

DIPLOMACY  
BOX 1253  
BOSTON 9  
MASS.

**THE ARMISTICE DAY NEWSLETTER No.9**

*Deadline: 8<sup>th</sup> December 2001*

## ARMISTICE DAY

A Diplomacy zine from Stephen Agar, 47 Preston Drove, Brighton, BN1 6LA. Email [stephen@meurglys.com](mailto:stephen@meurglys.com). Tel. 01273-562430. <http://www.armisticeday.com>

### Subscriptions

80p per issue (UK), £1.50 per issue overseas. Alternatively register 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 as a PDF file.

## WAITING LISTS

### Diplomacy

**Diplomacy:** Peter Berlin, Jimmy Cowie, Tim Deacon, Richard Scholefield, Warren Galenzoski (2 wanted)

**Five Italies:** Jim Burgess, Toby Harris, Tim Deacon, Bruce Edwards, Frank Bacher (1 wanted)

**Post Atomic Diplomacy:** Rules inside. Andrew Jameson, 6 wanted.

### Railway Rivals

(to be run in a new subzine **Diversions** from Rip Gooch)

**Northern Italy Map P:** 6 wanted.

**South Sweden Map SWE:** 4 wanted.

**Netherlands:** 3 or 4 wanted.

And for a fun, quick start, **Isle of Wight:** 3 wanted.

Volunteers wanted for the **Trans-Canada Map Experiment** (essentially a very very long thin map). Details in the next issue.

### Editorial

Well, the last two weeks have been agony, quite literally. I'd always suspected that having a slipped disc was a life-experience best avoided, and having now experienced

one my view has not changed. Something in my back is pressing on the sciatic nerve and it is hell – it feels like my left leg has cramp permanently. Aaaaagh!!! Fortunately, one of the very few positions that is relatively comfortable is sitting down at my desk – so it may even be that the zine has benefited from all this. I hope this clears up soon or think I shall go mad. I saw my GP again earlier today and he has now referred me to an orthopaedic surgeon. Not sure I like the idea of back surgery – but if that's what it takes... Coincidentally, **Sprouts of Wrath** has been similarly delayed due to Mark Wightman having a bad back as well. Actually Mark and I between us almost make up one fit human being – in that he is OK if he is vertical or horizontal, whereas I am in agony if I am horizontal or vertical. A kind of orthopaedic odd couple. Just goes to show what a spineless lot us zine editors are.

There are a couple of bits of news on the Diplomacy front. The first is that Malcolm Cornelius has decided to fold **BUM** and I believe that **Armistice Day** is taking over the Diplomacy games (I am unsure what Jerry, Bill and Malcolm are doing with the other games though). So, a big hello and welcome to all our new readers (though I suspect you will soon be fewer in number given how many of you are in debt or have only a minimal amount of credit left). There are a few important things to note:

1. I am rehousing all the Diplomacy and Dip variant games in **BUM** (apart from the 1492 – can't contemplate that – sorry). I have reprinted the last game reports published later on in the zine. NB. even if you have sent Malcolm orders please resubmit them. Malcolm will forward orders on file – but things do go astray. Hopefully the games will recommence from the next **AD** deadline.
2. Where subbers were subscribing to both zines there credit has been added together.
3. No new **BUM** subbers have been charged for this issue! However, unless you ask for your subscription back I will assume that you are happy to receive this zine and will start deducting credit next issue. Please note any personal messages on the back page. I haven't got the credits from Malcolm yet, but I am sure they will turn up in due course.

4. If you're in one of the games, then please don't drop out!!!

5. If you were on Malcolm's freebie list you have still been sent this issue – but you probably won't get another unless you subscribe (sorry).

With luck the injection of some new blood (which doubles the circulation) will fill up some of the waiting lists by next time - fingers crossed.

The other bit of news is that Lee Kendtner has resigned as NAVB Custodian and the NAVB is already in the post on its way to me. I've been crazy about variants since I was a lad, so the prospect of having access to all those variants which never made it across the Atlantic is enough to make a saddo like me drool. I will be publishing a updated catalogue soon, with as many variants as possible available to download from the Internet (at <http://www.variantbank.com>). No doubt some will choose just to see this as hobby megalomania – however, I was the only person on two continents to show any interest in maintaining the collection – a sorry reflection on where we have got to.

Like many middle-aged men with nurdish pretensions I decided to “upgrade” to Windows XP Pro (from Windows 2000) for no other reason than to create all sorts of problems on my computer which I could then spend many happy hours trying to sort out. There is definitely perverse pleasure in installing the latest Microsoft operating system as soon as it is released. So far I have to admit to being disappointed in that Windows XP seems remarkably stable, and I only have one program which is causing me particular problems. I would even go as far as to say it seems even more robust and quicker than Windows 2000. At the same time I decided to upgrade the RAM in my PC because RAM is unbelievably cheap at the moment – an extra 256 Mb of DRAM was less than £30. Anyway, enough computer talk.

Nice to see that Boardman numbers are being issued again – John Marsden having take over the office from Richard Sharp. A mere seven Boardman Numbers are listed for UK postal games this year – whereas

several hundred games are being played on the Internet (and those with human GMs are not – as far as I know – being recorded at all).

I am in email correspondence from time to time with Allan Calhamer (who surely needs no introduction) and Allan has agreed to an a kind of interview by email – so if you have any questions that you think would be interesting to ask the inventor of Diplomacy then please let me know and I'll add them to the list.



### A Few Recent Zines Seen

Top of the pile next to the keyboard is *Underneath the Mango Tree*<sup>1</sup> No.27 from Alex Bardy. Much of this issue is taken up with 8 pages of discussion from the UKPBM mailing list – but I don't criticise Alex for reprinting it all, such debates shouldn't be confined those few who have access (those with email access can receive emails to this list by sending a blank email to [ukpbm-subscribe@yahogroups.com](mailto:ukpbm-subscribe@yahogroups.com) – it is a fairly low volume list with only 5-10 emails annually). Alex doesn't reprint some of the subsequent discussion involving Alex, Mark Boyle, Ryk Downes, and to a small extent myself. I think what happened was that Alex misunderstood what Mark was saying, suggested that Mark had claimed that Ryk and I had fixed the Zine Poll (which he didn't and we didn't) and then opened up a lot of old wounds which go way bac k. All quite heated – but a refreshing change from the overwhelming boredom of the current zine scene. A lot of work goes into *Mango* – lots of different games, thoughtful layout, quite a bit of chat – and on top of all that Alex also puts out a Waiting List update covering all zines he sees (which it is hoped to put up on the web). It is great to see someone with so much enthusiasm and *Mango* is a quality zine.

<sup>1</sup> Alex Bardy, 29 Harrier Way, Evelyn Mews, Beckton, London E6 5YP.

One zine I haven't mentioned for a while is **Hopscotch**<sup>2</sup> from Alan Parr. Issue 190 has Alan suggesting that the Zine Poll should be abandoned as very few people bother to vote – making the victory of **For Whom The Die Rolls** inevitable. Good job that Keith axed the Diplomacy Zine Poll then, as it wouldn't have been eligible ☺. Solid multi-games zine, tiny print, the place to play United, but other games are on offer from no less than eight external GMs. Very low on reading material, but a good line in quizzes.

**Dolchstofs**<sup>3</sup> is still going strong at issue 271 – though there is final proof that the world has turned upside down as Richard admits that he agrees with a Labour Prime Minister 100% on something – in this case the bombing of Afghanistan. If you are going to bomb any regime on Earth, then I suppose the Taliban are a pretty good candidate, but I do feel desperately sorry for what the ordinary people in that country have had to put up with over the past 20 years. Hopefully something good and lasting will eventually come out of all this. As Richard cheerfully admits to being a “technology moron” (are we allowed to use “moron” anymore – isn't in non-PC? Shame if it is because **Jilted John** just wouldn't work without it) more PC literate readers can always have a hearty chuckle at his expense. A purist Diplomacy zine with a hint of Bridge thrown in – has been semi-detached from the wider hobby for over 10 years, but will probably outlive the rest of us.

Philip Honeybone's **Flights of Fancy**<sup>4</sup> seems to be staying the course – up to issue 69 and looking fairly healthy. The only thing I dislike about this zine is the Celtic font used for the Editorial which hurts my eyes so much I never read it – thank goodness most of the rest of the zine is in Times New Roman. A wide selection of games are on offer (eight different waiting lists) and although light on chat, seems reliable. Philip did decline to trade – but I'll send him this issue and see if I can persuade him to

change his mind, as I think trading is vital to any hope of having a surviving postal hobby.

A change of medium, but Mike Dean has changed **Psycho** from a zine which was available on the web as a PDF download (as **Armistice Day** is) to being more of a multi-games-orientated website. The downside of this approach (in my experience) is that you get even less feedback – but in time you should get more visitors. General content on this site is good – but the difficult bit will be finding the time and incentive to keep adding new content. A wide selection of games on offer though (e.g. Dip and Dip variants, Sopwith, Hare & Tortoise, Snowball Fighting etc.) – so it would not surprise me if the site takes off in a big way. Point your browsers at <http://www.psychozine.com>

### **Bob Kendrick Shield 2001**

Although I have relinquished the reins of MasterCon, I will continue for the moment to receive and collate votes for the Bob Kendrick Shield.

So, the usual format, vote for the top three UK players whom you believe are worthy of being “Diplomacy Player of the Year”. Quite simply, the player who accrues the most votes will win, and be presented with the BIG shield to keep for a year.

Simon Bouton holds the trophy at present. Simon, as the only convention I will be attending is EDC in Dublin until next year, can you bring it with you? I won't be able to attend the London Trophy or MidCon.

Of course, there are still three more conventions to go before the end of the year, so plenty of opportunity to make an impression in, what I think, is a very open contest this year. Votes required by end of January 2002 to me - Shaun Derrick ([shaun.derrick@travelmanagement.co.uk](mailto:shaun.derrick@travelmanagement.co.uk))

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<sup>2</sup> Alan Parr, 6 Longfield Gardens, Tring, Herts., HP23 4DN.

<sup>3</sup> Richard Sharp, Norton House, Whielden Street, Amersham, Bucks, HP7 0HU.

<sup>4</sup> Philip Honeybone, 11 Norfolk Square, Ramsgate, Kent, CT12 6PG.

### **OxCon 2002**

This will take place on February 15<sup>th</sup> -17<sup>th</sup>.

Friday Evening: Laser Quest

Saturday and Sunday Events taking place at:  
Keble College, Oxford

Saturday

Diplomacy Tournament (starting 11AM)

15 to 1 (starting after the Dip)

Sunday

Settlers Tournament (Starting 11 AM)

Lost Cities (starting after the settlers)

Prizes for Diplomacy, Settlers. Trophies for  
15 to 1, Lost Cities.

Cost: Entrance: £2, Diplomacy, Settlers: £3  
Lost Cities: £1. Entire event: £6. Half price  
for students

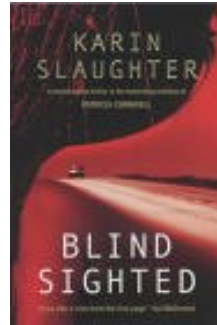
For be put on the OxCon mailing list, please  
e-mail [dipsoc@hotmail.com](mailto:dipsoc@hotmail.com) or for general  
information, check out <http://come.to/oxcon>

### **MasterCon 2002**

Keith Smith will be running MasterCon 2002  
at the Hind Hotel in Wellingborough, from  
Friday 22<sup>nd</sup> to Sunday 24<sup>th</sup> February 2002  
(the week after OxCon – shame as that may  
cut down attendance). Details to follow.



