

SPRING OFFENSIVE

ONLINE 72



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Editorial, Comment and Hobby News

Having told you all of the horrors of a protozoa infection of the small intestine, this time fate inflicted a motorway car crash on me when I was cruising along at approx. 80 mph. OK, so I was going about 10 miles above the speed limit, but that is common practice on the M23 in the rush hour. Unfortunately as I was overtaking a white Ford Mondeo, it pulled out and hit me, pushing me into the central reservation. As soon as I hit the barrier, the car was completely out of control. It skidded wildly across three lanes of traffic, went up a grass embankment, turned over 360°, came back down on to the motorway, skidded around some more, went back up the embankment again and finally came to a halt on a steep incline, pointing downwards. As I sat in the car, which by then was a mess of twisted metal and broken glass, I just could not believe that I seemed to be OK. I just turned the engine off and got out. It was a miracle that the car could cross several lanes of motorway out of control and yet not hit any other cars - someone up there likes me! That said, if I had not been wearing a seatbelt I would be dead, of that I am quite sure. I ended up being rushed to hospital strapped to a board with neck pains, but after a few X-rays I was allowed home with whiplash injuries. I'll be off work a few days as my left shoulder and neck are killing me. An accident like that really puts things in perspective, for about 10 seconds I really thought I was about to die.

But enough of me, what of the zine? Well, so far so good. We're up to 126 subscribers now, and although feedback has been slow, I'm sure I can encourage a few more of you to contribute, even just an email. I have put up a proper **Spring Offensive Online** Web Site (<http://www.spoff.free-online.co.uk>), which will allow you to download this issue plus several back issues. There are already 15 or so back issues uploaded and eventually all back issues of **SpOff** will find their way there.



Internet Diplomacy News

Diplomatic Pouch Moves Home The Diplomatic Pouch can now be found at <http://www.diplom.org>. Thanks to David Kovar for the continued use of his resources. The igo.org domain has now become the diplom.org domain, so any any judge addresses, web URLs, links to FTP sites, entries in your bookmark lists etc., that contained igo.org should be updated accordingly.

As some of you know, I am responsible for the "postal" section of the Pouch. With the agreement of the rest of the Committee, I am redesigning this section to turn it into a "Zines" section - embracing not only postal Diplomacy, but Internet zines as well. Hopefully the new design should be ready within the next few weeks, but I would be grateful for any suggestions for inclusion.

The Flat Earth Society (Scott Morris 12110 Shelbyville Rd, Louisville Ky. 40243. Email Scottm221@aol.com.) is now on the web at <http://www.kellett8.freemove.co.uk/fes>

Postal Diplomacy News

It is my sad duty to confirm that James Hardy's zine, **SNOT** is to fold after the next issue. OK, everyone will say that this is not a surprise, **SNOT** has been struggling to keep going for nearly a year, with longer and longer gaps between issues, but it is always a shame when a classic zine dies. **SNOT** was the 1997 UK Diplomacy Zine Poll winner, it will be remembered for James's irreverent sense of humour and gratuitous use of swear words and because it was a fun zine to read and play in. Don't disappear completely, James.

BUM will be delayed as Malcolm managed to spill some red wine over his Mac (McLaren Vale Shiraz apparently) and it's a write-off. Apparently the insurance company are being a pain and insist that a loss adjuster gets involved.

Forthcoming Cons

MIND SPORTS OLYMPIAD

The 3rd Mind Sports Olympiad takes place at the Olympia Conference Centre in London from **August 21st-29th 1999**. A one-day Diplomacy tournament will be held on **Saturday August 21st**, from 10am to 9:30pm with breaks as appropriate. Tournament director and organizer of the Diplomacy event is Mark Stretch (Tel: 01235 519720, e-mail: mark@34dartdrive.freemove.co.uk). The entry fee is 13 pounds for adults, 5 pounds for juniors (under 18 on August 21st). There will be three prizes: 1st 300 pounds, 2nd 150 pounds, 3rd 50 pounds. Gold, Silver and Bronze medals will be awarded to the three leading places.

Extra entry forms may be obtained from: Mind Sports Olympiad, PO Box 13388, London NW3 5FB. Or visit our web site at <http://www.mindsports.co.uk>

Some Zines Seen

It's always refreshing to read **The Asylum Zone** from Tony Dickinson as it is at least one of the few zines around which makes me *think* and issue 24 was no exception. I particularly liked Tony's enthusiasm for the party/demo/riot which took place in the City on 18th June. Of course, I totally disagree with him on this issue, I can't sympathise with pre-meditated criminal damage and violence (even when it's bank-rolled by the son of a well-known capitalist family who has the benefit of his own trust fund). I used to be a member of the Militant tendency in the late 70's - and some bits of **TAZ** have a very late 70's political feel to them. [Tony Dickinson](#), 78 Pontefract Road, Purston, Featherstone, West Yorkshire, WF7 5AP.

Four more issues and Richard Sharp will have reached issue 250 with **Dolchstoß** - sadly now more or less reduced to a warehouse Diplomacy zine, save for a good lettercol and the occasional Bridge column (which is over my head). [Richard Sharp](#), Norton Hose, Whielden Street, Amersham, Bucks., HP7 0HU.

The other zine for old-timers is of course **Greatest Hits**, now up to issue 231. An eclectic zine, which keeps in touch with its Diplomacy roots through features on UK Dip Hobby History and letters from hobby old fogies, but supplements this with book and film reviews, cartoons, poker, snippets from the world of finance and a sub-zine from John Harrington. For the first time in ages Pete even has a Diplomacy waiting list as well - so maybe this four-times previous Dip Zine Poll winner will equal **Dolchstoß** record of five wins one day. [Pete Birks](#), 181 Friern Road, East Dulwich, London, SE22 0BD.

Alex Bardy's enthusiasm seems to know no bounds, as issue 9 of **Underneath the Mango Tree** included a sheet listing all waiting lists in the 17 UK PBM zines that Alex sees (doesn't include this one though!). No doubt Alex would be happy to provide a copy for a SAE. The zine itself remains interesting, with a full lettercol and lots of openings for simple PBM games (no Dip). Alex can be a touch opinionated at times, which is usually a good sign as that tends to encourage people to write to him, if only to disagree. Even more radical is the fact that it's free if you provide the stamps! Alex Bardy, c/o 13 Stanley Road, Bulphan, Essex, RM14 3RX.

Issue 35 of **The Sprouts of Wrath** was good but not outstanding, but given the zine is one of the better ones around, even an average **Sprouts** is above-average, if you see what I mean. Mr Angry obviously wasn't feeling quite so angry when he put this issue together, the zine reviews are almost balanced and there's even the odd bit of self-deprecating humour. One of the very few zines to print articles about Diplomacy, let alone run the game, and the use of graphics does make it more interesting visually than most. [Mark Wightman](#), 52 Park Road West, Bedford, MK41 7SL.

You can only feel sorry for poor old Nic Chilton. He hesitates for quite a while over his desire to take **GAME** into A5 booklet format, and finally used Microsoft Publisher to take the plunge. Only someone cocked up the photocopying and forgot to do the cover double-sided, with the result that the whole zine is in the wrong order and you have to try and read it more or less back to front. Quite funny really.

The White Cat continues to plough its idiosyncratic furrow, being the only Dip zine to feature gardening, cats (and their lavatorial habits), cartoons of nude females in the shower and Jesus. There's usually philosophy and chess too. A thoroughly recommended zine for someone who just wants to chat about the odder issues of the day and maybe play a game or two in the background at a very relaxed pace. [John Wilman](#), 26 Powrie Place, Dundee.

A similarly eccentric zine (the UK hobby seems full of them at the moment) is **Borealis**. No doubt Ian is sick of everyone just saying it is a "good read" but "slow", so I won't say that. It entertains because it is a very personal zine (though 6 pages on "what I did on my holidays" was just a little bit OTT) and Ian shines through as an entertaining character, obviously relishing the freedom conferred on him by his recent divorce. I also have a soft spot for **Borealis** as it comes from Chester-le-Street, which is where I grew up (ages 5-19), so Ian and I know lots of places (well, pubs) in common. **Borealis** reminds me of home, so I will always cherish it a bit. [Ian Harris](#), 36 Brecon place, Perkinsville, Chester-le-Street, Co. Durham, DH2 1HY.

Finally, **The Pen is Mightier Than The Sword** is worth considering if you like novel games designed for postal play, usually by Tony himself. A genuine nice guy and someone with enthusiasm for the postal hobby - with people like Tony there may be some hope after all. [Tony Reeves](#), Maes-y-Dderwen, 15 Oakfield Park, Cradoc, Brecon, LD3 9QA.

Con Reviews

MANORCON XVII (Birmingham, UK) (Review by Stephen Agar)

This is the first ManorCon I've made for three years and, rather disappointingly, it was just like every other ManorCon I've ever been to - save that I had the impression there were fewer people. With one notable exception, those organising the event did very well and put in a lot of hard work - and everyone who managed to attend owes them a big thank you. My reservations about the event stem more from a basic feeling that when you have the same Con in the same location for 17 years, then it is easy to lose innovation and just get stuck in a rut. Certainly the spark that existed for me even 5 years ago wasn't there. To the extent that a games Con is just a big room with tables where people can play board games, then there is a limit to how much organisers can do. However, Birmingham University isn't a good choice of venue (crap accommodation, crap food, small gloomy bar, no air conditioning, no late drinks) and the old arguments about how it was just too difficult to find somewhere better no longer stack up. MasterCon has changed venue almost every year since its inception and every venue Shaun has used has been better than Birmingham University. It's not as if Birmingham University was even that cheap - indeed I would say that the relative difference between the cost of Birmingham University and a hotel was minimal compared to the vast improvement in facilities. Personally I think ManorCon has lost its way and is in a noticeable gradual decline.

For me the highlights were getting to renew my acquaintance with Ian Harris and Emeric Miszti (especially playing curious variants of Settlers into the early hours), meeting a few new people such as Emily Bache and Roy Parker, and the traditional Balti on Saturday night (in honour of Toby Harris's birthday - a mere 32, such a child!). It was good to see Toby, even if he felt that he couldn't come to ManorCon due to "personal reasons". Drama of the weekend was seeing the Diplomacy Tournament Director, Iain Bowen, throw a wobbly and storm out only 15 minutes into the Dip Tournament. Iain has been doing this job since he took it over from Nick Kinzett some 7 or 8 years ago, and while it is known that Iain has an unequalled capacity for acting the prima donna, his walking out on the Con (apparently for good) was extreme behaviour even for him.

The cause is uncertain but what seems to have happened is that Dave Norman made an error in the draw for the *Eve'N'Us* team (which was corrected) and allowed a late change of line up in the *Globetrotter* team which then led to a disagreement between Iain and Shaun Derrick (captain of the *Globetrotter* team, which resulted in Iain walking out. A shame that someone who has given so much of his time over the years and put so much into the hobby should exit on such a sour note - though since the last issue of his zine back in January 1996 (it has never officially folded as far as I am aware) Iain hasn't exactly been hobby mainstream. Iain's departure left David Norman in charge and then poor David had to return to his room later in the morning as he was ill. Nick Kinzett stepped into the breach and ran the Tournament most professionally for the rest of the weekend. Thanks Nick.

