



## Editorial

Well here we go with the first full length issue of FALL OF EAGLES. My thanks to all who have expressed interest and special thanks to those of you that have sent money. ~~Subscribers~~.

For the benefit of those that did not receive issue one, I'd like to stress that FoE will be a games orientated zine, almost certainly standard Diplomacy only. However I may run one variant sometime in the future if my arm is twisted sufficiently. Mercator is definitely out, as are D & D, En Garde, Soccerboss and Kingmaker. Not that I have anything against these games but its just that I want to enjoy running this rag and I feel that if I get far away from standard Dip. the job will become a bore. My aim is to run standard Dip. games the way I think it should be done with fast turnaround, reliability and (hopefully) accurate game adjudications.

Next an apology. As I'm not used to typing stencils and being rather heavy handed on the old tripewriter, I tend to smash holes in letters like O & D. The front page of last issue resembled a World War 1 battlefield, but I hope you bear with me as I endeavour to improve.

House rules will be found within this issue and I have tried to cover those points which can cause controversy in the game. I have spelled out the position regarding unordered disbandments which from my experience is often a bone of contention. Dual coastlines, joint orders and standbys ( or rather the lack of them ) are also covered. I shall be very strict and accept NO orders received after the deadline but will be more lenient regarding rule 8 ( missing two consecutive deadlines and being placed in anarchy). ie should orders arrive through the post on a Monday following a Saturday deadline due to the fault of the GPO, then the orders will still not be accepted but I shall probably not declare that country in anarchy. Any comments or suggestions for improvement to the house rules are welcome. I'm prepared to listen, to discuss, and if I'm convinced then I'll either amend or add them to the house rules.

Letters and articles, especially on Diplomacy, are very welcome and will probably be published. I shall retain the right to edit if necessary and whether to publish or not. Contentious letters on hobby politics will almost certainly be published but don't expect me to get involved in hobby wrangles. The reason I am in the hobby is to enjoy playing Diplomacy and ( I hope ) running this rag, hobby politics bore me. Personally I would much rather read about the merits of various opening moves or alliances than plough through pages and pages of articles and letters in which supporters of various factions of the hobby criticise the actions and ideas of others.

Finally, I have been asked about the zine title. Why Fall of Eagles? You may recall that Fall of Eagles was the title of a BBC TV series a couple of years ago. The series was several plays on the fall of the Russian, German and Austro Hungarian dynasties and traced developments from the turn of the century to the end of the Great War. It portrayed quite vividly the diplomatic activities of the major European powers and hence I considered that it would be a good idea to crib the title. I consider the title to be apt but suspect that some sections of the hobby would be happier with such titles as Uballuba, Dose of the clap or Doctor Strangelove's happy farm house journal. No way! If you think that the title is corny then that is your hard luck. It's my zine, my title, my house rules.....exits right goosestepping and giving nazi salutes.