**Happy Birthday to Kate  
Who was 7 on 31<sup>st</sup> October**



### **Blindsighted**

**by Karin Slaughter**  
**2001, Century (Random House) £9.99**

Review by Ellis Simpson

There are two pieces of marketing puff on the front of this book. The first is the type you might expect to see on a second class book desperately pleading to be taken seriously as a first class contender: "A heart-stopping thriller in the bestselling tradition of Patricia Cornwell." Whatever that 'bestselling tradition' is, don't be fooled; this is a first class book that needs no tenuous links with successful authors to merit your attention. Indeed, the second marketing puff - a quote from the underrated Val McDermid - is all that is needed to accurately mark this novel: "Grips like a vice from the first page."

This is yet another story about a serial killer. Whatever would crime fiction do without them? However, this serial killer is almost in the background. Sure, the crimes are there in all their bloody, anatomical detail but the rapist murderer is kept away from the narrative until the closing pages. Instead, the focus here is on the characters that live in "the sleepy town of Heartsdale, Georgia" as they struggle to live and work along with the consequences of the killings.

The first to go is Sibyl Adams, raped and killed in the diner bathroom. Jeffery Tolliver is the police chief dealing with the murder and he has his hands full. The victim's sister is one of his detectives and his ex wife Sara Linton is doing double duty as a paediatrician

and the medical examiner responsible for doing the post-mortem examination.

Sara is the main character. She drifts in and out of her (plumbing) family much in the same way she drifts in and out of her feelings for Jeffrey. The rationality for his previous infidelity and the presentation of his inability to give the poor girl the right mix of emotional and physical support is solidly presented; neither twee nor overdone. And that is no mean achievement because in this 300 page story the author also fits in Sara's secret from the past (and the yearly reminders she receives) without stretching the suspension of disbelief too far.

In fact the book is also bursting with so many other themes that you might reasonably have expected their sheer number to have pushed the author beyond herself. There are shortcomings, of which more in a moment, but the overall impression is of someone who has truly worked hard at putting everything in its place, prioritising the story threads almost to perfection and managing to entertain while unwrapping the plot at just the right pace.

For example, Sibyl was gay and blind. If you were an author, how would you deal with a character like that? Getting the right mix of false trail, fresh perspective and honest to goodness breath of life being pumped into the character – if you can do that with a murder victim! – is no easy feat. But Slaughter does it well. And repeats the feat with Sibyl's sister and the sister's ex junkie uncle. These are complex characters more than they are props for the plot.

The first murder pops out a little southern style racism and vigilante justice. This was one aspect that seemed to hang in the air, unresolved. It was almost as if this was one theme you could not bring to a nice neat conclusion, happy or otherwise. Perhaps this is a piece of social comment in among the crimes.

The second murder, another young girl, brings the college, its students and staff a bit more into the picture and their involvement is consistent and complete. The portrayal of small town life and politics is very low key, probably a wise choice. The setting has to be

this way to allow the killer the freedom and the opportunity to operate as he does.

The investigation bumps along never seeming to get anywhere. Jeffrey follows a couple of dead end (or should that be 'blind alley'?) leads and the man from the FBI makes a fleeting appearance to tell us what we need to know about the killer's drug of choice to help him disable his victims.

The weakest part of the book seemed to be the hiding of the killer's identity. From a personal perspective it was too obvious. This may speak volumes for my perverted imagination or underline how many 'whodunit' crime books I have read; you choose. But even if that mystery aspect was no mystery (though your experience may vary, for sure) it did not detract from the pleasure of the read. It simply didn't matter.

The climax of the book does, expertly, bring all the important story lines together. Press reviewers have showered praise on Slaughter for achieving this at the end of a real page-turner in her first novel and she deserves that praise. So why do the publishers feel the need to front the book with a Cornwell label? There are some post-mortem scenes but they are less gothic, dark and depressing than those Kay Scarpetta seems to occupy. And while they are in the book to give the reader a very directed view of what the killer has been up to, they are not the author's focus.

*Blindsight* is an assured piece of crime writing. It's a terrifying tale told with believable characters in a well-crafted setting. It does, as McDermid says, 'grip' and when it lets go at the end you will be sorry it has finished. Here's hoping for more of the same from the author and less of the same from her publisher.



## DIPLOMACY (1<sup>st</sup> edition 1959)



I recently bought a copy of the first edition of Diplomacy from Rupert Thompson in the US (which Rupert himself bought in April 1960) – this is the version of the game marketed by Allan Calhamer himself, prior to the game getting picked up by Games Research Inc. This original set didn't come with a box at all – only the box used for shipping (though Rupert had even kept that). It has 136 pieces (all wooden and individually numbered) – ten armies for each power, and nine fleets (save for England, France and Germany who get ten). As you can see from the picture above, the basic board and the conference map design have hardly changed at all compared to the US editions of the game. Also included in the box were issues 1 and 2 of **The Despatch** – basically a mini-zine from Allan Calhamer himself – issue 1 of which I have reprinted below (I'll reprint issue 2 next time).

Rupert wrote to me after the game arrived here:

*"I enclosed all the correspondence, etc. as I thought that it might be interesting. I originally saw the advertisement (enclosed in packet [see below]) in some magazine, I don't remember which one, and sent off for it. As you can see I believe it cost me \$6.75 or so in 1960. By the way I hope you notice that the box in the box was the original one that the game came in. I am just a pack rat and prior to this game I had already sold over 100 other war games, primarily Avalon Hill, which I had collected and kept. Finally realizing that I had neither the time nor friends who were interested in playing them, I sold them to reduce the clutter when I moved into a new house. I had kept Diplomacy until the end to sell. I may have played a few "regulation games" with family but could never generate interest from others. I probably never played the game as it was intended to be played. I fooled around with the pieces by myself a time or two and enjoyed the play time. Also in 1960 I was in college and did not have the*

time due to studies. After college I did the usual with a new job, then marriage, then family and the game remained stored away safely. By the way, I was 63 in August, so, as you can see, I am still a kid at heart. I still have a sticker that my brother once gave me which says "He, who dies with the most toys, wins".



## REAL FUN!

### New Adult Game Says "All's Fair In Diplomacy"

As in real life diplomacy, two or more players may form secret alliances and plan their moves jointly. For further realism, members of an alliance may choose to double-cross their partners. The rules of the game permit for "no holds barred", so while it's fun for adults, it's poor training for children.

As noted by the game's creator, Mr. Allan B. Calhamer, "Any tactic based on deception is legitimate in Diplomacy". Such tactics would include: "military intelligence"—peeking as another player writes his move; "infiltration"—slipping extra pieces on the board unnoticed; "back-stabbing"—showing an ally a set of orders and then making an entirely different move.

The moves and rules of Diplomacy are based upon Mr. Calhamer's observations as a history major at Harvard, (Class of '53). He believes the opportunity to be nefarious in play releases tensions and emotions so as to better one's regular daily life. The chance to "play dirty" in the game and still be playing according to the rules can be an excellent emotional outlet.

The set includes a 20"X27" (when opened) playing board, 136 pieces or "units", conference maps for use in planning moves, and a booklet containing full instructions and outlines of sample games. Owners of Diplomacy sets also receive, gratis, copies of a newsletter called The Dispatch. It reports on games played by Diplomacy players—and offers ideas on new tricks and sly devices. Called "The Game With The Human Element", Diplomacy retails at \$6.95.

Further information is available without obligation from the manufacturer of the copyright game: Diplomacy, Box 1253, Boston 9, Mass.

Rupert was clearly a fan of the game at the time, and wrote to Allan Calhamer asking why Ireland wasn't passable and why Turkey

didn't start with a F(Con) instead of F(Ank). This was Allan's reply:

*"In answer to your criticisms, I considered permitting moves to Ireland - I also considered it as a supply center - and rejected the idea because I wanted to force the countries toward the center so that conflict would occur more rapidly. You have a point, however, inasmuch as there was diplomatic sparring over the allegiance of Ireland in both World Wars.*

*Turkey does not need immediate access to the Mediterranean, as you suggest. She can get into the Mediterranean fairly quickly by occupying Bulgaria at once and raising a fleet at Smyrna after the second move. A beginner (!) recently accomplished this result more rapidly by simply interchanging his fleet and his Smyrna army during the first diplomacy period. Of course, this would not have worked if either Austria or Italy had noticed it - and Italy was an experienced player!*

*The fleet in Constantinople would probably weaken Turkey. As is, she opens with something like:*

*1. Bulgaria 2. Constantinople 1F Black Sea (normally)*

*1. Bulgaria 2. Armenia 1F Black Sea (anti-Russian)*

*1. Bulgaria 2. stand 1F Constantinople (close alliance with Russia only)*

*In any case the army in Bulgaria may attack Greece, Serbia, or Rumania in Fall, 1901. If this results in a capture and the Second Army follows into Bulgaria, Turkey builds two. If this Fall move results merely in a stand-off; someone else is prevented from occupying a supply center. The power to withhold a center from either Russia or AH and permit one to the other Power is a good bargaining point. If the fleet started in Constantinople it would have to choose a coast of Bulgaria in Spring, 1901, and then would be limited to interference only in Greece or in Rumania, which one being known to everybody. The fleet based at Ankara is well employed simply keeping Russia out of the Black Sea."*



## THE DISPATCH

Published irregularly by Diplomacy, Box 1253, Boston 9, Mass.  
as a means of drawing the diplomatic family together

### Some Ideas from Recent Congresses

Any tactic based on deception is legitimate in Diplomacy. If the deception is exposed, the situation must be returned to that within the rules, unless the game has gone on to such a point that this return would be impractical. Thus if extra pieces are slipped onto the board ("Flying Dutchmen" -- so named because the tactic was first tried by a player of Germany) they must be taken off once the deception is noticed; but the damage they may have done in the intervening moves may not be undone.

If you note that a player has more pieces than he is entitled to, stop and think -- if his added strength works in your favor, do not expose him. If and when it begins to work against you, expose him after a set of orders has been read (when he is no longer entitled to change his orders, because he has seen the orders of another player); his piece must come off at once, and his orders may have relied heavily on it. Demanding that your ally show you his orders is a common tactic, but he may show you one set of orders, and turn in another.

A standard tactic is peeking as another player writes his moves ("military intelligence"). Once I was playing Italy and had alliances with Turkey and Austria-Hungary under the terms of which the Adriatic, Ionian, and Aegean seas were to be kept free of fleets. Thus secured I occupied Tunis on the second move, raised a fleet, and attacked the French in Marseilles and Spain. I could make no headway against the French, so we signed a treaty; I pulled my fleets back, and France subsequently sent her armies north. It was now necessary for me to look east for expansion.

Relying on our alliance, Turkey had attacked Russia in the Black Sea area. Germany had come down on A.-H. with armies, occupying Vienna. This crippled A.-H., without really giving Germany much strength, because her southern armies could not co-operate with her fleets. Therefore the area was "Balkanized" and was a good prospect for expansion. I threw my fleets into the neutralized seas. With the Turkish navy tied up in the Black Sea, I was able to capture Greece by attacking from the Aegean with support from the Ionian. Germany, hoping for support in the area, supported my army into Trieste.

