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EDITORIAL

Welcome one and welcome all to the fourth edition of Fall of Eagles. One of the problems in running a non-controversial games zine is that I can't think of anything to put in the editorial, so lets have a quick look around other zines to see what they are finding to write about. Pete Swanson (RATS) is kicking hell out of Leviathan. Mick Bullock (1901) is belittling Seccerd/880ss and dice games in general. John Piggott (Ethil) is also knocking Leviathan. Can't you gentlemen just live and let live?

Ah well, lets see what news we have for you.

Dolchstoss player poll This is a poll to find the player's player in standard Diplomacy games only. You may vote for anyone (including even yourself !!) from 0 (Diabolical) to 30 (~~Richard/880ss~~ superb) but must restrict your votes to players you have played against or GM'd and these players must be playing in a UK or European zine at the moment. PLEASE do not give random marks based on hearsay to players you've never encountered. Votes to Richard Sharp, 27 Elm Close, Amersham, Bucks by April 30th. If you don't already receive Dolchstoss, you can receive issue 53 containing the results of the poll if you send a SAE of 6"x9" with your votes. This is a good opportunity to see what I think is the best zine at the moment.

PIMLEY memorial award This is an NGC award to commemorate Les Pimley who died last year in his early 30's. Les was my first GM in Shelobs Lair and helped me a lot with the hobby. The award is intended for the person who is judged to have done most for British Diplomacy. Candidates are :- Pete Birks, Walter-Luc Haas, Graeme Levin, Glyn Palmer, John Piggott, Richard Sharp, Don Turnbull, Doug Wakefield, Richard Walkerdine. To vote, list candidates in order of preference (omitting as many as you like) and send to Nicky Palmer, Lehwaldsvej 3 8g, DK-2800 Lyngby, Denmark. As soon as possible please.

Cover Design A few nice comments on Dave Perkin's cover design. Thanks to all who mentioned it and I'm sure that Dave Perkins appreciates your interest.

Choicest comment comes from Paul Simpkins in Bruce. "I was toying with the idea of designing a coat of arms for the NGC after seeing FOE's excellent cover design. However I couldn't get round to it so I'm going to throw it open to all and sundry. A coat of arms, designed to represent the NGC and all it's various parts, being not greater than a sheet of A4, although leave some room round the edges for printing it. I'll give a free game of Diplomacy and a subscription to Bruce for the life of that game for a good design. I reserve the right to reproduce the same design in whatever colours I choose on the front cover of Bruce."

OK then lads, that seems to me to be a very good prize. I'll back Dave Perkins to win should he enter.

THE DIPLOMACY ARTICLE

This is the second and final part of the article that was first published in Fifth Column 35. Once again, my thanks to the author for permission to reprint in FOE.

Middle-Game tactics in Diplomacy (Part II)

by Nicky Palmer

(4) Greater love hath no man than this...

A vast amount of attention is given to stabs in Diplomacy, but of course in most games you will normally see alliances last a few turns, and therefore how to keep an alliance going is frequently more important (and more difficult) than how to break it up. One method of proving loyalty which is quite well known in U.S. games but very rare in British games is a declined build. The Austro-Italian alliance offers the strongest incentive; suppose Italy gets three builds after the collapse of France, but has no desire to stab or worry Austria. Does he really need to build in Venice? If it is a fleet then he really is stabbing Austria, and if it is an army and he wants it to the west it may take ages to get it to the front past the Swiss bottleneck. Far better is to skip this build - it won't run away and you can build next year instead, then Nap will be free for a fleet there if that is what you want. Meanwhile Austria is bound to trust you unless he's really paranoid - short of laying down your life for him, refusing a build so he doesn't get worried is the greatest demonstration of loyalty you can make. Similarly France can skip a Bre build to avoid worrying England, Russia a Stp one to disclaim interest in the north, and so on.

