



ARMISTICE DAY No.4

ARMISTICE DAY 4

A Diplomacy zine from Stephen Agar, 47 Preston Drove, BRIGHTON, BN1 6LA.
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EDITORIAL

Tuesday evening and I only have the editorial to do. And it can't be more than 30 lines, or else the layout will go to pot. So as I sip a 1985 Crozes Hermitage (which really should have been opened before now), I ask myself two questions: (1) why on earth did I buy this CD by Gung Ho (no wonder they didn't get a record contract) and (2) is there anything of import which I should draw to your attention?

No, not really. The zine seems to be going OK – 4 gamestarts in 4 issues and I haven't sent out any freebies since issue 1. I will rectify this soon as the pile of spare issues is growing alarmingly tall. I've been doing other things with my time recently – such as co-founding the BTO User Group to try and keep BT Openworld on their toes (website opening soon) and transferring a lot of vinyl on to CD to play in the car. All but one of my email games have ended (and in the last one I am reduced to F(Por)), and I don't feel in the mood for taking on anymore.

It would be nice to get some more feedback on the zine – I didn't have very many letters at all this issue, which is a little discouraging. I must also resolve to write more letters to zines myself. I seem to have a lot of non-playing subbers – if there is anything I can tempt me with, do let me know. All in all, the hobby seems to be losing any degree of cohesion it ever had and the only way to buck the trend is to communicate more. In an effort to start a new trend here is zine review overkill...

SOME ZINES SEEN

Below you will find brief reviews of the ten UK zines I have received recently (for any omissions – where has my copy of *Dolchstoss* disappeared to? - blame my crap filing system). Out of these ten zines, only two of them mention the existence of other zines at all, amounting to some three brief zine mentions. Not exactly much of an overall hobby feeling any more, is there? Is it any wonder that the hobby is stagnating so quickly?

*Cut & Thrust*¹ No.197 turned up with usual efficiency and unusually Derek even supplemented his editorial with a couple of zine reviews. The review of *AD* was fairly positive, though I think it is a bit of the "pot calling the kettle black" criticising me for using the "same old tired format" as *Spring Offensive*. After all, *C&T* is up to issue 197 and hasn't changed its appearance since issue 19 (in October 1983)! I also found Derek's editorial on Foot and Mouth disease a bit off the mark – he insists that it isn't carried by people or wildlife and the spreading of the disease is all down to animal movements – yet that seems to ignore how the disease has spread in Devon and Cumbria. I have read a very convincing analysis that shows that the spread of the disease bears a high correlation to wind patterns, and

¹ Derek Wilson, 1 Juniper Road, Horndean, Waterlooville, Hants., PO8 0DY.

that software developed to predict the spread of radioactive particles after Chernobyl has proved very effective at predicting the spread of the disease. For me the real issue is why we feel it necessary to crucify tourism (which is a bigger industry than agriculture) with pictures of burning carcasses, all over a disease which is relatively minor in most of the animals concerned and which is effectively non-transmissible to humans. Images of funeral pyres are quite strong – I can still remember pictures of burning cows from the last serious outbreak in 1967 when I was only six. Anyway, back to *C&T*. There are reviews of *Drakon* and *Cartagena* by Richard Ashley and Steve Thomas respectively – indeed, over the years *C&T* has printed more reviews of games than any other zine I know. It is a shame that all the old reviews aren't all available on the web somewhere – I wonder if Derek would mind if I put them up myself? A wide selection of games are played in the zine, with openings for Railway Rivals, Bus Boss, Maneater, Battle!, En Garde!, Horse Racing and Outpost. 4 out of 10 for plugging other zines.

One zine which has changed its appearance recently is *Ode*², and I must say that I prefer the new look. I have always found A4 zines to be more substantial and impressive, in much the same way as a broadsheet newspaper feels different to a tabloid. *Ode* is the last bastion of a few hobby traditions – such as postal *Mercator* (I'd love to run a game - but where would I get the players from? Even John can only manage a game of *Definitive Mercator* with 12 players, unlike the 17 player games of old) and *Empires of the Middle Ages*. I notice that John still charges a 50p gamefee for Diplomacy – almost a historical curiosity! I think only Richard Sharp still does this, everyone else having seen gamefees as being likely to deter players for little financial gain. In the 70's gamefees were far more important (often £1 or £1.50 – and this is 25 years ago!), but I don't see what purpose they serve today, especially one of only 50p. A very reliable zine and probably one of the best places to play Diplomacy or Railway Rivals. Waiting lists open for Diplomacy, Gesta Danorum (variant), Diplomacy the Gathering (variant), Railway Rivals, Origins of World War II, Trawling, Machiavelli and Acquire. 0 out of 10 for plugging other zines.

Another general games zine I see is *Flights of Fancy*³ from Philip Honeybone – though it is not a trade as Philip declined as he has no interest in Diplomacy. I'm not quite sure why some non-Diplomacy zine editors react like this, after all there is far more reading material (which is not connected to Diplomacy in any way) in a single issue of *AD* than in three issues of *Flights of Fancy*, which is effectively a multi-games warehouse zine. Philip persists in using an unreadable font for his editorial – a font which may look fine if used for the title

² John Marsden, 91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS.

³ Philip Honeybone, 11 Norfolk Square, Ramsgate, Kent, CT12 6PG.

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of a fantasy magazine – but when used for text is such a strain to read that I usually give up. Philip says the font adds “character” (which it does); it certainly makes the zine stick in my mind as the indecipherable one. Waiting lists are on offer for Diplomacy, Eat Me, Necromancer, Railway Rivals, Robo Rally and Sopwith – and I would suggest that this zine is a good place to play such games. 0 out of 10 for plugging other zines.

In many way *Pigbutton*⁴ is very similar to *Flights of Fancy* (legibility apart). Up to issue 133 and this time there was even an editorial, after an absence of a couple of issues. Most of the zine is in fact the sub-zine *Ratadan* from Rob Mulholland, where the most of the chat is (as well as a review of *Wongar*). There is also a sub-zine from Mike Brian called *Shambles in Canra* Waiting lists (in *Ratadan*) Yellowbeard, It's A Raid Snit's Revenge, Fictionary Dictionary, the tall Poppy, Mare Mediterranean, Maneater and (in *Shambles in Canra*) One Lap of the Track. 0 out of 10 for plugging other zines.

*The Sprouts of Wrath*⁵ No.48 has a lovely quote from Mark in the editorial – “You’ve got to admit that when you’d rather wash the dishes than edit a zine then things are looking grim.” I know exactly what he means. Pete Birks once said that you know when you are losing interest in running a zine when you stop opening the envelopes. *Sprouts* makes this zine look as though it is suffering from a gamestart famine, carrying as it does 12 games of Diplomacy and seven games of Gunboat. That’s a lot of games to organise – add three or four variants and Mark will be carrying as many games as *Spring Offensive* at its peak and a game-load like that almost gave me a nervous breakdown. I guess the fact that they are all computer adjudicated must help – still, most impressive. I do hope *Sprouts* doesn’t suddenly fold as it would take down half the remaining postal Diplomacy hobby with it! The letter column is full of praise for *The Mole*, a TV show that I must confess to finding rather contrived and tedious. I am getting rather bored with all this “cheap” (in the sense that it costs very little to make) TV – lots of docu-soaps, DIY/Cookery and outdoor game shows. Whereas 10 years ago I couldn’t conceive of life without TV, I now find I watch less and less of it. Those who predicted that having 50 channels would reduce quality were absolutely right. *Sprouts* has lists for Pax Britannica, Catch Me, Catch Me, Diplomacy and War of the Words. 0 out of 10 for plugging other zines.

