A(Smy) - Con (FAILED); F(Con) - AEG (FAILED)

**Autumn 1901 Adjustments**

A: +Gre, +Ser, Vie, Bud, -Tri = 4; Gains 1. Builds A(Bud).  
E: +Nwy, +Bel, Edi, Lon, Lpl = 5; Gains 2. Builds F(Lon), A(Lpl).

F: +Spa, +Por, Bre, Mar, Par = 5; Gains 2. Builds A(Par), F(Bre).

G: +Den, +Hol, Ber, Kie, Mun = 5; Gains 2. Builds A(Mun), A(Kie).

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

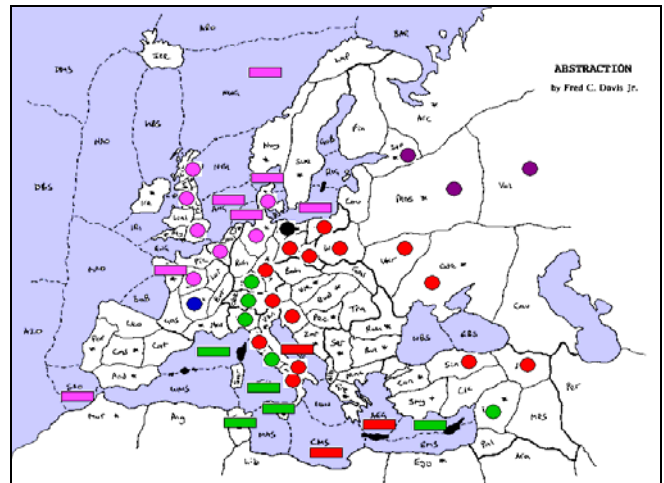
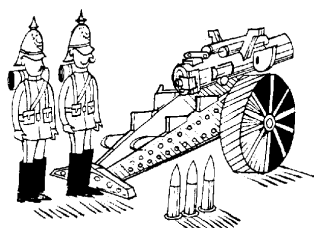
R: +Swe, +Rum, Mos, Sev, StP, War = 6; Gains 2. Builds F(StP) nc, A(Sev).

T: +Bul, Smy, Con, Ank = 4; Gains 1. Builds (No possible build ordered).

**Press**

**England - Russia:** Please remove A(St.P), it's more use in the south!

**England - France/Germany:** Anyone use an army - only slightly used. Goes to the highest bidder!



**Abstraction II - Tannenburg  
May 1916**

AUSTRIA (John Colledge)  
A(Mun) S ITALIAN A(Ruh)-Kie (NO SUCH ORDER); A(Dre) S A(Mun); A(Ukr) S A(Rum)-Ode; A(Arm)-Cau (FAILS); A(Sin)-Smy (FAILS); A(Rum)-Ode; A(Pru)-Cou (FAILS); F(AEG) S F(ION)-CMS; A(Nap)Std.; A(Sil) S A(Gal)-War; A(Ven)-Tus; A(Cro)-Tyr (FAILS); F(ION)-CMS; F(ADS) FF A(Zar)-Apu; A(Tyr)-Swa (FAILS); A(Gal)-War; A(Zar)-Apu

ENGLAND (Martin Gilbey)  
F(Por)-SAO; A(Par)-Pic (FAILS); F(BAL) S GERMAN A(Ber)Std.; F(NTH)-NWG; F(Den)-SKA; A(Kie)-Mun (FAILS); F(MAO)-Bre; A(Bre) embark F(ENG), A/F(ENG)-ANG, A(ANG) disemabrk A(ANG)-Den; A(Bel)Std.; F(ANG)-HEL

FRANCE (Anarchy – ex-John Boocock)  
A(Lyo) Std. u/o

GERMANY (Dave Clark)  
A(Pic)-Bel (FAILS); A(Ber)Std.