A related question is how far you should go to anticipate possible worries; should you write pages about "you might, I can see, think I would go for Bre, but this doesn't make sense because of..... and I will anyway prove my good intentions by.....". It helps to know one's ally here, but there is no doubt that the above style carries very considerable dangers of causing the worries that it seeks to dispel. You may not give a watertight reason why you wouldn't want to do whatever it is, and then it looks like a bluff; even if you do find 100% solid reason, your ally may be left with an uneasy feeling that he may have overlooked a hole in it, or (almost as bad) that you wanted to stab him but have narrowly decided to wait a turn or two! Ignoring possible stabs has its drawbacks too; they let your ally's fears rage unchecked and it is no good asking him to tell you when he's worried; if he thinks you are going to stab him he will certainly not want you to know he's going to make a counter stab..... sometimes he may tell you what is worrying him, but usually not. I lean towards trying to cover his possible fears, without being too morbid about it. Never write to someone saying "I was thinking of stabbing you but I've changed my mind" as this will totally discredit any plausibility your earlier letters will have had - in fact the more he believed them, the more betrayed he will feel (rightly).

(5) The Gambit

Gambiting, or rejecting the chance of a centre to get a better tactical position, is quite common, but it's a tactical weapon that should be used in conjunction with your strategic plans. The nice thing about a gambit is that it will probably succeed. Suppose you are Russia with A(Gal) and A(War) and want to home in on Austria who has A(Vie) and A(Ser). You could have a go at Vie or Bud, but it seems very unlikely that you would get in; Austria will probably do a self stand-off over Bud, leaving your units stymied where they are. How much nicer to sneak round his flank with A(Gal)-Boh and A(War)-Gal! The likelihood of failing to get into Boh is very remote - if Austria suspects you

might move there he is still taking a big risk if he moves there and then finds you've supported into Rum or attacked Sil - his A(Boh) will look like a stab on Germany and will be out of place for defending Bud. If all goes well you have two units on Vie for next time.

In this case you are trading a lousy chance of a centre for a good chance of tactical advantage, but it becomes more difficult if the chance of a centre is quite good too. Suppose Austria's A(Ser) wasn't there in the above example? Then you have an even chance of gaining Vie or Bud, but if you fail you will be stuck as before. Most people automatically have a go at the centre in this situation, but the gambit is still better if all of the following are true :-

- a) You do not urgently need another centre (cf the previous section), or perhaps for diplomatic reasons you would rather not grow too quickly yet.
- b) Taking the centre from the enemy will not ruin him, eg he has an easily removable unit on another front.
- c) The gambit will ensure the capture of a centre or more in the following year.

Whether you find that these devices will 'improve your game' as the chess manuals claim I don't know as styles differ so much, but perhaps you will anyway find that taking these possibilities into your consideration each turn enriches your enjoyment of the situations. I hope so.

((I hope so too, and also hope that I receive more articles for publication. Failing this I shall have to resort to a few ideas of my own with which to bore you. YOU HAVE BEEN WARNED. Don't forget, 3 free issues of FOE for every article published.))

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LETTERS

JOHN PIGGOTT, reviewing FOE in Ethil the Frog # 48 (and a nice review it was too) writes "His ruling on NMR's contains a curious flaw, heh heh, but I expect he will fall back into line rapidly when I point it out in a letter". John's letter duly arrived, "Your house rules seem OK apart from the length ((John's rules run to a grand total of 5 lines!)) except for the business of voluntary NMR's. Suppose a voluntary NMR is followed by a real one and the player in question stays in the game; as two genuine NMR's = anarchy, the players in the game will know that one of these NMR's was false, which rather destroys the whole object of the false NMR in the first place! You'd be better off ruling that 2 NMR's = anarchy regardless of intent: this puts the onus on the player to make sure that he gets orders in for the second season without fail, but this is better than revealing his duplicity to public gaze if a slip happens, n'est-ce pas?"

((Sorry John, but I can't agree. If I rule that 2 NMR's = anarchy, regardless of intent, then I penalise a player very heavily for one real NMR following a tactical NMR. In the case of a false NMR I have been informed by the player so to all intents and purposes orders have been made. Should a real NMR follow a false NMR & I do not declare the country in anarchy, then the trick has been exposed and I think this is sufficient 'punishment' for the real NMR rather than all the penalties that go with 2 real NMR's in succession, anarchy, loss of deposit and zine credit.))

"I've never know a case of voluntary NMR anyway - its just too great a risk; even though it may mean messing up an ally's plans, a false NMR disqualifies that player from actually making a gain!"

((I must admit that I've never known of a case of a tactical

NMR either, but I suspect that it may have been done from time to time. In fact I did once consider using the ploy but decided against it because I felt sure that the person it was directed against would realise. Anyway to be used successfully one must have a reputation for missing moves from time to time, something I have never done.

