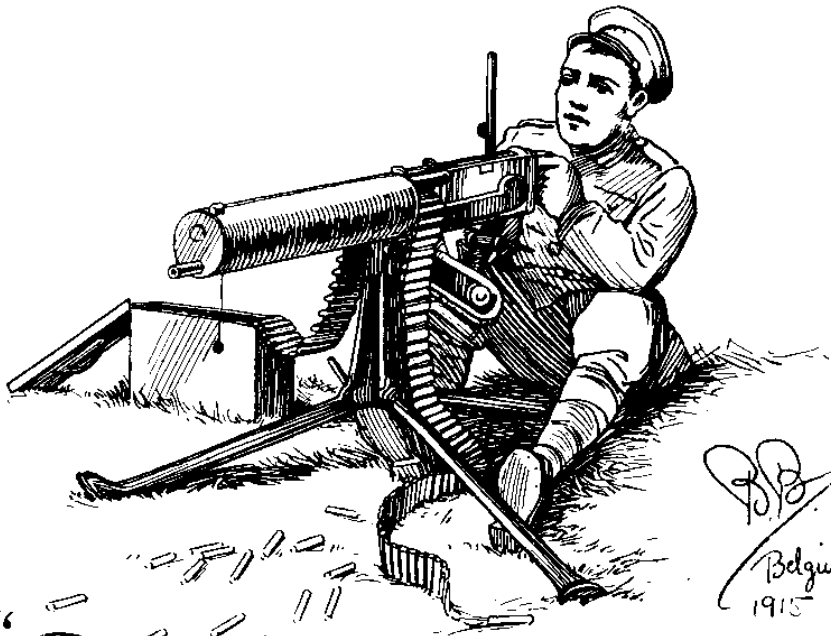


A Good "Maxim"
To remember



"Beecham's Pills
will keep you up to the mark"

THE ARMISTICE DAY NEWSLETTER No.8

Deadline: 3rd November 2001

ARMISTICE DAY

A Diplomacy zine from Stephen Agar, 47 Preston Drove, Brighton, BN1 6LA. Email stephen@meurglys.com. Tel. 01273-562430.

Subscriptions

80p per issue (UK), £1.50 per issue overseas. Alternatively register for free with the *Armistice Day* webpage (<http://www.armisticeday.com>) and you will be sent a notification telling you when a new issue is available to download from the web.

Waiting Lists

Diplomacy: Peter Berlin, Jimmy Cowie, Tim Deacon (4 wanted)

Five Italies: Jim Burgess, Toby Harris, Tim Deacon (2 wanted)

Editorial

It would be artificial to write an editorial at the present time and not say something about the horror the world witnessed in New York and Washington. It is easy to forget the fragility of life, cocooned in a prosperous comfortable western lifestyle where death is for the old not the young. That the evil and the misguided can cause so much hurt to so many in the space of half an hour is frightening. It is all the harder to take for the post-cold war generation, who didn't grow up with the insecurity of the immediate prospect of nuclear oblivion.

I don't have any answers – save for the trite observation that much of this evil has its roots in poverty and desperation. And ultimately it is only by addressing such causes that any lasting peace can come. Until the dispossessed have something worth protecting and living for, it will be all too easy for those who manipulate events to find willing martyrs, who misguidedly think they are acting in the interest of their people or to serve their God. The best that could come out of all this would be an end to refugee camps everywhere; from Lebanon to the Balkans, from Pakistan to Jordan, from Uzbekistan to Zaire. Somehow I doubt this is what the USA and her British allies have in mind.

There is no use in fooling ourselves that we can ever be protected from terrorism where the terrorist intends indiscriminate slaughter and does not mind killing himself in the process. Urban myths have already been spawned in recent weeks which underline the paranoia that it is easy to give way to every time you step on a crowded tube train or board an aircraft. However, if anti-western extremists ever manage to get their hands on a nuclear weapon, then all the Star Wars defence systems in the world will not suffice.

The terrorist attack on the USA seems to have given the western economies the final shove they needed to move into recession, and I fear that many jobs will be lost in the UK over the next year or two. Indeed, as I type this my employer is announcing that it needs to take £1 billion out of its cost base and the Trades Union is saying that could amount to 30,000 jobs. In reality the figure will be much less, but I can't see Royal Mail getting away without making some employees compulsorily redundant – something which it has not done before. Whether this will all be enough to generate further strikes and thus hasten the demise of the traditional postal service as we all know it, it is too soon to say.

It was a very pleasant surprise to win the Don Miller Award for Meritorious Service to the Diplomacy hobby – especially as this award is the result of a popular vote. I think I am right in saying that this is the first time the award has been won by someone outside North America – a true sign that the development of the Diplomacy hobby via the Internet has made the hobby far more international in outlook. It is difficult to think of any other award that our community has to bestow which has pleased me as much.

Talking of awards and such things, overleaf you will find details of the 2001 Zine Poll. I know I will be one of the few to lament the passing of the Diplomacy Zine Poll (which had been run every year since 1972), but I guess there were no longer enough Diplomacy zines around to justify a separate Poll. A real shame.

2001 Hobby Awards

The Don Miller Award for Meritorious Service: Stephen Agar for building the Diplomacy Archives (www.diplomacy-archive.com) and helping to revive Diplomacy World (www.diplomacyworld.org) in conjunction with Jim Burgess.

The Rod Walker Award for Literature: Allan B. Calhmer for his book "Calhmer on Diplomacy: The Boardgame and Diplomatic History". He is obviously a man who needs no introduction. The book may be ordered from Amazon.

The John Koning Award for Player Performance: Simon Bouton who won World DipCon X in Baltimore last year.

The Fred Hyatt Award for GM Performance: Doug Burgoyne who is a GM on cat23.com and has designed a complex Diplomacy variant called Apocalypse in Paradise that you can find at: <http://www.geocities.com/apocalypseinparadise/>

**The 2001 Amateur PBM Zine Poll
(including the Second Amateur Gaming Web Site Poll)**

There will be just one zine poll this year, together with the second web site poll for the hobby. It will be run by Keith Thomasson and votes should be sent to Keith at 14 Stepnells, Marsworth, Nr Tring, Herts, HP23 4NQ. Alternatively visit http://freespace.virgin.net/keith.thomasson/postal_games/zine_poll/2001_zine_poll.htm

Eligibility

Any amateur play-by-mail associated zine that is printed in the UK and has published a minimum of four issues between MidCon 2000 and the end of 2001

Amateur Gaming Web Site Poll

A web site qualifies if the person running the site is involved in the postal hobby.

Voting

Each voter may vote for up to ten zines and ten web sites by listing them in order (favourites first). All voting forms MUST be signed by the voter. Alternatively, votes may

be sent by e-mail from a mail address that clearly identifies the voter. Unreadable entries will be declared void. Votes are acceptable by hand, post or e-mail, but NOT by phone. Voters do not have to be resident in the UK to vote.

You do not need to provide the points scored, simply list the zines/web sites in order. The deadline for votes is 31st December 2001.

The Results

The winners of the 2001 polls will be the zine and web site that gains the most points. In the event of a tie, the zine/web site with the most first places will win, if still a tie the zine/web site with the most second places will win, then third, etc. If this does not resolve ties, then there will be joint winners. The results will be announced on the web site Keith.Thomasson.com on January 1st 2002.

Scoring

To vote you don't need to understand the scoring system. All you need do is rank up to ten zines/web sites in the order you rate them, favourite first. Points will be awarded as follows:

# of Zines	Points Scored									
	10	9	8	7	6	5	4	3	2	1
1									1	
2							1	2		
3					1	2	3			
4			1	2	3	4				
5	1	2	3	4	5					
6	1	2	3	4	5	6				
7	1	2	3	4	5	6	7			
8	1	2	3	4	5	6	7	8		
9	1	2	3	4	5	6	7	8	9	
10	1	2	3	4	5	6	7	8	9	10

Thus if you vote for one zine/web site, your favourite will get 2 points. If you vote for two, your favourite will get 4 and your second will get 2, etc. so if you vote for seven they will score 1st=10, 2nd=8, 3th=6, 4th=4, 5th=3, 6th=2, 7th=1.

The 2001 Pimley Award

The Pimley Award commemorates the efforts of one of the early editors in the Hobby - Les Pimley, who died tragically young, but did a lot for the hobby. The award is given to the person or persons considered to have done the most for the hobby in the last year or so.

Due to the late nature of this year's poll and the change of pollster, no nominations have yet been sought. Please send nominations to Keith Thomasson, 14 Stepnells, Marsworth, Nr Tring, Herts, HP23 4NQ (Keith.Thomasson@virgin.net) by November 1st. The nominations will be posted on this web site and circulated to editors for publication in their zines.

Cons

Midcon starts at 16:00 Friday 2 November and runs until 18:00 Sunday 4 November with prizes at 16:30 Sunday. The National Diplomacy Championship, quizzes and other tournaments will take place as usual. Registration is £18 (£20 after 19 October 2001). Send a cheque (payable to "SFC Press") or write with credit card details to Midcon, SFCP Press Limited, 11 Greyfriars, Bedford MK40 1HJ. Rooms are £46 per person per night for a single room and £34 per person per night sharing a twin/double room – a full English breakfast and VAT included (accommodation charges will be settled directly with the hotel on arrival; any extras charged to your room account will be settled on departure). If you don't give permission for SFCP to pass credit card details to the hotel to secure your room booking, you must include with your reservation a deposit cheque made payable to the 'Thistle Hotel Birmingham City' for 15% of your total room cost: £6.90 per person per night for a Single room and £5.10 per person per night for a Twin or Double room.