ITALY (Bruce Edwards)  
F(WMS)-Tun; F(GoL) S A(Obe)-Pie; A(Ruh)-Swa; F(CMS)-Sic; A(CYS)-Dam; F(CYS)-Smy (FAILS); A(Zur) S A(Ruh)-Swa; A(Obe)-Pie; A(TYS)-Rom; F(TYS) S A(TYS)-Rom

RUSSIA (Bob Pitman)  
A(Vol)-Mos; A(Ode)-Cau\* (FAILS, DISLODGED, RETREATS TO Vol); A(War)-Cou\* (FAILS, DISLODGED, DISBANDS, NRP)

**June 1916**

A: Vie, Bud, Pec, Zar, -Zur, Ser, Bul, Rum, Gre, War, Dre, Smy, Con, Ode, Sin, Mun, Nap, Ven = 17. No change.

E: Lpl, Ply, Lon, Bre, Por, Den, Ire, Nwy, Swe, Edi, Hol, +Kie, +Par, +Bel = 14. Builds A(Edi), A(Lon), A(Lpl).  
F: Lyo = 1. No change.

G: Ber, -Bel, -Kie = 1. Removes A(Pic).

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

R: StP, Mos, Arc = 3. Builds A(StP).

**Versailles:** The proposal of a concession to Austria was defeated - 1 against.

## DIVERSIONS

Armistice Day version

**Volume II : Issue 8 : February 2003**

**Deadline:** 1 day before Armistice Day

**Rip Gooch**

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### Musings

**Snow On Snow.** In a note accompanying his orders, Allan Stagg writes, "... nice photos. That's what I call a real winter, rather than the insipid affairs we have had here for the last decade. I think that I have only had to shovel snow off my drive twice in the past ten years – not that I am complaining much about that, but we certainly don't have winters like we used to when I was young! I can still remember the winter of 1963."

I recall 1963 very clearly. We walked to and from school along the tops of snow banks taller than ourselves. The snow stayed for a long time, due to the prolonged low temperatures (the lowest since 1947, I believe), and I can still picture in my mind's eye the small patch of white on the lawn on April 1 that marked the final day of an eight-foot snowman. There are photographs of my three-year-old sister helping to shovel a path to the front door of our house in Wallington, snow banks on either side reaching to her shoulder. I spent the winter of 1990/91 in a flat close to the Barbican in London. I have photographs of the major snowfall that season, with a good six inches covering everything. It was the last time central London was hit by a serious snowfall until this year, I believe. But it stuck around no more than a few days. Then it was back to dreariness. That's the trouble with English winters. The temperature rarely stays far enough below freezing for the long-term carpeting of snow to develop.

Canada's different, as you might expect. One can easily understand why the Inuit have so many names for snow. In temperatures consistently below  $-20^{\circ}\text{C}$ , deep snow forms a crust that shimmers in the sunshine. Sometimes the crust remains even after the snow beneath has started to melt, leaving unique structures. My favourite from my winter in Thunder Bay was the newly fallen deep snow at very low temperatures. It is so dry that, when walking through it, one's boots make a characteristic squeaking sound. It's also easy to reproduce that classic moment in the title sequence to "Deep South" when walking through the deep snow. It's necessary to develop a curious up-and-down tread that leaves behind a footprint many inches deep. Attempting to extract one's foot from such a print diagonally upsets the balance and a comical fall ensues. The snow that falls in December in Thunder Bay stays on the ground until early spring, and it dictates the pace of life. People are used to it, and they arrange both business and pleasure pursuits accordingly.

A couple of days ago we saw on the national weather channel video of Stanstead and the M11 in the grip of what would be termed here a light dusting of snow. Much emphasis was placed on the apparent lack of preparation by public works departments and motorists for winter conditions. But all things are relative. Do you really want a fleet of snow ploughs standing by all year round for the one or two days every winter when they're needed? The best tactic is to simply accept that the country will be paralysed for those days and learn to live with it. Even here, where it is guaranteed to snow throughout the winter, and it's a common sight to see five snow ploughs travelling along a

highway in echelon formation with a jam of cars following patiently behind, there is no agreement on the best treatment to prevent icing of roads. In Mississauga, they employ a salt/sand mix. In Thunder Bay, it is predominantly grit, and they're currently testing various chemical agents on the road between here and the Bruce Peninsula. Whatever works, it is a safe bet that, when the first major storm of the winter hits, it will do so on a Friday afternoon, just before the start of the homeward crush, and nobody will be adequately prepared. Even in a country renowned for its snow, there are times when the weather can result in paralysis.

I'll develop this theme further next time if you wish. Some feedback would be nice. Talking about the weather is the one thing that Brits and Canadians have in common.