Back on the general games front there is *Bloodstock*⁶, issue 140 of which turned up with a quiz consisting of 31 cartoons illustrating the titles of films – all very entertaining. The zine seems to be developing an interest in film as a sideline with this issue having answers to a film quiz as well as a couple of pages on favourite film moments. I see that Mick is another fan of *The Mole* too – most perplexing – though I share Mick’s enthusiasm

for *The Dave Gorman Collection*, still the joke did wear thin after a bit. A very reliable zine with waiting lists for Acquire, Outpost, Alphabet Auction and What’s my Number. 0 out of 10 for plugging other zines.

It is beginning to feel like the postal hobby is almost completely given over to multi-games zines. Here is another – the super-reliable and visually attractive *For Whom the Die Rolls*⁷. I am beginning to wilt under the pressure of finding something to say about zines which all essentially follow the same formula. A5 booklet – very short editorial – lots and lots of games reports of lots of games – maybe a page of letters (but maybe not). Of course there is nothing wrong with this formula, but it does appear that zines with any decent element of chat in them have almost dwindled away to nothing. Is it a coincidence that these zines appear to cater for games where player interaction is minimal or non-existent? Have all the more creative editors gone over to the Internet, leaving those who were just in it to GM games behind? Anyway, if you want to subscribe to a zine that corresponds to such a formula then this is probably the one to get – it is undoubtedly very efficient and has a wide selection of games. 1835, Acquire, Diplomacy, Lancashire Railways, McMulti, Battle!, Bus Boss, Golden Strider, Railway Rivals, Sopwith and Source of the Nile are all on offer. Another zine which charges a £1 gamefee – but then Keith has so many games he can afford to have something to deter people from signing up for lots and lots of games. 3 out of 10 for plugging other zines (*Ode* gets a mention).

At least *Greatest Hits*⁸ is different. Pete has been ploughing his own furrow for many years now, but with the death of the chat zine *GH* seems to stand out more and more. Issue 248 is a fairly typical issue – chat about Pete’s addiction to the slow cooker (can’t see it myself), his musings on decaying vegetables, some Hobby History (an article on *Prisoners of War*), long letters from hobby old-timers Jonathan Palfrey and Malcolm Smith (who only lives in Hove – must send him a free issue), a piece on the Equitable Life fiasco, and chat which all amounts to bits of the yet to be published Pete Birks’ Diary. Not a zine to subscribe to in order to play games – if there’s a waiting list I can’t find it. Surprisingly, 0 out of 10 for plugging other zines (folded zines from the 80’s don’t count).

Just to show I have catholic tastes, *Jack Duckworth’s Alternative Universe*⁹ is basically a United zine, but there’s enough snippets here and there to make it more fun than your average football zine. One must not forget *The Tangerine Terror*, the sub-zine from Howard Bishop, which has just managed to get a game going. Waiting lists (in *TT*) for Battle of the Bulge, For Sale, Lost Cities, The Big Idea, Football Strategy, and others. 0 out of 10 for plugging other zines. (*Continued on page 13*)

⁴ Clive Palmer, 36 Ravensfield, Barstable East, Basildon, Essex, SS14 1UG.

⁵ Mark Wightman, 52 Park Road West, Bedford, MK41 7SL.

⁶ Mick Haytack, 43 Swanmore Road, Littleover, Derby, DE23 7SD.

⁷ Keith Thomasson, 14 Stepnells, Marsworth, Nr. Tring, Herts, HP23 4NQ.

⁸ Pete Birks, Top Flat, 4 Lewisham Hill, Lewisham, London, SE13 7EJ.

⁹ Simon Ives, 42 Elmlea Road, Kings Stanley, Stonehouse, Glos. GL10 3HR.

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THE GAME FROM IPANEMA

BY ROD WALKER

“As regras da Diplomacia são lógicas e quando interpretadas corretamente não são nunca ambíguas....”

Thus begin the rules for a game produced by GROW - Produtos para Recreação Ltda. of Brazil. The game box says the name of the game is "1914 O Jogo Da Diplomacia" ("1914 The Game of Diplomacy"), but we would all recognize it as Diplomacy. Unfortunately, it must also be said that this otherwise laudable attempt to spread The Game is not licensed by the owner, Avalon Hill, and apparently no royalties are being paid (although GROW has the nerve to indicate “Marcas e Pat. Requeridas”).

However, this game is more than a simple rip-off. It is also a variant. Two major changes are made to the game. First, Italy begins with a Fleet, rather than an Army, in Rome. Second, a 35th supply centre is added, in North Africa. The rules are otherwise basically a reorganized translation of the 1961 Rulebook, save that the victory criterion is set at 18 units (whereas prior to 1971 the Rules specified only “a majority of the units on the board”). This means that many of the ambiguities and other difficulties such as the Coastal Crawl which were cropping up before 1971 are embodied here. And there may be other problems... for instance, the rule against self-dislodgement is “clarified” in such a way that it prohibits any supported order against one’s own unit - apparently not even for the purpose of standing off an equally (or less) well supported attack by another Power.

However, all these problems can be laid to defects in the original Rules, long since corrected; or to problems in getting the Rules from English to Portuguese; or to a faulty understanding of how the game is supposed to work. On the other hand, the major alterations mentioned first were no accident. It seems to me that they make the game very different, but not unplayable. In fact, it is conceivable that some people may consider them an improvement over the original.

Italy is potentially much more powerful in the Brazilian version, with a real interest in challenging France at the straits (a new supply centre) and the naval power with which to do it. Alternatively: while Italy’s power to attack Austria by land initially is diminished, she can now pick up Tunis and challenge Austria for possession of Greece. All sorts of ramifications can be seen to ripple out to the very corners of the board, where even England and Turkey may have much to fear from a stronger Italy.

*Reprinted from Diplomacy World 36
(Winter 1984)*



Stephen Agar: This edition was clearly copied from a UK Diplomacy set – the political map and colours being the same, save that the colours from Russia and Turkey are reversed. There are a few errors that have crept in when the map was copied (presumably by a non-player) – notably the sea area around Kiel has been extended slightly so it looks like a new sea space, and Edi / Cly / NAO / NWG appear to meet in a 4-way point.

Instead of having "real" pieces to represent the armies and fleets, this edition has cardboard counters for units - 16 armies and 8 fleets for each power (see above).

The game also comes with seven small notepads for writing orders, each having a stack of pages with the name of the game at the top, followed by the power's name. The top sheet of all of the pads is an unmarked yellow sheet, presumably to hide the orders that are written on the pad. Although the game is undated, it must be pre-1978 (when the second Brazilian version appeared). My guess is early 70's, even though it was obviously copied from a 1963 UK set. Many thanks to Simon Szykman who sent me a copy of this version to go in my collection.

THE HAINAN ISLAND INCIDENT AND THE GAME OF DIPLOMACY

ALLAN B. CALHAMER

The recent emergency landing of an American surveillance plane on Hainan Island illustrates similarities and differences between the boardgame "Diplomacy" and actual diplomacy. The fact that the interface between the United States and China is in the South China Sea is due to the fact that the U. S. has the power to enforce its will in the matter. This continuing situation is altogether like the solution of issues in the Game of Diplomacy.

A great deal of diplomacy has arisen, however, over the incident involving the surveillance plane. Incidents hardly occur in the Game of Diplomacy, because it is so simplified that single aircraft, boats, personnel, etc., do not figure in it. Any movement in the Game of Diplomacy represents a major military movement.

The diplomacy surrounding the incident is important in dealing with immediate problems, such as the disposition of the plane and release of the crew. It is important in dealing with future problems, attempting to minimize future incidents, and loss of planes, ships, citizens, etc. The Chinese probably want a diminution in American activity in the South China Sea; although such a result might not take place unless the underlying power relationship shifted.