FoE DIP. HOUSE RULES

1. The rules of the 1971 edition of the Diplomacy rulebook will be used except as amended below to facilitate postal play.
2. There will be two seasons a year, Spring and Autumn. Provisional retreat orders should be submitted with each seasons orders. If a unit without a pre-ordered retreat is actually forced to retreat, it will be disbanded.  
Winter builds and disbandments must be made provisional on the results of the Autumn moves and must be submitted with the Autumn moves. If a player forced to remove units fails to remove them by conditional removals, the Gamesmaster will disband units on the basis of removing units furthest from that countrys nearest home supply centre and fleets before amnies. The fact that units are in supply centres or provinces/seas will not affect removals, neither will the fact that home centres may be under the control of another power. Alphabetical order will be used if necessary to determine which piece should be removed in the result of a tie under the above conditions. A before Z.
3. orders must be unambiguous and include the game number, country, season and year and bear the players signature. If a player wishes to change his orders then he is advised to send in a new set marked Second, third etc . If more than one set is received with no notification of which is the latter, the Gamesmaster will use that set bearing the latest postmark, or where this is illegible those received last. Joint orders will be accepted if signed by all players concerned, but each player has the right to change his own orders up to the deadline even if he has submitted joint orders.
4. Players are asked to use their commonsense when using abbreviations in their orders. The first three letters of the province are acceptable but care should be taken regarding North Sea, Norway, Norwegian Sea, North Atlantic Ocean and North Africa. NTH, Nor, NWG, NAO, Naf respectively are recommended. For provinces that have two coasts (Stp, Spa & Bul), the coast must be specified unless the order is unambiguous. i. e. F(Gas)-Spa is acceptable as the F can only move to N coast, but F(For)-Spa is not.
5. Movement between Spa and Naf, and Lon and Lpl is impossible. At least without some form of convoy.
6. Any unit ordered to a location not on the playing area or a unit ordered to take some action other than a legal move ( i. e. A(Lon)-Brighton or A(Nap) fiddles while Rome burns) will be regarded as having been ordered to stand for the purpose of receiving support. A unit left completely unordered will stand and will not be allowed to receive support. However an order of A(Bur) S A(Mun) is sufficient if the A(Mun) is to stand, and A(Mun) need not be seperately ordered. Two units may support each other by mutual support, ie F(NWG) MS F(NTH). Support given to another countries unit must be clarified by naming the other country, ie A(Bud) S RUSSIAN F(Rum) or F(ENC) S ITALIAN F(MAO)-Bre. Units in anarchy will stand and may not receive support.
7. Players may ( and in fact are urged ) to submit press for publication with any seasons orders. The gamesmaster reserves the right not to print on the grounds of bad taste or to edit if the press is too lengthy. Players may use any dateline they wish, but to ensure that press is attributable to them they must use the name of the country with the

appendage (GVMT). If anyone attempts to issue a (GVMT) press from anywhere other than his own country it will not be printed. ie Italy may send press datelined Turkey and this will printed, but only Turkey may submit press datelined Turkey (GVMT). Conditional press is acceptable.

Dateline FoE (Fall of Eagles) is restricted to use by the Gamesmaster and any comments by the gamesmaster will be within double brackets.

8. If a player fails to send in orders for two consecutive seasons then that country will be placed in anarchy from which it cannot be revived. Units will be removed from the playing area in accordance with rule 2 and that countries units may not receive support. The player will forfeit his deposit, be blacklisted from the zine, and will also forfeit any credit he may have in respect of future issues of the zine. This will not apply to players who for tactical reasons wish to 'NMR' providing the Gamesmaster is informed. ie players should write to the GM saying "I wish to NMR this season." This will not count as a failure to send in orders.
9. In the event of a player failing to submit orders for the Spring 1901 season, his countrys units will be moved on the basis of the most popular opening moves for that country as listed in the most recent analysis given by 1901 and all that. Other players will be informed that moves have not been received.
10. Preference lists for countries may be submitted by prospective players but the Gamesmaster reserves the right to allocate countrys to avoid pre-arranged cartels and does not guarantee to allocate the country requested.
11. Whilst no holds are barred on dealings between players, deception of the Gamesmaster is absolutely forbidden. Any such deception will result in ~~deft~~ expulsion from the game and also from the zine and all deposits and zine credit will be forfeit.
12. Under no circumstances will orders be accepted if not received before or on the deadline. Players regard the GPO as their agent and not the Gamesmasters.
13. The Gamesmasters decision must be regarded as final. Any errors not brought to the Gamesmasters attention in time to allow him to notify other players by the next deadline, must be allowed to stand, unless in the opinion of the Gamesmaster they can be corrected without causing undue disruption to the game

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FOE 1 (1977??) ((Number please RJW))