### An Important Note on the Method for Generating Runs in Railway Rivals

I have noticed recently that the runs in a couple of the games in which I am playing elsewhere appear not to have been generated using the unwritten rules I thought all RR GMs observed. Not surprising really, since they're unwritten rules and there's a new generation of GMs in place since I first learned the intricacies of running RR. Nevertheless, it came as a bit of a surprise to find runs between the same two sectors repeated in a particular round. In one instance, it threw my strategy into confusion as I had just built track in the expectation that there would only be one run between particular sectors and I'd judged that I could ignore such a run as I'd be well placed to enter four elsewhere. By now, some of you are probably scratching your heads wondering what I'm chuntering on about. I shall elucidate as simply as I can, without the aid of my trusty old Ripping Yarns Postal Rules wherein the matter is covered very succinctly, if memory serves.

Prior to the start of round 7, I generate all of the runs for the remaining rounds. Using a grid system, I roll dice to generate numbers in such a way that each sector is represented twice in each round. I then roll dice again to pair up these destinations such that each sector has each of the other sectors as a destination once only in rounds 7 to 9 and once only in rounds 10 to 12. Finally, the special runs are generated and slotted in at regular intervals with each sector represented once in rounds 7 to 9 and once in rounds 9 to 12.

I hope that's clear. If not, don't worry too much. The upshot is that anyone playing Railway Rivals in Diversions, Ripping Yarns or any of the other Ripping Publications I choose to edit can be assured that if run 31 happens to be 34-66, then run 35 will most assuredly *not* be 33-65! To my mind, the only element of luck in the game should be derived from the die rolls for the runs themselves and not also in guessing correctly where those runs will be.

By the way, the formula only works for games with 42 runs. 36 runs require a different strategy. Keeping track of Atikokan should reveal all.

### Messages and Photos

These can be found in the **players-only** version of Diversions, which is sent to individual e-mail addresses and posted on the Internet in PDF form. If you want to see it, join the waiting list for a game! Projected publication date of the players-only version is **Wednesday February 5**.

### GAMES

#### RR1868IW - Isle of Wight - Atikokan - Round 6

01: 51-35 BUM [6] 20+1=21; GWR [8] 10-2=8; HANTS 1  
02: 23-41 HANTS [14] 20-6+1=15; GWR [15] 10+4-3=11;  
BUM 2+2=4

03: 16-65 BUM [11] 20-1+2=21; GWR [12] 10-2=8; HANTS 1  
 04: 14-33 HANTS 20-2=18; BUM 2  
 05: 52-45 BUM 20-2=18; GWR 2  
 06: 62-24 GWR [26] 20-2=18; BUM [26] 10; HANTS 2

Builds after Round 6:

BUM: (P6) Q5 Q3; (Q4) Whippingham; (Q8) O9; (U10) T10.  
 [-8-3(HANTS)-1(GWR)+4(HANTS)=-8]  
 GWR: (L8) Shorwell L11; (X7) Brading.  
 [-8-3(HANTS)+1(BUM)+1(HANTS)=-9]  
 HANTS: (U10) U11 Wroxhall; (L11) Shorwell; (Brightstone)  
 H9 Brook; (N4) M5; (O9) P8.  
 [-8+12(towns)-4(BUM)-1(GWR)+3(BUM)+3(GWR)=5]

Scores:

**BUM**, Jim Reader, Yellow: 54 + 76 – 8 = **122**  
**GWR**, Charlie Wilson, Brunswick Green: 72 + 47 – 9 = **110**  
**HANTS**, Bruce Edwards, Purple: 78 + 37 + 5 = **120**

Runs for Round 7:

07: 22-36 Ryde - Shanklin  
 08: 53-11 Chale - Cowes  
 09: 46-63 Wroxhall - Freshwater  
 10: 15-26 Newport - Bembridge  
 11: 32-43 Newchurch – St. Lawrence  
 12: 61-54 Totland - Shorwell

Build up to **6** units of track before payments to rivals.

