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FOE 48 (1982DH)
SPRING 1909

TURKEY LOOKING FOR THAT 18TH CENTRE:
I think he looks in vain!

- ENGLAND (John Norris) A(Stp)-Mos, A(Liv) S A(Stp)-Mos, F(GB) S A(Liv),
 F(NTH) MS F(Bel), F(IRI) S FRENCH F(MAO)
 FRANCE (Tony Wheatley) A(Mar)+F(Por)+F(MAO) S F(Spasc), F(Spasc) S F(MAO),
 A(Gas) S A(Mar)
 GERMANY (Derek Caws) A(Ruh)+A(Kie) S A(Mun), A(Pru) S A(Sil), A(Mun) & A(Sil) stand
 F(BAL) S A(Pru)
 TURKEY (Niall Litton) F(Naf) S F(Tun)-WMS, F(Tun)-WMS, F(WMS)-Spasc, F(GOL)-MAR,
 H(Pie) S F(GOL)-Mar, F(TYS)-GOL, F(Smy)-AEG, F(BLA) C A(Con)-Rum
 A(Con)-Rum, A(Tyr) S A(Vie)-Boh, A(Vie)-Boh, A(Boh)-Sil,
 A(Gal)+A(Ukr)+A(Mos) S A(War), A(War) S A(Boh)-Sil,
 A(Sev) S A(Mos)

((There was an omission last season. Germany ordered F(BAL) stands but I'm sorry to say I missed it. I'm sure that it didn't cause you any problems....))

CHANGE OF ADDRESS Derek Caws is back at Telford Hall, Ashby Road, Loughborough, Leics LE11 3UA

EYRIE Once again the 4-way draw proposal was defeated - this time by one vote against and three votes in favour. Yet again it has been repropoed, so once more votes on a 4-way draw are requested along with next season's orders.

PRESS

England to Turkey You aren't going to win, because we have a stalemate line. Why not vote for the draw, and save all of us some time, including Richard?

I suppose that you will all have heard by now that Dolchstoss and Richard Sharp are back in business. Hurrah - I make no apologies for the fact that I'm very pleased to see it (and him) back again. If you think Richard Sharp still holds credit in respect of D's that you paid for, drop him a line at 27 Elm Close, Amersham, Bucks and you'll get the first 3 issues of the new D free. The hobby's getting better once again.....

FOE 46 GAMESTATEMENT

GAME :- 1982BF ZINE :- FALL OF EAGLES GM:- RICHARD HUCKNALL

(Line-up announced issue 67 (March 1982) - Game ended issue 85 (December 1983))

Players & Supply Centre Chart

	00	01	02	03	04	05	06	07	08	09	10
AUSTRIA (Tony Wheatley)	3	6	7	7	7	8	8	10	10*10	9	
ENGLAND (Philip Ward)	3	3	4	3	3	3	4	4	3	4	3
FRANCE (Paul Waugh) OUT A07	3	5	5	6*	4	2	1	-			
GERMANY (Rick Holman) I/C S09	3	5	5	5	6	6	5	4	4	2	2
ITALY (Les Tassell) WON	3	4	4	5	7	9	11	13	15	17*19	
RUSSIA (Mark Wood)	4	5	7	7	7	6	5	3	2	1	1
TURKEY (Rob Bakker) B/O S04 OUT A04	3	4	2	1	-						

(*denotes no. of units short)

LES TASSELL (Italy) Austria(Tony Wheatley), dominated the diplomacy in the early stages, and I was concerned that he seemed to be controlling the game. The Turkish player lived in Holland, and this, combined with his style of correspondence seemed to ensure his early demise. I decided I could not attack an experienced and prepared Austria so Italy opened quietly by taking Tun, and formed a strong alliance with Austria, and maintained friendly relations with Russia and France.

A1902 Austria was in a good position, but so was Russia who had captured Ank.

S1903 I convoyed A(Apu)-Syr. At this time England, France, and Germany seemed to be continuously stabbing each other which kept them weak. France landed an army in Naf which ended our alliance.

A1903 I captured Smy and Turkey dropped out. France convoyed A(Naf)-Wal.

1904-5 France was over-extended with armies in England and Bel. I was able to send my fleets to capture Por, Spa, Mar with no resistance. Russia built a second fleet Sev, so I combined with Austria to destroy it and take the Russian-held Ank.

S1906 I ordered my F(Nap) to TYS, but my orders did not arrive and so my provisional move F(Nap)-EOS counted and this started me thinking I had a last chance of stabbing Austria as he would be very strong in the Autumn, even though he was playing very cautiously.

A1906 Russia gained Liv and Ber, but lost War, Nor and Swe. Italy gained Bre and took Gre off Austria. But Austrian fears were somewhat allayed, when I did not build in Ven.