I forwarded the above piece to Shaun Derrick and Dave Norman to check my facts. Shaun replied: "*Yes, you are sort of right. The argument between Iain and I never got to the 'heated' stage before Iain walked out. Basically we changed our team line-up, bringing in Paul Spurgeon instead of the unavailable Susie Horton (due to baby feeding requirements), and then we changed the country allocations as Paul wanted France and Dave played England. All this was done with the approval of David Norman. Dave Horton actually saw Dave Norman enter the details into the computer correctly. But, the printout that Iain had was an old printout without either of the above changes. I pointed this out to Iain who gave me very little chance to state my case before walking out. From what I gather, there were other incidents, which had upset Iain before this, and my complaint was the straw.... I feel that Iain does not have the interest in running the Diplomacy, or indeed ManorCon any more, and as such was far too easy to aggravate. I think Iain should have stood down two years ago, but it was a case of no willing successor! He felt obliged to keep going, despite his reluctance to continue. Given a break of a couple of years he may return, hopefully just as a punter with no responsibilities. Frankly though, we may have seen the last of him as his hobby involvement seems to be organize or do nothing!*"

Since writing the above I have seen this incident reported in two zines, both of which refused to name Iain as the person in question. Why? This is either (a) taking elitism to a new extreme, only those who were there and in the "know" should understand hobby politics and understand what is being referred to, or (b) people

are now that lacking in confidence after reason public spats in Diplomacy zines that they are afraid to make any unfavourable comment about anyone, however straightforward and true.

Having said everything, ManorCon is still one of the premier events on the UK board games calendar and even if they insist on going back to Birmingham again next year, it is still worth a visit to get to meet like-minded people and play games late into the evening. (Though if you can afford to, stay in a local hotel instead...)

GENCON (Milwaukee, USA) (Review by Eric Sanders)

The tournament was 63 people (pretty average), 6 boards on Thursday and 3 boards on Friday. The introduction games seem to be taking off in the third year of running it. We had 18 people on Thursday, 28 (the max I allowed!) on Friday, and 11 on Saturday (ugly number) - 57 total! The intro may be bigger than the tournament soon. Hopefully people will shift from the intro to the tournament in the future.

The only other Diplomacy being run this year was John Armstrong and his Global Diplomacy variant. A bit strange - there's usually a couple other standard, non-tournament games being run. 12 people fit on the Global board, and it seems to draw a good crowd every year now. I haven't played in it yet (sorry, John!), but it comes highly recommended by those who have.

The new Diplomacy game from Hasbro was on display in the exhibit hall. The board is high quality printing and graphic work, but will probably be a bit bright for some people. I think I'll get used to it and like it eventually. SC's are labelled with stars in circles like capitols on many maps. The new set also includes square country markers to place on the board denoting ownership (a la Axis & Allies). Probably a good thing for novices, but I wouldn't use them - plus they're too large to conveniently place in some of the territories. The pieces are metal cannons and battleships. These aren't the best. I'm a big fan of the old wooden sets, and I think it's difficult to denote supports and retreats with the new pieces. The cannons will actually sit on one edge, so that could be used for support, but the battleships are either standing up or lying on their side. Obviously, everyone can decide for themselves after the game's release - I think I heard February.

Since this is the first year since I've started playing PBEM Dip, I tried to recommend both that format and this newsgroup to anyone who expressed interest - like "I'd play more if I could get 7 people together" and such. There was also an Edi Birsan at the con working on a "Diplomatic Corps" concept - anyone know about this?

Anyway, if anyone is still reading I guess I can summarize the tournament results. It was a bad year for the finals. Somewhere along the line, things crossed over from gaming to being personal: Russia and Turkey seemed ready to Juggernaut across the board - possibly as a R/A/T as Turkey circled around Austria. England, Germany, and Italy took down France. Austria took it's freebie neutral in the Balkans and turned on an empty Italian peninsula with the Turk. As the conquering of Italy was finishing, Austria and Turkey turned on the Russian and quickly reached 15 centres in their alliance (Tunis, Italy, Munich, Rumania, and all the other evident SC's). The remaining powers turned to oppose A/T. There was a personality conflict between the Russian and Austrian player and neither of A/T seemed to like Russia or England. The northern alliance accused Turkey of rolling over for the Austrians. The southern alliance claimed England, Germany, and Russia were effectively "all the same colour" and there was no point in continuing. After some heated arguments and harsh words from each side, the A/T alliance decided they would rather throw the game to the Germans than play the game out - stating they had "better things to do" that finish the finals. Oh, by the way, this was after fall 1904! Trying to salvage the game, I encouraged all players to play to win and just play the game out and see the result. Austria and Turkey did as threatened and threw the game to Germany while Germany took any SC's offered (wouldn't you?). England and the shards of Russia and Italy played out the best they could, but based on A/T's insistence that they would continue to give Germany centres, the game was called.

Afterwards, A/T agreed that it was possible England might stab Germany later, and that it could happen that after that stab either of the two outer powers (England or Turkey) would become the major power on the board. Since largest power when the game is called is the victory condition to get your name on the plaque listing every year's "winner" and lets you take a smaller plaque home, you would think they may have wanted to play the game out, but as previously mentioned, personalities overruled reason in this situation. So it is with much regret that I report these poor results.

I'm strongly considering changing the final to a DIAS-type situation. I could still put the names of the remaining powers on the plaque, and the smaller plaque to take was ending as a prize anyway (too expensive under the new convention management). Then, the fewer powers on the board, the larger the type-font your name is in on it. Anyone with other suggestions for the tournament is encouraged to reply to me. A Rannestad Convention type of document for the final board would probably be a good addition, too. One year out of fourteen isn't horrible for this type of conclusion, but it still wasn't fun.

UK Postal Diplomacy Web Sites

All the web sites below were visited on 14th August 1999. Have I missed any?

Back to the Dark Ages (<http://ourworld.compuserve.com/homepages/ryk/BttDA.htm>)

Has the full text of the "current" **Back to the Dark Ages** in HTML format (but that appears to be issue 125 from Feb 99, so the site probably needs updating). The main site has lots of bits to it, including the five (!) publications of one sort or another that Ryk is editing at the moment. One page which may be of interest has lots of postal rules for various games (<http://ourworld.compuserve.com/homepages/ryk/Rulesind.htm>). Could be a useful site, but needs to be updated more frequently - the list of zines received end in Feb 99 as well. Perhaps it's better to be a little less ambitious if time is short. The layout of the site itself is a little hard on the eyes - coloured backgrounds and lots of different fonts.

Box Frenzy (<http://www.geocities.com/Colosseum/Field/6461/BF.html>)

Last updated 17 March 1997, so effectively defunct. Has the rules to a few variants though.

diplomacy.org.uk (<http://www.diplomacy.org.uk>)

Emwerc miszti's site which hosts the 1999 World Email Master Tournament, so that bit is up to date. The rest of it is just basic Diplomacy info, some of which could do with a spring clean.

GAME (<http://www.fortunecity.com/boozers/brewerytap/1/GAME.html>)

Has a handful of old issues for download (the most recent being October 1998), the site appears to have been last updated on 3rd Feb 99. Trying to link to the "about GAME" page produced an error.

Sprouts of Wrath (<http://www.btinternet.com/~mr.sprout>)

Pretentious opening page, with a graphic to click to enter the site (will annoy those with <56k modems) - don't click the green "enter" graphic as that will take you to "hitbox.com" and even if you kill that, "Yep.com" opens in a separate window. Is this a trap for the unwary? Once inside, a better designed site than most (but lots of graphics and red text on a black background - yuk!). No documents to download, everything is presented in HTML.

Springboard (<http://www.hwthwood.demon.co.uk/sbweb.htm>)

Basically just a single page advertisement for Springboard plus a few links, including one to an introductory page describing what Diplomacy is.

UK Diplomacy / Spring Offensive Online (<http://www.diplomacy.co.uk>)

I'll let someone else review this one.

Some other UK PBM Zines on the Web

For Whom The Dice Rolls (<http://freespace.virgin.net/keith.thomasson>)

SMEG (<http://www.sholing.force9.co.uk/smeg.htm>)

Variable Pig (<http://www.sholing.force9.co.uk>)

Where Is My Mind? (<http://www.whereismymind.freeseerve.co.uk>)



Walter-Luc Haas:

By chance, I happened to find your interesting page, where you discuss zine names (http://www.spoff.demon.co.uk/uk_pbm/naming.htm). Actually, my Dippy zine was called **Bumm** - which, in German, as you wrote, is the sound of a cannon. (It, btw, was the first Dippy zine in German language - I am a Swiss, though - and it introduced playing by mail and "Diplomacy" in the German speaking countries, and later also created fans of board wargaming - which, actually, was the real intention, when I started the zine: up to thn, in our area only simple boardgames got played, and I had to lead people step by step to more complex and demanding games.) (And, btw, at that time only two other continental Dippy zines existed, one in France, **Vortigern**, and one in Belgium (the name of which I don't recall at the moment - it's quite some time ago.)

When I created this zine, I did not intend to trade with UK zines - nor did I know the English meaning of "bum" (I only learnt decent words at school...). But, of course, when I started to trade with UK and US zines, I soon got informed accordingly... Too late.

SA: Great to hear from you Walter-Luc. **Bumm was a truly massive zine and I don't know how you found the time and energy to produce it in two languages and type it all up on stencils.**

Tom Tweedy

I thought SPOFF online looked really good - surprisingly better than I expected really. For some reason I was expecting a more text-based offering. I don't know why, I'd seen PDF rule books etc before. The only gripe I have though, is I like reading PDF's on screen (rather than printing them) because of being able to flip backwards and forwards easily using your front-page index. That being so, it's difficult reading the two columns, even with my 17" screen. I can wear my middle digit out scrolling up and down the screen y'know. Are we supposed to work this hard reading SPOFF? ☺

SA: OK, you win. This issue is one column and, unless everyone complains, I'll keep it that way.

As for your illness - glad to hear you got over that, it sounded horrendous. On the other hand - losing 13lbs! Hell, I'd bottle the bug and sell it to the diet clubs. Some people pay hundreds and go through just as much hell to lose just 6lbs. That liposuction torture looks downright bloody dangerous!

SA: Unfortunately, recovering from the illness has been accompanied by a rampant appetite, which has meant that I've put on almost all the weight I lost. ☹ Oh the joys of curries, pizza, alcohol!

Good idea putting the Hasbro computer Diplomacy game article in - I was going to ask if it could be put around in one of the zines. That'll be on a lot of people's Christmas list, I bet. Though I think they are bothering a bit too much on the AI [I mean wondering if it's up to 'Master' skill challenge]. Okay, so one country might not play as good as a skilled player... but as with the old Avalon Hill version, even if they slowed you down enough, the other side of the board could be getting big enough to give you a hard time finishing. This AI already sounds much better than that though. How will they ever know when good enough is good enough?

Paul Almond

Great site - Your articles bring back many memories of when I first joined the hobby - Messrs Bullock, Birks, Piggott, Fisher, Holborn, Haughan (I remember them more than they remember me I'll bet!), Sharp et al.. and dear old Les who I only met twice but spoke to me as if I was one his best friends ever on both occasions - I've really enjoyed reading the articles (but haven't got through all of them yet!!).

SA: Of the above, I only knew/know Birks and Haughan well, though most of them are still around in one way or another. Maybe you should try subscribing to **Dolchstoß. You can email Richard Sharp at 106214.2437@compuserve.com.**

Ian Coleman

I suspect you of being a dip zine addict! Personally I can't see that any less of your time and effort has gone into producing your PDF'd version of it than in previous days - which is great as far as I'm concerned.

SA: In many ways you're right - with two major differences. 1. Now that Tom Tweedy is GMing the games, the zine never need hold the games up, and the games will be turned around for more quickly. 2. No photocopying, no envelope labelling, no stamp sticking, no subscriptions to manage etc. etc.