The diplomacy relating to the incident will inevitably mix to some extent with the diplomacy relating to national alignments; especially as the parties think ahead. Thus it has been suggested that the U. S. needs to stand firm, to encourage its allies in the area to remain well allied. This suggestion in turn has led to the suggestion that the U. S. might be working on a policy of "containment" of China. This much is also not surprising to a Diplomacy player: when the Soviet union was perceived as the major threat, the U. S. made overtures to China. Now that Russia is perceived as a lesser threat than the old Soviet Union, the U. S. may shift the concept of containment to China instead.

An objection to this speculation is that the U. S. is likely to insist on flying close to China to sound out the Chinese radars anyway, in the interest of its allies as well as itself, but nevertheless regardless of the allies. One supposes that the U. S. prefers to be friendly with any country, including China, deviating from that notion only for specific reasons. The need to look ahead, however, can have the effect of magnifying relatively small incidents.

The Chinese may have chosen this moment to take a crack at the U. S. because American relations with Japan are bad, due to the fact that a U. S. submarine recently rammed a Japanese fishing boat. They may even have taken the view that "If you can ram a boat, we can ram an airplane". The pilot lost his life in so doing; but he may have been willing to run that risk. Maybe he drew the short straw.

The Game of Diplomacy cannot deal in such subtleties, but it is not unusual in Diplomacy to attack a big power when it is stretched thin. The Chinese might be applying the same reasoning to annoying a big power.

MUST A STAB BE FATAL?

BY MARK L BERCH

Dozens of strategy articles have been written in part or entirely on the subject of the stab. One of the most common pieces of advice given is that a good stab must be a devastating stab. For example, "Billy Argon", writing in *Europa Express* #28, states: "Never stab unless you are sure that you'll cripple your ally." Robert Sergeant's famous essay reprinted in *Diplomacy Digest* #1 states, "I will not stab for a one centre gain." A dozen similar quotations could be presented. This advice is, in a word, wrong. It does not represent the way the game is played by experts, whether at postal, tournament, or face-to-face play.

To be sure, the advice is often quite right. Many stabs rebound against the stabber precisely because the victim was not crippled. But the advice is too rigid. There are many circumstances that arise which call for a stab which does not cripple, and which may entail taking only one centre. If the advice cited above causes you to overlook these opportunities, you're not going to grow as fast as you should. You may even be - horrors - stabbed yourself.

The first case is not at all rare. Here your ally is very dependent on you. Perhaps a piece or two of yours is supporting his push against another power. Or maybe your pieces are involved in a stalemate line. But there is a centre of his that you want to take. Maybe you need the build, or maybe you can't afford to let him have the build. You may feel that the centre is rightfully in your zone of control, or you may feel that you need to place a piece in a spot which just happens to be his supply centre. Perhaps you just feel he owes you a centre, or maybe you just want to show who's boss. But alas, your golden tongue has tarnished, and you can't talk him out of the centre.

So you take it anyhow. Yes, just what your mother warned you against, a one-centre stab. You are taking a calculated risk here. You are gambling that your ally will not terminate the alliance for just one centre. How can you be sure of such a thing? Actually, you can't; but there should be plenty of clues, if you've done your homework and had plenty of contact with him. Does he seem to have a hair trigger? Require absolute fidelity? Seem to have a vengeful streak? These are all signs that you may not get away with this stab. On the other hand, does he seem to take a long-term view? Has he done this sort of thing himself? Does he pride himself on being a pragmatist? These are all good signs. Even more compelling considerations may come from the gameboard. The more dependent he is on your help, and the further his units are from your exposed centres, the less tempted he'll be to retaliate.

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Incidentally, don't assume that this won't work just because your ally is firm in rejecting the idea in advance. He may try strenuously to talk you out of it, but then accept it as a fait accompli once it has occurred. To be sure, this tactic is going to damage your alliance. However, you may decide that this damage is more than compensated for by the value of the centre.

Finally, please note that the one thing you don't want to do in such a stab is "cripple" your ally. If you do that, he'll know he's doomed and will likely turn on you for vengeance.

A second circumstance is a ghoulish variation on the first. The set-up appears to be the same, and you swipe your one centre. Here, however, your intention is not just to settle accounts a bit and get on with the alliance. This time, you've decided to nibble him to death. One centre this year - he can't do anything about it, and he needs your help, so he accepts it as not worth fighting over. Then, another centre in the following year. More grumbling from the twice-stabbed ally, but he may again be unwilling to give up the values of the alliance for a(nother) centre lost. In the next year, a centre or two more. This might be called a rolling stab, and by the time you're done, he's been converted, almost imperceptibly, into a puppet. You can keep him at that, or finish him off.

There are several reasons to do this, to spread your stab out over several years. First, you may not be strong enough, or not have the needed access to his unguarded supply centres. There may, indeed, be only one centre available at first. Second, even if you are strong enough, and in the right position, to take 2 or 3 centres, this may not be advisable. Your rapid growth may shock the rest of the board, and draw too much attention to yourself. You may not want a full scale war with your ally, since that would require units deployed elsewhere, and would rather get those centres slowly without a war. Third, he's likely fighting someone else. You don't want him to give up that fight to get revenge against you, even if such revenge ultimately won't succeed. If he gives up the other fight, you may have to take it up yourself. Finally, since this lacks the naked brutality of an ordinary stab, you may be able to persuade others that it wasn't really a stab, that you're not really a stabber. This may be handy if you are planning a naked, brutal stab for later in the game. This, then, is a stab for a patient woman, a woman who wants her centres (or patient man, a man who wants his centres) without having to fight an all-out war to get them.

A third example might be called a strategic stab. Here you are stabbing a larger power with everything you've got - which is, alas, not much. A good example of this comes from 1976IF, in which I played Germany. W04 found me in a war with France in which I had only a slight upper hand, and 6 centres. Russia, played by the formidable Steve McLendon, was at 10 centres and ruling. Austria and Turkey were vying for the right to puppet to Russia in the south. He had already gained Edinburgh. Even Italy seemed to think Russia had it in

the bag. While I personally was not threatened, since I could see 18 Russian centres without any of mine being used, coming in 2nd did not appeal to me then. I patched up my war with France, and in S05 stabbed Russia, and netted only 1 centre that year. The stab changed the psychology of the game: Austria and Turkey made anti-Russian moves in F05. This kind of stab is a ploy to halt a potential winner's momentum and galvanize the rest of the board.

And there is one final circumstance in which a stab for one centre is justified: when you already have 17....

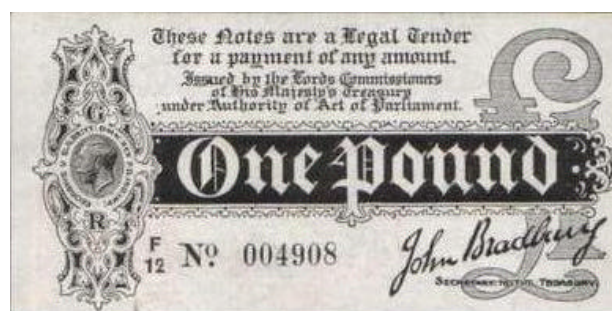
Reprinted from *Diplomacy World* 36
(Winter 1984)

ROCK, PAPER, DIPLOMACY

RULES BY STEVE WILLIAMS

Rock, Paper, Diplomacy is played following the same rules as normal Diplomacy with the following changes:

1. There are three "Flavours" of Armies: Diplomats, Guard and Merchants. Diplomats are equivalent to Paper, Guards to Scissors, and Merchants to Rock. Navies are unchanged, and are considered the equal of any of the above forces. This is both a strength and a weakness, as you will see in a moment.
2. When forces are even, refer to the old game of "Rock, Paper, Scissors" - Rock beats Scissors, but loses to Paper. Scissors beats Paper. This represents the various abilities of the units. Diplomats, for example, love to regulate Trade, which drives out Merchants. Merchants can buy off Guards. Guards have the ability to impose Martial Law, thereby making Diplomats powerless.
3. In cases of uneven forces, the normal Diplomacy rules apply. A supported attack on an unsupported unit which has chosen to hold will always succeed, regardless of "Flavour."
4. When a Nation gains new units, they may select the "Flavour." There are no restrictions on which flavour you select.
5. When starting the game, start with a Ten-Minute Diplomacy period. Following this each player writes down his/her choices for what "Flavour" their starting units should be. Then begin with the normal pre-Game Diplomacy period. From this point forward, the game is played as normal.



