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ISSUE No. 3

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EDITORIAL

"A gamezine is a work of art" claimed Mick Bullock in a recent issue of 1901aet. I don't entirely agree with him and would be the last person to classify FOE as a work of art, however the cover of this issue most definitely is. Dave Perkins voluntarily offered to provide a cover design and when he first showed me the results of his labours I was very impressed.

Dave explains that the overall design denotes the seal of office of the diplomat. The four heraldic designs on the shield represent (top left) the question of alliances, should I ally - can I trust my ally etc.; (top right) the six vanquished powers; (bottom left) the daggers with which to perpetrate the necessary stabs; (bottom right) the actual diplomacy units. Roughly translated the motto is "Don't put too much hope into tomorrow" I believe. No doubt there are some Latin scholars amongst you who will correct me!

Profuse thanks Dave. I know you insisted on no recompense but I trust you will not object to zine credit sufficient for three free issues. Long may the cover grace FOE. Great Dave, bloody great.

Now for the sad news. I've recently heard of two zines that are folding - Norman Williams Caissa and John Coombe's Pendulum. Surely FOE is not proving to be such tough opposition already!!! I only saw one issue of Caissa and that was last summer when it carried some of the Bruce games for one season while Paul Simpkins was on holiday. Norman has asked if I would take over the game he was running and I have agreed so players in this game will find the latest moves reprinted somewhere in this issue. I hope you all enjoy playing in FOE and you have the satisfaction of being quickly rehoused. I remember waiting a year for a game that I was playing in in Shelobs Lair to be found a new home.

Pendulum has reached issue 52 and has always been one of the most reliable NGC zines. It was frequently criticised for the poor standard of duplication, spelling errors and unreliable G.M'ing but it had a charm of its own and I for one am sorry to see it fold. I have offered to rehouse the one non-NGC Dip. game that it is running and John has agreed so this will be included in issue 4 (I hope).

I hope that a regular feature of FOE will be articles on almost any aspect of the regular game and plan allocating a couple of pages each issue for this. This issue contains an article by Nicky 'scatter theory' Palmer and I have a couple of ideas myself which may be printed in future issues. However the success or failure of this venture depends entirely on YOU. Suitable articles are hereby solicited which I will pay for by giving credit of three free zine issues.

Finally, I have asked for NGC affiliation. For those of you that do not know of all the hobby politics behind this, it will simply mean that should FOE fold then the games will be rehoused in other

AMENDMENT TO HOUSE RULES

Because I plan on running to a 3-week deadline, and knowing the kind of problems this can create for players, I have decided to amend the house rule on late orders (rule 12) to read as follows :-

Orders sent 1st class post and postmarked thursday or earlier prior to a saturday deadline, which do not arrive until after the deadline will be accepted. Players will be informed and a re-ajudication of the game will be sent as soon as possible. Orders sent 2nd class post or those posted first class on the day before the deadline which fail to arrive in time will not be accepted.

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MAD POLICY ZINE POLL

For those of you that havn't already read about it elsewhere, the ~~the~~ famous MP zine poll is with us once more. This is your chance to pass judgement on publishers of Dippy zines that you receive.

Anyone who receives two or more different zines may enter and does so by sending a list of all zines received with each one rated between 1 (dreadful) and 10 (excellent) - you may use decimals and may also give identical ratings to several zines if you wish.

Send your votes to Richard Walkerdine, 43 Chapel Grove, Addlestone, Weybridge, Surrey KT15 1UG for the deadline of April 2nd. Anyone who enters the poll can have the issue of Mad Policy containing the results if they send a 6 $\frac{1}{2}$ p stamp with their votes.

Normally publishers exhort their readers to give them a high vote, but as this is only issue 3 of FOE I doubt if you can really have formed a concrete opinion. Still, please vote and give FOE what you believe to be a fair rating. I shall be voting on 1901sat, Bruce, Dolchstoss, Gummiballs, Jigsaw, Leviathan and Pendulum (listed in alphabetical order) but my ratings will be a secret between myself and the ballot box. I shall not be voting on a few zines I have started receiving as trades since publishing FOE.

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COMMONEST OPENING MOVES

These are the moves that will be used in the unhappy event of a failure to submit opening moves to a game. The figures are taken from 1901 and all that issue 62 dated 15/4/76 covering the 313 gamestarts up to that date. (About due for updating now Mick, eh,eh,eh ?)