Can you put me down for a game of 1898 (any version!). If the response is not good for that then I'd be really delighted to resume / start a game of Kingmaker or Machiavelli or one of your "ancient" period variants - Fall of Rome 2?

SA: I like ancient variants - I'll publish the rules to Rise of Rome IIa next time and open a list.

Bob Watson

Just received **Spoff**, although I had to go to the website to get it, could I hell as like decode it! Perhaps you could send it as an attachment for us lazy buggers?

SA: This zine is now available as an attachment (which is the normal method of distribution) and from <http://www.spoff.demon.co.uk/SpOffOnline.htm>

I would like to sign up for a game if Tom will have me (joke - I hope!). I know Tom from my one and only PBM game and **Dib Dib Dib**. Tom could tell you, we tried playing electronically in 1986/7 by Bulletin Board. I've played three Judge game and have another two on the go. The only downside of Judge play is that there is no NMR! rule, so you have to wait for a replacement.

SA: I've never seen the attraction of a Judge game - but I have decided to sign up for one (as a complete newbie to Judges) and write an article about the experience.

Steve Turner

Thanks for Issue 71. I wondered what the hell was downloading at first, a whole minute to download one message! Pretty good for 0.7 pence I reckon. I assume you only have to mail it once, otherwise it could get rather expensive for you.

SA: In theory. However, I mailed the last issue about 20 times, as people kept emailing me for a copy.

I think I will stick to one game for now, until I see how much time I have to spare for e-mails, although if you was to start a Gunboat, nopress variant (or maybe press limited to so many words), I would be interested.

I haven't sent a preference list and to be honest I don't know which country I'd like to play. In fact I look at all the countries and thought, hmm not sure about that one, what if.....

A question about Winter 1898 II. What happens if say Turkey moves to Rum in A1899 and Russia is in Sev? I assume Turkey's home centres are now Con and Rum and Russia's Mos and Sev. Then (by A1900) Russia takes Rum by force and say Turkey is now in Ank and Bul (retreated from Rum).

Is it now Russia's home centres are Mos and Sev, but he has a build for Rum. He still has 2 home centres to claim. And Turkey's home centres are Con, Rum and he chooses between Bul and Ank. He also has a build (in Con) but he can't claim any more home centres. I assume Rum does not change hands as a home centre.

SA: Makes sense.

Why does Russia get 4 home centres? In the original game I can understand it as Russia is rather spread out but in this variant anybody could spread out their home centres.

SA: You're right - let's knock that down to three!

Yogesh Oka

My name is Yogesh Oka and I have a proposition for you all. I would like to start an official "International Diplomacy Society" for all interested players of this great game. I myself have been playing this game for quite awhile, introduced it to my school, and have both won and adjudicated games as GM. I was hoping to

get feedback from on if you were all interested.

My initial plans look like this:

Set up a Diplomacy.com website as the home of the International Diplomacy society including:

- A list of all Charter/Founding Members & Clubs
- Posting of the official game rules as written by Avalon
- All the various different takes of the original game
- Collection of various strategies for each country by players (sorted by country)

Yes, I know it's a short little plan, but I think that should give a firm ground from which we can build. As for some sort of administration, I hoped that I may be allowed a brief time in the position of President of the International Diplomacy Society, with a society election to be held in January 2000 to elect a new President who can serve a term of some number of months (the intricacies of this can be discussed later).

I hope you all are as interested in this as I am, and please respond with whether you would like to join the International Diplomacy Society. Any comments or suggestions are very welcome and would help tremendously! Also, please feel free to forward these e-mail to any and all diplomacy society in you areas that might be interested!

SA: Either this is a hoax (in which case, ha, ha), or it's serious (in which case ha, ha, ha, ha, ha, ha).

A Brief History of the US Diplomacy Hobby (1963-1992)

by Jim Meinel¹

Who might have guessed that a relatively unknown board game such as Diplomacy (invented by Allan Calhamer in 1958 and first sold commercially in 1960) would have spurred a following of players to continue an organized hobby through the mails for thirty years? Certainly not the founder of the postal hobby, John Boardman of Brooklyn, New York. His interests in 1963 were primarily science fiction and social commentary as an editor of various amateur "fanzines" that were gaining popularity at the time. One such fanzine of his was **Knowable** and in March 1963 he announced his willingness to run a game of Diplomacy by mail. That game started in May 1963 in the first postal Diplomacy zine ever, **Graustark**. His zine has run games continuously to this day, recently reaching issue No.600!

(Two other events relating to beginnings are of interest. Conrad von Metzke attempted to start a postal Diplomacy game in 1962 but never got beyond the initial mailing of the players names, addresses and positions. And Eric Just is credited with an independent founding of postal Diplomacy himself - alas, in 1967, four years after Boardman's pioneering effort.)

Enthusiasm for playing the game by mail, however, did not catch hold right away. Only nine more zines were started in the next two years, with fewer than a dozen games run. This low games-to-zine ratio was due to the initial practice of publishers to have a separate publication for each game, and u run only one game at a time. Early hobbyists referred to games as "the Graustark game" or "the Trantor game." It wasn't until October 1964 when Dan Brannan - aka Steve Cattier (another sci-f crossover) starting running multiple games in **Wild 'n Woolly** that the concept of more than one game per zine was established. In 1965 Don Miller further expanded the territory for a zine by running the first Diplomacy variant in **Diplophobia**.

It may be instructive to stop for a moment and review the state of office technology at the time these first zines were being produced. Office copiers were not available to the general public; personal computers were a figment of some engineer's imagination and dedicated word processors filled rooms The manual typewriter

¹ This article is actually most of the Introduction that Jim wrote for his Encyclopedia of US Postal Diplomacy Zines (1992). I would be interested to hear from anyone who would like to add more detail or who would like to comment on 1992-1999.

was how written communication was accomplished. Reproduction was through either carbon paper, ditto machine, mimeograph or even hectograph, the later three of course assume access to such "high tech" equipment. Postage was expensive and service was slow. Faxes, next-day mail and cheap long distance telephone were years away. Working with the tools the publishers had at the time, producing a zine was hard work: it was time-intensive and cumbersome. A perfect pastime for young, creative minds with a lot of time on their hands.

The bulk of these earlier pioneers of postal Diplomacy were drawn from the science fiction community. Most of the first dozen publishers had come from sci-fi fandom and early players included Jerry Pournelle, Jack Chalker and Monte Zelazny. The biggest contribution of these crossovers from that community was their imaginations used to publish creative material and the framework for an organized hobby of zines (stemming from the "fanzine" sci-fi hobby). However, while the sci-fi hobby got tremendous boost in popularity with the advent of Star Trek's premier in 1965, the postal Diplomacy hobby grew very little in its first two years. A listing of all postal participants by John Boardman in the May 1965 issue of **Graustark** showed only 83 participants and eight zines currently being published.

That changed in 1966, for about that time the idea of Diplomacy by mail reached the general wargaming community, a huge untapped source of participants for a game some have called the ultimate wargame. At least 32 new zines appeared in 1966 and 1967. It was at this time that the first San Diego zine **Costaguana**, was started in April 1965 by Conrad von Metzke. Shortly thereafter several other prominent San Diego publishers joined the ranks; legends such as Hal Naus (**ADAG**), Larry Peer (**Xenogogic**) and Rod Walker (**Erehwon**) began their careers. The influx of wargamers into the hobby not only increased the pool of players and publishers, but contributed concepts such as ratings, conventions and rules to a fledgling hobby.

Zines were still difficult to put out but that did not prevent the reams of material published in **Erehwon**, **Stab**, and **Diplomania**. The Vietnam war was reaching its peak, college protests were raging and most publishers were high school or college students. It was primarily students who were the zine publishers of the day as the only ready source of duplicating equipment were at schools. Zines were also an outlet for the new ideas of the day, and new ideas for the hobby were introduced. Doug Beyerlein started **EFGIART**, the first zine devoted to picking up and finishing games abandoned by their gamemaster. Issues such as house rules, standbys, abandoned games and rulebook inconsistencies started to become serious topics of discussion.

Rulebook inconsistencies were a fundamental game-related concern at this time. The original 1961 Rulebook had many areas that required interpretation, which was left to the individual gamemaster/publisher to handle. Many prominent players and publishers of the day had well-known rules interpretations named after them (Koning Rule, Brannan Rule, Chalker Rule, von Metzke Rule, Miller Rule and several others). This "playtesting", if you will, of the 1961 Rulebook can be considered a major contribution the postal hobby made to the game itself, for in 1971 (due to pressure from organized elements in the postal hobby) the maker of the game, Games Research, Inc. (GRI), incorporated all of the rules into a revised 1971 Rulebook.

Participation peaked again about this time, with no new influx of participants until GRI included a flyer in the box in 1970 advertising the play of Diplomacy by mail and giving addresses to contact for more information. Conceived by Fred Davis and carried out by Rod Walker, this simple act launched another expansion of the hobby in the early 1970s, with 42 zine starts in 1971, 55 starts in 1972, peaking with an incredible 65 zine starts in 1973. Some consider this period of time the "Golden Years" of the hobby when some of the most creative articles, commentary and zine design were done. Noteworthy zines of the time included **Impassable**, **Hoosier Archives** and **Runestone**. Humour had always been a big part of the hobby, which included "fake" zines (zine issues forged by others and mailed to the actual zines subscriber base) - the most spectacular being a fake of a Belgian zine, **Moeshoeshoe**, in 1972 by John Leeder, Conrad von Metzke and Michel Liesnard. But along with the hilarity and the growth came the inevitable push for a formal organization.

Until this time the only formal trapping of organization was the issuing of a unique number for each game start (dubbed "Boardman Numbers" after its originator, John Boardman). But the early seventies saw the start-up of more services such as an orphan placement service (Conrad von Metzke), game opening announcements (Rod Walker 1970), hobby awards (Larry Peery 1972), hobby census (Ray Owen 1973) and a zine dedicated to publishing game starts and results (**Numenor**, Rod Walker 1969). The hobby was evolving to a new level in which these services were becoming needed. An abortive attempt was made in

1971 to start a hobby-wide organization (The Diplomacy Association, or TDA) but this effort was quickly rent apart by a bitter dispute amongst its members over basic organization issues such as: should the hobby remain "fannish" or have an organized structure? Should an organisation be voluntary or mandatory? Would leadership be democratic or custodial? In its wake, The International Diplomacy Association (IDA) was formed in 1972 and operated electing officers, co-ordinating hobby services and collecting dues until its demise in 1979. A major stamp of organization was made with the premier issue of **Diplomacy World** in 1974, edited by Walter Buchanan. A self-styled hobby flagship, it contained top-notch articles on strategy, negotiations and play of the game. If nothing else it gave newcomers and current participants a source of current developments and resources available to the hobby at large.

However, again the cycle of growth and winding down struck in the late 1970s, only this time there was no outside spurring of growth through new participants. A combination of this, the IDA feud and the growing popularity of board gaming in general bled off interest in zine publishing, so that only 10 new zines were started in 1978. The purchase of the rights to the game from (GRI by Avalon Hill in 1976 was widely expected to give a boost to the hobby. That boost turned out to be more quantitative than qualitative. New zines starts rose to 31 in 1980 but never exceeded that amount after that. What Avalon Hill's purchase did do, however, was add a level of legitimacy to the game that only a large, commercial company can offer. As part of AH's large array of offerings the game was presented, again, to a new market of potential players, in the context of an "Avalon Hill offering."