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DOUBLE DIPLOMACY

BY MELLE KONING

Double Diplomacy is a variant of standard diplomacy with the standard map. Each of the seven players control TWO great powers instead of one, but each great power is controlled by two players as well. This means that each power has “two captains” who must sail their ship and you have two of those ships under your control... Explanation follows now.

Distribution of Players/Powers

To make the distribution of powers and players more clear, the distribution is shown in the two tables below. Note that the second table just follows from the first and vice versa

Power	Played by
England	1 and 7
Turkey	1 and 2
Germany	2 and 3
Italy	3 and 4
Russia	4 and 5
France	5 and 6
Austria	6 and 7

So, in this variant you have more control on the board (two powers under your control!), but also more to diplomate because you don't rule your powers alone! Do you think you can agree with your partners or do you prefer to work alone?

Submission and adjudication of moves

Because one power is controlled by two players, there are always two sets of orders for each power submitted. However, at a certain point in the game, the orders the two rulers give could be different.

The GM will only execute those orders which “synchronize”. That is, units not in sync by the two rulers will hold (*example 1*). There is only one exception to this rule: A unit ordered to hold by one of the two players will be 'overruled' by a support order (*example 2*). Note however that move-orders will NOT overrule hold orders (*example 2*).

The GM will adjudicate in two steps. First he will “sync” all the orders, giving all units not in sync the hold order. After that he will adjudicate the moves for the seven great powers.

Example (1)

F Lon “not in sync”

<u>Player 1 orders for</u> <u>England</u>	<u>Player 7 orders for</u> <u>England</u>
A Lvp - Yor	A Lvp - Yor
F Edi - Nwg	F Edi - Nwg
F Lon - Nth	F Lon - ENG

Moves to go into adjudication:

A Lvp - Yor, F Edi - Nwg, F Lon HOLD.

Example (2)

A Pic support-order overrules HOLD order.

A Spa move order does not overrule HOLD-order

Player 5 orders for France	Player 6 orders for France
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A Pic HOLD	A Pic S (E) F Nth - Bel
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F MAO - Por	F MAO - Por
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A Spa - Mar	A Spa HOLD
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Moves to go into adjudication:

A Pic S (E) F Nth - Bel, F MAO - Por,

A Spa HOLD

After the GM has “synced” all orders, all normal standard diplomacy rulings apply in the adjudication phase.

Double Diplomacy Winning Conditions

This game is won by the two players if the power under their control has 14 supply centres after a fall move. (example: players 3 and 4 win the game if Italy has 14 SC).

The Double Diplomacy homepage is at:

<http://home.soneraplaza.nl/mw/prive/mkoning/diplomacy/doubledip.html>



KIRSTY MACCOLL (1959-2000)

I have been a fan of Kirsty MacColl for a long time. Her recent premature death caused me to look afresh at my Kirsty collection and compile about 70 minutes of ‘B’ sides etc. on to a CD. Kirsty’s albums were few and far between and there is a wealth of material on singles and promos etc. I even have a copy of her “first” record (backing vocals for the *Drug Addix*), but that is a terrible record and I wouldn’t recommend it to anyone (Croydon teenage punk meets Lou Reed). Anyway, what I am slowly getting round to is that if anyone would like a copy of a Kirsty ‘B’ sides CD, I will copy you one for £1 (to cover costs). In the unlikely event that these tracks are commercially released the offer is of course withdrawn – I am not trying to deny Kirsty’s family royalties, merely to make her music available to fans.

For excellent Kirsty websites check out:

<http://www.freeworld.demon.co.uk>

<http://www.iag.net/~akoustic/kirsty/kirsty.html>

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LETTERS



TOBY HARRIS

Moving out of London (again) smacks of all the “trimmings” of the time I moved to Sunderland... larger property to live in, shorter travelling time to work (though nowadays “work” can be anywhere from Bristol, Manchester or London in an attempt to flog a database to some bank or other blue chip organisation) and of course, the women in the north are so much freer with their “intercourse”. ☺ Cheaper beer, attractions closer to hand (Cadbury World, Star City, bowling, cinema etc), less congestion, a change of scenery... all good stuff.

Of course the downside (as was the case in Sunderland) is coming to terms with the ridiculous local accent!! Take the work canteen for example ... “would you like coosterd with yer terkay?” And the folk in the local office are less professional (it's primarily a call centre, with our small department hogging a small corner of the room) so it's not so great for personal development. But what the hell... if I sell two databases this year then I'll pull in the anticipated £70K+ salary for the year.

SA: *Hmmm. I haven't compared sizes since I was 8, so I'd better not start now.*

Gaming ain't too bad either ; three Brummie guys pop around each Monday night for gaming including Simon Devereux & Chris Latimer, who you'll know of. Maybe it's just because I'm the new kid in their gaming circle but I've not lost a game yet... awe, shucks. ☺

SA: *See if you can persuade them to subscribe to this up and coming Diplomacy zine you know...*

And so the house itself. A bit different from having the attic room in a 3-bed house share with a French babe and a Spanish hippie. Still three bedrooms : one “normal”, one dedicated to games, Scalextric, trophies and other kiddie things and the third is, well, indescribable : green cotton material for wallpaper, purple draped from the ceiling, beanbags, oil lamps, beer fridge and all the bangles and bawbles of a total “chill out and get stoned”

nook. Should go down well for the housewarming party next weekend.

As for Diplomacy, I suspect the Boasters game will be the last Dip game for the foreseeable future. Email is a great way to play but as I discovered in the WM99 finals, it is impossible to keep up with an intense Dip game in the middle of a busy period at work. I mean, it's one thing to con some numpty into letting your Turkey grow to 11 centres in 1903 ☺ but there's a tad more work to be done in the latter rounds. The semi finals was one of the toughest games I've ever played and the final was just way too demanding. So email Dip and I will go our separate ways.

SA: *Yes, it is a shame you felt you had to resign from the 99 World Masters final. All that effort and then you don't finish! However, I think it is unlikely that I will play in the second round of the '00 World Master because – as you say – it is a big commitment if you do it properly.*

The postal game is, well, dead as far as I'm concerned. I dropped out of the *Ode* all winners postal game simply because I never found the inclination to write a letter.

It's all a great shame because, focussing on the real issues here (he says coughing a cough of joviality), not having played in tournaments for the last two years, I estimate (based on the last 10 or so years worth of results) that my trophy collection has suffered to the tune of being 8 trophies lighter than it would have been... meaning that the likes of Bouton, Radia etc might getting ideas above their station about who's Dip trophy collection is the most impressive!! But then one could argue that they only started getting results after I left the scene. ☺ Come to think of it, Dave Horton's tournament 1sts were from tournaments where I didn't fully participate: The MidCon win was the year I didn't get there, ManorCon I played a round short (and had a 17 in one of the rounds I played) and likewise the MasterCon tournament a couple of years back (only one round played and got a 17 in that too). So these numpties can go bleat all they like about their achievements coz they've still got some way to go to get their collection numbering more than 30. ☺

Whatever, y'know I think the only thing I miss from it all is... the gloating.