1901 and all that is available from Mick Bullock, 14 Nursery Ave , Halifax, West Yorks HX3 5SZ and is highly recommended.

AUSTRIA	F(Tri)-Alb , A(Bud)-Ser , A(Vie)-Tri	35.6%
ENGLAND	F(Edi)-NWG , F(Lon)-NTH , A(Lpl)-Edi	35.9%
FRANCE	F(Bre)-MAO , A(Par)-Bur , A(Mar) S A(Par)-Bur	21.6%
GERMANY	F(Kie)-Den , A(Ber)-Kie , A(Mun)-Ruh	45.8%
ITALY	A(Ven)-Tyr , A(Rom)-Ven , F(Nap)-ION	21.1%
RUSSIA	A(Mos)-Ukr , A(War)-Gal , F(Sev)-BLA , F(Stpsc)-GoB	19.8%
TURKEY	A(Con)-Bul , F(Ank)-BLA , A(Smy)-Arm	34.5%

THE DIPLOMACY ARTICLE This is a feature that I hope becomes a regular part of FOE. I like to read articles on all aspects of the regular game and I know that many of you share the same opinion. To start the ball rolling we have an article that was first published in the now defunct Fifth Column issue 35 and is reproduced by kind permission of the author plus a few free issues of FOE.

Middle game tactics in Diplomacy

by Nicky Palmer

Having achieved a certain ~~fame~~ notoriety for the Scatter Theory, which deals with middle-game strategy, the institute for strange Diplomacy ideas hereby offers a companion piece on middle-game tactics. By middle-game I'm referring to the situations which you reach after you've tried out the Legaspo opening or the Caspian Sea gambit or whatever brilliant opening plan you decided on, and have got past the stage where the moves are determined by the opening. You are allied with X, at war with Y and wondering how to outguess Y (militarily and diplomatically). The following devices may prove useful from time to time.

The planned retreat

The easiest way to grasp the idea is an example. You are Austria and have F(ION); you are allied to Turkey who has F(Gre) F(AEG) (the other Balkans being satisfactorily and peacefully divided), and propose to attack Italy, who controls Tun and Nap and has F(TYR). It's Autumn and a build is urgently needed. A straight toss-up which of the Italian centres to go for? No - what you should do is order F(ION)-AEG !!!!! Get Turkey to order F(Gre) S F(AEG)-ION and pre-order your retreat to whichever of the Italian centres Italy did not defend. There is no way Italy can defend against this, even if he guesses what you'll do; he can't even support you in place (frustrating the retreat) as you have 'attacked' AEG. You are using the fact that retreats after moves can discover centres that are undefended.

Another use for the planned retreat is to do two things at once! Suppose you are England, with F(NTH) and control of Nor, and allied to France, with F(Hol) and F(Bel), with Germany no problem and these fleets available; Russia has just built F(Stpnc) and is clearly about to go for Nor; probably he doesn't expect to get in but he hopes to delay your fleet moving round to NWG and BAR. You can't afford to let him in, but you'd like to move your F(NTH) round to get at him and you'd like France, who is a reliable ally, to deploy his F(Bel) more usefully in NTH. You order F(NTH)-Nor and France orders F(Hol) S F(Bel)-NTH. You stand Russia out of Nor and then retreat to NWG; France gains NTH and in a couple of turns your alliance will be in Nor and BAR as you want. Thus your F(NTH) has both protected your province and shifted to a better position, by using the move and retreat possibilities. I have used this on a couple of occasions, in fact, and it generally has the useful by-product of creating the impression that your ally has stabbed you. In the above example, of course, you'd better be very sure indeed that he is reliable!

Finally, you can use the planned retreat as insurance; if you have a unit which is certain to come under supported attack, you can inform an ally of dubious loyalty ((particularly N. Palmer)) that if he stabs you on his move then you will stab him back with the direction of your retreat.