Whether as a result of this or not, there was a rebirth of a second "Golden Age" of zines that began in 1979. Over the next few years some of the best zines ever came out: **Europa Express**, **Voice of Doom**, **Brutus Bulletin**, **Retaliation**, **Whitestonia/Kathy's Korner**, **Fol Si Fie** and half a dozen others. What separated these zines from their predecessors was not the creative talent that went into their content, but the size of them. Some of them ran over a hundred pages an issue. Advancing technology was responsible for this more than anything else. The xerox machine was still something of a novelty in the early 1970s, and while available at a place of work it was still prohibitively costly (the per page cost at that time would be akin to getting laser copies commercially today). But by 1980 the cost was low enough to allow publishers (if they wanted) to fill a subscriber's mailbox with a product that had long letter columns, volumes of press, reprinting of commercial cartoons, etc etc. So going into the 1980s, zines got bigger.

The early 80s also saw a consolidation in the organization of hobby services, not so much under a central control, but a recognition that continuity in custodians and services was a valuable part of the hobby. Polls, rating systems, orphan placement, game opening announcements, zine listings all became codified into a system whereby their custodian was handed down to a successor. During this time **Diplomacy World**, under Rod Walker's editorship, probably saw its best days since its inception. The hobby was growing and a new technology (computers) was on the horizon, holding forth a greater promise of production quality for zines. In February 1983 Russell Sipe started **The Armchair Diplomat**, a zine devoted to running games by electronic mail on CompuServe. With the directions of growth available to the hobby, it could have been Camelot.

This serenity was shattered by a second major feud, called The Great Feud, which tore the hobby into two camps (collected around Bruce Lindsey and Kathy Caruso and others), destroyed reputations, drove people from the hobby and burned up enough creative energy, time and money to produce a score of top flight zines. (The mass hate mailings by both sides were mini-zines in themselves.) Unlike the turmoil of the 1970s, this was essentially a personality clash which eventually burned itself out but left a black hole in the mid-80s that few people care to revisit.

In its wake there was left a scarcity of truly top flight zines, if the standards of the past were to be used. Looked at closer, the standards are probably not applicable anymore. By 1990 computers were generally available to anyone, copies were three cents a sheet, color was not unheard of, and a plethora of games were being adapted to the mails (and to electronic transmission). The zines of the late 1980s and early 1990s sport a wide array of interests and methods of production: rail zines, variant-Diplomacy games, non-Diplomacy games, play by electronic mail, laser printed zines, orders via fax, next day mail, CompuServe, phone. The standard play-by-mail Diplomacy zine featuring only regular Diplomacy games, articles and letters is in the minority in 1992 and may be vanishing. Indeed, the major services such as polls, zine listings and game opening announcements now include games other than postal Diplomacy. The structure of playing by mail has overtaken the game after thirty years.

Which may explain the enduring popularity of the game in the first place. It isn't so much the actual nuts and bolts of ordering F(GoB)-Swe while telling Germany you're friends for life. The experience of being able to play a multi-player game, or any game for that matter, with others across a state, a continent or an ocean is the real pleasure to the participants. Diplomacy is a game that requires one to INTERACT with the other players. Actual thoughts have to be communicated, and in the process one gets to know another. (Unlike playing Stalingrad by mail and sending unit locations back and forth) As the technology improves to allow other games to be played other than face-to-face (i.e. Titan, Railway Rivals and yes, Snowball Fighting) they will be played, for man cannot live by Dip alone. Even the face to face cons are more a chance top~ the name to a face, have a party, and play the hottest game out. The largest contribution the postal Diplomacy hobby has made is the opportunity it gave tens of thousands of people to join with others of their kind in exchanging ideas and having a good time. And for that, we can thank all the zine publishers over the years who made that possible.



So, Why Italy?

By Toby Harris¹

The majority of experienced players can perform well whichever country they choose to play. However, all players have their favourites and it is no secret that Italy is mine. Why? There are two main contributory factors to this:

1. Italy is the most unpopular country. The reason being that most players can only see as far as the 4th centre in Tunis, the drawn out Lepanto or the unsuccessful middle game after stabbing Austria. Given this, few players view Italy as any great threat. So, if you do get a reasonably good start as Italy, you are less likely to be noticed and, thus, ganged up on.
2. Italy is second only to Russia when it comes to winning potential. It is my belief that all countries stand an equal chance of reaching, say, 15 centres. Getting 18 is another story.

By going through each country's potential of winning, the situation gets clearer. I shall start with Russia; being on both sides of the natural stalemate lines, Russia rarely (if ever) gets held to a draw unless she wants one; you either win or lose with this country and everyone should be able to see this after watching successful Russian play. This makes Russia a very attractive country to play but, unlike Italy, it doesn't benefit from the 'unfeared' factor and makes an easy target.

Italy needs the following Centres to win - Home, Tun, Austrian, Turkish, Balkans, Sev and three out of Mun, Por, Spa, Mar, Mos. War. The latter two, with good play, should fall to Italy in time (or at least one of them) leaving only Mar (and possibly Spa) as the required 18th. If the timing is right, these won't be held from the north early enough. Turkey & Austria • both need exactly (the same centres as Italy except that they have further to travel in order to take Mar/Spa/Por! OK, so they are nearer to the Russian ones but the thing is that

¹ Reprinted from Smodnoc No.50 (May 1993)

the Russian ones cannot be held so easily - whereas Mar, Spa and Por will be sealed by the time you get there in most games.

England suffers a similar problem, along with France and Germany they all need centres south of (or on) the stalemate line, such as Tunis; a key Italian centre which goes further in Italy's case to say that she often holds the key to the end of the game. Hence, in my opinion, only Russia and Italy stand any real chance of gaining an outright win against competent opposition. Coupled with this, Italy has a wonderful central starting position which also gains the benefit of a degree of safety, bettered only by the corner countries which win games only on rare occasions.

With all this going for the country, it is only fair that she should only have one open build to her in the first game year.

However, one shouldn't be resigned to the fact that one build is the only option; indeed, last year I convinced Simon Devereux of the country's potential and he put his name down for Italy in another zine. We wrote the initial correspondence together and discussed strategies. The result was 3 builds in 1901 and 3 more builds in 1902. I have lost track of the game since then (and understand Simon to be under pressure) but 9 centres after two years is some going. Incidentally, there were no NMRs and there were some rated players in the game, namely the Turk and Russian. Needless to say, Austria wasn't that strong, but that shouldn't ruin any of the glory.

INITIAL DIPLOMING

No matter what your intended opening, there are certain things which I ALWAYS say to the other players at the start of the game. Clearly, for example, if you intend to attack Austria in the first move, you don't want him to know it (or any of the other players for that matter).

So, here are my (summarised) recommended opening lines to the other countries (the waffly extra bits should be down to the individual). The lines printed in capitals are very important for a solid opening, as they have hidden meanings (*in italics*).

AUSTRIA

- I won't attack you in the first move.
- We should work together against Turkey and I will be looking to move to AEG/EMS in Spring 1902.
- I WOULD VERY MUCH LIKE TO SEE YOU FLEET IN GREECE IN THE AUTUMN OF 1901, SO THAT IT CAN SUPPORT MY F(ION)-AEG IN 1902. *Vacate Trieste.*
- I WOULD HATE TO SEE YOU LET RUSSIA INTO GAL IN THE FIRST MOVE. *Move A(Vie)-Gal, thus ensuring that it doesn't Cover Trieste!*

ENGLAND

- WOULD YOU BE INTERESTED IN OPENING TO THE CHANNEL IF I WERE TO OPEN TO PIE? *Whether you actually open to Pie or not, if England opens to the Channel then (1) it will take France's attentions off you and (2) it will strengthen Russia - your best friend and ally in the early stage of the game.*

FRANCE

- I would like to propose the usual DMZ in the arena Pie, GoL, WMS, Naf & TYS.
- I will not build F(Rom)
- I would find it easier to trust you if your fleet didn't move to Spa sc in the Autumn.
- Please don't build F(Mar)
- Have you considered opening to the Channel - I understand England is thinking of going there.
- I will be moving against either Austria or Turkey and feel you would get on well allying with either Germany or England against the other.
- It is in both our interests that Russia gets a good start - so we should both ask Germany not to stand him out of Sweden.

GERMANY

- I won't open to Tyrolia.

- It is in both our interests that Russia gets Sweden in Autumn 1901; I am sure he would be willing to build F(StP)nc if you asked him nicely.

RUSSIA

- It is in both our interests that we both do well in this game. Therefore I have asked Germany not to keep you out of Sweden in the Autumn. (Usually brings him around to your way of thinking with the first line)
- There are ten centres between us. I don't care who gets which but how does 5 each sound? *Always works a treat!*
- For us to be able to work together, it is imperative that you don't let Austria into Galicia or Turkey into the Black Sea. *Implies they both intend to move there!*

TURKEY

- I would recommend that you don't let Russia into the Black Sea
- How about moving A(Smy)-Arm with a view at aiming for Sev?

OPENINGS

So, what openings are there to choose from? In my opinion there are no less than SEVEN good openings, each with their own pros & cons.

1. A(Ven)-Tri, A(Rom)-Ven, F(Nap)-ION

My favourite. Well, let's face it, if you are going to stick the knife in then you may as well give it a twist! The advantage of this opening is, quite simply, it is Italy's best - but only if the moves succeed. Presuming they do then you are 99% certain of two builds and, if you have a pretty gullible Austria, there is every chance of three!

Ideally, the Autumn moves should be for the fleet to take Tunis, A(Tri) S A(Ven)-Tyr (if necessary, retreat to any vacant Austrian supply centre). The builds are also straight forward: A(Ven), F(Nap) which will put you in good stead to gain more centres off Austria next year. The bad thing about this move is if it doesn't work you are up shit creek. Clearly Austria will not trust you for the rest of the game and your fleet must take Tunis, leaving you unable to make the Lepanto (convoy to Syria) in 1902. Hence, you are not much use as an ally to Austria.

So, the simple lesson here is if you are certain of Trieste being vacant then take it. Otherwise forget this option.

2. A(Ven)-Tri, A(Rom)-Apu, F(Nap)-ION

Unfortunately most Austria's do cover Trieste in the first move (well, they sure as hell do when I play Italy). Therefore, if you feel there is a good chance of taking Trieste in the first move (but don't favour putting all of your eggs in one basket) then this is not a bad option. If the move fails you can fob Austria off with "well, we wouldn't want everyone thinking we were allied right from the start, would we?"

If it works, you have suddenly become the player everyone wants to talk to - Turkey may well want support to Serbia, Russia (if he is in Galicia) will want support to Bud or Vie. However you play it, there are plenty of options. The lovely thing about it is that even Austria could be your friend; he may offer you to move A(Tri) - Ser whilst he uses F(Alb) to support A(Ser) - Gre!

This move, the key Lepanto, is perhaps a dodgy one these days - too many people know about it and it only takes Turkey to order A(Bul)-Ser to bugger it all up. Well, bugger it all up for Austria that is - imagine going along with Austria's plan and being stuck in one of his centres; it would certainly be useful for 1902.

Other options include convoying A(Apu) - Alb; giving up Tunis for later and building A(Ven) will place you in a commanding position for 1902.

3. A(Ven) Stand, A(Rom)-Apu, F(Nap)-ION

This is the Lepanto opening, which normally leads on to allying, with Austria, convoying A(Apu)-Tun, building F(Nap), moving the fleets to ION and EMS and finally the convoy from Tunis to Syria.