The occasion I considered using it was in NGC 169 when my Russia and an Italian ally had co-operated to eliminate first Austria and then Turkey. It was agreed that we would then move out of the conquered zone, myself attacking England and what was left of Germany whilst Italy stabbed France. I was planning on stabbing my Italian ally instead but if I had moved into the areas that he vacated in the Spring, I might not be able to hold them in the Autumn. However, a tactical NMR in the Spring followed by the stab in the Autumn would have been more effective. Eventually I decided on another method of stabbing him which was effective enough for me to win the game. Nevertheless, I believe that for certain players a 'tactical NMR' can be a useful weapon. Other readers views are very welcome.))

Bob Brown "So you support that bunch of wooden legged ((twitch twitch)) castouts from a blind school ((fume fume)) called Notts County do you. " ((Yes indeed I do. I've watched them regularly for over 20 years - down from Div. 2 to Div. 4 and back again. Season ticket holder for the last 7 seasons)) "I suppose we all have our crosses to bear". ((Your's is called Brian Clough !!!)) "Seriously though, you can't talk about County on the same plane as Forest. I've supported Forest for the last 12 years or so and never (well hardly ever) have County been anywhere near to Forest in ability. Admittedly, we'll be lucky to see the likes of Ian Moore again but the latest crop of Forest youngsters are very promising - I only hope Curran doesn't go like Moore did after his broken legs. ((I always thought it was broken ankle but then I'm only a County supporter.)) Ah... that hat-trick against Everton in the cup quarter final... sigh. "

((Come on Bob - you're just like all the other Forest supporters, living in the past. Why not accept that we are more than 4th Div. upstarts and recognise our achievements over the last few years. Since both teams have been in Div 2 :- the local derby games in the league produce the following record for Notts against Forest

P 7 W 3 D 3 L 1 F 7 A 4

Add to this that Notts have finished above Forest for the last couple of seasons, have beaten them in the Nottinghamshire County cup for the last three seasons and made a 0-0 draw in the Anglo-Scottish cup this season. You are running us a bit close in the league this season but I once again expect that we shall finish above Forest. Notts 4th place - Forest 6th ?))

((You ask if we can trade zines. Normally the only things we trade with Forest supporters are punches and insults but in your case I'm prepared to make an exception for the good of the hobby !!! Just how come you support Forest, do you hail from Nottingham ?))

The above was typed earlier in the week and I deliberately left this small space so that I would be able to comment on the game played today (saturday) between the two teams. Lord knows what I would have said if Forest had one ! Still the game ended 1-1, all in all a fair result and probably the best local derby that we have seen in recent seasons.

I think this result bears out what I have tried to say. Forest are NOT superior to County at the moment - indeed, overall the teams seem evenly balanced with County having a sounder defence and Forest that little bit extra in flair. Still, good game - good game.

With Bolton losing today its not beyond the bounds of possibility that will both get promotion. A lot depends on the games next week - County against Wolves and Forest against Chelsea. Realistically I don't think either will make it but I'm confident that once again Forest will be below Notts after 42 games.

FOE 1 (1977BR)

RAPID GERMAN BUILD UP

As England, France and Italy play cat and mouse.

AUTUMN 1901

- AUSTRIA (Ken Williams) A(Vie)-Gal, A(Ser) S TURKISH A(Arm)-Rum, F(Alb)-Gre
- ENGLAND (Shaun Derrick) A(Yor)-Nor, F(NTH) C A(Yor)-Nor, F(ENC)-MAO
- FRANCE (Dave Perkins) F(MAO)-Bre, A(Mar)-Spa, A(Bur)-Mar
- GERMANY (John Blakesmith) F(Den)-Swe, A(Ruh)-Bel, A(Kie)-Hol
- ITALY (Vic Smith) A(Tus)-Tun, F(TYS) C A(Tus)-Tun, A(Pie)stands
- RUSSIA (Bob Tucker) F(GoB)-Swe, A(War)-Gal, F(Rum)-Sev, A(Ukr) S F(Rum)-Sev
- TURKEY (Robert Sturges) A(Arm)-Rum, F(BLA) C A(Arm)-Rum, A(Bul) S A(Arm)-Rum