My armies were now deployed thus: 2. Trieste, 1. Venice, 3. Rome. Rather than attack a supply center on the following move, I chose the mobilizing moves 2. Albania, 1. Trieste, 3. Venice, which would give me the largest military force - three armies - between the Adriatic and the Black Seas.

When the time came to read these moves, however, I couldn't find them. A lengthy search failed to produce them. It seems Turkey and A.-H. had quietly taken them. As we were playing in a laboratory engaged in defense work (strictly on our own time - it was about 10:30 p.m.), there were padlocked waste baskets around, intended "for classified waste only". My orders to my armies and fleets were at the bottom of one of these baskets.

As I had not gotten orders through to my units, they stood in place instead of moving. Fortunately, the interception of these orders ("by an Austrian spy") had not been coordinated with an attack on my positions. I was able to carry out my shift to the east side of the Adriatic on the following move. I swept through the disorganized Balkan area and had acquired 13 units, with a demonstrable win of three more by the end of the game.

Allan B. Calhamer

# LETTERS



## Tim Deacon

Thanks for your kind comments on my last letter to you. As far as I can recall I've never stopped subscribing to a zine although I have had several fold under me!

Perhaps one reason for a decline in the hobby is the, apparent, lack of new blood. I say this because, it seems to me, that some new blood might include some 'wannabe' editors.

**SA:** *Can't remember when the last newbie editor turned up. I guess the sort of person who would want to do that these days is probably already out there designing websites.*

Like yourself I feel that further events similar to Sept 11th can only be stopped by addressing the root causes of them, whatever these ultimately turn out to be. e.g. malnourishment, poverty etc.

The problem appears to be that our 'governors' don't seem to want too tackle these problems preferring to tackle the symptoms i.e. global terrorism. Don't get me wrong, this issue needs tackling as well but it won't go away merely by dropping bombs or killing known or suspected terrorists because one mans terrorist is anothers freedom fighter.

**SA:** *I have seen some Americans in Internet newsgroups attempting to distinguish between the IRA (not really terrorism apparently) and bin Laden (unacceptable terrorism). That said, I think the UK could do better at tackling some of the less savoury foreign groups which seem to exist in London.*

As for the economic impact of Sept 11th that was shown very rapidly with the announcement of job losses and service cuts in the Airline industry. Other knock on effects are likely to follow. Whether we have a global recession remains to be seen, I surely hope not.

**SA:** *A slow down is inevitable – but I think there has been an element of companies getting bad news out and making it look as if it was to do with September 11<sup>th</sup>, when it would have happened in any event.*

On to a lighter point, congratulations on your Don Miller award, especially if this is the first one to go to someone outside America. Furthermore it's good to see the Zine Poll back and thanks are given to Keith for organising it.

## Simon Ives

Many thanks for the 2 Kirsty cds, received last week. I've yet to play my copy, due to a variety of technical problems around the house, but hope to be giving it a blast or four this weekend.

**SA:** *If anyone asked for a Kirsty 'B' sides CD and hasn't received it, it means I have forgotten you asked – so ask again!*

Jilted John on your playlist? I remember buying the album on vinyl but probably only played it a couple of times. What does it sound like now? Did you know he had a small part in Coronation Street? Gail was standing outside the pictures after being stood up and so was he. He tried to chat her up but she wasn't having any of it and left. Jilted John - typecast or what?

**SA:** *I always really enjoyed the album – a good sense of adolescent humour all wrapped into a concept album. Graham Fellows has had more success recently with his other comic creation John Shuttleworth – I've got the first John Shuttleworth single **Swimming with Sharon** somewhere – an absolute hoot (and as I picked it up for 10p, a bargain as well!).*

Good to see a book review, especially of one I've read! I did Brighton Rock for 'O' level and enjoyed it. Catholic themes run through all Greene's novels. The role of Ida is dubious - she seems merely a plot device, which is emphasised by the film version - her laugh repeatedly sounding at dramatic moments. The film was on TV earlier this year and is well worth watching. They've changed the ending, too - I won't tell you how as it would spoil the surprise.

**SA:** *Ellis Simpson kindly supplied a book review this issue – wouldn't it be fun if readers book reviews became a regular feature. Anyone else?*

Finally, I enjoyed the piece on Captain Chavasse. I don't know what general feedback you get on articles like this but I for one think you should keep them coming!

**SA:** *Yours was the only feedback I got! On one hand you could say that if you want to read history articles you can go and read a history textbook – but as I enjoy them I think they may become a regular feature. This time it's the First Afghan War – and I already have thoughts about an designing an Afghanistan Diplomacy variant (19<sup>th</sup> century, not 21st!).*

### **Allan Stagg**

Many thanks for **AD** (or should it be **TADM**) 8. I particularly enjoyed the reviews of book and album, particularly as I liked the Mott 'mainstream' singles (i.e. those which made the Top 30). Saturday Gigs remains my favourite of their songs, particularly as when it came out I had just started going to concerts - I had started college in Bristol.

**SA:** *I always like Mott the Hoople, but I hadn't realised how good some of Ian Hunter's solo work is. As well as **Rant**, I would particularly recommend **Once Bitten Twice Shy**, a recently released double CD of Ian Hunter's best solo work.*

Brighton Rock struck me as an ordinary book with a brilliant ending, whereas the film (which was on TV this weekend - did you see it?) was a very good film with an appallingly botched ending.

**SA:** *I meant to video it – but forgot. It was on something like 2am!*

### **Ian Maule**

Surfing around the internet this evening I came across your Diplomacy archive site. Looking in the history and the fanzines titles/player names from the seventies certainly brought back a few memories. Is it almost 30 years since I signed-up with Dave Berg and War Bulletin?!

At one stage John Piggott and I shared a flat in West London and there were a regular

stream of visitors. Steve Doubleday (two curries a day man) and Pete Birks names spring readily to mind.

I gave up playing Dippy in about 1974 and lost a lot of contacts after getting married and moving out from the flat John and I shared. John and I saw each other every three or four years but it wasn't until 1990 when we found ourselves working for the same organisation that we actually got to know each other again. It was just about then that he retired on ill-health grounds and we wandered away from each other again. The last time I saw him was about three months ago on the game show 15-to-one one afternoon when I was off work.

Take care and best of luck.

PS. Oh, and I saw Hartley Patterson at a Wargames show at Earls Court 2 years ago.

### **Gihan Bandaranaike**

Specky won the London Trophy. Greco and Doug did well. Basically the TCP crowd walked the trophies. None of the Superzeroes team (London/Dublin mafia) won anything (there were Best Country pewter mugs + huge Trophy).

Turn out was low: 5 games in total. Tobes will be gloating. Recruitment drive was minimal as we're all far too busy. I believe most thoroughly enjoyed it and new venue. So I didn't mind substantial trophy donation. Gotta give something back to the hobby (can't give my time much anymore - far too busy).

We need to discuss saving MidCon, if it's not too late. I've spoken to Jeremy at length on this and you've been volunteered as MidCon hobby saviour, on account of your prior experience in this role. This may be news to you....

**SA:** *From what I hear MidCon was not very well attended, with only about 70 people. Apparently there were only two Diplomacy boards in the once mighty NDC! I don't think the Con is passed being saved, provided some new management is put in place now. But unless something is agreed in the next few months I suspect that the co will be doomed.*

**John Miller**

Do you know whether there is a list of all previous Pimley award winners on the Web anywhere?

**SA:** *No, I don't recall ever having seen all the names collected in one place. However, it wouldn't take long to do – I will try and do it for next issue.*

**Howard Bishop**

Another excellent issue of **Armistice Day**. I get the impression that you've been doing this for so long that the whole thing is almost effortless. Mine is like persuading 40,000 lemmings to come down from the cliff edge by the long and winding path rather than the more straightforward route!

I also read Brighton Rock before seeing the film. I enjoyed the book immensely, but didn't get anything out of the film. I just felt that there was a huge amount of hideous overacting (which I think is typical of B&W films of that era). Attenborough was the hammiest of the lot of them. Mind you, it's not the first time I've been let down by a film adaptation of a book that I've really enjoyed. I'm pinning my hopes on Harry Potter and the LotR part I movies to restore my faith!

The PBM forum seems to have livened up recently after Mike Dean's tirade about the apathy and parochialism of his fellow editors. There does seem to be a bit of momentum, but it's difficult to know whether anything substantial will come out of it. However, if Alex Bardy's offer to host an eWaiting List takes off, I think this will be a big step forward. As one of the hobby "old guard" what are your thoughts? A real renaissance or too little too late?

**SA:** *I have certainly found the zine a lot easier to put together since I started printing it at home – having control over the whole process just seems to encourage me to get on with it. I have to confess that I haven't been at all tempted to read the Harry Potter books (which appear to an outsider to be a cross between C.S. Lewis, Terry Pratchett and Just William). I read a single page and couldn't cope with the clichés. Having said that, Esme is reading the first book to Kate*

*every night, so I guess we will end up seeing the film sooner or later.*

*Yes, the PBM Forum (on the Internet) has livened up of late – the whole debate with regard to the future (or lack of it) of the postal hobby and then the wonderful intervention of Mark Boyle, casting hand-grenades left, right and centre. All great fun. I was going to reprint some of the debate, but Alex Bardy beat me to it. As to whether it is too late or not – the irony of having an online waiting list for postal games just says it all.*

**Fred Davis**

We were shocked when we learned that about 250 Brits were lost in the WTC Attack. They say it was the worst Terrorist attack involving U.K. citizens. Of course, the WTC was virtually the center of much of the world's commerce and people from at least 40 nations were lost in the disaster. It's good to see that the U.K. and U.S. are working together on the war on Terrorism. I just hope they don't try to start a land war in Afghanistan. Britain lost about 140,000 men in their two invasions of the country in the 19th century, and the Russians had horrific losses in their invasion of the 1980s. Let's just try to take out bin Laden.

**SA:** *At the time of writing a land war is looking all the more likely. Your letter prompted me to put an article in this issue on the First Afghan War which I think makes interesting reading. The massacre described there is the equivalent of more than three September 11ths.*

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**PIECES OF EIGHT, ISSUE B**

Rumours of our death are greatly exaggerated! The Hobby Development Fund goes from strength to strength. We're up and running, doing our thing, taking money in, paying money out, helping wherever we can, funding hobby development, doing what it says on the tin.

The Treasurer, and holder of the chequebook, is me, **Nick Parish**. Any donations can be sent to me at 1a Wilna Road, Earlsfield, London SW18 3AY; the other signatories are Stephen Agar, John

Colledge and Chris Dickson, who are all equally happy to accept your money as well. Queries are also very welcome by e-mail; you can reach us at [nick\\_parish@hotmail.com](mailto:nick_parish@hotmail.com), [stephen@armisticeday.com](mailto:stephen@armisticeday.com), [dunorroch@popdial.pipex.com](mailto:dunorroch@popdial.pipex.com) and [chris@dickson.demon.co.uk](mailto:chris@dickson.demon.co.uk), respectively. You can also pay directly into our bank account if you don't want us to know that it was you who made the donation; reach us at "Hobby Development Fund", account number 21858890, at branch sort code 40-05-30 (HSBC, PO Box 648, 27-32 Poultry & Princes Street, LONDON EC2P 2BX).