The time for the jäckal

Suppose that for reasons that you deem to be good and sufficient, you decide to stab someone with whom you have been working. Unlike many players, you should devote at least as much thought to deciding the most appropriate moment to do so as to the 'political' reasons which make you want to do it (that you will be able to go for a solo win, or will be pleasing a potentially better ally, or whatever). If the alliance has been on the usual lines, most of the centres of the 'stabee' (call him X) ((I prefer Palmer)) will be out of reach in one move

The crucial and overriding consideration must be to take as many of these as you can in the first winter season after the stab, or to move into a crushing tactical position for the following year. Sometimes an Autumn stab will work well, but mainly if you are adjacent to a couple of his centres and can take them at once preferably disrupting his movements at the same time (or facilitating them if they involve eg convoying armies miles away). There is an additional advantage in Autumn stabs if you are playing with preordered builds ((which of course we are doing in FOE)); if your stab is sufficiently unexpected he may forget to provisionally order builds/removals in a manner suitable for defence against you and you may get a bonus as he removes a unit from his 'safe' sector, ie the one you've just attacked! A stab in any season may cause a removal due to a forgotten retreat order; this may be more useful in Spring than in Autumn. A Spring stab is most appropriate when there is a buffer zone to cross before you reach X, and you should do your utmost to persuade him to launch a full scale offensive elsewhere at the same time; in the Autumn, you will take his centres while he tries to unscramble his commitments on the other fronts.

The tightly knit alliance

A useful rule of thumb first put forward by (I think) Craig Nye is that opponents will tend to think you and your ally will operate fairly independently, and are least likely to guard against combined operations by you, where you support or convoy your ally or vice versa. Like all rules, this should not be over used or ones play becomes predictable. The converse is also true, however; unless your opponents are experienced and working hard at the game, it is more likely than not that they will not be combining operations much.

((Hmm, there are another couple of longish paragraphs to go so I think I will hold them back until next issue rather than spread onto another page.

Anyway, this article by Nicky gives you some idea of the kind of articles that I want for publication. Three free issues of FOE for any published article on any aspect of Diplomacy. Roll up, roll up, don't be bashful.))

GAME NOTATION For the benefit of newcomers :-

An order underlined indicates that the order fails.
An order underlined with a broken line indicates that the order is either illegal or cannot be followed.
An asterisk * indicates that the unit has been displaced and the retreat (or disbandment) is given beneath the orders.

ACKNOWLEDGEMENTS

My thanks to the following publishers for plugging FOE in their zines. (Addresses supplied if required.) Ron Raynor of Gummiballs, Paul Simpkins of Bruce, Richard Walkerdine of Mad Policy, Mick Bullock of 1901aat and John Coombe of Pendulum.

SPORTS NEWS

Tuesday March 8th... City Ground... Nottingham Forest v Notts County League Div. 2.... Result Nottingham Forest 1 Notts County 2 (heh, heh!) County scorers... Anderson own goal(chuckle, chuckle), Carter (very controversial penalty - hee, hee, heeee)... Forest scorer...who cares!

CAISSA As I explained in the editorial, Norman Williams has had to fold. Evidently in a fit of pique he hurled his duplicator down a flight of stairs. Norman has asked if I will take over the game he was running and I as need a few games to get established I readily agreed. So a big welcome to all of you and I hope that you enjoy bringing the game to a conclusion in FOE. Norman tells me that the latest moves were sent out by carbon-copy, so to introduce the game and confirm the moves and print some press that was sent :-

FOE 2 (1976IX) (Ex CDL...Aborigine)

AUTUMN 1903 Feats on the fiords !

- AUSTRIA A(Boh) S A(Tri)*Vie
(Bob Brown)
- ENGLAND F(GOB)+F(Nor)* S A(Fin)-Swe, F(NTH) S F(Nor), F(Lon) S
(John Hicks) F(NTH)
- FRANCE F(Bre)-ENC, F(MAO)-IRI
(Chris Spillet) A(Bel) MS A(Bur), A(Mar) S A(Bur), A(Pic) S A(Bel)
- GERMANY F(Hol)-NTH, A(Ruh) MS A(Mun), A(Den) S RUSSIAN A(Swe),
(Pete Smith) F(NWG)-Nor
- ITALY F(Nap) S A(Ven)-Apu, A(Tyr)-Ven, F(Tun)-TYS
(Andy Davidson)
- RUSSIA F(Sev)stands, A(Gal) S A(Vie), A(Vie) S TURKISH A(Ser)-Tri,
(Mike McManus) A(Rum)-Bud, A(Swe)+A(Stp) S GERMAN F(NWG)-Nor
- TURKEY F(Con)-Bulsc, F(AEG)-ION, F(ION)-Apu, F(ADR) S A(Ser)-Tri,
(Jon Effemey) A(Gre)-Alb