WINTER ADJUSTMENTS

	<u>GAINS</u>	<u>LOSES</u>	<u>RETAINS</u>	<u>HAS</u>	<u>BUILDS/REMOVES</u>
AUSTRIA	Ser, Gre		Tri, Vie, Bud	5	+A(Bud), A(Tri)
ENGLAND	Nor		Lon, Lpl, Edi	4	+F(Lon)
FRANCE	Spa		Mar, Par, Bre	4	+A(Par)
GERMANY	Bel, Hol, Den		Mun, Ber, Kie	6	+A(Mun), A(Kie), F(Ber)
ITALY	Tun		Nap, Ven, Rom	4	+F(Nap)
RUSSIA			Stp, Mos, War, Sev	4	No change
TURKEY	Bul, Rum		Con, Ank, Smy	5	+F(Smy), A(Con)
				<u>32</u>	

Still neutral..... Por, Swe

PRESS

BERLIN Ja, Ja, everything is going according to plan, at this very moment all ze German washing is being hung on ze Siegfried Line; now ze enemy artillery will be unable to see our strategic moves until it is too late. Ha, ha, ze stupid English they broadcast details of the greatest camouflage ever invented over ze radio; vot is zis more strategic information on the BBC - Tipperary, Tipperary zo, zat is where the next offensive will be, so be it. General Moltke kindly order all our XX, XXI and XV corps to Tipperary at once. Ha, ha, ho, ho this war will be over by Christmas !

FRANCE (GVMT) One can't help toying with the notion that some countries new found power will go to their head. ((or to your throat !!!))

Signal to English regatta overspilling from Cowes I. O. W.... Tell the drivers of your boats to turn left... or right, anyway but towards the EEC. Surely FOE isn't to condone let alone ENCOURAGE Jerry building !

Got your memo and standing by Comrad.

Has everyone received a copy of Austria's intentions yet..... If not, simply write to any other game member.

GERMANY - RUSSIA Perhaps German support can be provided in return for certain offers as regards future supply centres. Food for thought ?

FOE 3 (1977??)

SPRING 1901

FRANCE AND RUSSIA NMR !
Real or tactical ?

AUSTRIA (Richard Prosser)	F(Tri)-Alb, A(Vie)-Tyr, A(Bud)-Ser	6.5%
ENGLAND (Dave Pratt)	A(Lpl)-Yor, F(Edi)-NWG, F(Lon)-NTH	34.0%
FRANCE (Bill Dove)	NMR ! Rule 9 applies (most common opening used) F(Bre)-MAO, A(Par)-Bur, A(Mar) S A(Par)-Bur	(21.6%)
GERMANY (Paul Simpkins)	F(Kie)-Den, A(Ber)-Kie, A(Mun)-Ruh	45.8%
ITALY (Kelvin Blackburn)	A(Ven)stands, A(Rom)-Apu, F(Nap)-ION	17.2%
RUSSIA (John Sandell)	NMR ! Rule 9 applies (most common opening used) A(Mos)-Ukr, A(War)-Gal, <u>F(Sev)-BLA</u> , F(Stpsc)-GoB	19.8%
TURKEY (Ken Williams)	A(Con)-Bul, <u>F(Ank)-BLA</u> , A(Smy)-Con	25.8%

(The %'s show how common these opening moves are.)

PRESS

ABBA ZABBA "Get out of my life you cretin" was the only phrase she could remember. Oh how cruel it had been, that day when she had made her biggest mistake; when she'd ruined their life together; when she'd.....sob.....
.....sob.....tidied (ie put in the dustbin) her husbands copy of Fall of Eagles before he'd copied down the gamestart.

AUSTRIA(GVMT) Can England be seriously contemplating an attck on Germany?

HAWKS TO DOVES Right then my pretties, let's see how long you can survive this war !!

FOE Thank you gentlemen, just a few points. I cannot comment on the NMR's as my rules state that Spring 1901 NMR's mean that the most common opening moves are used and so it may/may not be that these are tactical. (See all the splurge on pages 4/5). What I will say is that the following still owe money for this game and unless the necessary cash is received by the next deadline then I shall order all their units to stand.
John Sandell £1-50p gamefee and deposit
Ken Williams 50p gamefee only.

FOE - Paul Simpkins Shylock indeed !!! Just wait until the Bruce all winners game. Conditional retreats, builds, disbands running to four pages with 459 different alternatives !!! You have been warned.

--*-*-*

Well this is the last stencil to be typed and as usual I'm left with an annoying little space to fill. The game adjudications have been done to the background of 'Roots' and 'Match of the day' but I hope that I've not been distracted to the extent that errors have been made.

Here endeth issue 4

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