#### RR1869NL - Netherlands - Bobcaygeon – Round 5

**GWR**, Charlie Wilson, Middle Chrome Green:  
 5a: (I65) J65 Venlo; (Gouda) K20; (N24) M25.  
 5b: (M25) Breda Roosendaal.  
 5c: (K20) K19 L18.  
 48 + 18(towns) + 10(LOW) – 1(REAR) = **75**

**LOW**, Brad Martin, Blue:  
 5a: (H63) I64 I65 J65 Venlo.  
 5b: (Venlo) J68 Roermonde.  
 5c: (Roermonde) I71.  
 53 + 6(town) – 10(GWR) + 1(REAR) = **50**

**Xyro**: *A nice bold move from Brad, there. Just as well it worked, eh?*

**REAR**, Kevin Lee, Red:  
 5a: (Rotterdam) H22 Hoek van Holland; (I45) Groningen; (H51) I51.  
 5b: (I51) L49.  
 5c: (L49) Emmen; (J21) I21.  
 37 + 12(towns) + 1(GWR) + 1(TINAS) – 1(LOW) = **50**

**TINAS**, Allan Stagg, Orange:  
 5a: (D58) A60 Utrecht.  
 5b: (A60) A61.  
 5c: (A61) M22.  
 56 – 1(REAR) = **55**

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

#### RR1888SV – South Sweden - Couchiching – Round 3

**CHEF**, Bruce Edwards, Yellow:  
 3a: (B59) A60 N19 M20.  
 3b: (L12) L13 K14 K15 J15.  
 3c: (J15) Skövde H17.  
 49 – 3(SVJ) = **45**

**SVJ**, Charlie Wilson, Holly Green:  
 3a: (Motala) N14.  
 3b: (N14) N12 A52 Örebro.  
 3c: (B63) C64 C66.

6 + 4(CHEF) + 4(LUCIC!) = **14**

**LUCIC!**, Mog Firth, Purple:  
 3a: (B57) N16 Motala.  
 3b: (Motala) N14; (F30) E31.  
 3c: (L22) J21 J20.  
 43 – 4(SVJ) = **39**

**NOR**, Brad Martin, Blue:  
 3a: (C49) A50 Örebro.  
 3b: (E46) E44.  
 3c: (E44) Falun.  
 54 + 6(town) = **60**

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

#### RR1892P – Northern Italy – Deep River – Round 3 (Bus Boss scoring)

**BIEN**, Christian Bien, Yellow:  
 3a: (J16) H15; (X11) Z12.  
 3b: (H15) H14; (Z12) A53.  
 3c: (A53) B53 Parma.  
 still **51**

**EAHC**, Mog Firth, Orange:  
 3a: (Verona) F60; (E59) Brescia; X18 Y18.  
 3b: (W18) W17; (Brescia) H57.  
 3c: (W17) V16; (H57) H55.  
 39 + 6(town) – 1(MARCO POLO) – 1(GWR) + 1(MARCO POLO) + 1(GWR) = **45**

**GWR**, Charlie Wilson, Holly Green:  
 3a: (V16) U16 T16 Firenze; (V13) Pisa.  
 3b: (Pisa) T12 Livorno [*Buy ferry Livorno – Olbia*].  
 3c: (B69) B70 Udine; (Verona) E58.  
 17 + 6(town) – 6(ferry) + 2(MILAN) + 1(EAHC) – 1(EAHC) = **19**

**MARCO POLO**, Philip Honeybone, Black:  
 3a: (A56) Y17 Y19.  
 3b: (Y19) Bologna U21.  
 3c: (I52) Novara; (U21) T21; (D47) Genoa [*Buy ferry Genoa – Olbia*]; (D47) D46.  
 38 + 6(town) – 6(ferry) + 1(EAHC) – 1(EAHC) = **38**

**MILAN**, Brad Martin, Pink:  
 3a: [*Buy ferry Ancona – Zadar*]; (R22) R21 U20.  
 3b: (U20) U18.  
 3c: (U18) T17 T16 Firenze.  
 31 – 6(ferry) – 2(GWR) = **23**

**PIZZA**, Bruce Edwards, Red:  
 3a: (R17) S18; (Roma) D15.  
 3b: (D15) D14 F13 G14 [*Buy ferry Civitavecchia – Olbia*].  
 3c: (G14) J12 L13.  
 28 – 6(ferry) = **22**

Build allowance for Round 4: **3, 4, 5**

**PRESS**:

**EAHC – Xyro**: Didn't mean to gainsay protocol and apologies if my attempt at diplomacy was an affront to anyone. Just didn't know that was the tacit rule!