RETREATS Austrian A(Tri) disbands
English F(Nor)-SKA

WINTER ADJUSTMENTS

	<u>GAINS</u>	<u>LOSES</u>	<u>RETAINS</u>	<u>HAS</u>	<u>BUILDS/REMOVES</u>
AUSTRIA		Tyr, Vie		0	-A(Boh). Goodbye
ENGLAND		Swe, Stp	Lon, Lpl, Edi	3	-F(Lon). -F(GOB)(GM)
FRANCE			Par, Mar, Bre, Bel, Spa, Por	6	No change
GERMANY	Nor		Ber, Kie, Mun, Den, Hol	6	+F(Kie)
ITALY			Rom, Nap, Ven, Tun	4	No change
RUSSIA	Stp, Swe, Bud	Nor	Mos, War, Sev, Vie, Rum	8	+A(Mos), A(War)
TURKEY	Tri		Con, Ank, Smy, Bul, Gre, Ser	7	+F(Smy)

PRESS

ENGLAND : So the German and Russian unite! Useless... The might of the Empire shall be felt! Let all take note !!!

ITALY - ENGLAND : Ready when you are !

RUSSIA - AUSTRIA : It's your turn to guess now - "Good luck " he said.

TURKEY : The Sultan is slightly disturbed ((no comment)) by the sentiments deriving from a Gallic source.

The Sultan regrets also the demise of the Hapsburgs..and feels that the mantle of Austrian civilization has been handed onto responsible hands.

The Sultan thanks the co-operation of the Tzar's army.

FOE Just room for a couple of messages. House rules enclosed for those that didn't receive issue 2. Norman has passed your credits on to me so you are all OK for the moment.

FOE 1 (1977??)

AN INTERESTING OPENING
But problems for Russia and France.

SPRING 1901

AUSTRIA		
(Ken Williams)	<u>A(Vie)-Gal</u> , A(Bud)-Ser, F(Tri)-Alb	16.6%
ENGLAND		
(Shaun Derrick)	F(Lon)-ENC, F(Edi)-NTH, A(Lpl)-Yor	16.2%
FRANCE		
(Dave Perkins)	A(Par)-Bur, A(Mar)stands, F(Bre)-MAO	0.7%
GERMANY		
(John Blakesmith)	F(Kie)-Den, A(Ber)-Kie, A(Mun)-Ruh	45.8%
ITALY		
(Vic Smith)	A(Ven)-Pie, A(Rom)-Tus, F(Nap)-TYS	2.9%
RUSSIA		
(Bob Tucker)	F(Stpsc)-GOB, A(Mos)-Ukr, <u>A(War)-Gal</u> , F(Sev)-Rum	17.5%
TURKEY		
(Robert Sturges)	F(Ank)-BLA, A(Smy)-Arm, A(Con)-Bul	34.5%

(The %'s refer to how often these moves have been made in the 313 games started up to 15/4/76.....see page 2)

PRESS

NAPPY, Consul of France.... From a message found on the foot of a mammoth eagle (it had tusks) which dramatically spiralled from the sky (absolutely pooped) onto the marble patio of my summer chateau it appears a gamestart is imminent !! Gentlemen, protect your heads from 'things' dropping from great heights.

GERMANY - WORLD Greetings und welcome, the German people wish to embrace all of Europe within the New Order now being established by the Glorious Fatherland. All nationals of England, France, Russia, Italy, Austria-Hungary and Turkey have a free choice of whether they wish to become part of the New Order, if however, they decide not to join then the ~~convenient~~ holiday camps now being built will be opened at reduced family rates.

RUSSIA(GVMT) "John, need any help with English pinkies ? Write and tell me about it next year."

FOE Methinks Russia will have his hands full with Turkish Yellow-backs next year !

ITALY "A Vienna waltz with a Russian (?)" ((????))

NO DATELINE Eastward Ho ! Revenge for Fang ! Hey lads you're going the wrong way, Austria is right of Venice.

THE TIMES A gang of thieves broke into one of London's provincial banks. They made their getaway in a brand new Daimler.
We recently heard that they had crashed into a building site while cementing was taking place. The police are looking for a gang of HARDENED criminals. (Oooooooooohh!) ((Uuuuuuuuggggggggghhhhhhhh))

FOE Ta to one and all for getting your orders in in plenty of time. Don't forget, conditional builds (or disbands) with next orders.