After a number of years of absence, the **London Trophy** has been announced for 20 October (2 rounds of C-Diplo this year) this year with a "GamesFest" on Sunday 21st. Venue and other details are to be confirmed but for more details email Gihan Bandaranaike (Gihan.Bandaranaike@tsofres.com)

Dublin will be hosting the **European Diplomacy Championship 2001**. The event will take place on 9-11 November. The scoring system will be C-Diplo modified. There will be four rounds – 3 and then a top board. The top three places will be reserved for the top board. The winner will be crowned European Champion 2001.

For more information join the yahoo group EDC_2001. Either: 1. send an email to the following address EDC_2001-subscribe@yahoo.com 2. Go to the following website and join: http://groups.yahoo.com/group/EDC_2001 (If you want to unsubscribe later then simply mailto: EDC_2001-unsubscribe@yahoo.com) This will just keep you all updated on any goings on. Accommodation will be handled by Paraic Reddington - so either send a mail to the EDC group, or mail him personally to ask about it. paraic.reddington@first-e.com If you want to register - then send a message to Brian Dennehey to let him know you are either thinking of coming, or are definitely coming. denno88@yahoo.com

The annual boardgame convention **OxCon** 2001 will be held on 15-17 February 2002 at Keble College in Oxford, England, UK, with the Diplomacy tournament on Saturday. For more details, contact James Pinion james.pinnion@keb.ox.ac.uk or ask to be put on the mailing list at dipsoc@hotmail.com.





Rant by Ian Hunter

I have always been a big fan of the more mainstream Mott the Hoople tracks from the 74-75 period. **Mott the Hoople's Greatest Hits** was a favourite record at college, though it was Mott's ballads that always stood out for me – tracks such as Saturday Gigs, Rest in Peace, Rose etc. I have occasionally played Ian Hunter's post Mott solo albums – particularly Ian Hunter and All American Alien Boy, but I can't say I've ever been a big fan. Ian Hunter can write powerful and touching ballads, but the more hard rock side of his music tends to leave me a little cold, as I don't really go for loud heavy music. But, I'd seen a view good reviews of this CD, so I thought I'd give it a go.

And it is surprisingly good – indeed it hasn't been out of my car CD changer all month. You can see why he called it **Rant** as the album as to a large extent a rant against England and the class system (just a little rich from someone who hasn't lived in the UK for 25 years), against the values of US society (nice to have balance in an album) and against individuals who have wronged him. Only towards the end of the album does he soften with a couple of love songs and a good old fashioned rocker.

For me the stand-out tracks are Ripoff (excellent riffs and good arrangement), Death of a Nation (a good anthem, with slightly dodgy lyrics), Dead Man Walkin' (truly haunting and very memorable) and Soap 'n' Water. But not really a bad track on the whole album really. I would give it four stars out of five. If you like guitar based rock ballads then you can't go far wrong. In fact

close your eyes and it's as if Mott the Hoople (without the glam) had never been away.



Brighton Rock by Graham Greene

As I'd never read this particular Greene novel, I picked Esme's copy off the bookshelf when I ran out of things to read. The most powerful aspect of the book is the central character Pinkie who is a frightening uneducated amoral anti-hero (with a not very frightening name). Although I can see the attraction of the story, I did find the way that important elements of the plot are never explained at all to be a little unsatisfying. For example, what did Hale do to deserve his fate? And did Pinkie kill Kite? And the character of Ida Arnold doesn't seem very believable to me.

A few things seem a little out of place now – though the book was first published in 1938, so perhaps that is to be expected. Certainly the stress on Catholicism and a catholic view of Heaven and Hell, Good and Evil, jars a little with me; while the language and slang takes a little getting used to. It is easy to forget that 60 years ago people were more aware of who was a Catholic and who wasn't – and Catholic /; Protestant gang fights weren't unknown.

Having finally got round to reading Brighton Rock I suppose I'd better try and see the film with Richard Attenborough now, to see how it compares. Anyone any views?

LETTERS



Allan Stagg

Thanks for AD 7. The new format is quite impressive, especially the personalised back page - but will you be able to maintain this if your circulation increases?

SA: *It's all done on a mail merge from the subbers database – no effort involved at all.*

Interesting editorial. Yes, things have changed considerably over the years (and yes, we are all getting old!). And very few of us are still playing the games we were playing 20 or 30 years ago apart from the 'adult' games such as Bridge, Chess, Backgammon etc. Unless, of course, we have children who can provide us with an excuse to play the games. And there, I think, lies one reason for this - playing board games is generally perceived as an activity for children, something that the child will grow out of as they become adults.

I am sure that most adults consider games-playing is acceptable for children, especially as there are often learning elements to the game. Take Monopoly, for example - apart from the obvious learning points (dice-throwing, money-handling, etc) there are also some fairly sophisticated concepts for children. These include taking ownership of certain squares, which may generate income for you, and being able to develop these squares by spending money on them (investment), which may result in increased benefits to you (return on investment). Having said that, I feel that once you are familiar with the game, it becomes a pretty boring and anti-social game, no matter whether you are playing the traditional version or the Star Wars or Manchester United versions.

SA: *I agree – I have always found Monopoly to be very tedious indeed. As a child I preferred Totopoly.*

So, if most adults would regard games-playing as a 'childish' activity, your confession that the biggest attraction of

Diplomacy to you is that it legitimises lying should not run counter to this perception. Thinking a little further about this, the requirement to lie in Diplomacy is helping to develop a social skill. The game also requires other social skills, such as influencing and persuading, and could be promoted as a high social-interaction game. But to do so would probably not mean that it becomes an acceptable game for adults. My wife, for example, does not like the game for this very reason - to succeed you are expected to lie and to be lied to, and this is not acceptable adult behaviour.

I'm not sure where I am going with this - these are just random thoughts rather than a coherent argument. I have never lost my enjoyment of playing board games, although there have been long times in my life when I have not played them regularly. It does appeal to the child in me, although I can apply an adult's intelligence and experience to the game. And part of the attraction of playing now is that I find myself in the company of peers who presumably get the same enjoyment out of the play as I do.

SA: *There's always the competitive thing as well – it is nice to win!*

Alex Bardy

May I say at the outset how much I approved of the new A5 format and in particular the relatively clear and concise layout? Very impressive!

I found your editorial to be quite refreshing in its honesty, especially with regards to how Diplomacy has affected your life and your unerring desire to tell lies (let's face it, that's what it comes down to). I wonder how some of your other readers, the majority of whom are probably big Diplomacy fans, will react to this honesty and openness...

I agreed with you about the 'importance' and responsibility that comes with being a zine editor and GM, although in my case the GMing invariably takes a back seat to the pride I feel whenever I knock another issue 'through the hat'. It's still a pleasant feeling to send out another new issue of any zine I produce, but unfortunately the kudos and recognition that used to accompany each new issue simply isn't there any more, and

it's simply no longer a 'big deal' anymore if I'm to be honest.

I vividly recall when I first produced *Dark Elf* (my first ever zine back in the days when RPG zines were featured in TSR's *Imagine*) together with my schoolboy partner in crime, Ryk Henderson? we were like two little kids with the keys to the sweet store, and at the time there was nothing more fantastic than reading our first ever review in another zine (I think it was Jeremy Nuttall's *Demon's Drawl*). The 'buzz' we got from that lasted fully a week I'm sure, and it became habit-forming to be the first person to the letterbox in the mornings, just in case there was another zine in there, with another *Dark Elf* review in it's pages. Of course, you took the good with the bad in those days, but there were usually more highs than lows, and the recognition of your peers and readers alike in the form of letters (be they good or bad) was always something to look forward to.

SA: *Nowadays there isn't enough zines around to get the same feeling of a collective – and those zines that are still here are far more isolationist.*

Those were special times indeed, and like a drug, both Ryk and I became addicted to zine production. As things now stand, Ryk is quite big in the computer game magazine business, whilst I find myself still churning out the same old A5 booklets and am still always the first to the letterbox in the mornings. Of course, nowadays I tend to be a lot more relaxed about things, and when I see *Mango* mentioned in another zine, or indeed anything positive with my name attached to it (!?), I give myself a wry smile and a pat on the back, since at times it really feels that that is all that's left. Admittedly, I still get a trickle of letters enthusing about the latest issue or game idea, but most of the time it is simple a case of 'more of the same', and if we're to be honest, it's the lack of competition and the low number of hobby numbers in general that is the biggest contributing factor here. **FACT: The Hobby is fading.** Just how fast or slow is anybody's guess.

Not to sound too negative, there is still a buzz to be had from the act of creating, designing, and putting a completed zine

together, and at the moment this is one of the few things that keeps a person like myself going? I don't honestly know what drives some other editors to keep going however, since we've all become so crap at being open and honest in our editorials...

I have recently done a fair bit of work on redesigning www.mangozine.com (the *Mango* website), and can honestly say that although I enjoyed doing so, the buzz I got was short-lived indeed. Due mainly to the fact that the internet encourages surfers to keep on surfing rather than actually settling down or stopping to give any sort of feedback/credit to those poor buggers that work hard to put the websites on there in the first place.