The new incarnation of the Hobby Development Fund made its first two payouts last year (2000). £75 went to cover the cost of hiring two tables at the Flagship convention in April, at which the amateur side of the hobby was promoted to pro PBMs. And £101 went to cover the costs of a domain name and web hosting – though the web site ([postalgames.org.uk](http://postalgames.org.uk)) was discontinued after a year due to insufficient interest (though we still have the name if anyone wants to use it). These are examples, indeed, that the Hobby Development Fund does pay out money to develop the hobby, but you don't need to be a Pimley Award winner to be eligible for funding. If you've got a project in mind which will help the hobby, let us know and we'll see if we can help you fund it. We will report all the approaches for funds we get, but we won't aim to shame. Hobby Development Fund cheques will be signed by two signatories and no signatory can make payments to themselves.

Other details are that we do let you know who's given money to the fund - though anonymity is possible if you like, I guess - but we don't reveal how much. Donors this time have been Alex Bardy, David Charlton, Malcolm Cornelius, Chris Dickson and Mark Stretch. Many thanks to all of you, not just from us but from future recipients of HDF funding. After all the addition and subtraction, here are the latest HDF accounts. Please excuse the lack of double-spaced book-keeping oodjamaflips, but this should service to put the record straight:

**HOBBY DEVELOPMENT FUND  
ACCOUNTS OCTOBER 2001**

OPENING BALANCE	£155.02
INCOME / DONATIONS	£265.00
INTEREST	£1.29
EXPENDITURE	£176.00
CLOSING BALANCE	£245.31

(signed)

NICK PARISH

So a whopping increase of over 50% in the balance since last time, and an even more whopping increase in the number of statistics produced about it. Friends, Romans, Countrymen; give me your donations and your funding applications, and we'll keep rolling along. Until next time, good gaming!

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**Post Atomic Diplomacy (QR03/07)**

**by Fred Hemmings**

The game is played on the standard Diplomacy board except that St Petersburg is divided into two areas known as St Petersburg and Archangel. St Petersburg joins Livonia, Finland, Moscow, the Gulf of Bothnia and Archangel; Archangel joins Moscow, Finland, Norway, the Barents Sea and St Petersburg. The game starts in Winter 2020.

0. All normal (1971) rules apply with the following changes:

1. Players receive the standard number of pieces, but may choose what type they are (army or navy).

2. The following islands are additional neutral provinces and may be visited and used in either attack and support: Balearic Is. (1 province only), Crete, Cyprus, Iceland, Ireland, Gotland, Sardinia, Sicily, Kolguev. There is no land route between Sicily and Naples.

3. Although pieces start in the same place as the regular game (the Russian player choosing between St Petersburg and archangel), these are not necessarily (due to nuclear War), supply centers. The GM will throw at random within each country allocating the same number of supply centers as in the regular game. Players will be told if they are in a supply center at the start, but not the location of the home s.c.'s they do not occupy (foreign or not).

4. Rule 3 also applies to neutral s.c.'s.

5. The following are possible supply centers (apart from the usual ones):

a) England: Wales, Clyde, Yorkshire.

b) Germany: Prussia, Ruhr, Silesia.

c) Russia: Archangel, Livonia, Ukraine, Finland.

d) Turkey: Armenia, Cyprus, Syria. (Note Cyprus is not neutral).

e) Austria: Bohemia, Galicia, Tyrolia.

f) France: Burgundy, Gascony, Picardy.

g) Italy: Piedmont, Tuscany, Apulia.

h) Neutral: Balearic Is., Albania, Crete, Gotland, Iceland, North Africa, Switzerland (the latter being passable in this game).

6. The war has caused geological changes. Each player must insert one, and may insert two, mountain ranges either within or at the borders of his country. A mountain range takes up the whole space between two adjacent provinces (eg. the Ruhr/Kiel border or the Picardy coast, but if placed on the Brest coast it would either be against the Channel or the Atlantic, not both - unless two mountain ranges were used). A mountain range (which can also be a cliff), prevents an army crossing, or, if on a coast, prevents a fleet crossing. If two countries place a mountain range in the same place it will also be impassable to Mutant

forces (see below), this also applies if a single country builds both its mountains along the same border, Diplomacy should not be allowed before the mountains are placed.

7. During 2021 (the first year), discovery of your home supply centers in either spring or winter is acceptable, failure to discover them then will mean that a player will not be credited with them in the winter. At all other times only Autumn occupancy will count (as in regular).

8. Mountains are discovered by any piece in an adjacent area, but double mountains are only recognized as such by a country whose mutant force fails to cross them.

9. Mutant forces. At any time after the start of the game one or more mutant forces may be brought into play. A mutant force may be built instead of two normal pieces or by the destruction of one unit in a home supply center and the use of a single build, or by the destruction of two units, one of which is in a home supply center and the other in an adjacent province. A mutant force must be built in a vacant home supply center and must always take first priority as a build. Mutant forces fight as any other normal units, but they have the ability to (a) move on land and sea, (b) pass over single mountains.

10. Players will be informed of the location of s.c.'s they discover, but their position will not be published for all to see.

11. Players may make their mountain builds conditional on whether their units start off in a s.c. or not.

12. Normal victory conditions apply.

First published in *Pigmy* 18





### **The Retreat from Kabul (1842)**

**By Alex Chirside**

It was to be the most terrible retreat in the history of British arms. It began on January 6th, 1842 and would in end an 'awful completeness' as the historian John Kaye said, barely a week later. The nearest British garrison and therefore the only place where safety could be guaranteed was in the city of Jalalabad, and it lay over ninety miles away. It doesn't seem so far, but it was a ninety mile trek over snow-covered mountain paths and passes, through desolate country held by warlike tribesmen with a great hatred for the British. The British had little confidence in their leader General Elphinstone who, contrary to the advice of those around him had accepted the offer of safe passage to India and even less in the trustworthiness of Mohammed Akbar who had made the offer.

It was therefore a very cold, dispirited throng, there was such confusion it could not be called an army that left their home of the last three years and headed for the mountains. Almost 17,000 people left the cantonment that dark day. About 700 were Europeans, both soldiers and civilians, another 3,800 were Indian soldiers and more than 12,000 camp followers. There were bullock carts, mules, camels, horses, and ponies. The European women and children were carried on the carts or in great baskets slung over the sides of the camels but the Indian camp followers and their families had to struggle along on foot as best they could. Four hundred men of the 44th Foot and a hundred cavalymen made up the vanguard. Then came the British women and children, then the main body of the army and finally the scrambling mass of camp followers.

There was no sign of Akbar's promised escort and the horror started immediately after the rearguard left the compound with the Afghans swarming over the walls into the cantonment eager for loot. The rearguard itself came under sniper fire and many men were hit in the first hour or so of the retreat. It was only to get worse. Afghan horsemen rushed the column again and again, driving off baggage animals and killing both soldiers and unarmed camp followers. By the end of the first day only five miles had been covered and much of the baggage had been lost. As the army tried to make camp, stragglers continued to stagger in asking where their units were. Nobody seemed to know. All was confusion and pointed to a lack of any effective leadership that had already led, and would again lead to tragedy. Only one tent had survived the Afghan attacks and it was used by some women and children and senior officers that night. Everyone else had to lay down in the snow and the following morning many woke up with frostbitten limbs. Many didn't wake up at all. When the army moved off, those with frostbitten feet had to be left behind.

On the second day, the sniping and mounted attacks continued and in one the Afghans captured two mule guns, leaving only one other mule gun and two heavier pieces as the total ordnance available to the British. And then Mohammed Akbar appeared, scolding the British for leaving before his escort had been made ready. This was nonsense as the time and place for the escort to meet the British had been very precisely set; Akbar's men just hadn't shown up. Akbar suggested the British halt for the day while he negotiated safe passage through the upcoming Khoord-Cabool pass with the local chieftains who controlled it. How General Elphinstone could believe such things was beyond the comprehension of the men under his command, but he did and the army dutifully halted. Akbar also asked for the three British political officers (including Eldred Pottinger) as hostages. Again Elphinstone supinely gave in to the demand. It must have seemed like a sentence of death to them, but they obeyed their commander's orders and went with the Afghans. It was to save their lives.

### **The Khoord-Cabool Pass**

On January 8th, the third day, the weakened, cold, hungry army moved into the Khoord-Cabool pass. Its four-mile length was to become a charnel house. From the heights above the Afghan tribesmen poured down a withering fire on the Army of the Indus that had no hope of retaliation. Again Akbar's guarantees were shown to be false. Flight was the only option and everyone moved as quickly as possible to escape the fire of the long-barrelled Afghan jezails. The pass was narrow and there was a partly frozen stream wandering along its bottom. The stream had to be forded some thirteen times before the exit of the pass was reached. When the main body finally reached the end of the pass and a temporary safety, the Afghan tribesmen descended on the stragglers and slew them wickedly. Perhaps 3,000 men, women and children were lost in that bloody defile. Some said they saw Akbar himself riding through the killing zone shouting in Persian (which many of the British knew) to spare the British and in Pushto (the language of the tribesmen) urging them to kill everyone.

On January 9th, Elphinstone felt it prudent once more to trust Mohammed Akbar and give credence to his protestations of friendship. Akbar again offered his protection, this time to British women and children and any of their husbands that chose to go along. Nine children, eight women and two men accepted. It was a fortuitous decision they made for though they would be held captive for many months they would live through the ordeal.

The attacks on the column, however, didn't cease and many more fell to Afghan knives and musket balls the next day. Some went snow-blind, others succumbed to the cold and the Indian troops, far from their warm plains, suffered terribly and perished by the score. By the evening of January 10th, though no accurate count could be made, estimates suggested of the 16,500 souls who had struck out for Jalalabad, only 750 soldiers and 4,000 civilians remained alive. As the incessant attacks continued Akbar sent messages relaying his difficulty in controlling the local tribesmen and whether this was true or not, no-one now believed

him - except Elphinstone. On January 12th, with a mere 200 effectives at his disposal and 2,000 camp followers to protect, Elphinstone rode into Akbar's camp to discuss yet another offer of safe passage. It was again a false hope for in the camp it became obvious that even if Akbar had in fact wished to protect the British, he was certainly unable to do so. Though it does not excuse his earlier treachery, perhaps his tales of uncontrollable tribesmen were true. Elphinstone was held as another hostage by Akbar, though the general did manage to smuggle a message back to the army instructing the senior officer to move on without delay.

Relieved of the suffocating command of Elphinstone and his disgraceful inability to grasp the nettle, the desperately weak British pulled a surprise on their Afghan tormentors. A barrier of thornbushes had been built across the narrow pass and not expecting the British to move further that day it had been left unguarded. In the darkness the redcoats advanced to the barrier and cursing under their breaths tried to tear it down with their bare hands. Just as they made a breach, they were discovered and the night was suddenly rent by musket flashes, screams, war cries and the glint of flashing Afghan blades in the moonlight. The army was attacked from above and in the rear and according to Dr. Brydon, an army surgeon, the last vestiges of discipline were swept away and it became every man for himself. Brydon was pulled from his horse and only an old copy of Blackwood's Magazine, that he had stuffed in his cap and which cushioned an Afghan knife thrust, saved his life. Alone and with no mount Brydon scrambled through the thornbush barricade. He came across a terribly wounded Indian subadar on horse. The man was still clutching the bridle of his pony and this he gave to Brydon with a muttered hope that God would send him safe to Jalalabad. Then the man died and Brydon mounted the pony and rode off never knowing the name of the man who had been the provider of his salvation.