GAMESTART+++GAMESTART+++GAMESTART+++GAMESTART+++GAMESTART+++GAMESTART

FOE 3 (1977??)

AUSTRIA	Richard Prosser, 11 Morningside, Earlsdon, Coventry CV5 6PD
ENGLAND	Dave Pratt, 17 Wheatley Drive, Carlton, Nottingham
FRANCE	Bill Dove, 27 Dawos Close, Woking, Surrey
GERMANY	Paul Simpkins, 104 Combs Hill, Dewsbury, West Yorks WF12 0LQ
ITALY	Kelvin Blackburn, 3 Cobhorn Drive, Withywood; Bristol BS13 9DL
RUSSIA	John Sandell, 72 Trelawney Rd, Hainault, Ilford, Essex IG6 2NJ
TURKEY	Ken Williams, 46 Highfield Ave, Orpington, Kent

Hmmm, seems to be an interesting group of players. Some are novices, some are experienced; some I've played against and others I havn't. Welcome to you all and I hope you have an enjoyable game.

£1-50p required from messrs Simpkins and Sandell and 50p (game fee only from a multi-game player) from Ken Williams. Spring 1901 deadline is April 9th(first post) but I shall allow a double deadline (probably April 30th) should anyone request it.

Orders or double-deadline request together with any gamefees and deposits by April 9th please. Any queries then please get in touch.

And may the lord have mercy on your souls !

WAITING LISTS

Standard Diplomacy :- Williams, Pringle (5 wanted)

Dark Continent :- Derrick (Still 6 wanted)

SNIPPETS

Well I've got half a page to fill up so let's see what I can find. Letters?...none. Dark Continent...no response so far, I don't know if you have heard anything Shaun? I'll publicise it again next issue when the readership will be a little higher. Deposits...a couple of comments. One agreeing with me and other making the point that its a well known fact that only 'rich' people live in Kent !!

Oh hell, I forgot. I've had a letter from John Piggott concerning my house-rule on NMR's. I havn't left enough space to reply so I'll hold it over to issue 4.

Some further acknowledgements...thanks to the following for giving FOE a mention in their zines :- Richard Sharp of Dolchstoss, John Piggott of Ethil the Frog (second series), and Peter Swanson of RATS. Thanks for your kind words gentlemen.

Dolchstoss is to run a Diplomacy player poll to find out who is the players player...details in next issue of FOE for those of you that don't get D.

Finally, my apologies to people who have been expecting replies to letters on various Diplomacy games. My time this week has been severely curtailed by the death of my father and at one time I thought that I would have to delay publishing this issue. Fortunately, I had most of the pages prepared so I was able to cope. However, my own games have suffered and I have been unable to do no more than submit orders. Anyway, I shall be in touch with everyone who is awaiting a reply very soon.

DEADLINE

Deadline for all games is 1st post saturday April 9th. This is Easter saturday and I think I'm right in saying that the GPO don't deliver on Good Friday April 8th. So for this deadline only I shall accept late orders posted 1st class on Wednesday April 6th but shall ignore those posted on the thursday if they fail to arrive by saturday. Deadline for telephoned orders is noon on thursday April 7th.

Easter will also mean that this issue will be a day late in being despatched. It will be posted on Wednesday April 13th but I may be able to send players their copies on the tuesday. No promises though.

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DEADLINE 1st post Saturday April 9th DEADLINE
DEADLINE 1st post Saturday April 9th DEADLINE

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CREDITS

Once again this issue is 12p including postage. Players receive it first class and non-players second class. I'don't think I can keep the price this low much longer so be prepared for an increase to 14p-15p in the not too distant future.

Game fees are 50p per game, plus a deposit of £1 to cover all games that one is playing in.

12p has been deducted from your credit for this issue and your balance is now :- **£0-01**

If this amount is 12p or more..... Great

If this amount is below 12p..... Cash please !

If this amount is zero or below.... More cash please or no more issues!

Cheers,

Richard

SHAUN DERRICK

Fall of Eagles No. 3
From:-
Richard Hucknall
124 Southcliffe Road
Carlton
Nottingham
NG4 1ES

Please return
if undelivered.

Printed matter..... Reduced rate..... Reduced rate..... Printed matter