The first thing I did when I had a nigh-on complete website (including a new and updated issue of *Waiting List Update* by the way), was send an email out to as many people as possible, urging them all to go and take a look at my groovy new -look website, and let me know what they think. The response? So far zilch, although it has only been 24 hours admittedly? If I get more than a handful of people responding within the first two weeks I will be very surprised. Alas, that's simply the way things are nowadays, and you need only read the most recent issue of Pete Birks' *Greatest Hits* to read how what we create and produce in this day and age (in terms of zines), is of seemingly no value anymore. PDF zines and e-zines are FREE, printed zines barely cover the cost of the paper they're printed on, so where the hell is the inherent value (in pence) of the actual content of those zines? Where is the credit for any creativity on the part of the editor? If I'm to be honest, it's supposed to come from the readers and subscribers to a zine, and yet how do you get this point across without appearing to get on your knees and beg people to tell you how good or bad you are? Which, now I think of it, is probably what this sounds like I'm doing, no?

SA: *The main reason I abandoned an electronic version of **Spring Offensive** was I got no feedback at all. Zines can't exist in a vacuum – and often the Internet is just that.*

This lack of response I think, is also the fundamental problem with the concept of an

e-zine? Either that, or the topic we choose to cover (postal/email games) is simply of little interest to the majority of 'normal' people? Opinions invited of course, but personally I'd find the latter point a bitter pill to swallow? Surely these people simply don't realise what makes postal and email gaming through zines so interesting in the first place (the deal-making, the games, the backstabbing, the delights of meeting friends with shared interests, etc), and it's in promoting this aspect of the hobby that any kind of publicity drive needs to be particularly effective I believe...

SA: *I agree completely.*

Still on the subject of creativity, I keep meaning to redesign the internal layout of **Mango**, but sometimes feel that I've already got more than enough things competing for my attention as it is? The temptation to capitulate and throw the towel in on one or more of these things is too strong to dwell on to be frank. Jeez, that sounds really bitter, doesn't it? Still, it's an honest assessment of things as they stand with regards to the hobby and I, and maybe that's why it won't be a popular opinion, 'cos there ain't enough lies in there...

SA: *The desire to fold is a perfectly normal emotion. Oh how I long for the days with 30+ zines. Lots of zine interaction and just a little bit of feuding to brighten things up. Hell, it was only 5 years ago.*

I was going to move onto some other stuff in the zine, but my enthusiasm to do so has floundered a little, so let's keep it short...

'Twas good to hear Pete Birks' new-found respect for throwing stuff away though, and my own completist tendencies are also getting chipped away at bit by bit thanks mainly to my beloved wife. It's an uphill struggle, but I'm getting there...

Tim Deacon

Your experiment with printing seems to have worked OK but I can imagine that stapling the booklets together was an experience rife with frustration.

I agree that a transition to 100% electronic media looks inevitable. This would be a shame as there's nothing like holding the

printed word in your hand. The same thing could be said about credit cards/electronic cash and 'real' money.

SA: *Well, I can spend plastic money with real relish.*

Like yourself, Diplomacy has been one of my major hobbies for as long as yourself if not slightly longer. As to why I keep playing, despite a few near misses with 'chucking it all in' is an interesting question to ponder.

So far, I've come up with no better idea(s) for playing Diplomacy than the following: -

- Allows me to lie for some purpose.
- Am in communication, if only sporadic, with people I wouldn't otherwise be.
- Read about the events in other peoples lives.
- Occasionally be amused at the antics of others.
- Read about others' opinions on things.

I hope that you'll continue to grace the hobby for sometime to come because I, for one, appreciate the efforts that people such as yourself i.e. zine editors, put in on mine and other players behalf.

SA: *If only I had another 40 players like you, Tim.*

Tony Dickinson

I am tempted to join in the multicultural debate, but I think I'll just let that one ride, basically I agree with Nick Parish (which is a strange feeling to have *shrugs*) ... think I'll just end with the words subjugate and assimilate.

SA: *Which kind of reminds me of Blue Mink's hit single **Melting Pot**, which is a scary thought in its own right.*

On the death of Carlo Giuliani in Genoa at the hands of the murdering bastard police, well what more is there to add... only that the hydrant in question was thrown out of the military police jeep in the first place! And who is to say that Carlo wasn't using it to protect himself from the gun being pointed at him? And who is to say he was going to throw it? Questions, questions ... the Italian police and military police that day in Genoa were well out of order, violently beating unarmed people and reporters alike, there was no

democracy that day in Genoa, Europe ... that was the day that the mask was removed and now we know how far, they are prepared to go, a life is nothing.

I have always been a NVDA (non violent direct action) protester, though these days I now have to question seriously whether violence is now legitimate.

SA: *I saw an anti-global capitalism organiser on TV protester regretting the fact that bringing down the World Trade Centre wouldn't have an appreciable impact on global capitalism. So how far would you be prepared to go, Tony, in order to have a sufficient impact?*

Nick Parish

Re Iain Duncan-Smith - you may be right that the Tory party can't survive a second disastrous leader. Still, if they disappear, another right-wing party will emerge to take their place. Who knows what sort? Perhaps a more European Christian Democrat style party or an English nationalist party? But the British electorate is too conservative for there to be a vacuum not filled by some party on the right. In **GH** 250 Birks talks about the same thing happening to the Canadian Conservatives. While it's true they were virtually wiped out and have never recovered, a new right-wing party, the Canadian Alliance, swiftly formed to fill the void.

SA: *What a depressing thought. Still it would be very satisfying for the Conservatives to totally disappear.*

John Wilman

Yes, how did this get started, I wonder? Maybe it was King-sized beds - some kings in history have been very tall and would have needed one 6'6" long.

Then there are King Penguins and Emperor Penguins, a rather nice distinction. But my favourite is the character in "Wizard of Id" who asks for a king-sized beer and gets a wine glass full.

"You're new around here, aren't you?" is the punch line.

SA: *Brilliant. Seems to be the month for people to send me jokes.*

Guy Thomas

Thanks for the latest zine. Very imposing photo of (a small part of!) the zine archive in Agarland. I'm a compulsive completist collector myself, but I've recently had to re-evaluate a few things having just moved to a house which doesn't seem to have much storage space! Some things had to go, including records of some finished postal games and the zines that were filed with them. Before you recoil, I'm sure there was nothing rare in the collection.

Er, hang on though...did I miss something? Have you quietly changed the name from **Armistice Day to The Armistice Day Newsletter**. If you explained this, I think I missed it.

SA: *Not quite sure why I did that myself. Still, the more titles the merrier.*

Mike Dommett

What is this C-Diplo? Another system of scoring that the sadoes will sit and work out how to manipulate "I knew I couldn't win, but by throwing the games to X I made quite sure that Gihan couldn't finish on the top table..." - remembering bits from TCP. Why not just play and report the game results.

SA: *At the risk of appalling you and displaying my "sad" tendencies I have reprinted an article Toby Harris wrote on C-Diplo a while ago, but only made available on the Internet. Turn to page 11.*

Do you see "To Win Just Once"?

SA: *No, what is it?*

The pruning of books that you aren't likely to read again sounds sensible - I throw books out regularly - but there are still 8 or 9 bookcases around.

SA: *I must be even more vicious. I tend to keep reference books and history books long after I have ceased to have any meaningful reason to keep them. I find it difficult to part with possessions - but making space (for more possessions?) is always a good feeling.*

Try going to Vimy for the trenches - not only is there the Canadian memorial, on top of the

ridge and making it quite clear why they fought so hard for the ridge, but a section of restored trenches, and the tunnels that were dug to get the troops as close as possible to the Germans before the jumping off time. They were enlarged by the SAS fairly recently - so what they were originally like I know not - they seem very tight now! Tanglefoot - a Canadian group, have a song, "Vimy", which can move me to tears. Mind you, the singer was described on Canadian radio as having a voice "somewhere between dark chocolate and sex". Perhaps Canadians don't get out much.

SA: *The only good music to come out of Canada recently is Ron Sexsmith (in my humble opinion). I'll look out for Tanglefoot, though.*

Richard Smith

Your anecdote about bottom accidents reminded me of an old joke which is allegedly a true story. Before the joke I should mention that I printed a "true" story that caught my eye in the Independent in a recent issue of SMEG, only to find out later that it was bogus. It was also used as one of the "lies" on "They Think It's All Over"

First, the bogus article (shame it's not true!)....

Sexual arousal is good for those taking part in sport, according to a study conducted by the New England Journal of Medicine. Especially staring at women's breasts. I kid you not. A female doctor, one Karen Weatherby, who carried out the four-year survey, claims that just 10 minutes ogling the charms of a well-endowed female is the equivalent of a half-hour training session in the Gym.

"Sexual excitement gets the heart pumping and improves blood circulation" she writes. "There is no question that gazing at breasts makes men healthier and fitter." She adds that it is particularly beneficial for sportsmen. So never mind the nandralone fellas - just pass Page Three among you.

And now the joke....

A man gets on a train bound for a job interview. He's feeling a bit nervous which on top of the Vindaloo and 12 pints of lager he

unwisely consumed the night before, is giving him a spot of tummy ache. His train is just pulling into Reading station as he feels a massive fart brewing. "Relief at last" he thinks and lets rip. Unfortunately he follows through big time. Oh dear.

Luckily, he just about makes out the announcement that the train will wait at Reading for 20 minutes then turn round. So he legs it out of the train and rushes to the nearest Marks and Sparks. There he grabs a pair of trolleys and some smart troos and slaps them on the counter, hands over some dosh, grabs the bag and sprints out of the store. Out of the corner of his eye he sees an assistant waving to him. "Sod the change" he thinks as he just gets back on the train in time.

As the train pulls away he enters the toilet, removes the soiled garments, washes his bum, then tosses the poo-encrusted clothing out of the window. Next he opens the M&S bag which contains a very nice cardigan!

Brandon Clarke

It's been a while since I heard a joke this good.