AUSTRIA Ken Williams, 46 Highfield Ave, Orpington, Kent

ENGLAND Shaun Derrick, 101 Ringwood Highway, Potters Green, Coventry CV2 2GT

FRANCE Dave Perkins, 169 Nuthall Road, Basford, Nottingham NG8 5BN

GERMANY John Blakesmith, 50 Royston Road, Byfleet, Surrey

ITALY Vic Smith, 79 Queen Katherine Road, Lyminster, Hants SO4 9RZ

RUSSIA Bob Tucker, 142 Norwood Road, Tulse Hill, London SE24

TURKEY Robert Sturges, 100 Manor Way, Mitcham, Surrey CR4 1EF

Welcome one and all, I know most of you either personally or through other postal Dip. games.

£1-50p required from messrs Tucker and Sturges, the rest have paid. The first deadline is Saturday March 19th (first post) but as this does not allow much time for the opening diplomacy period, I shall allow a double-deadline (probably April 9th) should anyone request it.

Please send either orders or double-deadline request by March 19th. Gamefees and deposits should also be sent by this date, even if you are asking for a double-deadline.

If anyone has any queries on any point, then please get in touch and I'll gladly explain.

OK then lads ? Back to your corners and come out fighting.

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WAITING LISTS

FOE 2 Sandell, Dove, Blackburn, Williams, Pratt (two wanted)

FOE 3 Williams (six wanted)

Dark Continent (see page 7) Derrick ? (six? wanted)

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DEPOSITS I have had a little bit of opposition concerning game deposits but I intend sticking to my guns. A deposit is an encouragement to a player to continue playing, even if in a hopeless position, thus making the game more enjoyable for all concerned. If a dropout should occur (and I've yet to see a zine where this has not happened) then I have the satisfaction of knowing that the offender has lost both deposit and zine credit, and this in turn will help keep my costs down.

However, I shall relent on players involved in more than one game. Only one deposit of £1 will be needed irrespective of the number of games one is playing in. (Ken Williams please note.)

I would be interested to hear any views on the question of deposits and whether you think any scheme could be devised to determine 'reliable' players who need not pay deposits.





**DEADLINES** These will normally be first post on a saturday morning and definitely no late orders will be accepted under any circumstances. Telephoned orders will be accepted but bear in mind that I am not on the 'phone at home and can only be reached during office hours Monday to Friday. I am normally available 8am-4pm but accept no responsibility if you cannot contact me because I am in a meeting, at lunch, away on business, on holiday, sick, have finished early to thrash around the golf course, line engaged, drunk etc. etc. etc. Under no circumstances may messages be left for me other than to ring you back, and even then I cannot guarantee being able to do so. Having said all that, I'm generally available during the afore mentioned times.

**DELIVERY** I intend typing up the zine over the weekend, and as my duplicator is the firms office equipment this means that it will not be duplicated until Monday. Collating etc. will take up Monday evening so I shall be able to post it Tuesday. If the GPO deliver as they claim (95% of 1st class mail following day) then players should receive it Wednesday or Thursday at the latest. If not received by Friday then players please (advert!) 'phone me and I'll post another copy that day. Non-players should allow a week for their copy to arrive.

**COSTS** This issue is 12p and will be sent to players by 1st class post. Non players will receive it by second class post in an attempt to keep costs as low as possible. However, should I find that I am out of pocket then costs will be increased accordingly to compensate.

Game fees are 50p plus a refundable deposit of £1.

12p has been deducted from your credit for this issue and your balance is now :- **+ 0.13**  
If this amount is 12p or more.....ter-rif-fic  
If this amount is below 12p.....Please send cash. Suggest £1.00  
If it is zero or below.....This is your last issue unless you send cash.

Cheers,

Richard

Fall of Eagles No. 2  
From :-  
Richard Hucknall  
124 Southcliffe Road  
Carlton  
Nottingham  
NG4 1ES

*Shawn Venish*

Please return  
if undelivered.

Printed matter.....Printed matter.....Printed matter.....Printed matter

County Rule O.K. ?