SA: *But that is why I run a zine Toby, just so you can gloat away.*

BRENT MCKEE

I would like to clarify some of what John Boardman wrote with regards to the Avalon-Hill games. It is true that Hasbro has so far only released *Diplomacy* and *Acquire* from the old Avalon-Hill catalogue of games, however that is only part of the story. A number of games that Hasbro felt wouldn't earn a big enough market share for them have licensed to smaller companies. Mainly these are two player war games, including *Squad Leader*, and *Up Front* (licensed to Multi-Man Publications), and the *We the People* type

ARMISTICE DAY 4

games (licensed, if I recall correctly to, GMT games). I am not entirely sure who has what games licensed; a check on the rec.games.board newsgroup might produce an answer. *Empires of the Middle Ages* was not an Avalon-Hill game -- it was originally produced by SPI, and so has been out of print for something like 20 years. I do understand however that a new edition will be coming out in the next year or two.

SA: That may annoy the individual who paid £137 for one on eBay a couple of weeks ago!

As to Hasbro, I wouldn't condemn them too fast. They have stated an intention to release about 6 games a year under the Avalon-Hill banner. This is a combination of new and old titles. Besides *Diplomacy* and *Acquire* the 2000 releases included *Battle Cry!* (US Civil War), *Axis and Allies Europe* (WW II in Europe), *Stratego Legends* (a fantasy version of *Stratego*) and one other that I can't recall at the moment. For 2001 they will be releasing a new edition of *Cosmic Encounter*, and a version of *History of the World* is due out either this year or next. Granted Hasbro isn't releasing everything that Avalon-Hill produced, but then let's admit that some of that material was not the greatest - *Colonial Diplomacy* comes immediately to mind.

SA: I just swapped a copy of Cosmic Encounter for a 1978 Brazilian Diplomacy set. A fun game to play with a few drinks – or even drunks – but not a good game as games go. History of the World I do enjoy as a game – but it is all down to luck.

Sports cards were big when I was growing up, particularly Hockey and Baseball cards. Unfortunately I don't have any of the ones I had as a kid. Today many of them are very valuable, especially the first (rookie) cards of famous players. My brother has a lot of his old hockey cards, complete sets in many cases. Unfortunately he is missing the one set that is the most valuable set of all - the one containing Wayne Gretsky's rookie card. That one card sells for over \$800 in US funds. Or did a few years ago when there was a mania for sports cards as investment properties. I even bought some, although I didn't go to the extremes of some people. Investment rule #1: never buy in at the top of the market - or to put it another way, when you shoe shine boy starts giving you stock tips it is time to get out of the market. Hopefully my "investment" will be worth what I paid sometime before I die.

eBay is something I should have gotten into as an investment but I didn't have any available cash at the time. About two years ago Canada got a new national newspaper, started by Conrad Black, who owns the Telegraph in Britain. In the first issue of the *National Post* there was an article in the financial section that stated that alone among the Internet stocks, eBay was the one to stick your money into because eBay actually made money. All the other start-ups, including such high-flyers as Amazon.com and Yahoo didn't. Investment rule #2: it is better to put your money into something that makes money than in something that doesn't. At the time that I read this eBay was selling for

\$80 a share. Since then the stock has split at least twice (that is if you bought one share then you would now own 4) and is currently selling for about \$40 a share (\$160 for four - doubling your money). Meanwhile the companies that were launched at the same time and didn't make money are out of business.

SA: I have to confess to using ebay quite a lot – if you want (as I did) an Australian Kirsty MacColl single, the Boomtown Rats “Fine Art of Surfacing” on CD or even a collection of World War I political cartoons, then it is the first place to look. Anyone after rare records should also check out www.gemm.com as well.

ALLAN STAGG

Simon Ives wrote about bubble gum cards. He was right - the bubble gum itself was pretty foul, especially if it was old and brittle. I remember once being given a shilling, and immediately spending it on a dozen packets of bubblegum of a set I was collecting - ABC's Planes. In the 150 yards between the shop and my home I had managed to open all of the packets and stuff all the bubblegum in my mouth - it seemed a shame to waste it! By the way, the Civil War Set was on offer for £225 in Murray's 2000 catalogue, so his friend probably paid a premium for the album. The bank notes themselves would cost £45 now.

SA: Esme can't understand why anyone would pay so much money for things like that – but I can. Men have the collecting gene.

ALEX BARDY

I received *AD* #3 a while back and once again, an interesting read. I couldn't help feeling like a naughty schoolkid when you talked about the lack of zine reviews you've seen of late in other zines. I have always tried to give plenty of coverage to other zines through *Mango* and in an irony of all ironies, *Mango* #23 didn't have any coverage at all? Always the way, init!?

Your forays into Diplomacy history always seem well-informed, and I for one find them interesting, so please keep this to the fore when putting together future issues (which I'm sure you will do anyway).

SA: Don't let David Oya hear you say things like that or you will be in big trouble!

Thanks (I think) for your pre-emptive summary of my prospective reader survey ? I feel duty-bound to say however, that very few of my readers are Diplomacy players so I can't help but hope that you're wrong about some of it. Otherwise, I'd have to bow down before you and declare that Mr Agar is God after all...

SA: See the letter from Bruce Edwards below...

Interesting to see Chris Dickson's comments re. new zine = newer computer. Funnily enough, I'm looking at upgrading my own machine shortly ? I've gone the infinitely more treacherous route of purchasing the parts separately, and now need to get a weekend to myself in order to actually build the damn thing. Why? Well, my path through the world of PC ownership has meandered

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from purchasing shiny new complete PC systems from PC World, through choosing the individual specs from a direct mail firm and paying to get them to build it, to this: I want to do it myself, from the motherboard up, if for no other reason than personal satisfaction and for the inherent educational value it might provide.

The specs? An Athlon 1.2 GHz, 256MB SDRAM, with a 40Gb hard drive (well, 30 & 10.1), and all the usual: CD/RW, DVD ROM, etc. ? I was sorely tempted to go the DDR route but felt I had to draw the line somewhere with regards to cost, and I think DDR has a limited life-span anyway, at least before the 'next big thing' comes along in a few years time.

SA: I hate to prove Chris right, but I ordered a new PC last week. I've gone for a 1.33 Athlon DDR 256 RAM, 60Mb hard disk etc. I can't help but feel about PCs the way some people feel about sports cars. Esme will say "but why do you need a new PC?" To which the only answer is "So I can open Word 0.4 seconds faster!" Actually, I have bought her off this time by (a) giving her my 800MHz PIII and ordering a 15 inch LCD monitor with the new PC which I am giving her to use. Everyone has their price.

I was an early adopter of the Athlon processor, and my 500MHz one has served me well, but the Slot A architecture didn't last long, and now I have to wonder just how long Socket A will last, although at least I shouldn't need another upgrade for while. Why do I even need this upgrade you ask? A fair question, given that we're asked often enough in computer publications the world over why we need all that processing power in the first place unless we're professional users? Well for me at least the reason is because I want to (not to beat about the bush or find an alternative, more inventive excuse), and the idea of building my own holds a lot of appeal too. And if I was asked for another reason? Well, it's because of my hopes and ambitions? The hope one day that I'll be able to put out a stunning website, and the ambition to be able to write more solid and useful program code without having to pore over countless books and advanced manuals all the time; and there are any number of other dreams I'd hope to achieve with the damned thing, one day, one time...