Tama was stopped by a Department Of Conservation officer, somewhere near Taupo recently, with two buckets of fish leaving a stream well known for its fishing. The officer asked him, "Do you have a license to catch those fish?" Tama replied "These are my pet fish." "Pet fish!?" the officer asked. "Yes sir. Every night I take these fish down to the stream and let them swim around for a while. I whistle and they jump back into the buckets, and I take them home." "That's a bunch of crap! Fish can't do that!" Tama looked at the officer for a moment, and then said "Here I'll show you, it really works." "O.K. I've got to see this!" The officer was curious now. Tama poured the fish into the stream and stood and waited.

After several minutes, the officer turned to him and said "Well?"

"Well, What?" Tama responded.

"When are you going to call them back?" The officer prompted.

"Call who back?" Tama asked.

"The fish." replied the officer.

"What fish?" asked Tama.

Interesting Facts About the Diplomacy Board

75 spaces, 34 supply centres, 22 home centres, 12 neutrals, 19 sea spaces, 42 coastal, 14 inland. With assistance from Richard Scholefield – thanks Richard.

Number of Neighbours	Spaces	Total
11	NTH	1
10		0
9	MAO, ION	2
8	ENG, Gal	2
7	Nwy, Kie, Tri, Ven, Rum, BAL, Bur, TYS, Mun	9
6	NWG, IRI, WMS, Lpl, Swe, Lvn, Bul, AEG, BLA, War, Spa, Gas, Den, Bel, Sil, Smy, Tyr, Tus, Ser, GoL	20
5	Edi, Wal, Yor, StP, Mos, Vie, Bud, Pie, Ukr, Sev, Bre, Pic, Mar, Rom, ADS, Alb, Hol, Ber, Ruh, Pru, Boh, Gre, Con, Arm, GoB, Apu	26
4	NAO, Cly, Lon, HEL, SKA, EMS, Fin, Par, Nap, Tun, Ank	11
3	BAR, Naf, Syr	3
2	Por	1

Number of SC Neighbours	Spaces	Total
6	NTH	1
5	BLA, Ser	2
4	Ruh, Tyr, Bud, Gal, BAL, AEG, Bul, Rum, Ukr	9
3	Yor, MAO, Gas, Bur, Pic, HEL, Kie, Apu, Tri, SKA, TYS, ION, Alb, Con, Arm, Mos, Lvn	17
2	Lpl, Cly, Wal, NWG, ENG, Spa, Hol, Mun, Ber, Sil, Pru, GoL, WMS, Pie, Ven, Tus, Rom, Nap, Boh, Vie, Nwy, Swe, Den, GoB, BAR, Gre, Ank, Smy, Sev, StP, Fin, ADS	32
1	Edi, Lon, NAO, IRI, Por, Mar, Par, Bre, Bel, Naf, EMS, Syr, War	13
0	Tun	1

C-Diplo - Saint or Sinner?

by Toby Harris

C-Diplo was invented by the French hobby. I am not sure precisely when but my first encounter with it was at EuroDipCon 1997 in Namur, Belgium. The event itself was rather special, set in the Citadel on the top of a massive hill. It has a really splendid medieval look about it, overlooking the town which plays host to some splendid shops, cafes, markets, bars, casinos, you name it.

The way C-Diplo works is to award points at the end of the game as follows:

1 point for playing: Total 7 points
1 point per S.C.: Total 34 points
38 bonus points for the table-topper
14 bonus points for 2nd place
7 bonus points for 3rd place
Grand total: 100 points.

Yeah, 100 points... hence the name "C" Diplo. Kinda catchy 'n' cool.

For the finer points, an 18+ scores 100 points (with everyone else scoring zero) and tied places share the bonus points appropriately. I.e. 4 players sharing 2nd place would each gain one quarter of the 14 + 7 points. Simple as that.

What I would like to explain is why this system was invented and some of the "good" that it achieves. The "bad" is pretty clear for all to see too!

First and foremost, the system is simple. In fact, as simple as it can possibly get – all games have a score value of 100, and the scores are easy to add up. That makes life easier for the tournament director; the folk who, let's face it, do all the work at face-to-face tournaments. If they are doing all the work, it is hardly fair that the players go whingeing at them for wanting an easy life!

Secondly, the system is "pure". It works on the concept of the following hierarchies:

An outright win is better than ...
Topping the table is better than ...
Jointly topping the table is better than ...
Coming 2nd is better than....
Jointly coming 2nd etc

The point ranges are as follows:

Outright win = 100 points
Topping table = 45 points minimum – 56 points maximum
Equally topping table (2 players) = 28 points minimum – 39 points maximum
Coming second = 19 points minimum – 31 points maximum Etc.

It makes the goal of the game very simple : to get the most points, all you need do is make sure that you have more centres than the other players at the end of the game. Thus, topping your board with just 6 centres (to everyone else's 5 maximum) gets you 45 points, whilst a 17/17 split gets you 39 points.

Some players (typically U.K. & U.S.) will dispute this as wrong. "17 centres is much better than 6, no matter what the system" (hence the reduction of the 1st place bonus to 28 for the world masters tournament).

Indeed, yes, it is harsh, but the point remains – with a 17/17 split you have not topped your board!

So what C-Diplo does, very clearly (and purely, like it or not) is to make the goal very blatant and obvious for all to see from the very start. None of this contemplating whether your 16 centres (behind a 17) will score more points than someone else's table-topping 7. It says loudly and clearly: table-toppers get the points, amen.

Ok, so that's the system, but how does it work (and not work, for that matter)? French tournaments tend to be at either universities or the city hall games fair. In both cases, non-Dippers are in ample supply and new recruits want from a game? Well, I will offer you the French game to the American and see what you think.

The French play to 1907 and the game is over within 3½ hours.

The Americans play to, what, 1915+ and games last for 8+ hours (so I am told). The UK usually plays to 1911 or 1912 and games will generally last for 8 hours, allowing an hour for that "lunchtime beer" ("c'mon, pal, let me buy you a beer", *cue evil thoughts*)

So, firstly, you have a shorter game – that is attractive to the newbie (or most newbies

anyway). But where C-Diplo comes in is as follows:

A shark allies with a newbie. Game end comes around and you end the game with 11 centres, the newbie 10. You get 50 points, the newbie gets 25.

"Ah, just one centre, I nearly won!", cries the newbie with excitement. "Yes", says the master, "you almost won it – you played really well, congratulations. Maybe next time you'll do it".

And so, the newbie is hooked – with that "almost, but not quite" hook, line and sinker. Meanwhile, the shark knows all along that he doesn't need to stab his ally – just get one more centre! It's enough to get him on that final top table, from where the tournament winner will emerge (you typically need, from 3 or 4 preliminary rounds, a table topper and a 2nd, or sometimes two table toppers).

Compare that to the UK-style systems which reward a "closeness to the win". Points go up in a non-linear scale (centres squared, kind of thing) and every centre is worth heaps more points than the last one. So, one 17 is worth more than a 9 and an 8. Much more. And in this case, the ally has to be stabbed and you have to grab their centres. The newbies get wiped and think "bah, I'm not playing that again!"

So the first thing that struck me about C-Diplo was not just the simplicity but also the FACT that the French have more players than other European Dip nationalities. Unlike France and Sweden, they had no major postal hobby gelling them together, and yet they had more players on the FtF scene. Why? Because on the whole, the games were more "user-friendly" to the new guy. More chance of survival and a shorter game. More players survive 1907-finish C-Diplo games than any other system I know of. And then we get to the tournaments which, say, don't use C-Diplo, don't have a top board and just say "best 2 results count". How many times does the guy in 2nd or 3rd at the end of the tournament think "bah – the winner landed a really easy board!" Yeah, we see that a lot – and all too often tournaments are decided by the boards the players land on.

We only have to see round one of the World Masters tournament to see that some players are having an easier ride than others. So, what a top table does (and, thank heavens, the World Masters has one!) is to say "ok, you guys are the top seven players so far ... now go and fight it out amongst yourselves so that the true winner will have beaten the other 6 top players". This produces no such bad feeling about whether or not the eventual winner was worthy!

Other systems may reward closeness to the win. Some guy lands an easy board and gets 17.56 points. Meanwhile, another guy lands a rough board, but tops it with 6.45 points. Not a lot between the scores because the fact remains that both players had one thing in common – they played "better" (or, rather, got more centres than) the other 6 players in their respective games.

To my mind, what the C-Diplo / Top Table combo does is perfect the structure of preventing easy tournament wins without landing easy boards.

But, hey, any scoring system that respects a top table (i.e. play X rounds and lump the best 7 results into a final, which must produce the winner) gets full marks in my book. You simply cannot award a player with the trophy for getting a lucky draw allocation against 6 newbies, whilst the rest of the players are sweating blood against fellow sharks. That method is nothing short of pants ... total and utter pants!

OK, what are the downsides of C-Diplo? At EuroDipCon 1998, the UK was introduced to C-Diplo for the first time. A few complained that "they were winning their board and then in the last season some numpty threw away some of his centres so that someone else topped the board. It is crazy, it is stupid – how can this be allowed? How come I can lose most of my points in one turn just because of some total and utter wanker?"

Indeed, how can that happen?