**Xyro – EAHC**: *Worry not. I simply wrote what others might expect me to write as a conscientious GM. What goes on between rounds is really none of my concern.*

**EAHC – GWR**: Race you to J11.

#### RR1910OS – Austria – Ear Falls – Round 2

**OSTERREICH**, Martin Gilbey, Red:  
 2a: (I28) H27 Graz I25.  
 2b: (Graz) F24 F23.

2c: (F23) Wolfsberg.  
25 + 12(towns) = **37**

**WEAR**, Kevin Lee, Orange:

2a: (M26) K25 Leoben.  
2b: (Leoben) K19 L18.  
2c: (L18) Liezen; (Wien) H66.  
22 + 12(towns) = **34**

**ALPS**, Brad Martin, Blue:

2a: (I28) F26 E27.  
2b: (E27) D26 D23 C23.  
2c: (C23) C22 D21 D20.  
Still **25**

**BUM**, Jim Reader, Yellow:

2a: (D57) D53.  
2b: (D53) B52 B50 A50.  
2c: (A50) Salzburg N8 M8.  
26 + 6(town) = **26**

**Note:** Hex M4 has been misnumbered. It should read M5.  
Please make the correction.

Build allowance for Round 3: **4, 5, 4**

#### **RR1911SP – Spain – Fort Frances – Round 1**

Eoghan Barry: Start **Cartagena** – Over Land **É**xpress! - Black

Christian Bien: Start **Santander** – **Bien's** International Express Network - Orange

Mike Dommett: Start **Cadiz** – Joins **Unto All Nodes & Connects All Railwaystations, Land Or Sea** - Red

Bruce Edwards: Start **Barcelona** – Industrial **Bosses Expand Railroad Into Anonymity** - Purple

Brad Martin: Start **Valencia** – Express Trains **Always** - Blue

Dave Partridge: Start **Malaga** – **SPanish United Rail Transport** - Green

Jim Reader: Start **Vigo** – **Bloody Useless Management** – Yellow

**Xyro:** A new player is added to the list above, bringing the number to a full complement of seven. This is most gratifying, as the map works best this way. With lots of interaction in the middle, and interesting routes around the fringes, this should be an excellent adventure! Start towns ended up being two first choices, two seconds and three thirds. Par for the Spanish course, I would think, but the third choices and beyond showed an intriguing diversity, perhaps indicating a few novel strategies.

Build allowance for Round 1: **5, 4, 4**

#### **Railway Rivals Waiting Lists**

**Southern Italy Map Q:** Andrew Glynn, Brad Martin, Jim Reader. 1 player wanted for a game with **Leapfrog Rules**.

**Switzerland:** Andrew Glynn. 2 or 3 players wanted for a game with **Leapfrog Rules** and **Bus Boss Scoring**.

**Trans-Canada Map Experiment:** Ryan Congdon, Kevin Lee, Jim Reader, Charlie Wilson. Patience is required. A formal start to the discussion is anticipated in May.

#### **Other Waiting Lists**

**1829:** Mike Dommett (?), Charlie Wilson. The rules will be reprinted in a forthcoming issue. Any preference for North or South board? I'll register my vote for North. The game will likely start in April or May after I've brought back a suitcase full of my old games and archive stuff from England. Not too long to wait, I trust? It will be worth it, I promise. GM'ing 1829's what I do best of all.

**Maneater:** Mike Dommett. Four more wanted. Rules have been reprinted in Ripping Yarns, and will be available on the Diversions website shortly. A game board is being prepared.

#### **Playlist**

It Had To Be You ... The Great American Songbook – Rod Stewart; The Pet Sounds Sessions – The Beach Boys; Net Sounds 4: Ear Candy – Various Artists (Pet Sounds Mailing List); Spilt Milk – Jellyfish; Come On Home – Boz Scaggs.

## **Armistice Day No.20**

«First\_Name» «Surname»  
«Address»

## **Deadline**

**Monday**  
**7th April 2003**

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Your credit = «After\_20»

Space for special messages:

«Message»