### **The Last Day**



Only two groups had clawed their way out of the jaws of death. Brydon attached himself to one of them. It consisted of fourteen mounted men and together they raced for Jalalabad. The other group were on foot and was made up of 45 soldiers and 20 officers, mostly of the 44th Foot. This group were able to get as far as the village of Gandamak. It was only 30 miles from Jalalabad: one day's march, only one day. They were surrounded by Afghans, however, and with only forty rounds between them the British formed square and prepared for the end. The Afghans asked the British to hand over their weapons, promising to spare their lives. The British refused. The Afghans then tried to disarm them and in the wild melee of hand to hand fighting that followed all but four were slain.

Brydon's group had pushed on and only 15 miles from Jalalabad they halted for a rest at the village of Futtebad. The seemingly friendly villagers offered them food and the weary British accepted. It was another trap and as the British rested scores of Afghan horsemen poured into the village. Five only escaped from Futtebad and soon their pursuers had killed four of them. Only Brydon was left and three more times he was attacked on the last few miles to safety. God only knows how he survived. The second last attack saw a jezail bullet come so close it broke off the blade of his sword. In the last attack Brydon in desperation threw the hilt of his sword in an Afghan face. Brydon was wounded, the pony was wounded but they struggled on and after a while Brydon found himself completely alone, his pursuers having melted away. It was then that a hawk-eyed lookout on the walls of Jalalabad saw the lone rider struggling painfully across the plain in front of the city and a cavalry patrol was sent out to bring Brydon in.

For days afterwards, a great bonfire was kept burning in front of Jalalabad's Kabuli gate, and others on the city's ramparts. Bugles sounded out there plaintive cries in the hope that their calls might guide in any stragglers. None ever came.

#### **The Aftermath**

The British returned to Kabul within a few months. Before the retreat had even begun a

new Governor-General, Lord Ellingburgh was on his way to Calcutta to replace Lord Auckland. The government had changed in Britain and Peel's Tories wished to withdraw all the garrisons from Afghanistan, primarily because of the exorbitant costs of maintaining them there. When the awful news reached London, however, it became obvious that British prestige could only be restored by a punitive expedition. The old Duke of Wellington was particularly concerned by the blow that Britain's reputation had suffered and adamant that reputation must be regained.

Unencumbered by dead wood such as Elphinstone, the British swept through the passes after the spring thaw and relieved the garrisons holding Kandahar and Jalalabad. As the armies advanced, they passed hundreds of skeletons and the men were enraged by the fate that had befallen their comrades during the retreat. As usual it was the Afghan villages on the line of the march that suffered for this and many atrocities were committed by the vengeful British soldiers. When Ghazni was reached it again fell and this time the British pulled down its formidable defences. With Kabul not far away and with no hope of the British being stopped Akbar sent the hostages he had collected the previous winter, Elphinstone included, to Bamian in the north of the country.

Two British armies converged on Kabul, one under the command of General Pollock, the other of General Nott. As they advanced it became apparent that Macnaughten had been correct in his assessment of the Afghan chiefs' loyalty to Akbar. Akbar's support dwindled and he fled before the British armies reached his capital. He sent word to Bamian that the hostages were to be taken to Bokhara and there sold as slaves. His plan was foiled by one of the captive officers, Eldred Pottinger. Resourceful as ever, Pottinger had suborned his gaoler with a bribe of 20,000 rupees and a promise of a pension of 1,000 rupees per month. The 22 officers, 37 other ranks, 19 wives and 22 children were now free but isolated in the north and they began to prepare the old fort in which they had been held to withstand a siege. Pottinger even managed to persuade

the hostages' former guards to stay on and protect them from Mohammed Akbar's wrath. Pollock led his troops into Kabul on September 15th. Akbar was gone and the city fell without a fight. Pollock immediately installed Shah Shujah's son Futeh on the throne and turned his thoughts to the hostages. He despatched an escort of 600 Kizilbashi irregular cavalrymen, to ride north and rescue them. Elphinstone had died during his captivity and this at least saved him from the humiliation of a possible court-martial, regarding his conduct of the Army of the Indus' affairs, had he survived.

There now was left only the question of a suitable punishment of the Kabulis. Some officers wished to destroy the Bala Hissar (the citadel), some to burn the whole city. In the end Pollock settled for blowing up the great covered bazaar, one of the marvels of Asia. So strong was the structure it took Pollock's engineers two days to successfully complete the job and in the meantime the British troops embarked on an orgy of looting that affected both friends and enemies of the British alike. On October 11th, the British pulled out of Kabul and withdrew all their forces to India. It would be more than 35 years before they came back.

The Afghan tribesmen remained as ferocious and surly as ever and over the next century generations of British subalterns would receive their baptisms of fire in the incessant round of border skirmish and punitive expedition that would mark Anglo-Afghan relations up to the very day the British quit India.

*If you want to learn even more about the First Afghan War I recommend <http://www.geocities.com/Broadway/Alley/5443/afopen.htm> from which this account is taken.*

## **The Dialectics of Diplomacy**

**By John Wilman**

Firstly, a quick resume for anyone unfamiliar with the term "dialectics" The dialectic method of argument is generally attributed to Hegel, although it can be traced back as far as Socrates. Hegel was a 19th century, German philosopher of dubious pedigree, whose works were so impenetrable that he has been claimed as a source of inspiration by both Fascism and Communism - hardly a record to be proud of. But the dialectic method of argument is undoubtedly a good one if used properly, as it is dynamic, progressive and evolutionary (as opposed to being static, reactionary and revolutionary).

The framework will be familiar to anyone who has ever taken part in a formal debate. We start with a thesis, which can arise from anywhere - accepted wisdom, a new theory, a draft constitution or a set of rules. A simple example would be the widely held view, in medieval times, that the world is flat. The arguments for the thesis are carefully set out, then the antithesis is advanced, purely in order to prove the thesis wrong and to advance the opposite view. From the clash of opposing ideologies and beliefs, which is not always as swift and bloodless as we would like it to be, a synthesis emerges - a combination of the best parts of the thesis and the antithesis.

The important and evolutionary aspect of dialectics is that the synthesis then becomes the "new" thesis, enabling the process to start all over again, but from better informed positions. Unfortunately, human nature being what it is, there are certain things that even the greatest of scientists, philosophers and other thinkers find it hard to do, such as:

- 1) Learning from our mistakes,
- 2) Admitting that we've made a mistake, and
- 3) Admitting the possibility that someone with opposing views may be right

whereas we find it very easy to:

- 1) Talk when we should be listening,
- 2) Spot other peoples' mistakes, and
- 3) Tell them what they are doing wrong.

All of which mitigates against progress being made by rational debate. Given that we have

all played Dip at some time, however reluctantly, it is, undoubtedly, a game, a game of strategy, like Go, Chess and Bridge, but - uniquely for its time - a game for 7 players. Most classical games of strategy cater for just two. Bridge allows 4, but one player is always dummy and relegated to making the coffee. If you are trying to make or break a contract, it's either you against two, or you and your partner against one. Solo Whist is a much better game, but who plays it nowadays?

Scrabble is best played with two, as is snooker, and tennis. Adding a third or fourth player is frivolous, and, in some cases, just ridiculous. Poker is the only game that can deal with any number of players, but it's a gambling game, and not for the faint-hearted or folk with emotions deeper than pockets. Most multi-player games, before the era which we now know and enjoy, were card or dice based, gladiatorial, family style and basically, crap.

In this category, we must include Risk, Monopoly & Buccaneer, although they were probably points of entry for many - Buccaneer, in particular, cries out for slightly amended victory criteria and anticipates the hex map without employing it. It also introduces the wrecking tactic, beloved of rules freaks everywhere (play the derelict card), which I have also seen employed in "Formula One" (there's a space where you can park) and "Mine a Million", the game where you deliberately sink your own ships and win by smuggling units to Race Bay.

The ultimate non-game is of course Trivial Pursuit, which fails to meet all three of its relatively undemanding objectives. The answers are sometimes just plain wrong, and are also easy to remember, while the game mechanics make Snakes & Ladders look like a work of genius. It still annoys me that the "inventors" became millionaires, while the true greats of games design do it in their spare time for scant reward (Rex Walford is still alive and well and writing to the quality broadsheets).

But I digress - nothing new there. We are now fortunate enough to have a plethora of excellent games. Granted, it took a while. Diplomacy was finally unleashed in 1954,

two years before I was born. Francis Tresham gave us "1829", and all his other multi-player games, more than twenty years afterwards. Since then, we have had the great bonanza of "German Games", and someone else will have to write about those, because my exposure to them, while pleasurable, has not been extensive. I have yet to play "Settlers" (Die Siedler von Catan), but I have played "Dune", and I think I would always win as the Atreides (he who nukes first nukes most effectively, how depressing).

Games with many players now cater for the fanatical and dedicated (Gulf War and Conquest Europa can take upwards of two days) and for the dilettantes with only half an hour to spare, if you can stomach "Family Business", though the best games, with players familiar with the game mechanics, can be knocked out in a flexible 2 - 4 hour time-frame. This is pushing it for Dip, which (at last!) leads to our first dialectic progression.

Diplomacy was designed as a face-to-face game, and this is still the way I prefer to play it, in a relaxed and social atmosphere. The difficulties of organising it like this, however, are formidable. Hence the growth of the antithesis: postal diplomacy. Like many graduates, I only got into this some time after leaving University, and only because I wasn't getting enough ftf games. My gaming cronies were all into D&D and its derivatives, which I found a poor substitute, and easily taken too seriously. At one stage, I was probably playing in upwards of a dozen games at anyone time. You could do this at the time, because about half the zines folded and the games went into limbo.

Clearly, this wasn't a great state of affairs, and some bright spark had the notion of a Diplomacy Convention, along the lines of a chess or bridge tournament. This was the synthesis - tournament play, which is fast, furious and utterly cut-throat. There is much current debate about scoring systems, but there was never really a problem here until a few wretched individuals began to "throw" games to their friends. There wasn't enough skill around in those days for "the other 5" to prevent two scoundrels doing this, and so tournaments were won by players who were

clearly acting contrary to the spirit, if not the letter of the law. (Very few things are actually prohibited by the Diplomacy rulebook: one of them is "negotiating during order-writing time", but this has proved impossible to police with 7 hyped-up dippers staring at the board, so almost everybody does it now).

It's advisable not break the law of the land in a public place, or indeed, try to argue with the tournament director, but you can do what you like with your own units, and if you elect to lose deliberately to benefit another, even for financial gain, behaviour that would get you slung out of a chess tournament, there's not a lot that can be done about it. It creates a lot of bad feeling, and that's the state of play at present with the synthesis - where do we go from here with tournament Dip?

My feeling is that we should keep it simple - go back to the rulebook and use the rules for the "short game", just as Calhamer wrote them. 1908 would be a good cut-off point, and from there you can either use the simple (excessively so, in my view) C-Diplo, or something a bit more testing that encourages enterprising play - tournament Dip is exceedingly "tight", and the 1st player to take a risk nearly always gets shot down in flames.