SA: I wanted to build my own, but soon discovered that if you want the highest spec machine possible it is cheaper to buy it ready made (and you get a warranty).

Anyway, I'd like to read a little more about eBay in your zine 'cos when I visited the site a week or so ago, it was like a bloody great big minefield (where the hell do you start looking?), and I switched off after a couple of minutes useless browsing. Some guidance would be nice, and a few paragraphs on the whys and wherefores would definitely be greatly appreciated. I didn't actually get to see any kind of auction 'in progress', but this may well have been because I didn't try and put in a bid for anything anyway!

SA: What I do is stick to searching for particular things I want. For example, I have a regular search for "Clive

Product" in the (so far) vain hope that one of his LPs will turn up. I also often search on "Diplomacy" and end up using unusual Diplomacy sets for my collection. I rarely use their browse feature as the site is too big.

You see, I've a healthy collection of... erm...collectibles, many of which I might be looking to sell, and it would be nice to get some idea of how much they could be worth. And if I sell anything through eBay, who deals with the processes of payment and collection/delivery? Or is that left to the individuals involved? Is it regulated, to avoid timewasters, etc?

SA: The usual rule is buyers pay postage and the seller sends the goods after they receive the money.

Yeh, I'm sure I could probably find the details on their website SOMEWHERE but if you're already an experienced user of the service, then any kind of advice or guidance you can impart would be useful I think, and I can't be the only one.

I know it's a bit presumptuous, but I think *Armistice Day* could prove an excellent portal into the world of email postal gaming, the US and European scene, etc. and would definitely like to read more about your internet "roadtrips" along these lines. Do share them with us, and yes, that does mean exactly what it says? It's always nice to see someone else doing the donkey work for a change...

SA: I may start a regular page on interesting games-related websites.

BRUCE EDWARDS

Anyway, at least I don't need to fill in Alex's survey... Stephen has practically described me exactly - late 30's (and I mean really late, here), married (11 years - 3 children), BSc, and definately male. What more can you say? Regarding recruitment to the zine scene, well, before Alex's article, I hadn't really heard about zines, or I might have turned up sooner! Of course, publicity costs money, and you've got to know where the target audience is to be able to catch their interest. Tough one there.

SA: Where do we start and who will do it?

STEVE TURNER

On the 1971 Rulebook and the change to the victory conditions:

I'm GMing a game in which it is France vs. Germany/Italy/Russia. In Autumn 1909, France went to 17 centres but was a build short. The Alliance was also a build short (Germany has lost all his home centres).

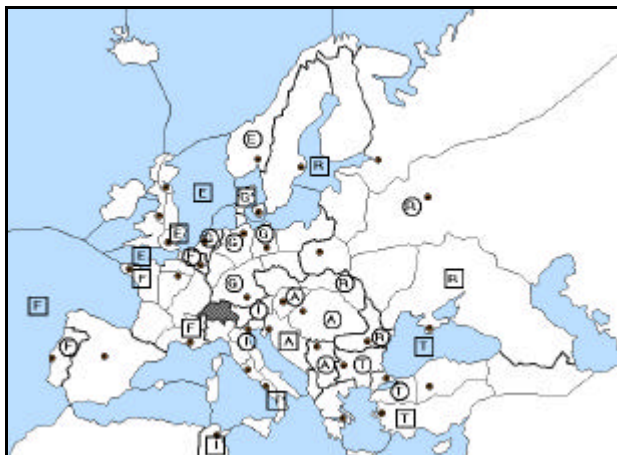
In Autumn 1910 Germany took Holland off France and Italy took Munich off Russia. France is now on 16 and has 16 units. But Germany is now 2 short and Italy is 1 short and so the Alliance only has 15 units.

SA: Excellent example - but hardly typical! Wonder who will be the first to crack. My money is on France.

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MONS

REGULAR DIPLOMACY – AUTUMN 1901



AUSTRIA: Steve Ade, Hill Cottage, Hollow Lane, Chelmondiston, Ipswich, IP9 1HZ (steve@hollowlane.co.uk)
A(Vie) s F(Tri); A(Ser) - Bul (FAILED); F(Tri) Stands

ENGLAND: Dave Clark, 74B Chester Road, Castle Bromwich, Birmingham, B36 9BU (daveclarkdiplomacy@ic24.net)
F(Lon) - ENG; F(NTH) c A(Yor) - Nwy; A(Yor) - Nwy

FRANCE: Jimmy Cowie, 26 Stewart Grove, Danderhall, Midlothian, EH22 1QY (J.Cowie@icscotland.co.uk)
F(Bre) - MAO; A(Pic) - Bel; A(Spa) - Por

GERMANY: Richard Scholefield, 54 Cottingham Grove, Bletchley, Milton Keynes, MK3 5AX
A(Ruh) - Hol; F(Den) - Swe (FAILED); A(Mun) Stands

ITALY: Nick Parish, 1a Wilna Road, Earlsfield, London, SW18 3AY (nick_parish@bankofengland.co.uk)
A(Ven) s A(Tyr) - Tri; A(Tyr) - Tri (FAILED); F(ION) - Tun

RUSSIA: Bruce Edwards, 29 Aeron Close, Barry, South Glam, CF62 7PX (Kactusjak@tinyworld.co.uk)
A(War) - Gal; F(GoB) - Swe (FAILED); A(Ukr) - Rum; F(Sev) s A(Ukr) - Rum

TURKEY: Tim Deacon, 7 Ivanhoe Avenue, Nuneaton, Warks. CV11 4RW (gamesmaster@mr-gm.demon.co.uk)
A(Bul) - Ser (FAILED); A(Con) - Bul (FAILED); F(Ank) - BLA

Autumn 1901 Adjustments:

A: Vie, +Ser, Tri, Bud = 4; Gains 1. Builds A(Bud).
E: +Nwy, Edi, Lon, Lpl = 4; Gains 1. Builds F(Lon).
F: +Bel, +Por, Bre, Mar, Par = 5; Gains 2. Builds F(Bre), F(Mar).
G: +Hol, +Den, Mun, Ber, Kie = 5; Gains 2. Builds A(Kie), A(Ber).
I: Ven, +Tun, Nap, Rom = 4; Gains 1. Builds F(Nap).
R: +Rum, Sev, Mos, StP, War = 5; Gains 1. Builds A(Mos).
T: +Bul, Con, Ank, Smy = 4; Gains 1. Builds F(Smy).

Press

Turkey-Russia: My fleet is merely covering yours!

TANNENBURG

ABSTRACTION II - AUGUST 1914

AUSTRIA John Colledge, Dunroch, 24 Brunstane Bank, Edinburgh, EH15 2NR (dunroch@pop.dial.pipex.com):
A(Tyr)-Zur; A(Ser)-Bul; A(Cro) B F(ADS), A/F(ADS)-ION, A(ION)-Gre

ENGLAND Chris Martin, 444 w49th #1AG, New York, NY 10019, USA (tremewanc@earthlink.net):
F(NTH)-Nwy; F(ENG)-Bre; A(Wal) B F(IRI), A(IRI)-Ire; F(IRI)-MAO (Army fails to disembark);

FRANCE John Boocock, 25 Melrose Drive, Peterborough, PE2 9DN (JohnandDiana@tesco.net):
F(GoL)-And; A(Lor)-Bel; A(Bre) B F(MAO), A/F(MAO)-NAO, A(MAO)-Ire

GERMANY Dave Clark, 74B Chester Road, Castle Bromwich, Birmingham, B36 9BU (daveclarkdiplomacy@ic24.net):
A(Kie)-Hol; A(Mun) Std.; F(Den)-Swe; A(Ruh)-Bel

ITALY Bruce Edwards, 29 Aeron Close, Barry, South Glam, CF62 7PX (Kactusjak@tinyworld.co.uk):
A(Tus) B F(TYR), A/F(TYS)-WMS, A(WMS)-Mor; F(MAL)-Tun; A(Pie)-Mar

RUSSIA Bob Pitman, 19 Honeysuckle Close, Locksheath, Southampton, Hants. SO31 6WF (bob@p1tman.demon.co.uk):
A(Mos) Std.; F(Rum)Std.; A(Lap) S F(RIG)-Swe; A(War) Std.