Well, first and foremost, I can tell you without exception that the vast majority of such whingers were not exactly tournament winners themselves. They were primarily the guys who might normally finish in the 10th – 30th positions of a tournament. Not that this

really matters, but the complaints didn't come from the main players. Why? Simply because the "better" players tend to adopt the attitude "ok, that's the system, I need to adapt my strategy top it and play to it". One such player was Phil Day, winner of World Dip Con 1. Phil's results in this tournament (his first encounter with C-Diplo) were quite remarkable. In round 1, he was 5th on the board, after being stabbed left, right and centre in some cut-throat game-balancing affair. The table topper in that game (Steve Jones) had one more centre than the second placed guys (myself, Ivan Woodward and some other guy) ... who all had the same S.C. count. Four players within one centre of each other, and Phil just two centres short of the pack. C-Diplo in pure form, huh?

Phil scratched his head a little and said something to the tune of "I can see I'm going to have to get the hang of this". Round 2, he got the bonus points for 3rd place in his game, round 3 he was second and round 4 he topped the board. Not that this says everything but it is indicative of a quality player learning a new system and playing to it. But, at the end of it all, Phil also said he preferred other systems. Fair enough.

So, the guys who were winning and had centres chucked by other guys to lose them the game... why? Why would someone chuck centres away to stop you winning? Err, let me see now, could it possibly be because you have been "less diplomatic" than the guy who eventually topped the board? I put this to one of the whingers and the response was "no, I was perfectly diplomatic. It was just that this total wanker went and chucked the game for no reason!! It makes the game a lottery!! He was a total and utter pratt and I'm never going to play that guy again!!!" Hmm, that's diplomacy for you and I rest my case.

Fact is, players do not throw games if they think you have played well and have been the most diplomatic on the board. And that brings me back to the point that the biggest whinges came from those less likely to ever actually win a tournament.

Moving on, one of the things that I also praise C-Diplo for is alliance play. Generally speaking, there is nothing worse than being in a game where two players ally to the end,

wipe the board and you are on the receiving end of it. With C-Diplo (and I speak generally here, there are many exceptions!), as soon as an alliance pulls ahead, the others gang up on them, split them and the game balances out once again. An unusual game, maybe, but one where it is difficult to race ahead with.

To finish with, let me give you a comparison. On the one hand C-Diplo generally produces games where players maintain the balance of power. One guy sneaks ahead, others bring him back to size. In so doing, another guy sneaks ahead, and the others bring him back to size. A third player sneaks ahead as a result of this, and again he is brought back down to size. Eventually, after an agreed game limit (19XX), the game ends and the player with the most centres claims the lion's share of the points. Often it is the guy who started off the worst and was attacked in 1901 or 1902!

Now I will quote you (not word for word, just from memory) the speech Allan Calhmer gave at World Dip Con 1 : "In the early play-testing games, we found that as soon as a player sneaked ahead, the others would gang up against him. In turn, everyone would have their moment of glory in leading the game."

Am I missing something here or should the ideal system (which most accurately simulates the game's inventor's ideals) not encourage a style where everyone jumps on the leader? One simple method is to reward the eventual board leader with all the gold, and the others with a few crumbs. Hence a final reason I consider C-Diplo to be "as good as any", but it doesn't mean I'll not enjoy playing any system.

A Key Lepanto Double Cross

by Doug Friedman

The scenario is a traditional Key Lepanto opening. Italy has been given Serbia by a gracious Austria, and an intelligent one at that. You (as Italy) can now march troops through Trieste into the Balkans, in an attempt to smite Turkey, but you start having second thoughts. How will Turkey react? You don't want to loose this chance, but don't want to create an Italy vs. Austria war that thus kills both Italy and Austria. What do you do?

The answer my dear Italy, is elementary. You are watering at the mouth over these unguarded Austrian centres, but know that a 1901 stab is the stupidest thing since putting Braille on the drive-thru ATM at the bank. Assuming that Austria has organized a spring bounce with Russia in Galicia, you can't rely on Russian help, Germany will be risking suicide if they help you out, and Turkey won't be able to get there in time to help... or will they?

Turkey and Italy have been always told that they could never be partners. Turkey will be so hyped up on their "golden armies of enlightenment" that a T/I alliance will seem like a piece of cake. When Italy says "I'll get Austria, you get the Balkans" Turkey will be too overwhelmed with joy to see that an Italian-Turkish alliance is just plain bad. Or maybe they will say to themselves that "once Austria is weakened, I can just stab Italy, and thus begin my stroll down the yellow brick road to that 18-center win." Well this is all extremely true. That is why no one in their right mind would participate in a VT as Italy.

Well, obviously I am not in my right mind. So, Italy opens Venice - Trieste, Rome - Apulia, Naples - Ionian. (a Key Lepanto, right?) If only you knew how right you are. Here comes the first trick. You use your Turkish ally to bounce you in Serbia, thus giving you Trieste with no stab! Turkey will be happy to do this, since it benefits them as much as you. **FIRST MISTAKE!!** Turkey denies Austria a build, but only gets one, themselves. Most of the time they are only counting on one build anyways so there is no mistake, but I just felt like typing that. The

above, in conjunction with a convoying of Apu - Tun. Dude, two builds! This is just a simple foiled Key Lepanto, due to the cunning of Turkey. This is no foiled Lepanto, it's an Austrian Lepanto.

Your builds in 01 are army Venice, and fleet Naples. Austria is pissed because, their plan to smite the big bad wolf Turkey is held back a year and with their army in Greece they support you into Serbia, and have their Albanian army hold, because its spring and you have convinced them that Trieste should be used to let TWO armies into the Balkans to fight Turkey. This is just an act of fate, enlightening us as to the real way to take Turkey! Along with a Nap-ION, ION-EMS, it is the ultimate Key Lepanto.

Wrong again. Instead of moving the Ionian Sea to the EMS, or Aegean, you move you clever little green fleet into the Adriatic, and along with a Nap - ION, a Venice - Tyrolia, and Trieste - Budapest, or Vienna) whichever seems more open. Do not accept the move to Serbia because a move to the Adriatic will tip you off; why not go all the way? Also, the Austrians are not that stupid, they will see you stab coming from a mile away. Yup, yup, yup they know that after you use their support to get into Serbia, you will stab them by supporting yourself into Budapest with your army in Trieste. They won't let this happen; they will move their fleet to Trieste to bounce you. If Austria doesn't think this at first, they will out of a Turkish (they're your ally remember) mouth. Turkey will spill all of your "plans" to Austria, and that will be the Austrian defeat. You can take Trieste with relative ease, by convoying your Tunisian army to Trieste with Tyrolean support. Having Turkey convince Austria to go to Trieste in spring 02 is imperative so that a convoy from Tunis could not be disrupted.

The only way this plan could get foiled would be a G/A or R/A. If you snuff out an R/A, then you are free to go west (with an VR). An VR is the sole reason Italy is not diminished every single game, whatever you do it needs to be in conjunction with an VR. To stop a G/A just foster a E/F, or convince France to go east (which would set him up for an Italian attack anyways).



Captain Noel Godfrey Chavasse, VC and Bar, MC, RAMC. (1884-1917)

By Ian Jones

Noel Godfrey Chavasse was the second of two identical twin boys born to the Rev. Francis James Chavasse and Edith Jane Chavasse (nee Maude) on Sunday 9th November, 1884 at 36 New Inn Hall Street, Oxford. Christopher Maude was born 20 minutes before his brother. The twins were very small and weak at birth that their baptism was delayed until 29th December, 1884 and both were very ill with typhoid in their first year of life.

The family grew up in Oxford until on 3rd March, 1900, Rev. Chavasse was offered the the Anglican Bishopric of Liverpool. The family moved to the Bishop's Palace at 19 Abercromby Square, Liverpool. Noel and Christopher went to school at Liverpool College where they excelled at sports from the start. Their academic progress was (to start with) rather slower but as they grew older, both boys did well until in 1904, both young men returned to Oxford, having been admitted to Trinity College

In 1907, Noel graduated with First Class Honours. Noel stayed on to study medicine and in January 1909, he joined the Oxford University Officer Training Corps Medical Unit. Noel finished his studies at Oxford in July 1909 and returned to Liverpool to continue his studies.

January, 1912 saw Noel pass his final medical examination, he did very well. In fact in March, the University awarded him their premier prize, the Derby Exhibition. It was in early 1913 that after discussions with some of his fellow doctors that Noel applied for and was accepted by the Royal Army Medical

Corps (R.A.M.C.) and thanks to one of his mentors, a Dr McAlistair, who was then Surgeon-Captain of the 10th Battalion of the Kings (Liverpool Regiment), the Liverpool Scottish, he was attached to the battalion as surgeon-lieutenant. The 10th Kings had been a Territorial Battalion since the Haldane Reforms in 1909. Noel joined the battalion on 2nd June, 1913 and was welcomed by Lieutenant-Colonel W. Nicholl, the Commanding Officer. Noel now was a very busy man, he still had his medical career to attend to as well as his Territorial duties.

The Great War

Only twelve months had passed when the storm clouds of war appeared on the horizon. On 28th June, 1914, Archduke Franz Ferdinand of Austria was assassinated in Sarajevo by Gavrilo Princip. Noel was preparing for a two week summer camp with the battalion and signed the leave book at the Southern Hospital from 2nd to 16th August, but he was never to return to his position. On 4th August 1914 Britain declared war on Germany. Being a Territorial Battalion, the 10th Kings were not obliged to serve overseas but on 10th August, whilst Noel was examining recruits at Chester, he heard that his C.O. had offered to serve in France. Noel did not have long to wait, much training and equipping went on until on 1st November, 1914, the battalion climbed on board a train destined for Southampton Docks and France.