Hmmm, some love it, some loathe it. Personally, I loathe it. Basically, I find it difficult to find enough trust

in Austria not to order A(Vie)-Tyr (and support himself to Venice) in 1902; after all, if I was Austria, that is what I would be thinking of!

However, if you can trust Austria then this is a good early strategy for Italy. It does mean that the 5th supply centre will take until 1903 to get, but after that the Turkish centres tend to fall quickly. Of course, no Italian opening is completely rigid and this one does allow for a convoy of A(Tun)-Alb in Spring 1902.

4. A(Ven)-Apu, A(Rom)-Ven, F(Nap)-ION

This is a novel variation of the Lepanto, opening and one that I am very fond of.

I have never seen it done before and only recently tried it. The beauty of it is that these days it is very difficult to find an Austrian who will trust me. In this case, Austria's opening line was: "I am opening with F(Tri)-Ven and nothing you say will change my mind, Harris." Well, then appears to be no pleasing some folk; but the above moves were just the ticket.

The result is that Venice remains vacant after Spring 1901, leaving the paranoid AUSTRIA to move F(Tri)-Alb in the Autumn. Obviously, A(Rom) moves to Venice again - and Austria is forewarned of this so that his fleet is not tempted to attack Venice again. Your other Autumn moves should be to convoy A(Apu) - Tun. One thing this achieves is gaining Austria's trust - without putting yourself out on a limb. For 1902, the same strategy as the Lepanto applies in that you can move in either direction against Austria or Turkey.

There is one final twist, however, which made the opening appeal to me greatly; if Austria moves F(Tri)-Ven in the Autumn as well, then the choice of build should be F(Ven)! Now, how often do we see quality builds like these? Not often, I know, and not surprisingly either. But, on this occasion, it's a beauty. In spring 1902, you have two options:

A(Rom)- Ven, F(ION) S F(Ven)-ADS, or, if you can persuade Austria that you will be forcing ADS as indicated above (and you believe he won't bother moving F(Tri) there on that basis) then:

F(Ven)-ADS, A(Rom)-Ven, A(Tun)-Alb, F(ION) C A(Tun)-Alb. A very powerful combination of moves which should gain you a build of Trieste (with the possibility of Greece as an added bonus) for 1902.

5. A(Ven)-Tyr, A(Rom)-Ven, F(Nap)-ION

To all you disbelievers, I say to all and sundry that I don't like this move; for starters, Austria believes you are going to attack him in the Autumn and will defend himself accordingly. OK, so you may get a build from it but Turkey and/or Russia will probably benefit more from the situation. However, a bad move in Diplomacy is only bad if it doesn't achieve what you want it to achieve; I mean, Robin Levy opened with one game and gained three builds in 1901. So, it does have its pluses.

One option worth considering by opening with this (which becomes a must if Austria stood off your A(Rom) by opening with F(Tri)-Ven is asking the French (if he is in Bur) for support to Munich. I would say that the majority of French players would be willing to oblige if you promise them support, in Spring 1902, for their A(Bur) Ruh. However, and funnily enough it was Robin again (as France this time) where I last saw this happen, not many France's will be keen on the idea if they feel the Italian may repay this kindness by building two fleets and attack France with them.

Even if France is not willing to oblige with the support (or is not in a position to) then it could still be worthwhile having a pop at Munich anyway.

Lastly, with this opening, if it looks as though there is little chance of either an Austrian or a German centre then it could be worth considering the Autumn moves of F(ION)-Tun, A(Ven)-Tyr, A(Tyr)-Boh and builds third army in Venice. Sooner or later, an Austrian centre (with good chances of a second one in the following season) will fall your way.

6. A(Ven)-Pie, A(Rom)-Ven, F(Nap)-ION

Of course, you must make an enemy sooner or later, so why not "do it to them before they can do it to you"? The thing I like about this opening (albeit not one I would like to try too often) is that it is flexible. A(Pie) will annoy France right from the start and it is important to either make up quickly (by moving A(Ven) S A(Pie)-Tyr) and heading against Austria or ensure France never stands a chance of gaining revenge.

Any opening that involves moving to Pie should be backed up with an English move to ENC - this gives

France greater worries to think about. Therefore, I would have to trust England from the off in order to make the move. Having said that, why should England lie if he agrees to move to ENG? Well, it would keep France occupied for one, although most of the time I would tend to accept what England has said.

If France is to be the target then the autumn move poses a dilemma - do you go for Marseilles? No matter who the player, if France has armies in Bur & Spa then I would order A(Pie) S French A(Spa)-Mar, in the hope of seeing the French attempt a self stand-off there. Not only does this deny him one build (Spain) but it also ensures the angered French can not build their greatly needed F(Mar).

Another case is when France has A(Pic), A(Mar) (the latter having just had a stand off in Bur with Germany). In this case you have nothing to lose by moving to Mar; If France moves to Spain (to gains build) then you have Mar, if he doesn't then he has forfeited a build and, either way, Marseilles is covered so that a fleet cannot be constructed.

There are many other combinations that could occur, but the best thing to bear in mind is that you want Marseilles to be covered after the Autumn move, so that a fleet cannot be built there.

7. A(Ven)-Pie, A(Rom)-Ven, F(Nap)-TYS

Similar to the above, with the same dilemma over Pie/Mar for the Autumn. One bonus here is that, if you can agree with Austria to move F(Tri)-Ven then you can use F(TYS) to convoy A(Rom) - Tun in the Autumn. This leaves your fleet one move away from GOL, so that Mar becomes an easier target for 1902.

Caution should be taken so that the embarrassment of losing Venice to Austria in the first year does not take place! Simply by telling him that A(Rom) will be trying for Venice again should do the trick in justifying your reasons for wanting him to put the fleet in Albania.

BUILDS

More often than not, builds come in the form of F(Nap). Rather boring, but one has to agree that Italy does need a second fleet. Most of the time this would be my first choice of build, with the exceptions outlined in the above opening strategies. However, where I feel many players slip up is with their belief that Italy is a naval power and subsequently make their second build (if and when they get one) another fleet. This is the same problem England has; it is armies which, will make the difference between a win and a draw.

I would go as far as to say that I- would build fleets as my 1st, 4th, 7th builds etc. That is a ratio of two armies per fleet. If you always think "fleet, army, army" (with little deviation) then you won't go far wrong. To win the game, you will need to push through Austria and into Russia. This will take heaps of armies. On the fleet side of things, the most you should need is two against Turkey (and into BLA) and three against France. Of course, if you take MAO it is a different story!

THE MIDDLE GAME

So, it's 1903 and you are up to six or seven centres, right? No? In that case, something has gone drastically wrong and I suspect you will never want to play this wretched country again. Perhaps there was something you missed? Did you use all of the opening lines to the other countries? You did? Ah, I know your problem - your name is Toby Harris and everyone has decided to stuff you!

Ok, presuming you actually are on six (or seven) centres, then you should be in control of your home centres, Tunis and a combination similar to one of the three categories below:

1. Mar, Spa (Por)
2. Tri, Vie/Bud/Ser (Vie/Bud/Ser)
3. Smy, Con, (Gre/Ank)

What do you do now? Firstly, you will note that you haven't quite finished polishing off one of your neighbours. Therefore it is very important that you let it be known to all of the other players that your sole intention is to ensure your victim is eliminated this season/year. Apart from the fact this nobody will have any cause to doubt you, it will strengthen your chances in a surprise attack on your second victim. Of course, you should still go through with eliminating your first victim, but you won't need all 6 or 7 units to do it, leaving you with some spare ones to mount a new assault. Let's take the three cases above and see what the best options are:

1. Mar, Spa (Por)

Ok, so you went for France and did reasonably well out of it. You should now be in control of (n.b.) THREE fleets, three (or four) armies. Who should the next victim be? This is actually a difficult one.

If Russia is going reasonably well (hopefully better than you at this stage) you should agree with England that MAO is to be declared a DMZ leaving him to go for Russia and you to head against Turkey or Austria. If he falls for it then TAKE MAO. Once you have control of it, if you align your forces well enough you will be able to hold it. If the worst comes to the worst, losing MAO is as far as England can ever get. If the move works then it is so a bad idea to push further north into one of England's three sea spaces.

Probably the better option is to move on which ever is the weaker out of Turkey or Austria. As all of your forces are in the western half of the board, the attack you make will basically be of the same strategy as one of the opening moves above. As I say, the weaker country is likely to be the better target but your choice should be decided mainly on whichever move you think will succeed.

2. Tri, Vie/Bud/Ser (Vie/Bud/Ser)

Logically, you should be looking at whichever of the above centres you don't own. If they are owned by Russia or Turkey then you will need to decide whether or not you can overpower them. If the answer is no then you have little choice but to try to tempt them against the other, with the lure that this is the direction you intend to go in. Making Turkey your next target should be no problem if Russia is willing to help. Simply restate your earlier sentence about each controlling five of the ten centres between you. This should ensure Greece falls fairly easily - support from Serbia (move A(Tri)-Alb to provide extra support if necessary) and take the centre with a fleet from ION, backing the sea space up with another fleet. It is all fairly simple from there; one fleet supports the other to AEG, then Bul sc etc.

All the time, it is important to remember that you will, at some point, want ALL of the Austrian, Balkan AND Turkish centres. Clearly, Russia should never know of your greed, but by keeping at least two armies on Austrian soil at all times you should soon find your opening.

Turkey only has to be down to two units for you to strike at Russia's share of Austria - he won't be suspecting it until Turkey is actually out, making the move that much more powerful. Most of the time you will find that, at this point, Russia's forces are fairly weak around Austria because he has had to use them in the North or against Turkey. This will make your quest that much simpler. Following through is also important; don't just stick with Vie and Bud support yourself to Gal in the following turn, with crucial areas (like Sil and Ukr) being the targets after that. The chances of Turkey and Russia allying to stop you are not too worrying after all, Russia was attacking Turkey himself!

As soon as you have taken two builds at your second victim's expense, head for Marseilles with your builds - A(Ven) - Pie, F(Nap)- TYS.

3. Smy, Con (Gre/Ank)

This position doesn't necessarily require you to actually stab another player. Ideally, you should be looking for Austria to be in battle with Russia. If he is then you should not have too much difficulty in ensuring you have A(Smy) and F(Con).

Support the fleet to Ank and stick another fleet in Con (with Austrian support from Bul). Two fleets there should have little difficulty in breaking into BLA (from the fleet in Ank) the following turn, followed up with A(Smy) - Arm. You now have Sev by the balls and are in a position to stab Austria. Of course, Austria may be well guarded but persuading him to move more forces against Russia should do the trick.

The same attack as the opening moves will have a stronger effect if you can get an army convoyed to Greece. Better than attacking Ser or Bul, it can provide support for another army landing in Alb.

END GAME

Middle game strategies are always difficult to comment on, because of the infinite number of strategies. The end game, however, is simple. The centres listed on the first page of this article are your goal and it is no good walking towards them; you are now up against the clock. Everyone will be fully aware of the potential of a 12 - 14 centre Italy.

In theory, you will now have everyone against you and desperately trying to stop you. If you haven't then you are up against fools and have nothing to be proud about for getting this far in the first place!

Just remember that Marseilles is easier to hold by your opponents than Moscow and Warsaw. Of course, they can all be held, but Marseilles requires less thought and coordination. There is also the bonus that if you take Marseilles then you stand a reasonable chance of taking Spain also, leaving only one of Mos/War as the 18th centre. Therefore, as soon as you have the spare units (certainly before you have taken the lead) it is advisable to head for Marseilles as hard as possible. More often than not it is the key to the game and your ticket to victory.