A1907 Italy at war with the world taking Lon, Par and Con.

A1908 Italy closes in with fleets NAO, Wal, IRI, ENG, and armies in Arm, Bul, and Bel. Germany NMR's helping my cause and does not move again.

A1909 Italy takes Hol and Lpl and controls NTH totalling 17 centres.

S1910 England NMR's and I am able to convoy A(Hol)-Nor for a certain 18 centres. I think it was an unusual Italian victory as Austrian territory was never breached, and only border skirmishes took place with him once he was established. I only wrote significant letters.

Thanks to the GM Richard, and to Tony Wheatley for taking the game seriously particularly in the early stages. I think he could have won had he realised how strong his position was in the middle game.

TONY WHEATLEY (Austria) I am not going to make this into a Keith Walter epic because I don't think Sir Glue Raid will be after the film rights.

This game must (to me) be notable for the volume of correspondence in 1901 (19 letters - 3 of them from England) and the 1901 adjustments. Germany's two gains (Hol and Den) saw him building 2 fleets, Russia's one build (Swe) of F(Sev), whereas I got 3 builds (Gre, Ser, Rum) and made them all armies. Well, it certainly looked like a great naval war with 16 fleets on the board so my land policy should have got me somewhere, so how come I didn't win?

Well, on receiving the second letter from Turkey (who lived in Holland) he was making it quite clear he wouldn't ally with me so he became my first victim. He was mercilessly crushed with assistance from Italy and Russia and somehow Russia became the next target while I persuaded Italy to move west. Up until now, France

had been moving one way then another quite aimlessly e.g. convoying an army to Haf one season then back to Wal and forgetting to order builds. The way France fell so easily and the way England, France and Germany kept on going round in circles getting nowhere was truly a sight to behold.

Eventually Italy wanted a safety play and I agreed to swap centres. This resulted in a minor stab which lost me a centre but I was able to put up a solid defence. However, with the pathetic play of France and England it became evident that Italy would get to 18 centres before me unless some organising was done. England could never be eliminated so I needed him in on the draw and Germany seemed useful so all we had to do was kick Russia out and the 4-way draw would be there. So a fair bit of diploming with England and Germany asking them to accept the orders I was submitting on their behalf to the GM would have done it.

But, I hadn't reckoned with an up-to-now reliable Germany NMR'ing. This made me nervous so I was prepared to bring Russia in on the draw. Another few phone calls to Rick Holman who was never in when I called and was refusing to answer my letters or even drop a line to Richard to confirm I was ordering his units and it was looking desperate but the draw was still a possibility. But would always go in the end but that was it in the south, so I had to look for good plays in the northwest and another English fleet was desperately needed. Also we couldn't allow Italy to take NTH or NWG so I reckoned four English fleets in NWG/NTH/Edi/Yor should hold out and persuaded England on this which he agreed to. Unfortunately he didn't as he was determined to see Italy win as France was.

In Autumn 1909 the only set of orders I could submit would be to assume an Italian NMR. He didn't so he got to 19 instead of 18 which I could have kept him to.

So it's congratulations to Les for a solid type of win. He didn't do anything spectacular but he did win. Not one Austrian centre fell to foreign forces throughout the whole game and Italy never captured Mun (disproving the Nucknoll theory, eh Richard?) ((See later!!)) I also wonder how many Italy's manage to reach Swe - not many I'd bet. Also thanx to Mark for trying in this game - do you and Les want a return book in a different zine? ~~Thanx to Phil and Paul for the interest they took even tho' they played like wallies.~~ As for the other two - words fail me. Also, last but not least, many thanx to the beloved firms founder Richard for GMing this game. Where did I go wrong Richard? Did I just dither too much early on? ((Les seems to think so))

PHILIP WARD (England) Let me say in opening of how I enjoyed my first game of postal Diplomacy and to compliment an excellent GM.

I was never in a position to win this game due mainly I believe to an initial poor start and several miscalculations on my part. It seemed that my destiny during the game was to be decided by my immediate neighbours, Germany in particular. The continued distrust and backstabbing on my sector of the map meant that after Italy had secured a power base in the Med, a move against France and into the Atlantic was made all the easier. My position at this point in the game got to be quite frantic.

I realised quite early on that I would probably never be in a position to win, so therefore I tended to play more for short term gains rather than a long term strategy. Therefore after a third place was assured after Germany's march I simply wanted to maintain my position rather than slow down Italy's seemingly inevitable march to victory.

My apologies go to Tony who as a faithful correspondent throughout the game I appear to have let down somewhat. I was a pretty unco-operative ally but taking into account my chief aim in the game as stated above I believe my latter actions were justified.