#### 2nd Dialectic: Win, Place or Show?

When Diplomacy was first introduced, it was clear that the objective was to win, by getting to 18 centres. This is bloody difficult, and I still get a real buzz when I get a "solo". I've wrapped up two in the last 6 months, but not anywhere I'd be noticed if I didn't brag about them (neither false nor true modesty is numbered among my virtues). Failing that, players tried to prevent anyone else from winning, and, by avoiding elimination, participate in a draw. Such is our simple thesis: You either win, lose or draw, and since a notional "Calhamer Point" comes with a win, the fewer players in the draw, the greater your share in it. Besides, it is obviously more satisfying to be in a 3-way draw than a 6-way, because you can claim to have "beaten" more players - they were eliminated, while you survived.

At various times, however, the philosophy of "Strong Second" has been advanced. This is

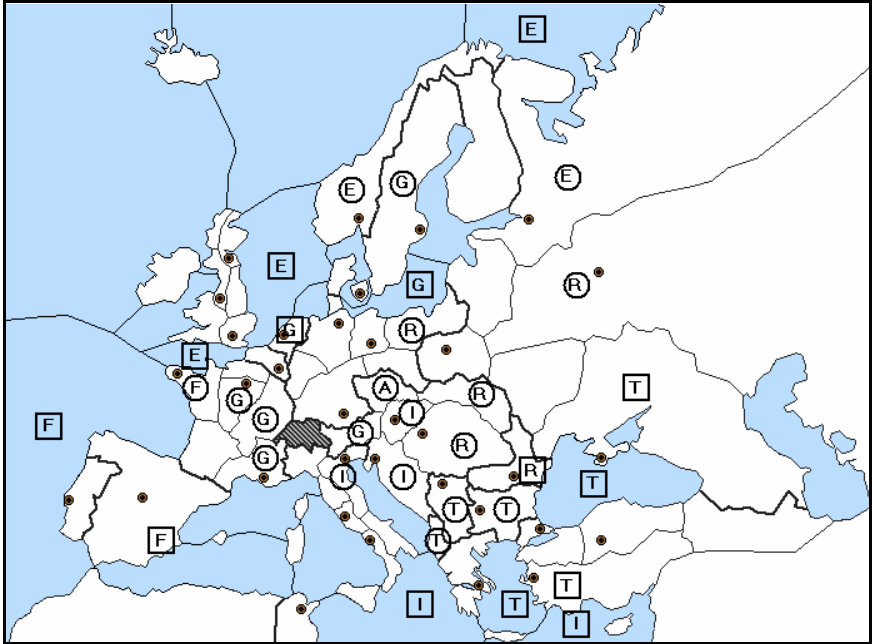
argued by alliance players, who claim that if two of them, acting in concert, charge across the board together and wipe out ALL the opposition, with one ending on 18 and the other on 16, this is a better result for the player on 16 than a "mere" draw. As many folk cynically observed at the time, including me, if you want to win games, find a "Strong Second" player to ally with! The trouble is, such players tend to stick together, on the grounds that "if I always ally with x, who is my friend, at least one of us will win".

This is, to my mind, a very vegetarian attitude. Diplomacy is a game for sharks, not dolphins. OK, so I'm happy with a draw if I'm playing a much stronger player, whatever the game, but a loss is a loss and I get enough of those anyway without trying for them. The way I look at it is, if I win one game in 7 and draw a couple, I'm clearly better than average. I've recently seen a list of "priorities" that I think most modern players would agree with, with a suitably robust American title; I believe it was "asshole diplomacy"

- 1) Play for a win, for as long as it's possible to get one.
- 2) Play for a draw, if you can't
- 3) Screw the guy that screwed you
- 4) Survive until the end, or at least until after the guy that screwed you has gone

That's a good, tough, no nonsense stance, and should not be confused with refusing to deal with a guy who has stabbed you. If it was a good stab, and justified, keep talking! Just don't let the same thing happen twice. Stupid stabs that hurt the attacker more than they do you, however, are the hallmark of a weak, indecisive player, who should certainly be taught a severe lesson, if it's at all possible. And that's enough dialectics for one issue.

*First published in **The White Cat***



**REGULAR DIPLOMACY  
MONS (Spring 1904) (01BB)**

AUSTRIA-HUNGARY (Steve Ade)  
A(Vie) - Boh

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

FRANCE (Jimmy Cowie)  
F(Gas) - MAO; F(Spa) sc s F(Gas) - MAO;  
A(Bre) - Gas (FAILED); A(Par) s A(Bre) -  
Gas (CUT, DISLODGED - DISBANDED  
NRP)

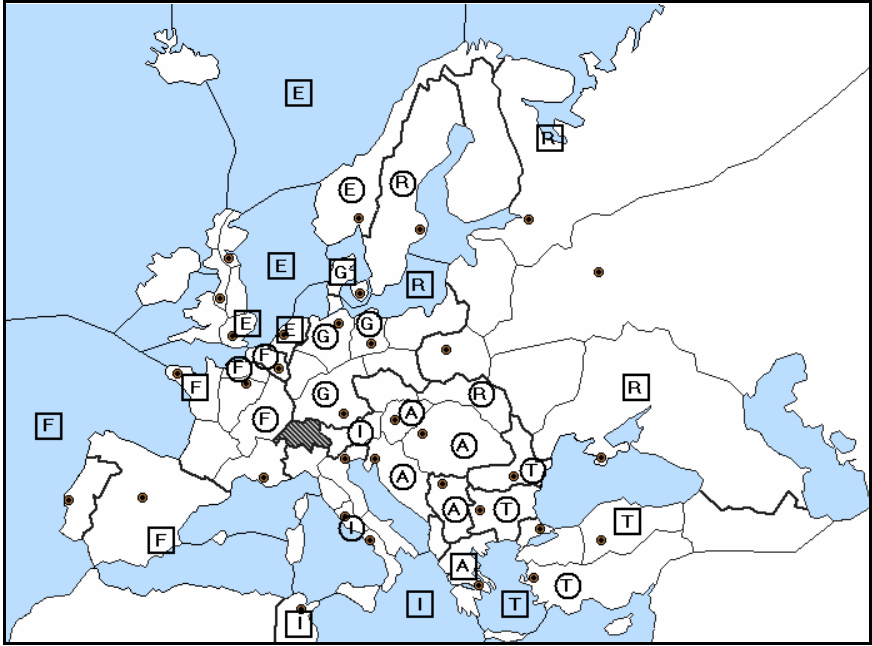
GERMANY (Richard Scholefield)  
F(BAL) s A(Den) - Swe; A(Den) - Swe; F(Kie)  
- Hol; A(Tyr) s ITALIAN A(Tri) - Vie; A(Bur) s  
A(Pic) - Par; A(Pic) - Par; A(Mar) - Gas  
(FAILED)

ITALY (Nick Parish)  
A(Tri) - Vie; A(Pie) - Ven; A(Ven) - Tri;  
F(AEG) - EMS; F(ION) - AEG (FAILED)

RUSSIA (Bruce Edwards)  
A(Mos) - StP (FAILED); A(Lvn) - Pru; A(Gal)  
s A(Bud); A(Bud) s F(Rum); F(Rum) Stands

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





**REGULAR DIPLOMACY  
MARNE (Autumn 1902) (01BF)**

AUSTRIA-HUNGARY (Howard Bishop)  
A(Ser) s TURKISH A(Bul) - Rum; F(Gre)  
Stands; A(Tri) - Ven (FAILED); A(Bud) - Gal  
(FAILED)

ENGLAND (Garyth Wright)  
F(NWG) s A(Nwy); F(Yor) - Lon; F(Bel) - Hol;  
F(NTH) s F(Bel) - Hol; A(Nwy) Stands

FRANCE (Tim Deacon)  
A(Bur) - Bel; A(Gas) - Bur; A(Pic) s A(Bur) -  
Bel; F(MAO) Stands; F(Spa) sc Stands

GERMANY (Neil Hopkins)  
F(Den) - Swe (FAILED); A(Kie) - Den  
(FAILED); A(Ber) Stands; A(Hol) - Ruh;  
A(Mun) s A(Hol) - Ruh

ITALY (Jeremy Tullett)  
F(ION) - Gre (FAILED); A(Alb) s TURKISH  
A(Bul) - Ser (MISORDER); A(Ven) - Tyr;  
A(Rom) - Ven (FAILED); F(Tun) - ION  
(FAILED)

RUSSIA (Mike Dean)

F(StP) nc - Nwy (FAILED); A(Swe) s F(StP)  
nc - Nwy (CUT); F(BAL) s A(Swe); A(Gal) -  
Bud (FAILED); F(Rum) - BLA\* (FAILED,  
DISLODGED TO Sev)

TURKEY (Ellis Simpson)  
F(Ank) - BLA (FAILED); A(Con) - Bul; A(Bul)  
- Rum; F(AEG) s AUSTRIAN F(Gre)

**Autumn 1902 Adjustments**

A: Ser, Gre, +Tri, Bud, Vie = 5; Gains 1.  
Builds A(Vie).

E: Lon, +Hol, Nwy, Edi, Lpl -Bel = 5; No  
change.

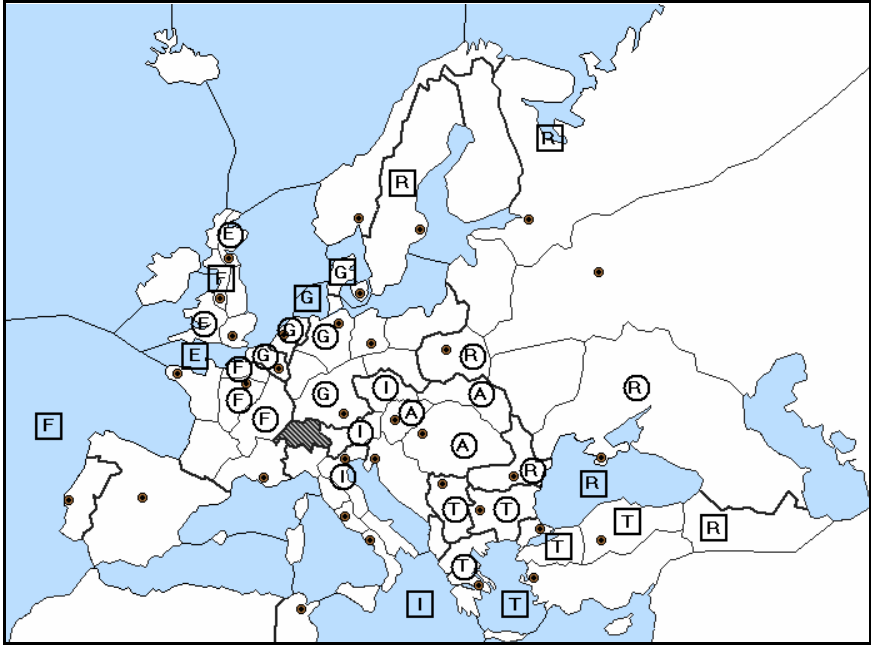
F: +Bel, Spa, Por, Bre, Mar, Par = 6; Gains  
1. Builds F(Bre).

G: +Den, Kie, Ber, Mun, -Hol, -Swe = 4;  
Loses 1. GM removes A(Ruh).

I: Rom, Tun, Ven, Nap, -Tri = 4; Loses 1. GM  
removes A(Alb).

R: StP, +Swe, Sev, Mos, War -Rum = 5; No  
change.

T: Ank, Bul, +Rum, Con, Smy = 5; Gains 1.  
Builds A(Smy).