Fourteen Ninety-Two

A Diplomacy variant by Edwin Godfrey



In fourteen hundred and ninety-two, Columbus sailed the ocean blue. With the benefit of hindsight, we know that he was to discover the Americas, and that other explorations were gradually to reveal the map of the continent as we know it. But to the men of that time the world might have turned out in almost any form, and all kinds of possibilities lay beyond the horizon, such as a quick route to Cathay, the land of Eldorado, the city of Atlantis or the kingdom of Prester John. Indeed, medieval scholars invented a highly sophisticated pantheon of monsters and creatures that were said to inhabit the unexplored lands (see above!).

This variant seeks to recreate the uncertainty of the times when the world was largely unknown, by making the majority, of the playing board unknown to the players, who have to 'discover' it gradually like the early explorers. It is hoped that this will produce a combination of the merits of Diplomacy with some of the adventure of games such as Dungeons and Dragons.

0. The rules of Diplomacy apply unless otherwise stated.

1. The players represent the major maritime powers of Western Europe, and their units and supply centres at the start of the game are as follows:

England: F Plymouth; F Liverpool (wc); A London

France: F Brest; F Bordeaux; A Paris

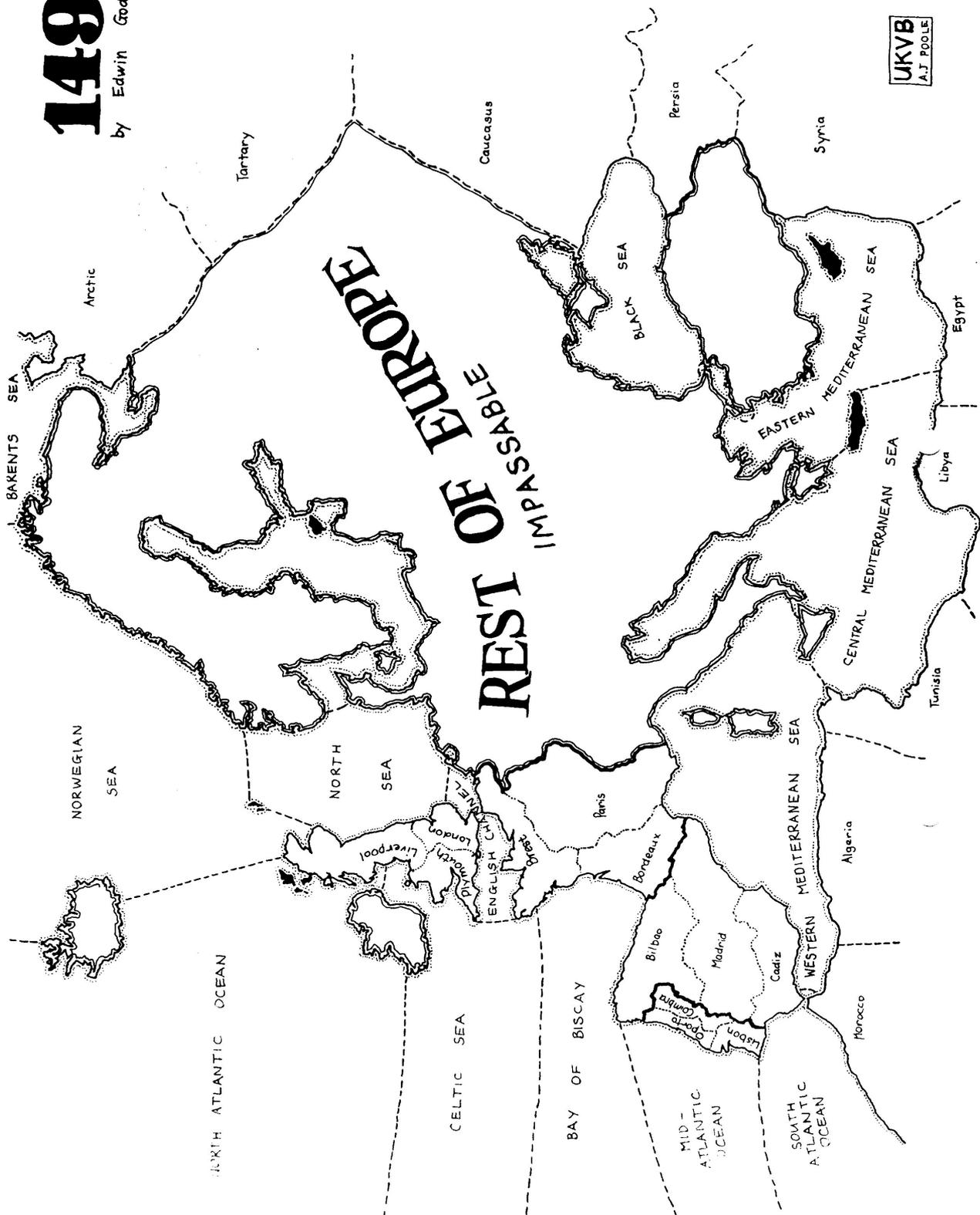
Portugal: F Lisbon; F Oporto; A Coimbra

Spain: F Cadiz; F Bilbao; A Madrid

2. The first move is designated as Spring 1492, and the game continues in Spring and Autumn moves as in regular Diplomacy.

1492

by Edwin Godfrey



3. The map attached to these rules represents the Known World at the start of the game. However, this is only part of the complete playing board. Before the start, the GM secretly devises his own imaginary map of the rest of the World, which connects on all sides with the Known World, but need not have any resemblance to the real world as we know it. There should be a suitable balance of land and sea areas, with islands and continents to be discovered, and a sufficient sprinkling of supply centres. Some of the supply centres may be occupied by native armies, which have to be overcome before the centre can be occupied. It is suggested that the world should be "cylindrical" i.e. that the eastern and western edges of the board should connect, with impassable barriers of ice to the north and south, but a flat earth or any other design is not ruled out. The GM may incorporate ideas of his own into his own design, so long as he gives sufficient information to the players when they encounter them.

4. When any of a player's units enter an area on the edge of The Known World or outside the Known World, the GM privately notifies that player of the number and shape of all adjacent areas, whether they are land or sea, whether they contain a supply centre and whether they contain any foreign units. Players may of course pass on information to each other, or mislead the other players with false maps.

5. A player who is the first to discover an area in this way may give it an appropriate name, which will be used in the game thereafter. If more than one player chooses a name, the GM selects the best. Failing this, the GM may choose a name. If a player subsequently conquers the area he may rename it.

6. Moves are reported in the game reports only to the extent that they take place within the Known World. Supposing that ABC and DEF are the names of off-board areas, some examples of orders end their reporting might be as follows:

Order: F(ABC) Stand	Report: F(OB)
Order: F(ABC) - DEF	Report: F(OB)
Order: F(SAO) - ABC	Report: F(SAO)-OB
Order: F(ABC) - SAO	Report: F(OB)-SAO
Order: F(SAO) S F(ABC)-DEF	Report: F(SAO) S F(OB)

However, if an area outside the Known World has been discovered by all the players, moves are also reported to the extent that they take place in that area.

7. Builds take place as in regular Diplomacy. However, only the number of off-board supply centres owned by each player is reported, not their location (unless they have been discovered by all the players).

8. The following restrictions or additions to normal movement apply:

(a) The areas of the Known World not divided into named provinces (designated as Rest of Europe) are impassable.

(b) A player's units may not enter the home territories of another player.

(c) Sea areas in the Known World (but not outside it) may contain any number of fleets.

The effect of these rules is that conflicts may only take place outside the Known World or in the named land areas at the edge of the Known World. (Colonial wars frequently took place without involving a European conflagration.) However, units within the Known World may give support to units moving or standing in combat areas.

9. Fleets have the following additional capabilities:

(a) On leaving a home supply centre, a fleet has the option of moving either one or two spaces (cf. the pawn in chess) so long as the move does not take it outside the Known World. Only those unknown areas which are adjacent to the fleet at the end of its move are disclosed to the player concerned. This rule (combined with rule 8(c) above) gives the players a chance to explore in directions other than those opposite to their home territories.

(b) Fleets may move directly from EMS to BLA and vice versa.

10. For combined operations of armies and fleets, the same rules apply as in the Abstraction variant. See the A/F rules module at the end of these rules.

11. (a) Any native armies which the GM places in supply centres will not, unless the GM specifies

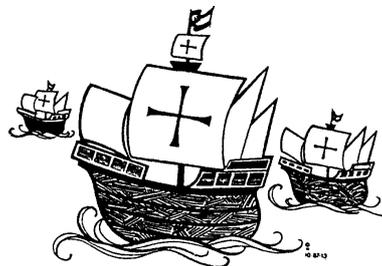
otherwise, have any movement capability and if they are dislodged. they will be removed from the Board.

(b) (Optional rule) A native army which is dislodged is transformed into a treasure unit (T) with no offensive or defensive strength, which may be transported by an army or a fleet. A treasure unit may be passed from one army or fleet to another by the first unit leaving the relevant space without the T unit, and the second unit occupying the space. Moving units should specify whether they are transporting the treasure. Units of another power may capture a treasure unit either by occupying the space where its previous holder has left it or by annihilating the unit transporting it. If a player succeeds in transporting a treasure unit back to one of his home centres, the unit is removed from the board, but the player concerned is thereafter entitled to an additional build over and above his total supply centre count.

12. The game is won by the first player to control a majority of the off-board supply centres, the total number of which will be announced by the GM at the start of the game.

List of Known World provinces with standard abbreviations

Alg	Algeria	Lpl	Liverpool	BLA	Black Sea
Arc	Arctic	Mad	Madrid	BOB	Bay of Biscay
Bil	Bilbao	Nor	Morocco	CEL	Celtic Sea
Ber	Bordeaux	Opo	Oporto	CMS	Central Med. Sea
Bre	Brest	Par	Paris	EMS	Eastern Med. Sea
Cad	Cadiz	Per	Persia	ENG	English Channel
Cau	Caucasus	Ply	Plymouth	MAO	Mid Atlantic Ocean
Coi	Coimbra	Syr	Syria	MAO	North Atlantic Ocean
Egy	Egypt	Tar	Tartary	NTH	North Sea
Lib	Libya	Tun	Tunisia	NWG	Norwegian Sea
Lis	Lisbon			SAO	South Atlantic Ocean
Lon	London	BAR	Barents Sea	WMS	Western Med. Sea



Universal A/F Rules Module

by Fred C. Davis Jr

(revised by Stephen Agar)

Introduction (Stephen Agar)

The Abstraction A/F rules module is incorporated in many other variants. However as it stands it could be argued that the Abstraction rules are not suitable to be lifted wholesale. The following module does differ from the strict Abstraction rules in several respects, namely:

(a) I have abandoned the rule that A/F combinations may only exist for 3 consecutive moves and that the GM must force units to retreat even if no retreat is ordered as there is no particular reason why these rules should have universal application;

(b) This revision states that embarkations occur prior to simultaneous movement and thus cannot fail and disembarkations occur during simultaneous movement and are thus affected by what other units do.

These changes ensure that the rules are more logically consistent than those in Abstraction without the necessity of introducing complicated time phases as used in variants such as Mercator. However, they do

produce different result in some circumstances to the A/F rules as they appear in Abstraction.

Rules

1. Move Sequence. Embarkations are adjudicated prior to simultaneous movement. Disembarkations occur during simultaneous movement and are adjudicated as being simultaneous with and independent of whatever happens to the fleet element of the A/F.