Let me finish by quoting the words of a famous American general - "War is Hell".

MARK: Yes, this was a strange game! Italy in Swe, Austria never losing a home centre throughout the game, and even Mun remaining out of the clutches of the victor!! ((It's the exception that proves the rule Tony.))

In my book, Italy did everything right. He never really needed to take Austrian centres in order to win as the north proved to be more lucrative once Turkey had been eliminated. Why was this? Well I'm afraid that one must come to the conclusion

that France, England and Germany were not played particularly well. I feel sorry for Tony as I can imagine him setting up a theoretical stalemate line only to find Germany drop out and England more concerned with attaining third place! In retrospect I feel I may be partly to blame for Rick Holman's drop-out. I recall that around the time of the event he was heavily involved with "Finchley Central" running CGS's and writing letters about the silly game. Of course I was very scathing about the stupid game - and Rick promptly vanished!

Anyway, Congratulations go to Les, and commiserations go to Tony. Thank fellas.

FOE 45 GAMESTATEMENT

GAME :- 1982BB ZINE :- FALL OF EAGLES GM :- RICHARD HUCKNALL

(Line-up announced issue 66 (February 1982) -- Game ended issue 89 (December 1983))

Players & Supply Centre Chart

		00	01	02	03	04	05	06	07	08	09
AUSTRIA (Omar Ahmed)	Dropout A06 OUT A07	3	4	5	6	6	4	4	-		
ENGLAND (Nigel Quinn)	DREW	3	4	5	7	8	10	11	13	12	13
FRANCE (Mick Antrobus)	DREW	3	5	5	5	5	5	6*	5	5	3
GERMANY (Martin Davis)	OUT A06	3	5	6	6	6	3	-			
ITALY (Steve Bishop)	Dropout A09	3	3	4	4	4	5	5	5	5	3
RUSSIA (Andy Streeter)	DREW	4	6	5	2	1	1	1	1	2	3
TURKEY (Derek Caws)	DREW	3	4	4	4	4	6	7	10*	10	12

(* denotes no. of units short)

DEREK CAWS (Turkey) This game, which I almost won by default as my two strongest neighbours dropped out at crucial moments, was eventually drawn by default - I forgot to vote against the 4-way draw in the last season. However, the game was almost certainly destined to end as a 4-way draw, and my play didn't really deserve any greater reward, but France had HER' in the last season played, and with two other NMRS to his debit during the game, there was always a chance he might miss again and hence hand me the win.

But to start at the beginning, my initial plans were for an alliance with Austria, principally against Russia but later against Italy as well, the aim being to surround my ally ready for the stab. So my SOI moves were anti-Russian, including A(Say)-Arm although, predictably, my diplomatic moves to capture BLA failed and my fleet was stood-off.

Elsewhere, Germany failed to order to Den, guaranteeing Swe for Russia in 01 and Andy made a Southern opening. So, for some strange reason, I decided my attack would fail and so proposed peace with Russia, moving my Armenian army to Syr in A01! Of course, if I had continued the attack it would probably have been ultimately successful, but we all make mistakes, and Winter 01 saw Russia building two, including a second southern fleet.

In response to this, I concocted a plan to disband one of the Russian fleets, with Andy's co-Operation, but, needless to say, Russia didn't keep to the agreement with the result that I was kicked out of BLA. As you can see, I didn't exactly make a very good start to this game.

Over the next couple of seasons, Russia clearly tried to tempt Austria onto his side, but my ally remained faithful. Spring 03 brought two pieces of good news - Italy attacked Austria and Russia came under pressure in the north from both England and Germany. I was thus given a choice of an alliance with Italy against Austria or a continuation of my original alliance with Austria against Russia. I decided it was more important to get my share of the Russian spoils before he totally collapsed and leave Austria to later, so I chose the latter alternative.

Russia was, inevitably, almost completely wiped-out that Autumn, and removed both his southern fleets. Thus my position changed considerably. With the Russian threat gone, I could concentrate on manipulating the Austro-Italian war to my own advantage whilst mopping-up Sev as a side line. Events in the West began developing significantly at this stage, with England growing very strong, and letters to France and Germany urging co-operation against Nigel having little effect as the two continental powers continued to fight, no doubt being manipulated by England. There were, I suppose, similarities between this and the events in my corner of the

board, except that Nigel was far stronger than me at this stage.

Austria stabbed to take Bul off me in Autumn 1904, but I gained Sev to remain on 4 units. Russia was reduced to one unit, an army in Rum. Fortunately Andy agreed to the mutual advantage of Russo-Turkish co-operation at this stage and so the belated, and unbalanced "juggernaut" alliance, which was to remain almost to the end of the game, was established. Bul was quickly retaken, and Gre was captured the next season, thus signalling a period of spectacular Turkish expansion.