The battalion moved into the front line for the first time on Friday 27th November near Kemmel. Noel's first patient was Captain Arthur Twentyman who was hit in the chest by a bullet only twenty four hours after arriving, he died of his wound. Noel soon became aware that his expectations of being safe behind the lines was fallacious, his speed saved him from snipers in dashes across open areas more than once. Trench foot appeared early as the trenches around Ypres were notorious for the wet conditions. His charges had been standing in mud and water for 72 hours and more casualties were caused by this than by enemy action (The Liverpool Scottish had started with 829 men and 26 officers but by the first week in January, 1915 there were only 370 fit men,

only 32 had been killed). The filth bothered Noel a lot as there was no way he could treat his wounded men with clean hands. By the time he had cut through the muddy uniform, he would be as filthy as his patients.

The 10th June, 1915 brought the battalion into the **Battle of Hooge**, by the time it finished, only 140 men and two officers were fit, Noel had lost most of his friends and Noel was recommended by his Commanding Officer for a Military Cross for his work during the battle but unfortunately, the recommendations were lost at Division level and not one of the battalion received any recognition for their actions (Noel finally was awarded The Military Cross on 14 January, 1916, there was no citation in the London Gazette due to the lost recommendation and the length of the list).

The Somme - Guillemont

On 7th August, the battalion received orders to take part in an assault on Guillemont at 4:20am on the 8th. The battalion was part of 166th brigade and was again in reserve. The attack by 164th and 165th brigades was successful on the right but in the middle and left, it was held up. The Liverpool Irish in 164th Brigade appeared to be cut off near the railway station. The 166th were ordered to attack at 4:20am the following morning. The preparation for the attack didn't go well. The guides failed to turn up, and while waiting for fresh guides, they were caught in German shelling which caused casualties. Eventually the guides arrived but they only had the vaguest idea of the route. The battalion reached the jumping off trenches with only minutes to spare.

The attack was to be made past Trones Wood and Arrowhead Copse to capture the German front line trench and on into Guillemont. The attack started under a German bombardment of the trenches and no-mans-land. Heavy machine gun fire swept Death Valley and pinned down the attackers. In all four attempts were made by the battalion but all without success. The failed attack cost the Liverpool Scottish dear, out of a starting complement of twenty officers and about 600 men, five officers were killed, five were missing and seven wounded. Of the

men, sixty nine were killed, twenty seven missing and 167 wounded.

During the action, Noel was wounded by two small shell splinters in his back, despite this, he performed the deeds that were to gain him his first VC. The evening of the attack saw Noel and a party of volunteers in no-mans-land helping bring in wounded men. He got as close 25 yards (23 metres) to the German front line where he found three men. This went on all night and throughout all this, a constant rain of snipers bullets and occasional bombing swept no-mans-land.

The battalion went back to a rest area at Valines west of Abbeville, Noel was granted sick leave to recover from his wound. He rejoined his battalion on 7th September near Delville Wood. Back in the thick of the fighting, he was again out rescuing men and treating those brought in to his Casualty Clearing Station. In early October Bishop Chavasse received a letter from Lord Derby which despite being "*absolutely forbidden by War Office Rules*" he informed the Bishop that "one of your sons in the RAMC attached to the Liverpool Territorials" had been forwarded to him and he "*had the honour of forwarding his name to His Majesty for the bestowal of this magnificent Order (the V.C.) and I cannot tell you how pleased I was to do so*". The Bishop wrote immediately to Noel who replied (with some scepticism) "*... till I see it in print I will not believe*". He told no one else in the battalion.

The battalion moved from the Somme back to the Ypres Salient in the Weiltje sector, it was even more battered and grim than he remembered it. By this time, news started to reach the battalion of awards following the action at Guillemont. Two of Noel's stretcher bearers had been awarded the Distinguished Service Medal and two more the Military Medal then on 26th October, 1916 the *London Gazette* announced that Noel Godfrey Chavasse MC, RAMC had indeed been awarded the Victoria Cross. The Scottish received the news on 28th October and a celebration ensued, the officers held a dinner for Noel in a chateau at Elverdinghe. The citation in the *London Gazette* read:

"During an attack he tended the wounded in the open all day, under heavy fire, frequently

in view of the enemy. During the ensuing night he searched for wounded on the ground in front of the enemy's lines for four hours. Next day he took one stretcher-bearer to the advanced trenches, and, under heavy fire, carried an urgent case for 500 yards into safety, being wounded in the side by a shell splinter during the journey. The same night he took up a party of trusty volunteers, rescued three wounded men from a shell hole twenty five yards from the enemy's trench, buried the bodies of two officers and collected many identity discs, although fired on by bombs and machine guns. Altogether he saved the lives of some twenty badly wounded men, besides the ordinary cases which passed through his hands. His courage and self-sacrifice were beyond praise."

The reaction in Liverpool was ecstatic, the Bishop was feted and Noel was even included in a cigarette card series "Victoria Cross Heroes" by Gallaghers. Noel was inundated by letters from all sorts of people and true to his character, he found time to reply to them all.

In February, 1917 Noel was granted 14 days leave, he went on 5th February to Buckingham Palace where he was one of seven men being invested. It is perhaps a sign of the times to note that he was only accompanied by four female relatives, all the male members of the family were in France. The medal was brought back to Liverpool by his cousin Marjorie for safe keeping in the Bishop's Palace. It was during this leave, he became engaged to his long-time sweetheart Gladys.

The Third Battle of Ypres (Passchendaele)

On the 29th July, they battalion moved forward to its assembly positions for the attack and, ominously, the fine weather broke and the rain, which was to turn the battlefield into the infamous quagmire, started. The attack started at 3:50 am on 31st July. The Scottish were by this time already in open ground and made good progress towards their first objective and they pushed on towards the Steenbeek, a stream that crossed their route.

Noel had moved his aid post forward with the attack and set it up in a captured German dug out at Setques Farm. The area was subjected to intensive German fire but he stayed put. The dugout was small and it served only as a patching up station before the wounded were sent further back Noel had been injured in the head by a shell splinter as he stood up and waved to indicate the position of his aid post. It is possible he suffered a fractured skull in this incident. After being dressed at the Weiltje dug out, Noel returned, despite advice to stay put, to his aid post. His stretcher bearers had been busy and Noel was very busy until sundown. As night fell Noel picked up his torch and went searching the wrecked landscape for survivors, it was raining again by this time.

Early the following day, Noel found himself a German captive who was a medic and the two of them worked hard to treat wounded men in the impossible conditions of mud, blood and water. Noel went to the door of the dugout to call in the next man when a shell flew past him and down the stairs, killing the man who was waiting to be carried away by the Field Ambulance. Details get very confused at this point, Noel may have received another wound but he carried on. The official history of the Liverpool Scottish has it that Noel was wounded twice more in the head. One stretcher bearer had been sent to the aid post to tell Noel to return. Despite intense pain, *"The Doc refused to go and told us to take another man instead"*. There is no doubt that at about 3am in the morning of Thursday 2nd August, 1917, another shell entered the aid post, Noel was sitting in a chair trying to get some sleep. Everyone in the aid post was either killed or seriously wounded. Noel had received four or five wounds, the worst being a gaping abdominal wound from which he bled profusely. He managed to crawl up the stairs and out of the dug out and crawled along the (flooded, muddy) road until he stumbled across a dugout occupied by Lt. Charles Wray of the Loyal North Lancs Regiment who sent for help and later sent an account to his local paper.

Noel was sent to Casualty Clearing Station No. 32 at Brandhoek, which specialised in abdominal wounds. He was operated on

immediately and after all the shell splinters had been removed he was patched up. He regained consciousness and he spoke to a Colonel Davidson who reported "He seems very weak but spoke cheerfully". It was not to be a happy ending however as Noel died peacefully at 1pm on Saturday 4th August, 1917. Three years to the day since the outbreak of the war. Bishop and Mrs Chavasse received the telegram informing them of the sad news on the morning of 9th August.

This Devoted and Gallant Officer...

Noel was buried on the 5th August. No special arrangements were made but despite this, the whole battalion paraded and every Medical Officer at the hospital attended the funeral. The news was released in the press on Friday 10th August. Many messages and letters were sent to the Bishop, including one from King George V. Obituaries appeared in all the local press, the British Medical Journal and the national press. The Daily Mail had a picture of Noel. Christopher, being Noel's twin was deeply affected. He knew Noel had gone, even though he was 80 miles away at the time. Gladys, Noel's fiancée was distraught. Back in Liverpool, a memorial service, ostensibly for the local men who had died at Passchendaele was held on 29th August at 3pm at St Nicholas' Church on the Mersey waterfront. The partly built cathedral wasn't big enough to hold everyone. The singing was accompanied by the sounds of a violent storm outside.