2. Fast Ferry. A convoy as described in the Diplomacy rulebook is limited to the crossing of a single sea space via a single fleet. To avoid confusion with A/F convoys, a regular single space convoy is referred to as a "Fast Ferry" ("FF") If a fleet attempts to FF an army, but is unable to disembark the army, then the army remains on board the fleet and an A/F is formed (see below).

3. Embarkation. An army may embark on to a fleet either before simultaneous movement is adjudicated and thus a legal embarkation move can never fail. If an army has embarked on a fleet and cannot disembark for whatever reason, it will remain on board the fleet as an A/F.

4. A/F Operations. A convoy of more than one sea space can only be undertaken by the formation of an "Army/Fleet" ("A/F") to carry the army on board. In a given move, an army may board a fleet in an adjacent sea space (thus creating an A/F), the A/F may then move to an adjacent sea space, and the army may then also disembark the army into a coastal space adjacent to the second sea space. For example, A(Lon) boards F(ENG), A/F(ENG)-MAO, A disembarks Por.

An A/F has the same combat value as a single fleet and may attack, support and be supported, but it may not FF. An A/F may support operations in coastal provinces, although it may never enter a coastal province.

5. Disembarkation. Disembarkation is simultaneous with other movement, thus an army may disembark from an A/F at the same time that the fleet is moving elsewhere or supporting another action. For example, A/F(ION) disembarks A(Tun), F(ION)-EMS. However, if disembarkation fails, then the A/F remains intact and any fleet movement (but not support) will also fail (because if it succeeded the army would be left behind to drown).

It follows that if an A/F is disembarking an army then the fleet element may use its move to support the disembarkation of the army. For example A/F(BLA) disembarks A(Sev) S by F(BLA) will displace an unsupported A(Sev).

If an A/F attempting to disembark an army attempts to move or is dislodged, then the disembarkation will be unaffected as it is considered independently of the fleet.

Exception. In order to avoid circular reasoning, there is an exception to the general rule that disembarkations are simultaneous with other movement. The disembarkation of an army from an A/F, which in turn would have had to move successfully to be in a position to disembark the army, may not have a direct or indirect effect on the success of the movement of the A/F in question, and if it does so the disembarkation will fail.

For example, consider the following orders:

ENGLAND

A/F(NTH)-ENG, disembarks A(ENG)-Bre, F(MAO) S disembarkation A(ENG)-Bre

FRANCE

F(ENG)-Bre

The result will be that the French move to Brest succeeds and England will have an A/F in ENG. The reasoning here is if the English disembarkation in Brest succeeded, the French move F(ENG)-Bre would fail and therefore the English move A/F(NTH)-ENG would fail. Thus the disembarkation has a direct effect on the success of the movement of the A/F it came from, therefore the disembarkation fails.

6. Retreats. If an A/F is forced to retreat to a coastal space, it reverts to a fleet and the army is disbanded. An army may retreat on to an adjacent fleet in a sea space and create an A/F.

7. Circular reasoning. In the event that any movement cannot be adjudicated due to circular reasoning, then all units will stand.

TOM'S BIT

Tom Tweedy (tom@lancedal.demon.co.uk)

LUTON AIRPORT [your GM, me]: I'm not sure how Steve is going to subsection this bit yet. If anything I'd prefer it to just blend in with the rest of **SpOff**, but for little snippets of information like this, which may make that more difficult. I did send you all an email [**Nelson, Orlov**], introducing myself as your GM for these games, yet one or two of you still sent orders in to Steve. Nevertheless, if you're reading this you're here now - welcome to one and all. Please don't hesitate in dropping me a line if you have any questions, or even if you just want to chat.

Hey, if I can talk to Richard Hucknall, who mercilessly and most foully back-stabbed me in **Hasdrubal**, I can talk to anybody! ☺

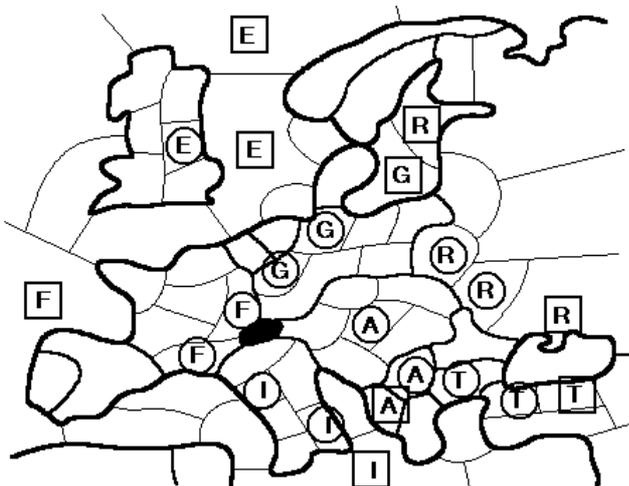
If you **haven't** received any emails from me then I strongly suggest that either, you check out if I have your email address right on my WebPages at <http://www.lancedal.demon.co.uk/dip2000> or you send me an email so I can check out your address myself.

The DEADLINE for all games is **FRIDAY 27th AUGUST**. Game reports will be sent out separately ASAP and will not wait for the next issue of **SpOff/OL** to appear.

In any case adjudicated games and maps will be up on my WebPages the day after the deadline.

Talking of games and maps – Steve has now asked me if I can take over **KUTUSOV, EUGEN, GUSTAVUS** and **LAWRENCE**, so all orders, endgame proposals etc should also be sent to me this time. Hi Guys! Nice to see a couple of the old stalwarts still playing.

Lastly, all press for these games will be very much encouraged. It's always nice for the GM to get a feel for how the games are going... witty remarks, insults, backstabbing ploys, gossip... god forbid any of you should **lie** to one-another! So, without more ado, on with the games...



NELSON (Standby Game) - Spring 1901

GM [Tom Tweedy](#)

*Strange? - Great exodus from the
Austro-Italian border*

AUSTRIA-HUNGARY (Mike Shaw) A(Bud) - Ser; A(Vie) - Gal (FAILED); F(Tri) - Alb

ENGLAND (Mark Turner) A(Lpl) - Yor; F(Lon) - NTH; F(Edi) - NWG

FRANCE (Andrew Reynolds) F(Bre) - MAO; A(Mar) s A(Par) - Bur; A(Par) - Bur

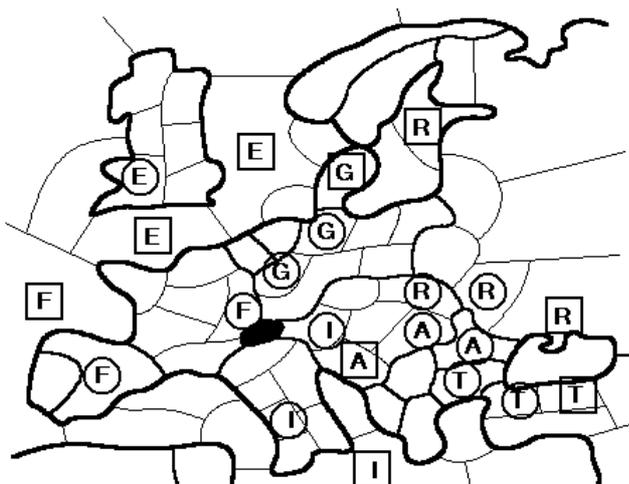
GERMANY (Eric Carter) F(Kie) - BAL; A(Mun) - Ruh; A(Ber) - Kie

ITALY (Jonathan Lewy) A(Ven) - Tus; A(Rom) - Apu; F(Nap) - ION

RUSSIA (Christopher Iles) F(StP) sc - GoB; A(War) - Gal (FAILED); A(Mos) - Ukr; F(Sev) - BLA (FAILED)

TURKEY (Thomas Parker) F(Ank) - BLA (FAILED); A(Con) - Bul; A(Smy) - Con

LUTON AIRPORT - All: Don't forget to head your orders with **season, country** and the **game name**. Also, see beginning information above – and don't forget your **BUILDS** and **RETREATS** with your Autumn 01 orders.



ORLOV (No Standby Game) - Spring 1901
GM [Tom Tweedy](#)

*Ouch! – Strong-arm openings from
England and Italy.*

AUSTRIA-HUNGARY (Malcolm Hyde) A(Bud) - Rum; A(Vie) - Bud; F(Tri) - Ven (FAILED)

ENGLAND (David Pearton) A(Lpl) - Wal; F(Edi) - NTH; F(Lon) - ENG

FRANCE (Craig Shadbolt) A(Mar) - Spa; A(Par) - Bur; F(Bre) - MAO

GERMANY (Paul Flowers) A(Ber) - Kie; A(Mun) - Ruh; F(Kie) - Den

ITALY (Sam Cook) A(Rom) - Ven (FAILED); A(Ven) - Tyr; F(Nap) - ION

RUSSIA (Neill Richardson) A(Mos) - Ukr; A(War) - Gal; F(Sev) - BLA (FAILED); F(StP) sc - GoB

TURKEY (Andrew Lane) A(Con) - Bul; A(Smy) - Con; F(Ank) - BLA (FAILED)

LUTON AIRPORT - All: Don't forget to head your orders with **season, country** and the **game name**. Also, see beginning information above – and don't forget your **BUILDS** and **RETREATS** with your Autumn 01 orders.

LAWRENCE (Autumn 1903)
GM [Tom Tweedy](#)

AUSTRIA-HUNGARY (Anarchy) A(Bud) Stands ; A(Tyr) Stands ; F(Gre) Stands

ENGLAND (Aaron Bassett) F(Swe) s F(NWG) - Nwy; F(NWG) - Nwy; F(NTH) s F(NWG) - Nwy; A(Lon) Stands

FRANCE (Richard Hucknall) F(TYS) - Rom; A(Mar) - Gas; A(Bur) s A(Par) - Pic; A(Par) - Pic; A(Spa) Stands

GERMANY (Mark Howard) F(Den) s ENGLISH F(Swe); F(HEL) - Hol; A(Bel) - Pic (FAILED); A(Kie) - Mun; A(Sil) - War (FAILED)

ITALY (Anarchy) A(Pie) Stands ; A(Ven) Stands ; F(Tun) Stands ; F(Nap) Stands

RUSSIA (Paul Simpkins) F(Sev) s A(Gal) - Rum; A(Ukr) - War (FAILED); A(Tri) s A(Ser); A(Ser) s A(Tri); A(Gal) - Rum (FAILED); F(Con) - AEG; A(StP) - Nwy (FAILED); F(SKA) s F(Nwy) - Swe; F(Nwy) - Swe* (FAILED, DISLODGED TO BAR)

TURKEY (Jerry Pico) F(BLA) - Rum (FAILED); A(Ank) Stands; A(Bul) s F(BLA) - Rum

Autumn 1903 Adjustments:

A: Bud, Gre, -Tri = 2; Loses 1.

E: Swe, +Nwy, Lon, Edi, Lpl = 5; Gains 1.

F: +Rom, Spa, Por, Mar, Bre, Par = 6; Gains 1.

G: +Den, Hol, Bel, Mun, Kie, Ber = 6; Gains 1.

I: Ven, Tun, Nap, -Rom = 3; Loses 1.

R: Sev, +Tri, +Ser, StP, Vie, Rum, Mos, War -Den, -Ank, -Nwy = 8; Loses 1.

T: +Ank, Bul, Con, Smy = 4; Gains 1.

Builds/Disbands:

A: GM removes A(Tyr).

E: Builds F(Edi).

F: Builds F(Mar).