In Autumn 1906, I supported Russia back into Mos, so that he could reoccupy one of his home centres at last, and I was able to add Rum for my sixth centre. Also in this season, the first of the favourable drop-outs took place, Austria failing to send in orders for the second consecutive season.

Consequently, Italy and myself quickly came to agreement to share the Austrian centres between us. However, with England continuing to grow ominously, I was able to persuade Steve to send his fleets west to combat this threat. This enabled me to ensure that I took the lion's share of the Austrian centres and was well placed to stab Italy when the time came. In Autumn 1907, with Italy sailing off over the western horizon, I captured Ser, Bud and Nap to boost my tally up to 10 centres, and also assisted Russia into War, although this unfortunately did not benefit Andy as England followed up into Mos.

In Spring 1908, I supported Russia again, this time back to Mos and England, as expected, escaped to Sev, but F(Ank)-Arm ensured the elimination of his army that Autumn. In the Med., Italy came scurrying back and England entered WMS. This was worrying, and my orders and diplomacy in this area now needed careful planning as Tun was vacant with only English and Italian fleets adjacent to it and if Nigel succeeded in capturing it, an English win would be on the cards with my own winning chances reduced to zero.

In Spring 1909 Italy NMR'd and duely dropped out in the Autumn, the second favourable drop-out of the game. His NMR's enabled me to manouvre fleets adjacent to Tun and I captured it in the Autumn. The win was on! The only important decision now was when to stab Russia, who had just moved up to 2 centres for the first time in 5 game years, and was about to add a third. I devised a plan for the stab and used my continual attack on the Austrian and Italian centres as camoflage to manouvre units into the necessary preparatory positions for the stab when I decided the time was right.

In Spring 1910, that time seemed to arrive, and I put the Russian stab in whilst advancing through the Med, and moving units into position to take Mun, the crucial centre. Mun could be defended from the west, and Nigel was very efficient in organising a 3-way alliance to hold a stalemate line to prevent my win, but France NMR'd in this season, and the line required French participation if they were to hold Mun.

Autumn 1910 saw the draw proposal accepted, with my failure to vote. Whilst the stalemate line was cast iron, it would have been worthwhile to carry on because of the chance of a further French NMR or the possibility of squeezing one or both of the minor powers out of the draw.

So was I robbed of an admittedly undeserved victory? We shall never know, but I doubt it. The 4-way draw was the most likely conclusion, and perhaps it is for the best that it has ended now rather than becoming a long drawn-out affair. Thanks to all the players who remained active for a fairly interesting and enjoyable game, but not a classic by any means, the drop-outs put paid to that, and to Richard for CMing.

EYRIE Disappointing not to have any other game statements from the main participants - still, Derek seems to have captured the salient points. Before I go any further I must point out that Derek was not "robbed" of victory! My house-rules are very clear that if you don't vote on a game-end proposal, then it is taken to be a vote in favour. Furthermore, whenever a game-end proposal is mooted I invariably remind players of this point. So whether you agree with the house-rule or not you are fully aware of what a failure to vote means.

As Derek says, the game was not a classic and his position was helped greatly by the two drop-outs. The stalemate line was solid although I suppose it could

have been broken if there had been an NMR. Theoretically, Derek could have carried on ad-infinity, or until boredom caused an NMR; but standing orders by the other players could prevent this, always assuming credit balances were maintained.

All this is academic now as the 4-way draw is the result so congratulations go to Derek, Nigel, Andy and Mick for their part in this game.

IMPORTANT - PLEASE READ

Now that games FOE 45 and FOE 46 are completed, we are left with just one game - FOE 48. Although I don't think this game has long to go, I'm sure that those of you who are not playing in the game won't want to receive the future issues of FOE which will probably just be one side game reports. So, unless I hear otherwise, only players in FOE 48 will receive issues of the zine until the game ends. Then I shall produce one final issue of the zine carrying the FOE48 game statements and a few pages of stats and chat - I estimate between 6 and 10 sides.

So the players in FOE 48 will still continue to receive each issue at a cost of 18p per issue. Of course I expect credits to be maintained or I shall not accept orders.

Non players will not hear from me again (unless you specifically request the FOE 48 game issues) until the final issue of FOE. This final issue should cost between 20p and 26p. If your credit is sufficient to cover the postage of this last issue then you'll receive it - I won't expect you to send me the few coppers difference.

Your current zine credit stands at the figure in the box on the right after the cost of this issue (22p) has been deducted.

£1-28

Players in FOE 48 should ensure that it is topped up if less than 18p.

That's it for now,

Richard

((This is a space - this is a small space-filler))