Early in September a letter arrived at the Bishop's Palace from Lord Derby that made the Bishop break down in tears. It read:

"I signed something last night which gave me the most mixed feelings of deep regret and great pleasure and that was the submission to His Majesty that a Bar should be granted to the Victoria Cross gained by your son. There is no doubt whatsoever that this will be approved and while it cannot in any way diminish your sorrow, still from the point of view of those who are your friends, it is a great pleasure to think that your son in laying down his life laid it down on behalf of his fellow countrymen, and that it is recognized, not only by those who knew him, but by the King and Country as a whole. In all the

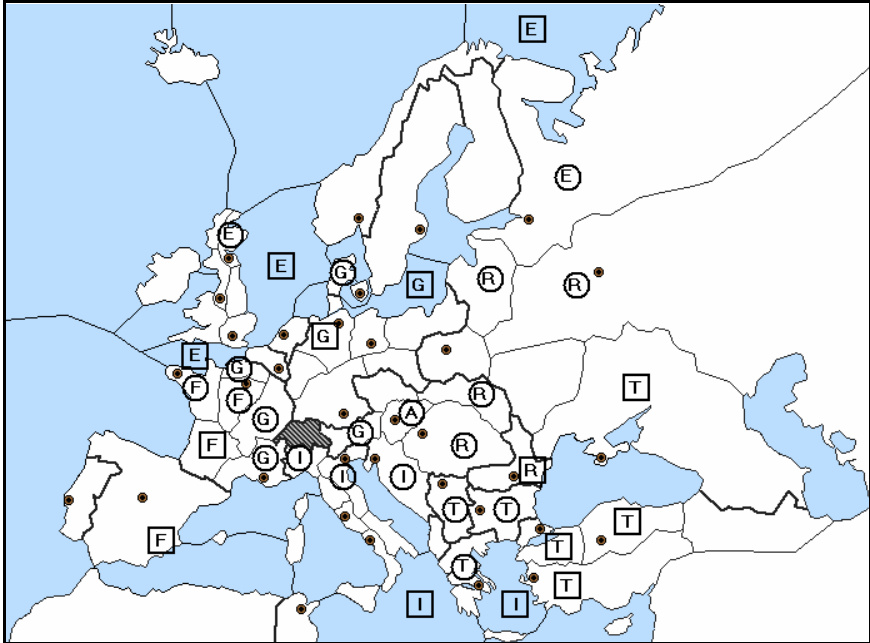
records of Victoria Crosses given I do not think there is one that will appeal to the British Public more than the record for which this Bar is to be given, and as I said at the beginning of my letter, it was a great pleasure to think that this recognition of his services is thus recorded."

The award was announced in the London Gazette on 14th September, 1917. It read:

"Though severely wounded early in the action whilst carrying a wounded soldier to the dressing station, he refused to leave his post, and for two days, not only continued to perform his duties, but in addition, went out repeatedly under heavy fire to search for and attend to the wounded who were lying out. During these searches, although practically without food during this period, worn with fatigue and faint with his wound, he assisted to carry a number of badly wounded men over heavy and difficult ground. By his extraordinary energy and inspiring example was instrumental in rescuing many wounded who would have otherwise undoubtedly succumbed under the bad weather conditions. This devoted and gallant officer subsequently died of his wounds."

Noel is buried in Brandhoek's New Military Cemetery. His grave (Plot 3, Grave B15) has had several memorials over the years, the current headstone was erected on 28th April 1981. It is the only headstone in the world to have two Victoria Crosses engraved on it. The inscription *"Greater love hath no man than this, that a man lay down his life for his friends"* was selected by his father.

This is a greatly edited version of the article available at <http://www.chavasse.u-net.com/chavasse.html>



Regular Diplomacy - Mons (Autumn 1903)

AUSTRIA-HUNGARY (Steve Ade)
A(Vie) s ITALIAN A(Tri); A(Alb) - Ser
 (FAILED); F(ADS) s ITALIAN F(Apu) - ION

ENGLAND (Dave Clark)
 F(NTH) c A(Edi) - Nwy; A(Fin) - StP; F(BAR)
 s A(Fin) - StP; F(ENG) - MAQ (FAILED);
A(Edi) - Nwy (FAILED)

FRANCE (Jimmy Cowie)
F(Gas) - MAQ (FAILED); A(Par) - Gas
 (FAILED); A(Bre) s A(Par) - Gas; F(Mar) -
 Spa sc

GERMANY (Richard Scholefield)
F(BAL) - Lvn (FAILED); A(Den) - Swe
 (FAILED); A(Ruh) - Bur; A(Bel) - Pic; A(Bur) -
 Mar; A(Tyr) s AUSTRIAN A(Vie)

ITALY (Nick Parish)
 A(Pie) s GERMAN A(Bur) - Mar; A(Tri) s
 AUSTRIAN A(Alb) - Ser; F(Apu) - ION;
 F(EMS) - AEG

RUSSIA (Bruce Edwards)
A(Lvn) s A(StP). (CUT); F(Swe) - Nwy
 (FAILED); A(Gal) s A(Bud); A(Bud) s
 TURKISH A(Rum) - Ser; F(Sev) - Rum;
A(StP) Stands* (DISLODGED TO Mos)

TURKEY (Tim Deacon)
 F(BLA) - Sev; A(Rum) - Ser; A(Bul) s A(Rum)
 - Ser; A(Gre) s A(Rum) - Ser; F(AEG) - Smy

Autumn 1903 Adjustments:

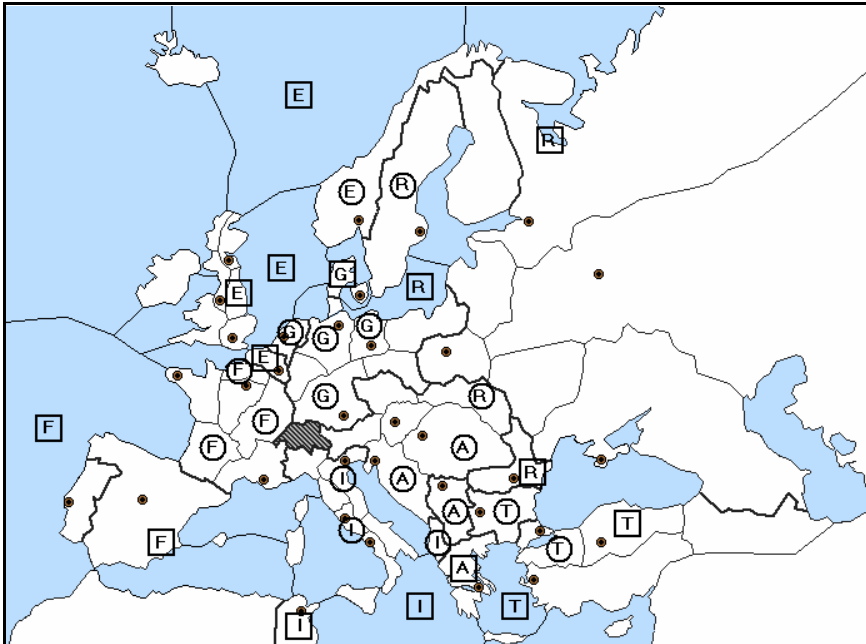
A: Vie, -Tri, -Gre = 1; Loses 2. Removes
 F(ADS), A(Alb).
 E: StP, Edi, Nwy, Lon, Lpl = 5; No change.
 F: Par, Bre, +Spa, Por, -Mar = 4; No change.
 G: Den, +Mar, Hol, Bel, Mun, Ber, Kie = 7;
 Gains 1. Builds F(Kie).
 I: +Tri, Ven, Tun, Nap, Rom = 5; Gains 1.
 Builds A(Ven).
 R: Swe, Bud, Rum, Mos, War, -Sev = 5;
 Loses 1. Removes F(Swe).
 T: +Sev, Ser, Bul, +Gre, Smy, Con, Ank = 7;
 Gains 2. Builds F(Con), F(Ank).

Press:

Turkey - Russia: I trust F(Sev) stayed put!

Germany-Russia: I am sorry to let you down.

Turkey - Austria: Goodbye!



Regular Diplomacy - MARNE (Spring 1902)

AUSTRIA-HUNGARY (Howard Bishop) A(Vie) - Tri; A(Bud) s A(Vie) - Tri; A(Ser) s A(Vie) - Tri; F(Gre) Stands

ENGLAND (Garyth Wright) F(Edi) - NWG; F(Bel) Stands; F(Lon) - Yor; A(Nwy) s GERMAN F(Swe) (CUT); F(NTH) s A(Nwy)

FRANCE (Tim Deacon) F(Por) - MAO; A(Spa) - Gas; F(Mar) - Spa sc; A(Bur) - Ruh (FAILED); A(Par) - Pic

GERMANY (Neil Hopkins) A(Mun) - Tyr (FAILED); A(Hol) - Ruh (FAILED); F(Swe) Stands* (DISLODGED TO Den); A(Ber) Stands; A(Kie) - Mun (FAILED)

ITALY (Jeremy Tullett) F(Tun) s F(Nap) - ION; F(Nap) - ION; A(Tri) - Alb; A(Ven) - Tyr (FAILED); A(Rom) - Ven (FAILED)

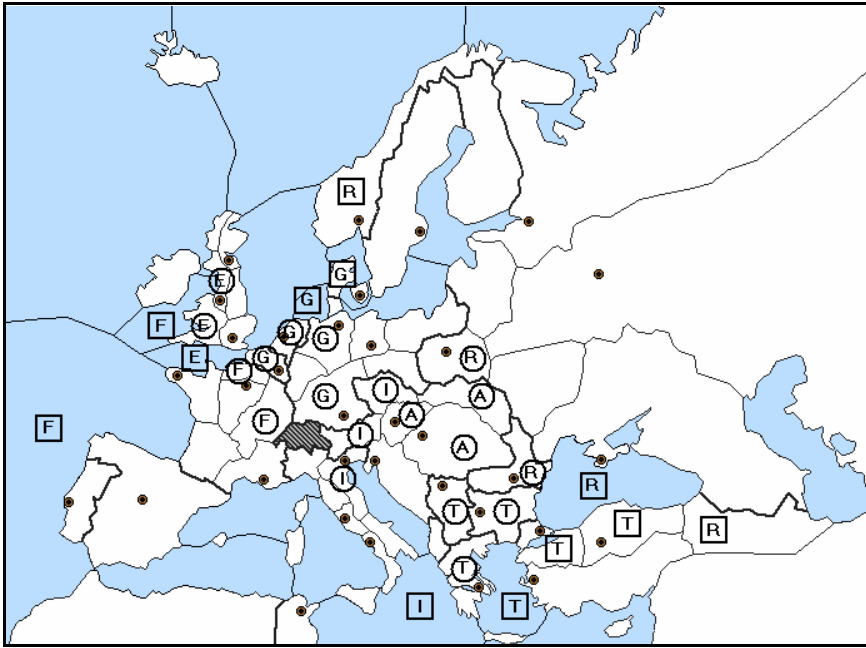
RUSSIA (Mike Dean) F(BAL) s A(Fin) - Swe; A(Fin) - Swe; A(Gal) - Rum (FAILED); F(Rum) - BLA (FAILED); F(StP) nc - Nwy (FAILED)

TURKEY (Ellis Simpson) F(Ank) - BLA (FAILED); A(Bul) Stands; A(Con) s A(Bul); F(Smy) - AEG

Press

London-St (Petersburg): Would you not be better using your units down south? Scandinavia does not want any Russians on its soil.