G: Builds (No build ordered).

I: GM removes A(Pie).

R: Removes F(SKA).

T: Builds F(Con).

KUTUSOV (Autumn 1903)
GM [Tom Tweedy](#)

AUSTRIA-HUNGARY (Andy Bassett) F(Tri) - Alb; A(Bud) - Rum (FAILED); A(Ser) s A(Bud) - Rum

ENGLAND (Steve Bibby) A(Fin) - Swe (FAILED); F(NWG) - Nwy (FAILED); F(HEL) s A(Yor) - Den; F(NTH) c A(Yor) - Den; A(Yor) - Den (FAILED)

FRANCE (Geoff Norwood) A(Pic) s A(Bur) - Bel; A(Bur) - Bel (FAILED); A(Par) s A(Mar) - Bur; A(Mar) - Bur (FAILED); F(Spa) sc - MAO

GERMANY (Paul Gorsuch) A(Den) s A(Kie) (CUT); A(Kie) s A(Den); A(Hol) - Bel (FAILED); A(Mun) - Bur (FAILED); A(Ruh) s A(Hol) - Bel

ITALY (Gary Pennington) A(Vie) s A(Ven) - Tri;
A(Tyr) s A(Ven) - Tri; F(ADS) s A(Ven) - Tri;
F(ION) - Tun; A(Ven) - Tri

RUSSIA (Steve Wells) F(Rum) s A(Sev) (CUT);
A(Lvn) - StP; F(Swe) - Nwy (FAILED); A(Mos) s
A(Sev); A(Sev) s F(Rum) (CUT)

TURKEY (Steve Ade) A(Bul) - Rum (FAILED);
F(BLA) s A(Bul) - Rum; F(AEG) c A(Smy) - Gre;
A(Con) - Bul (FAILED); A(Arm) - Sev (FAILED);
A(Smy) - Gre

Autumn 1903 Adjustments:

A: Bud, Ser, -Vie = 2; Loses 1.
E: Nwy, Bel, Edi, Lon, Lpl = 5; No change.
F: Par, Mar, Spa, Por, Bre = 5; No change.
G: Den, Kie, Hol, Mun, Ber = 5; No change.
I: +Vie, Tun, Tri, Nap, Rom, Ven = 6; Gains 1.
R: Rum, StP, Swe, Mos, +Sev, War = 6; Gains 1.
T: Bul, Con, Gre, Smy, Ank, -Sev = 5; Loses 1.

Builds/Disbands:

A: Removes F(Alb).
E: None.
F: None.
G: None.
I: Builds F(Rom).
R: Builds A(War).
T: Removes F(AEG).

GUSTAVUS (Autumn 1906)

GM [Tom Tweedy](#)

AUSTRIA-HUNGARY (John Wilman) A(Pie) - Mar (FAILED); A(Ven) - Tyr; A(Rum) - Gal;
A(Vie) s A(Rum) - Gal; A(Ser) s ITALIAN
F(AEG) - Bul sc; F(Gre) s ITALIAN F(AEG) - Bul
sc

FRANCE (Paul Prebble) F(Hol) - Bel (FAILED);
F(Edi) - NTH (FAILED); F(ENG) - Bre (FAILED);
A(Gas) - Bre (FAILED); A(Bur) - Mar (FAILED);
A(Lpl) Stands; F(NTH) - Bel (FAILED)

GERMANY (Dylan O'Donnell) F(HEL) - Den
(FAILED); F(Kie) s F(HEL) - Den (CUT); A(Par) - Bre
(FAILED); A(Ruh) s F(Kie)

ITALY (Brandon Clarke) A(Rom) - Ven; A(Nap) -
Apu; F(AEG) - Bul sc; F(ION) - EMS

RUSSIA (Richard Hucknall) F(SKA) - Den
(FAILED); A(Fin) - Nwy; F(GoB) - BAL; A(Ber) - Kie
(FAILED); A(Mun) s A(Ber) - Kie; A(War) - Gal
(FAILED); F(Sev) - Rum; A(Ukr) s F(Sev) -
Rum; A(Bul) - Con; F(BLA) s A(Bul) - Con;
A(Ank) s A(Bul) - Con

TURKEY (Paul Harrison) F(Smy) s F(Con);
F(Con) Stands* (DISLODGED - DISBANDED
NRO)

Autumn 1906 Adjustments:

A: Vie, Ser, +Gre, Bud, Tri -Ven, -Rum = 5; Loses
1.
F: +Hol, Edi, +Lpl, Bel, Mar, Lon, Spa, Por, Bre =
9; Gains 2.
G: Kie, Par -Lpl, -Hol = 2; Loses 2.
I: +Ven, +Bul, Rom, Tun, Nap, -Gre = 5; Gains 1.
R: Nwy, Ber, Mun, War, +Rum, +Con, Ank, Swe,
Den, Mos, Sev, StP, -Bul =
12; Gains 1.
T: Smy -Con = 1; Loses 1.

Builds/Disbands:

A: Removes A(Pie).
F: Builds A(Mar), A(Bre).
G: Removes A(Par), F(HEL).
I: Builds F(Nap).
R: Builds A(Sev).
T: None.

The most recent email address I have for John
Wilman is jwilman@hotmail.com

HASDRUBAL (Autumn 1905)

GM [Stephen Agar](#)

ENGLAND (Rob Walk) F(Nwy) - BAR; F(NTH) c
A(Yor) - Nwy; F(SKA) s A(Yor) - Nwy; F(ENG) s
FRENCH F(MAO); A(Hol) Stands; A(Yor) - Nwy

FRANCE (Tom Tweedy) F(MAO) s F(Spa) sc
(CUT); F(Spa) sc s F(MAO); A(Bur) - Mar; A(Gas)
s A(Bur) - Mar

GERMANY (Richard Hucknall) F(Den) - BAL*
(FAILED, DISLODGED - DISBANDED NRO);
A(Ber) s A(Mun); A(Mun) s F(Kie)* (CUT,
DISLODGED TO Ruh); F(Kie) s A(Ber)

ITALY (Ivan Woodward) F(ION) - AEG
(FAILED); A(Mar) - Bur* (FAILED,
DISLODGED TO Pie); F(NAf) - MAO (FAILED);
F(Tun) - TYS; F(WMS) s F(NAf) - MAO

RUSSIA (Hugo Keizer) F(GoB) s A(Swe); F(BAL)
- Den; A(Swe) s F(BAL) - Den; A(StP) - Nwy
(FAILED); A(Sil) s A(Boh) - Mun; A(Boh) - Mun;
A(Gre) s F(Bul) sc; F(Bul) sc s ITALIAN F(ION) - AEG
(CUT); A(Rum) - Sev (FAILED); A(Tyr) s
A(Boh) - Mun; F(Sev) - BLA

TURKEY (Martin Draper) A(Ank) - Con
(FAILED); A(Arm) - Sev (FAILED); A(Con) - Bul
(FAILED); F(AEG) s A(Con) - Bul (CUT)

Autumn 1905 Adjustments:

E: Hol, Nwy, Bel, Edi, Lon, Lpl = 6; No change.
 F: Spa, +Mar, Por, Par, Bre = 5; Gains 1.
 G: Ber, Kie, -Mun, -Den = 2; Loses 2.
 I: Tun, Ven, Nap, Rom -Mar = 4; Loses 1.
 R: +Den, Swe, StP, +Mun, +Gre, Bul, Rum, Tri,
 Ser, Vie, Bud, Sev, Mos,
 War = 14; Gains 3.
 T: Ank, Con, Smy, -Gre = 3; Loses 1.

Builds/Disbands:

E: None.
 F: Builds F(Bre).
 G: Removes F(Kie).
 I: Removes F(ION).
 R: Builds A(Mos), A(War), A(Sev).
 T: Removes F(AEG).

ENDGAME PROPOSAL: 1st R, =2nd E/G/F/T,
 3rd I. Votes please. Unanimity
 required, NMR = yes, abstention = no.

PRESS

France - Russia: Looks like with a little Italian help
 you've got the game, Hugo. Congratulations, if was
 a bit hairy for all of us at the beginning though, eh?
Italy-France: Attack Spa and Russia wins was the
 ultimatum given last year... you've had your
 chance

EUGEN 98BH (Spring 1908)GM [Tom Tweedy](#)

AUSTRIA-HUNGARY (Berry Renkin) A(Vie) s
 GERMAN A(Boh) - Gal; A(Tri) - Ven; A(Bud) s
 A(Ser); F(Alb) - Gre (FAILED); A(Ser) s F(Alb) -
Gre (CUT); A(War) s GERMAN A(Boh) - Gal

ENGLAND (Geoff Norwood) F(Lon) s F(NTH);
 A(Edi) Stands; F(NTH) Stands

FRANCE (Stephen Koehler - NMR!) F(MAO)
 Stands ; A(Bur) Stands* (DISLODGED -
 DISBANDED NRO); F(Naf) Stands ; F(WMS)
 Stands

GERMANY (Tony Reeves) A(Bel) s A(Mun) -
 Bur; A(Mun) - Bur; A(Hol) s A(Bel); A(Tyr) - Pie;
 A(Boh) - Gal; A(Sil) s AUSTRIAN A(War);
 A(Pru) s AUSTRIAN A(War); F(Den)
 Stands; F(Nwy) s F(StP) nc; F(StP) nc Stands

TURKEY (Nick Marshall) F(Apu) s GERMAN
A(Tyr) - Ven (MISORDER); F(TYS) - WMS
 (FAILED); A(Lvn) s GERMAN A(Sil) - War
 (MISORDER); A(Mos) Stands; A(Ukr) - Gal
 (FAILED); A(Bul) - Ser (FAILED); A(Rum) s

A(Bul) - Ser; A(Gre) s A(Bul) - Ser (CUT);
 F(BLA) s A(Rum); F(ION) - Alb (FAILED);
 F(AEG) Stands

Provisional Gamestart - POTEMKIN

AUSTRIA: Edward Board (bagpuss@clara.co.uk).
 ENGLAND: Richard Hucknall
 (richard.hucknall@lineone.net)
 FRANCE: David Degville
 (the_degilles@juno.com);
 GERMANY: Bob Watson
 (bob.Watson@cableinet.co.uk)
 ITALY: Greg Harte (harte@uk.altair.com)
 RUSSIA: Steve Turner
 (Steve@castleton6.freemove.co.uk)
 TURKEY: Eric van den Bedum
 (eric.netje@wxs.nl)

If any of the above players do not confirm within
 seven days of the provisional gamestart being
 mailed out, then they will be replaced with
 someone from the waiting list.

SpOff/OL Waiting Lists

If you want to play Regular Diplomacy contact
 Tom Tweedy (tom@lancedal.demon.co.uk). If you
 want to play anything else, contact Stephen Agar
 (Stephen@spoff.demon.co.uk).

Regular Diplomacy (standbys): To be GM'd by
 Tom Tweedy. Peter Swallow
 (peter18@globalnet.co.uk) (EF); Anselm Kersten
 (akersten@dmu.ac.uk) (ET); Alex Beaumont-Jones
 (not E); Peter Berlin (berlin@ibm.net); Jim Davies
 (jamesb@davies1968.freemove.co.uk) ONLY
 TWO NEEDED!

Davis Diplomacy (rules in issue 71)
 Paul Harrison. 6 wanted.

Winter 1898 II (Rules in issue 71)
 Steve Turner. Ian Coleman. 5 wanted.

1492 (Rules inside) 4 wanted

This could be real fun - but as it's difficult to GM
 there will be one game only.