TURKEY Nick Gladstone, 1 Rosemary Terrace, St. Agnes, TR5 OUF (ngladstone@cornwall.gov.uk):
A(Bul) Std.; F(Con)-AEG; A(Smy) B F(CYS), A/F(CYS)-EMS, A(EMS)-Egy

SEPTEMBER 1914

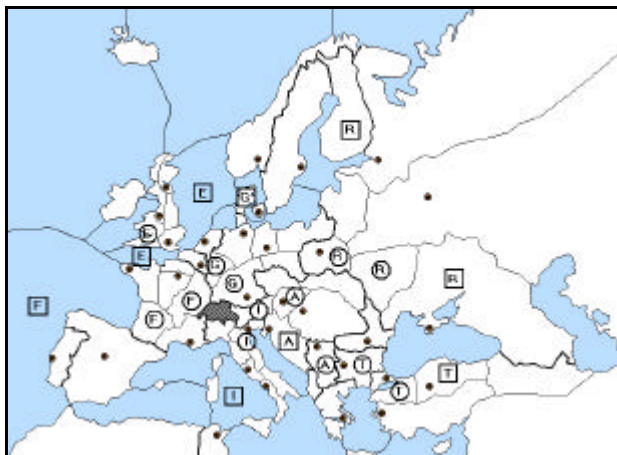
A: Vie, Bud, Pec, Zar, +Zur, +Ser, +Gre = 7. Builds A(Bud), A(Vie), A(Pec).
E: Edi, Lpl, Ply, Lon, +Nwy, +Bre = 5. Builds F(Lpl), F(Lon).
F: -Bre, Par, Lyo, +And, -Mar = 3. GM Removes A(NAO).
G: Kie, Ber, Mun, Dre, +Hol = 5. Builds F(Kie).
I: Ven, Rom, Nap, Sic, +Mor, +Tun, +Mar = 7. Builds F(Sic), F(Nap), A(Ven).
R: StP, Mos, War, Ode, Arc +Swe = 6. Builds F(Arc).
T: Con, Smy, Sin, Dam, +Egy, +Bul = 6. Builds A(Con), F(Smy).

Press

Germany- England, France & Russia: When one of you finally gets off the fence! I will be most happy to know which direction my units are likely to be heading? Please someone take the initiative.

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HELIGOLAND GUNBOAT DIPLOMACY - SPRING 1901



AUSTRIA-HUNGARY (Emperor Franz Josef)
A(Vie) - Gal (FAILED); A(Bud) - Ser; F(Tri) Stands

ENGLAND (Caveat)
A(Lpl) - Wal; F(Edi) - NTH; F(Lon) - ENG

FRANCE (Petit Chou)
A(Par) - Gas; A(Mar) - Bur; F(Bre) - MAO

GERMANY (Visigoth)
A(Mun) - Ruh; A(Ber) - Mun; F(Kie) - Den

ITALY (Greenslade)
A(Ven) - Tyr; A(Rom) - Ven; F(Nap) - TYS

RUSSIA (Agar)
F(StP) sc - Fin; A(War) - Gal (FAILED); A(Mos) - Ukr;
F(Sev) - BLA (FAILED)

TURKEY (The Great Panjandrum)
F(Ank) - BLA (FAILED); A(Con) - Bul; A(Smy) - Con

Press

Ank - All (especially StP): Now, now, we don't want to get fractious, do we? Let's all proceed calmly and we'll soon get a jug rolling. If you haven't gone to BLA, I really really promise I'll go like a good boy next go. There now, isn't that reasonable of me? Oh, by the way, if that silly Autrian fellow has gone to Serbia and Albania, I really can't speak about the total insufferableness of the situation.

Austria - Turkey: Please feel free to put your ideas in press for me?

Rome - Vienna: If we had had initial diplomacy, I would of course have told you about these moves, which are of course purely defensive.

Austria- Italy: If you leave me alone I will be very very grateful and will assist your units whenever possible.

Rome - All: And I don't want anyone being encouraged to 'eat up your greens'.

Austria- Russia: Please feel free to put your ideas in press for me?

THE BATTLE OF HELIGOLAND

In August 1914 Admiral Sir David Beatty devised a plan to draw the German Navy into a major sea battle. Beatty used two light cruisers, the *Fearless* and *Arethusa* and 25 destroyers to raid German ships close to the German naval base at Heligoland. When the German Navy responded to the attack, Beatty brought forward the battleships, *New Zealand* and *Invincible* and three battlecruisers. In the battle that followed (on 28th August), the Germans lost three German cruisers and a destroyer. The British ship, the *Arethusa* was badly damaged but was towed home to safety. Beatty's aggressive tactics at Heliogoland helped developed his reputation and was a factor in the decision to make him Commander of the Grand Fleet in place of Sir John Jellicoe in December, 1916.

MARNE

REGULAR DIPLOMACY – GAMESTART

AUSTRIA: Howard Bishop, 43 Guinions Road, High Wycombe, Bucks, HP13 7NT. latics@globalnet.co.uk

ENGLAND: Garyth Wright, 54 Greenfield Road, Dentons Green, St. Helens, Merseyside, WA10 6SL

FRANCE: Peter Berlin, 15 Rue Andre del Sarte, Paris 75018, FRANCE.

GERMANY: Neil Hopkins, 18 Burncross Grove, Chapelton, Sheffield, S35 1RB.
Neil.Hopkins@hotmail.com

ITALY: John Thompson, 7 Chestnut Path, Canewdon, Essex, SS4 3QQ. Johnplaybymail@aol.com

RUSSIA: Mike Dean, 21 Wynbury Drive, HIGH WYCOMBE, Buckinghamshire, HP13 7QB

TURKEY: Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, G46 7LW. ellis@golds.co.uk

Gentlemen – I'm sure you all know the rules etc., but the complete and comprehensive House Rules can be seen at <http://www.armisticeday.com>, and they were printed in summary form in issue 3. Please note the rule regarding Anarchy. If any player NMR's for two moves in succession his units will be placed in anarchy according to the "Retreat Home" rule. What this means is that immediately after the move in which a power goes into anarchy, I will remove all that Power's units and replace them with armies standing in all unoccupied supply centres owned by that Power. The aim of this rule is to minimise the advantage a dropout gives to adjacent players – I believe it is the fairest outcome possible. Also

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note that I won't start the game with an NMR, so please get your orders in early so I don't fret. Peter, Garyth and Mike - if you do have an email address can you let me have it - ta.

THE BATTLE OF THE MARNE

At the end of August 1914, the three armies of the German invasion's northern wing were sweeping south towards Paris. The French 5th and 6th Armies and the British Expeditionary Force (BEF) were in retreat. General Alexander von Kluck, commander of the German 1st Army, was ordered to encircle Paris from the east. Expecting the German army to capture Paris, the French government departed for Bordeaux. About 500,000 French civilians also left Paris by the 3rd September.

Joseph Joffre, the Commander-in-Chief of the French forces, ordered his men to retreat to a line along the River Seine, south-east of Paris and over 60km south of the Marne. Joffre planned to attack the German 1st Army on 6th September and decided to replace General Charles Lanrezac, the commander of the 5th Army, with the more aggressive, General Franchet D'Esperey. The commander of the BEF, Sir John French, agreed to join the attack on the German forces.