Scandinavia-Europe: Fight Russia. Resist him at all costs. He is the enemy of everyone else in this game. Rise against the evil Russian bear!



Gunboat Diplomacy - Heligoland (Spring 1903)

AUSTRIA-HUNGARY (Emperor Franz Josef)
A(Vie) - Tri (FAILED); A(Gal) - Ukr (FAILED);
 A(Bud) s A(Vie) - Tri

ENGLAND (Caveat) A(Yor) - Lpl; F(HEL) s
F(ENG) - NTH* (CUT, DISLODGED -
 DISBANDED NRP); F(ENG) - NTH (FAILED)

FRANCE (Petit Chou) F(IRI) c A(Bre) - Wal;
 A(Pic) s A(Bur); A(Bur) s ITALIAN A(Boh) -
Mun (MISORDER); F(MAO) c A(Bre) - Wal;
 A(Bre) - Wal

GERMANY (Visigoth) A(Hol) s A(Bel); A(Bel)
 s A(Mun) - Bur; A(Mun) - Bur (FAILED);
 A(Ber) - Kie; F(Den) s F(Kie) - HEL; F(Kie) -
 HEL

ITALY (Greenslade) F(ION) Stands; A(Ven) -
Tri (FAILED); A(Tyr) s A(Ven) - Tri; A(Boh) -
Vie (FAILED)

RUSSIA (Agar) F(Nwy) - NTH (FAILED);
A(Rum) s AUSTRIAN A(Bud) - Ser
 (MISORDER); A(War) - Ukr (FAILED);

F(BLA) s F(Arm) - Ank; F(Arm) - Ank
 (FAILED)

TURKEY (The Great Panjandrum) F(Ank) s
F(Con) (CUT); F(Con) s F(Ank); A(Ser) s
 A(Bul); A(Bul) s A(Ser); A(Gre) s A(Bul);
F(AEG) - ION (FAILED)

Press

Petit Chou – Greenslade: Try the back
 hander as you plough into Austria - same
 again in the Autumn?

F-E: Give me Liverpool and I will help you
 against the others.

Petit Chou - Visigoth: Stop ordering to
 Burgundy, and we can do business. We can
 split the caveat - see, we just did - and turn
 north and south as we please

Caveat: Apologies to all for my recent NMR,
 and not giving you the damn good thrashing
 you so obviously deserve.

F-A: Put up a fight, and stop the Juggernaut
 rolling over you

F-R: Agar by name, Agar by nature

France - Italy: Don't drink his wine, put it in the radiator!

England: Bugger!! Who has pinched my boat? Ah well, it looks like I am going to become an isolationist then just like my American friends.

F-T: Playing pieces, you fool, what else?

Petit Chou - Panjandrum: I trust that you can keep your end in play- Germany and I will tweak Russia's tail elsewhere.

Ber (Govt.) - Stp: I hope that we can work

together in the future, maybe you could support my fleet HEL to NTH next time? Just a thought.

T(Govt.) - I: Okey-dokey, 1 down, 3 to go.

F-T: Well spotted the treacherous Russian - stuff him big time with your friend with the red bits.

T-R: Oh, you want fun, do you? Much better if we work together. What will you do for your next build? Invade England? Ooops, sorry to give the game away.

Abstraction II TANNENBURG (January 1915)

AUSTRIA John Colledge, Dunorloch, 24
Brunstane Bank, Edinburgh, EH15 2NR

dunorloch@pop.dial.pipex.com

A(Obe)-Swa; A(Ser) S A(Mac)-Bul; A(Tra)-Rum (BOUNCE with F(Rum)); A(Mac)-Bul; F(Gre) S ITALIAN F(CMS)-AEG; A(Vie)-Gal (BOUNCE with A(War)); A(Gal)-Ukr

ENGLAND Chris Martin, 444 w49th #1AG,
New York, NY 10019, USA

tremewanc@earthlink.net

F(SKA)-ANG; F(MAO)-AZO; A(Ire) board
F(IRI), A/F(IRI)-MAO, A(MAO)-Bre; F(NTH)
S F(NWG)-Nwy; F(NWG)-Nwy (no such
unit); F(HBS) Std. u/o

FRANCE John Boocock, 25 Melrose Drive,
Peterborough, PE2 9DN

JohnandDiana@tesco.net

F(GoL) S A(Lyo)-Mar, A(Lyo)-Mar

GERMANY Dave Clark, 74B Chester Road,
Castle Bromwich, Birmingham, B36 9BU

daveclarkdiplomacy@ic24.net

A(Nwy)-Swe; A(Bel)-Pic; A(Lor)-Par; F(Den)
S A(Nwy)-Swe; F(BAL) C A(Kie)-Cou; A(Pru)
S A(Kie)-Cou; A(Kie)-Cou, A(Mun)-Tvr
(BOUNCE with A(Ven))

ITALY Bruce Edwards, 29 Aeron Close,
Barry, South Glam, CF62 7PX

Kactusjak@tinyworld.co.uk

F(And)-WMS; A(Por)-And; A(Cas)-Cat;
F(CMS)-Lib, F(MAS) S A(MAS)-Tun; A(Ven)-Tvr
(BOUNCE with A(Mun)), F(Sic)-CMS
(BOUNCE with A(AEG)); F(TYS) S F(Sic)-
CMS

RUSSIA Bob Pitman, 19 Honeysuckle Close,

Locksheath, Southampton, Hants. S031 6WF
bob@p1tman.demon.co.uk

A(StP) Std.; A(Ode)-Rum (BOUNCE with
F(Rum)); F(Rum)-Ode (BOUNCE with
A(Ode)); A(Lap)-Nwy; F(Swe)-Den*
DISLODGED ; A(War)-Gal (BOUNCE with
A(Vie)); F(BAR)-Lap (Can't move frozen!)

TURKEY Nick Gladstone, 1 Rosemary

Terrace, St. Agnes, TR5 OUF

nngladstone@cornwall.gov.uk

A(Bul)-Ser* (disbands NRO); F(AEG)-CMS
(BOUNCE with F(Sic)); F(EMS) S F(AEG)-
CMS; A(Lib)-Alg; A(Con)-Mac; F(Smy)-AEG
(BOUNCE with F(AEG))

Frozen Regions: During the period January-
April inclusive, the Arctic Ocean, Barents
Sea, Archangel, Lapland and Iceland are
frozen and any fleets in these spaces must
stand. Armies in Lapland or Archangel may
not be dislodged when the spaces are
frozen, though armies in Lapland or
Archangel may move out of these spaces
overland.

Austria-Europe: Many thanks for your
patience guys. Sorry for the delay.

Austria-Germany: The move to Swa is just
a precaution. Well, you seemed awfully
interested in what I was going to be doing
with it.

Austria-England: Glad to hear you are OK.

England: On a personal note, I would like to
offer a special thanks to all the UK players
who wrote and asked after my health and
offered support in the wake of the events of
September 11th. It was really great to be
thought of, as I live in midtown Manhattan.

Backpage

This issue was almost ready in record time – but the fact that Mons got delayed by a week meant I decided to hold the zine rather than mess about with a separate mailing. I really really must try and send some sample issues out this month as the readership has been static for a while and I'd like to get another game or two going. I seem to have plenty of readers who no longer want to play!

I recently purchased one of the original private production copies of *Diplomacy* that Allan Calhamer made before he got a contract to have *Diplomacy* produced professionally by Games Research Inc. Hopefully it will have arrived from the USA in time to have a feature on it for the next issue. I've been looking for one of the original sets for sometime and this is only the second I've come across (the owner of the first one didn't want to sell).

And finally, a plea for contributions. I'm not proud – I'll take anything. Album reviews, book reviews, zine reviews, game reviews, thoughts on the meaning of life or even stuff about Diplomacy. All is welcome.

Change of Addresses

Guy Thomas has moved to 121 Bramley Way, Ashted, Surrey KT21 1RB.

Playlist: *Rant* – Ian Hunter; *What Do Pretty Girls Do?* – Kirsty MacColl; *True Love Stories* – Jilted John; *Choke* – The Beautiful South; *Mott* – Mott the Hoople; *Hearts and Bones* – Paul Simon; *Bare* – Barb Jungr; *The Bad and Lowdown World of the Kane Gang*; *The Story So Far* – Divine.

THE ARMISTICE DAY NEWSLETTER No.8

From: Stephen Agar, 47 Preston Drive, BRIGHTON, BN1 6LA.
stephen@armisticeday.com

DEADLINE: Saturday 3rd November 2001

Space for personal messages::