**Gunboat Diplomacy  
Heligoland (Autumn 1903)**

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

ENGLAND (Caveat)  
A(Lpl) Stands (DISLODGED TO Edi);  
F(ENG) - MAO (FAILED)

FRANCE (Petit Chou)  
A(Pic) s A(Bur); A(Bur) s A(Pic); F(MAO) -  
ENG (FAILED); A(Wal) s F(IRI) - Lpl; F(IRI) -  
Lpl

GERMANY (Visigoth - NMR!)  
A(Hol) Stands ; A(Bel) Stands ; A(Mun)  
Stands ; A(Kie) Stands ; F(Den) Stands ;  
F(HEL) Stands

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

RUSSIA (Agar)  
F(Nwy) - Swe; A(Rum) - Ukr (FAILED);  
A(War) - Ukr (FAILED); F(Arm) - Ank  
(FAILED); F(BLA) - Bul ec (FAILED)

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

**Autumn 1903 Adjustments:**

A: Bud, Vie, Tri = 3; No change.  
E: Edi, Lon, -Lpl = 2; Loses 1.  
F: +Lpl, Bre, Por, Spa, Mar, Par = 6; Gains 1.  
Builds A(Par)  
G: Hol, Bel, Mun, Kie, Den, Ber = 6; No  
change.  
I: Ven, Tun, Nap, Rom = 4; No change.  
R: +Swe, Rum, War, Nwy, Mos, Sev, StP =  
7; Gains 1. Builds A(Sev), F(StP)nc  
T: Ser, Bul, Gre, Ank, Con, Smy = 6; No  
change.

**Press**

**StP(Govt)- Con:** Well, we're having a bit of fun in the South anyway.

**T – R:** Go on, Shoo!

**Austria Govt.- All:** Please leave me alone as it is time for my winters sleep! You are all welcome to go around me whilst I slumber but please do not go over me !!!!!

**StP(Govt)-Vie:** Give me a break, I'm the only friend you could have had.

**T-F:** All offers of help, and more particularly, actual instances, gratefully taken.

**StP(Govt) - Ber:** We can definitely work together! But sorry about the support to NTH this time, I am hard pressed in the South (by the Austrian as well would you believe...) so needs must about Swe. Any units I have in the North will be used to support you 100%. Next instructions please!

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**Abstraction II  
TANNENBURG (February 1915)**

AUSTRIA John Colledge, Dunoroch, 24 Brunstane Bank, Edinburgh, EH15 2NR  
[dunoroch@pop.dial.pipex.com](mailto:dunoroch@pop.dial.pipex.com)  
A(Swa) S ITALIAN A(Ven)-Tyr; A(Ser)-Mac; A(Tra)-Rum; A(Bul) S A(Tra)-Rum; F(Gre) S A(Ser)-Mac\* [DISLODGED – RETREATS TO ION]; A(Vie)-Boh; A(Ukr)-Ode

ENGLAND Chris Martin, 444 w49th #1AG, New York, NY 10019, USA  
[tremewanc@earthlink.net](mailto:tremewanc@earthlink.net)  
F(ANG)-Hol; F(AZO)-Mor; F(MAO) S A(Bre); A(Bre)Std.; F(NTH)-ANG; F(HBS)-NWG

FRANCE John Boocock, 25 Melrose Drive, Peterborough, PE2 9DN  
[JohnandDiana@tesco.net](mailto:JohnandDiana@tesco.net)  
F(GoL) S A(Mar)\* [DISLODGED – DISBANDES NRO]; A(Mar) Std.

GERMANY Dave Clark, 74B Chester Road, Castle Bromwich, Birmingham, B36 9BU  
[daveclarkdiplomacy@ic24.net](mailto:daveclarkdiplomacy@ic24.net)  
A(Swe)Std.; A(Pic)-Bre; A(Par) S A(Pic)-Bre; F(Den)-ANG; F(BAL)-Den; A(Pru) S A(Cou)-War; A(Cou)-War, A(Mun)-Swa

ITALY Bruce Edwards, 29 Aeron Close, Barry, South Glam, CF62 7PX  
[Kactusjak@tinyworld.co.uk](mailto:Kactusjak@tinyworld.co.uk)

F(WMS) S F(TYS)-GoL; A(And) S ENGLISH F(AZO)-Mor; A(Cat)-Mar; F(Lib)-Egy, F(MAS) S F(Sic)-CMS; A(Tun)Std.; A(Ven)-Tyr, F(Sic)-CMS; F(TYS)-GoL

RUSSIA Bob Pitman, 19 Honeysuckle Close, Locksheath, Southampton, Hants. S031 6WF  
[bob@p1tman.demon.co.uk](mailto:bob@p1tman.demon.co.uk)  
A(StP) Std. u/o; A(Ode)-Mos; F(Rum)-Ode\* [DISLODGED – DISBANDES NRO]; A(Nwy)-Swe; A(War)-Sil; F(BAR) Std.

TURKEY Nick Gladstone, 1 Rosemary Terrace, St. Agnes, TR5 OUF  
[ngladstone@cornwall.gov.uk](mailto:ngladstone@cornwall.gov.uk)  
F(AEG) S A(Mac)-Gre; F(EMS)-Egy; A(Alg) S ENGLISH F(AZO)-Mor; A(Mac)-Gre; F(Smy)-Con

**March\_1915**

A: Vie, Bud, Pec, Zar, Zur, Ser, -Gre, +Bul, +Rum = 8. Builds A(Vie)  
E: Edi, Lpl, Ply, Lon, Bre, Ire, +Mor, +Hol = 8. Builds F(Lon), A(Edi).  
F: -Par, Lyo, +Mar = 2. Builds A(Lyo).  
G: Kie, Ber, Mun, Dre, -Hol, Den, -Nwy, Bel, +Par, +Swe, +War = 9. Builds F(Kie).  
I: Ven, Rom, Nap, Sic, -Mor, Tun, -Mar, Por, And, Cas = 8. Removes F(MAS).  
R: StP, Mos, -War, Ode, Arc, -Swe, -Rum, +Nwy = 5. No change.  
T: Con, Smy, Sin, Dam, Egy, -Bul, +Gre = 6. Builds F(Smy).

**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.

**Press:**

**Germany-England:** Sorry, but I did tell the truth but you did not say your intentions towards me so I could not take the risk! However, if you did not attack me I am more than willing to rectify the situation.

**Versailles:** A map of this season is available at <http://www.armisticeday.com>



## BUM GAMES

NB. This is a reprint of the game report (without maps) from BUM 114 – please resubmit all orders by 8<sup>th</sup> December and we'll get the games moving again.

### REGULAR DIPLOMACY – JACKSON – 1999BC – Spring 1908.

Austria (Jeremy Tullett) : A(Gal) - Bud, A(Ser) - Bud, A(Tri) S A(Tyr) - Ven, A(War) stand.

France (George Hornby) : A(Gas) S A(Mar), A(Par) S F(Bre), A(Tun) stand, F(NAO) - MAO.

Germany (Colin Bruce) : F(NWG) stand, A(Lpl) stand, F(ENG) S F(Pic) - Bre, F(MAO) - Gas, A(Bur) - Par, A(Hol) - Bel, A(Pie) S ITALIAN A(Ven), A(Mun) - Bur, A(Ber) - Mun, A(StP) S A(Lvn).

Italy (Civil Disorder) : A(Ven), A(Rom), F(Nap) stand unordered.

Turkey (Tim Deacon) : F(GoL) S GERMAN A(Bur) - Mar ((NSO)), F(ION) - TYS, F(Gre) - ION, F(Smy) - AEG, A(Sev) S A(Mos), A(Rum) MS A(Bul).

Retreats : FRANCE - F(Bre) disbands NRP.

### GAME OF THE CLANS – EXMOOR – Spring 1509.

England (Don Slattery) : A(Carlisle) stand, F(NORTH ATLANTIC OCEAN) - THE MINCH, F(Lewis) - OUTER HEBRIDEAN SEA.

Fraser (David Anderson) : A/BB(LOCH LINNIE) S A(Eilean Tioram) - Morven, A(Armadale) - Eilean Donan, A/BB(Duart) - SOUND OF ARISAIG, A(Cluny) S A(Tordarroch) - Invergarry, A(Inveray) S A(Cluny), A(Rothiemurchas) - Tordarroch, A(Cawdon) - Rothiemurchas, A(Invergarry) - Eilean Tioram, A(Angus) S A(Aboyne), A/BB(Skye), A(Grant) stand unordered.

Graham (Ben Brown) : A/BB(FIRTH OF TAY) S A(Guthrie), A(Montrose) S A(Guthrie), A(Perth) stand, A/BB(Tarbert) - FIRTH OF LORNE, A(Rothesay) - Tarbert, A(Guthrie) S

A(Craighall), A(Craighall) S A(Blair), A(Killiecrankie) S A(Blair), A(Crookston) S A(Eglinton), A(Blair) S A(Inverlocky), A(Glen Lyon) S A(Inverlocky), A(Stalcair) S A(Inverlocky), A(Inverlocky) S A/BB(Morven) - Eilean Tioram, A(Oban) MS A(Finlagan), A/BB(SOUND OF ARISAIG) - LOCH LINNIE, A(Buchanan) S A(Stalcair), A(Edinburgh) S A(Craigmill), A(Craigmill) S A(Dunbar), A(Dunbar) S A(Blanerne), A(Dumfries) S A(Gretna), A(Kennedy) S A(Dumfries), A(Carrick) S A(Kennedy), A(Blanerne) S A(Ferniehurst), A(Ferniehurst) S A(Gretna), A(Brodick) stand, A(Eglinton) S A(Carrick), A(Sterling) stand, A(Skipness) stand.

Keith (Ian Andrews) : A/BB(Kiessimul) - OUTER HEBRIDEAN SEA, A(Duffas) MS A(Findlater), A(Aultbea) stand, A(Inverness) - Eilean Donan, A(Crathes) S FRASER A(Angus), A(Fyvie) S A(Strathdon), A(Muchalls) S A(Dunottar), A(Aberdeen) S A(Dunottar), A(Philorth) MS A(Gight), A(Skene) S A(Crathes), A(Dunottar) S A(Crathes), A(Strathdon) S A(Crathes), A(Bharraich) stand, A(Balnagowan) stand, A(Lochinver) stand, A(Dingwall) stand, A(Dunrobin) stand, A(Old Wick) stand.

Retreats : FRASER - A(Eilean Tioram) disbands NRP.

### REGULAR DIPLOMACY – YATES – 1999BA – Spring 1908.

England (Dave Wreathall) : F(NWG) - NAO, F(Bel) - ENC, F(NTH) C A(Lon) - Hol, F(Swe) - Nwy, F(BAS) - Kie, A(Mos) S A(Lvn) - War, F(Wal) S F(ENC) - IRI, A(Bur) S FRENCH F(Spa) sc - Mar, A(Mun) - Sil, A(Lpl) says "P\*\*\* Off Frenchies ...".

France (Pete Birks) : F(Nap) - TYS, A(Par) - Bur, F(MAO) - Por, F(IRI) - MAO, F(Spa) sc - Mar, A(Gas) - Mar, A(Bre) stands, A(Rom) stands.

Russia (Jeremy Tullett) : A(War) stands, A(Vie) S A(Bud) - Tri.