General Michel Maunoury and the French 6th Army attacked the German 1st Army on the morning of 6th September. General von Kluck wheeled his entire force to meet the attack, opening a 50km gap between his own forces and the German 2nd Army led by General Karl von Bulow. The British forces and the French 5th now advanced into the gap that had been created splitting the two German armies.

For the next three days the German forces were unable to break through the Allied lines. At one stage the French 6th Army came close to defeat and were only saved by the use of Paris taxis to rush 6,000 reserve troops to the front line. On 9th September General Helmuth von Moltke, the German Commander in Chief, ordered General Karl von Bulow and General Alexander von Kluck to retreat. The British and French forces were now able to cross the Marne. Despite encountering little opposition, the advance was slow and the armies covered less than twelve miles on that first day. This enabled Kluck's 1st Army to reunite with Bulow's forces at the River Aisne.

By the evening of 10th September, the Battle of the Marne was over. During the battle, the French had around 250,000 casualties. Although the Germans never published the figures, it is believed that German losses were similar to those of France. The British Expeditionary Force lost 12,733 men during the battle.

The most important consequence of the Battle of the Marne was that the French and British forces were able to prevent the German plan for a swift and decisive victory. However, the German Army was not beaten and its successful retreat ended all hope of a short war.

ZINES

(Continued from page 3)

Last of the UK zines is *The Cunning Plan*¹⁰ No.93. Not the zine it once was. 16 pages (but three produced by Shaun Derrick and one by James Hardy), down to six games of Diplomacy (and almost a year since the last game started). An interesting four page letter column - but if Alan Frost ever stopped subscribing Neil would be in real trouble. This feels like a zine which either needs an injection of new blood or enthusiasm - all a little depressing for what used to be my favourite zine and an absolute bedrock of the PBM Diplomacy hobby. Waiting lists for Diplomacy, Colonial Diplomacy, Pax Britannica and Kingmaker. 0 out of 10 for plugging other zines.

US ZINES

*Graustark*¹¹ continues to impress - undoubtedly the zine that gives me the most entertainment value each month (and only *GH* comes close). Up to issue 719 - imagine it, publishing a zine continuously for 37 years - but it is wearing well. Admittedly John contemplates the fact that his Diplomacy zine may soon not have any Diplomacy games to put in it - but then the zine can continue in its present form (politics and book reviews) without much trouble. Given my comments above on *Ode* it is worth mentioning that John charges a \$35 gamefee (\$100 if you live in Europe) which includes the cost of the zine for the life of the game. I can't help wondering if this is a small part of the problem in getting players - it would certainly put me off. On the broader zine front, John reports that Michael Lowery has folded *The Carolina Command and Commentary* after 139 issues, while Eric Young has folded *The Tactful Assassin* after 11 years because he only had seven subbers left!

Jim Burgess's *The Abyssinian Prince*¹² is the only other US zine I see these days - up to issue 244. Lots of letters to read (even though some of them are a bit impenetrable to me) on society, music and the arts. This issue has a sub-zine called *Deny Everything* from Don Williams and another called *Houdini Blues* from Michael Lowery (finishing off the *CCC* games) - but other sub-zines turn up from time to time. Jim writes an interesting editorial condemning the fact that the Gujarat earthquakes have received no publicity whatsoever in the US and that the Administration seems to regard it as an insignificant event - he regards this (I think) as an example of Republican isolationism, a general indifference to suffering in the rest of the world. *TAP* boasts the most prodigious press writers of any zine still going, though it costs \$20 to play a game (which includes the zine for the life of the game). For some reason I can't find a waiting list in this issue (there seems to be a dearth of useful headings in Jim's idea of what constitutes layout), but I think Jim has been trying to get a game of *Star Trek Diplomacy* started for the last couple of years!

¹⁰ Neil Duncan, 25 Sarum Hill, Basingstoke, Hants., RG21 8SS.

¹¹ John Boardman, 234 East 19th Street, Brooklyn, NY 11226-5302, USA.

¹² Jim Burgess, 664 Smith Street, Providence, RI 02908-4327, USA.

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BACK PAGE

FORTHCOMING UK CONS

ManorCon XIX

20th –23rd July 2001 at Chamberlain Hall, Birmingham University. One Day Registration - £6 before 31st May, or £8 from 1st June Full Weekend Registration - £12 before 31st May, or £20 from 1st June. Accommodation - £21.50 per night for a single room. £20 per person per night for a twin room £28 per night for a single en-suite room. To book, please return this form to Neil Duncan, MANORCON, 25 Sarum Hill, Basingstoke, Hants RG21 8SS UK. Cheques should be made payable to "The Universities Diplomacy Tournament".

Mind Sports Olympiad 2001

The Mind Sports Olympiad 2001 will be held on August 18-27, at Alexandra Place in London. It will feature tournaments for many mental games, including old favourites such as chess, bridge, go, scrabble and the like. Following, on from the hobby events run there last year there will be many tournaments for hobby games in 2001. **Diplomacy:** This popular Machiavelian game was first played at the Olympiad in 1999, with Peter Hawkins emerging as the winner. Despite worries before hand that cash prizes might distort the tournament, this did not happen on the day. Dave Horton won the 2000 tournament. The 2001 tournament will be run by myself and Nick Parish on Sunday 19 August, starting at 10am. Following the main event is an *Intimate Diplomacy* tournament that evening.

WAITING LISTS

4 week Deadlines – Postal/Email Games

Regular Diplomacy: Tim Deacon.

Diplomacy Brazilian Style: See inside. Anyone fancy it? I would play if someone else would GM.

Abstraction II: Tim Deacon, Mike Dommett, Simon Robertson – another 4 and we can have a second game! If not, will any of you volunteer to act as a standby for Tannenburg? Shall I close this one?

The Ancient Mediterranean: GM: Stephen Agar. Rules in issue 2. Graham Tunncliffe. 4 needed. No one else?

BUSHWACKER

Fred Davies has announced that he has finally gotten around to publishing a selection of the material he published in his long-running variant zine *Bushwacker* between 1972 and 1991. Fred says he had held off on this project for several years, as he wanted to be able to say that *Bushwacker* had been published in two centuries. He is now offering the Dip hobby a selection of items on various subjects, such as Hobby News, Astronomy, Space Travel, humour (alleged), and naval items, plus some editorials on various subjects. This compilation consists of approximately 170 pages, making it one of the largest such collections in hobby history. The price will be \$4.00 in the US, \$6 elsewhere. Please send your orders to: Fred C. Davis, Jr., 3210-K, Wheaton Way, Ellicott City, MD 21043, USA.

PSYCHOPATH

Mike Dean has announced the relaunch of his zine *Psychopath*. The zine is available free on the web by going to <http://www.psychozine.co.uk> A review will follow next issue – I can't get the website to load!

DEADLINE

FRIDAY 25TH MAY 2001

Playlist for this issue: John Wesley Harding – Bob Dylan; A Tonic For The Troops – Boomtown Rats; King of Hearts – Roy Orbison; Mermaid Avenue Vol.II – Billy Bragg & Wilco; The Bad and Lowdown World of the Kane Gang; Songs From The Wood – Jethro Tull; Maida Vale – Van der Graaf Generator; Welcome to the Beautiful South; Brand New Boots and Panties – Various; Each Little Thing – Sharon Shannon; Play to Win – Gung Ho

A Diplomacy zine from Stephen Agar, 47 Preston Drove, BRIGHTON, BN1 6LA.

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Each issue costs 80p (UK) or £1.50 (US\$2.25) (overseas) per issue.

I accept overseas subscriptions via Paypal.com (email me for details)