Turkey (Ian Northcott) : F(AEG) - ION, F(Alb) - ADS, F(Ven) MS F(Tri), A(Gre) - Alb, A(Ser) S A(Rum) - Bud, A(Sev) - Ukr, F(BLA) S A(Con) - Sev ((Illegal))

Retreats : RUSSIA - A(War) - Pru, A(Bud) - Gal.

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**E-MAIL DIPLOMACY – ASCOT – 00BE – Autumn 1903.**

Austria (Ian Northcott) : F(AEG) C ITALIAN A(Gre) - Con, A(Bul) S ITALIAN A(Gre) - Con, A(Ser) S A(Bul), A(Bud) S A(Rum), A(Rum) S A(Bul),

England (Dave Wreathall) : F(NWG) S A(Nwy), F(NTH) S A(Nwy), A(Nwy) S F(BAR) - StP nc.

France (Mark Stretch) : F(MAO) - Bre, A(Spa) S A(Gas) - Mar, A(Par) - Bur.

Germany (Martin Draper) : A(Pic) S A(Bur) - Par, A(Den) S F(SKA) - Swe, F(GoB) S ENGLISH F(BAR) - StP nc, A(Sil) - Mun, A(Mar) - Gas, A(Bel) - Hol.

Italy (Richard Hucknall) : A(Tyr) - Mun, F(TYS) - ION, A(Gre) - Con, F(Pie) S FRENCH A(Gas) - Mar, F(ION) - EMS.

Russia (Dave Anderson) : A(Fin) MS A(StP), F(Sev) - BLA, A(Mos) S A(Ber) (*Illegal*)).

Turkey (Chris Jones) : F(Smy) MS F(Con), F(BLA) Stands.

Retreats : FRANCE - A(Par) - Gas.  
GERMANY - A(Mar) - Bur. RUSSIA - A(StP) - Lvn.

Winter 1903 Adjustments :

Austria : Vie, Bud, Tri, Ser, Rum + Bul = 6 Builds A(Vie).  
England : Lon, Edi, Lpl, Nwy + StP = 5 Builds F(Edi).  
France : ~~Par~~, Bre, Por, Spa + Mar = 4 No Change.  
Germany : Ber, Kie, Mun, Hol, Den, ~~Mar~~, Bel, Swe + Par = 8 No Change.  
Italy : Rom, Ven, Nap, Tun, Gre = 5 No Change.  
Russia : Mos, War, ~~StP~~, Sev, = 3 Disbands A(Fin).  
Turkey : Con, Ank, Smy, ~~Bul~~ = 3 No Change.

**REGULAR DIP – MARLBOROUGH – 1999BM – Autumn 1906.**

Austria (Keith Loveys) : A(Alb) S A(Bud) - Ser, A(Ukr) S A(Rum) - Sev, A(War) - Lvn, F(Tri) - ADS.

England (Pete Duxon) : F(Gas) - Spa nc, A(Bur) S F(Spa) sc - Mar, F(MAO) - Por, A(Mun) - Boh, A(Den) - Lvn, F(BAL) C A(Sil) S A(Ber) - Pru, F(ENG) - MAO, F(NTH) stand, F(Nwy) MS F(StP) nc.

France (Civil Disorder) : F(WMS), A(Mar), A(Par) all stand unordered.

Italy (Civil Disorder) : A(Pie), A(Ven) all stand unordered.

Turkey (Civil Disorder) : A(Gre) A(Ser), A(Arm), A(Sev), F(Tun), F(Nap), F(ION), F(Con), A(Smy) all stand **NMR !!** unordered.

Retreats : FRANCE - A(Mar) disbands.  
TURKEY - A(Ser) disbands. A(Sev) disbands.

Leveller:

I have a game end proposal of a win to England. Thoughts Keith ?

Winter 1906 Adjustments :

Austria : Vie, Bud, Tri, War, Mos, Rum + Ser, Sev = 8 Builds F(Tri), A(Vie).  
England : Lon, Edi, Lpl, Bel, Nwy, Den, Hol, Swe, Ber, Kie, StP, Bre, Mun + Spa, Por, Mar = 16 Builds A(Edi), A(Lpl), F(Lon).  
France : Par, ~~Mar~~, ~~Spa~~, ~~Por~~ = 1 GM Disbands F(WMS).  
Italy : Rom, Ven = 2 No Change.  
Turkey : Con, Ank, Smy, Bul, Gre, Nap, ~~Sev~~, ~~Ser~~, Tun = 7 No Change.

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**HOPLITE WARS – CHESTER Spring 449 BC.**

ACHEA (Don Slattery) : A(Patrae) S AETOLIA A(Olympia) - Elis, 2A(Mantineia) S A(Caphyae) - Argo, A(Aegium) - Pellene.  
Chalcis : A(Carystus) - Chalcis.

AETOLIA (Brad Martin) : A(Aenis-Malis) - Amphissa, A(Amphissa) - Delphi, A(Agrinion) - Thermos, F(Thermos) - Naupactus, F(Cos) - LYCIAN SEA.  
Mantineia : A(Olympia) - Elis.

ARGOLIS (Ian Andrews) : F(Hermione) S  
F(Thyrea) - GULF OF ARGOS, 2G(Argos)  
stand, G(Corinth) stand.  
Pherea : F(Oreus) stands unordered,  
G(Pherea) stand.

ATHENS (George Hornby) : F(Thoricus) -  
CYCLADES, F(Aegina) - GULF OF  
SALAMIS, 2A(Megara) stand, G(Megara)  
stand.  
Anactorium : 2G(Anactorium) stand.

BOEOTIA (Steve Cox) : 3A(Thebes) SPLIT  
2A(Thebes) S A(Thebes) - Plataea,  
A(Elatea) stand, G(Aulis) stand.  
Elis : F(Elis) - Olympia.

SPARTA (John Wilman) : 2A(Tegea) - Argos,  
F(Prasiae) - GULF OF ARGOS, A(Sparta) -  
Messene.  
Elatea : No units.

THESSALY (Bruce Edwards) :  
2A(Athamania) - Cassope, A(Laris) - Cierion,  
F(Miletos) - SOUTH AEGEAN SEA.  
Messene : F(IONIAN SEA) - ADRIATIC SEA.

Retreats : ARGOLIS - 2G(Argos) disbands.  
BOEOTIA - F(Elis) - GULF OF ITHACA.

**Stephen Agar:** Chaps – Malcolm suggested  
this game didn't have much play in it and  
should be abandoned – I'm happy to GM it  
provided you want to continue – thoughts?

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**REGULAR DIPLOMACY – BRIGHTON –  
00BG – Autumn 1902.**

Austria (Chris Jones) : F(Alb) - Tri, A(Bud)  
MS A(Ser), A(Vie) S A(Bud).

England (Garyth Wright) : A(Bel), F(Nwy),  
F(HEL), F(NWG), F(NTH) all stand  
unordered. **NMR !!**

France (Bruce Edwards) : A(Bur) - Ruh,  
A(Gas) - Bur, A(Mar) - Pie, A(Pic) - Bel,  
F(MAO) - Spa sc.

Germany (Mike Benyon) : F(Den) - NTH,  
A(Hol) S A(Ruh) - Bel, A(Kie) S A(Hol),  
A(Mun) stand.

Italy (John Dennett) : A(Ven) - Tri, F(ADS) S  
F(ION), F(ION) C A(Tun) - Apu.

Russia (Mark Wightman) : F(Swe) S A(StP) -  
Nwy, A(Rum) S A(Gal) - Bud, F(BLA) S  
A(Rum).

Turkey (Ian Northcott) : A(Gre) S A(Bul) -  
Ser, F(AEG) S A(Gre), F(EMS) - ION

Retreats : AUSTRIA - A(Ser) dis bands NRP.  
ENGLAND - A(Bel) disbands. F(Nwy)  
disbands.

Winter 1902 Adjustments :

Austria : Vie, Bud, Tri, ~~Ser~~ = 3 No Change.  
England : Lon, Edi, Lpl, ~~Bel~~, ~~Nwy~~ = 3 No  
Change.

France : Par, Mar, Bre, Por, Spa = 5 No  
Change.

Germany : Ber, Kie, Mun, Den, Hol + Bel = 6  
Builds A(Ber).

Italy : Rom, Ven, Nap, Tun = 4 No Change.

Russia : Mos, War, Stp, Sev, Rum + Nwy,  
Swe = 7 Builds A(War), F(StP) nc.

Turkey : Con, Ank, Smy, Gre + Ser = 5  
Builds A(Con).

Neutral : Bul, ~~Swe~~.

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**E-MAIL DIPLOMACY – DONCASTER –  
01?? – Spring 1901.**

Austria (Griff Lewis) : A(Bud) - Ser, A(Vie) -  
Gal, F(Tri) - Alb.

England (Mike Day) : F(Edi) - NTH, A(Lpl) -  
Yor, F(Lon) - ENG.

France (Peter Barlow) : A(Mar) - Spa, A(Par)  
- Pic, F(Bre) - MAO.

Germany (John Stratford) : F(Kie) - Den,  
A(Ber) - Kie, A(Mun) - Ruh.

Italy (Ian Northcott) : F(Nap) - ION, A(Rom) -  
Ven, A(Ven) - Apu.

Russia (Dave Wreathall) : F(StP) sc - GoB,  
A(Mos) - Ukr, A(War) - Gal, F(Sev) - Arm

Turkey (Bruce Edwards) : A(Con) - Bul,  
A(Smy) - Arm, F(Ank) - Con.

Retreats : None.

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## Backpage

This is always the last thing to be typed – it could be a kind of STOP PRESS column, if only there was some breaking news to pass on. But there isn't. So here's a few odds and ends which should have been mentioned elsewhere. **RamsdenCon** will be from 21<sup>st</sup> – 24<sup>th</sup> February (£30 including accommodation in a room shared with others). Contact Anne Shilabeer, Back Lodge, Outwood Common Road, Billericay, Essex, CM11 1HN. **Sprouts of Wrath** issue 51 has hints that Mark Wightman may be contemplating a fold – so please send Mark lots of metaphorical hugs to make sure this does not happen. Don't forget to vote in Keith Thomasson's **Zine Poll** – I haven't included a voting form as practically every other zine has – remember you can vote online at <http://www.keith.thomasson.com>. And finally – make sure you read the space for personal messages below – especially ex-**BUM**\_subscribers. Good night.

### Change of Addresses

Colin Forbes to 2A Guinea Street, Exeter, Devon, EX1 1BS

**Playlist:** *Mad Shadows* by Mott the Hoople; *Bad for Good* by Jim Steinman; *Blood & Chocolate* by Elvis Costello; *For the Beauty of Wynonna* by Daniel Lanois; *The Incomplete Glenn Tilbrook* by Glenn Tilbrook; *Solo in Soho* by Philip Lynott; *Starting Up* by Roy Wood; *Cry Me A River* by Mari Wilson; *All of the Good Ones are Taken* by Ian Hunter.

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**THE ARMISTICE DAY NEWSLETTER No.9**

From: Stephen Agar, 47 Preston Drive, BRIGHTON, BN1 6LA,  
[stephen@armisticeday.com](mailto:stephen@armisticeday.com)

**DEADLINE: Saturday 8<sup>th</sup> December 2001**

Steve Ade  
Hill Cottage  
Hollow Lane  
Chelmondiston  
Ipswich  
IP9 1HZ

**Space for personal message:**

Your current credit/status = £13.63.  
I've added £9.23 to your credit from BUM.