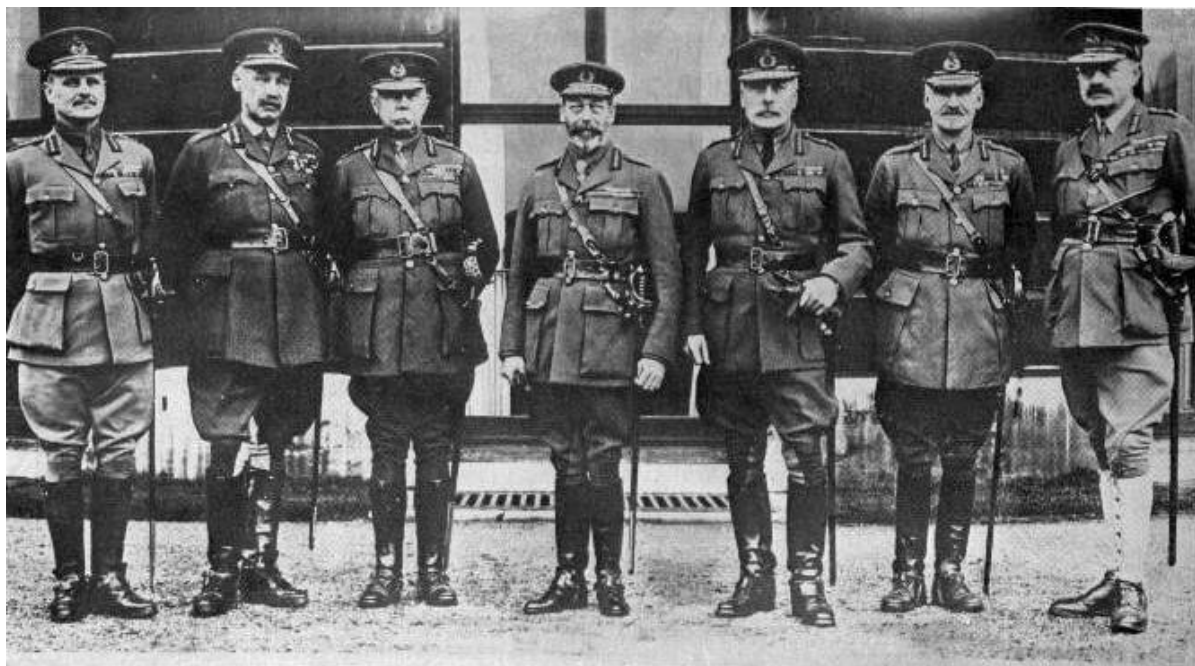


The Armistice Day Newsletter - Issue 10

A Diplomacy zine from Stephen Agar, 47 Preston Drove, BRIGHTON, BN1 6LA, UK. Email: Stephen@armisticeday.com. Tel. 01273-562430.
Cost 80p in the UK, £1.20 Europe, £1.50 USA, Far East and Australia. Free for download on the web at <http://www.armisticeday.com>



Editorial

Another change of format I'm afraid – back to A4 in order to save on paper and toner costs. This cuts the consumption by about 12%, so it is all very sound on ecological grounds (even though I personally prefer the A5 booklet format).

2001 ended with a few upsets for me. You may recall that in issue 9 I was complaining about a bad back. Well, no sooner had I posted issue 9 then things got steadily worse and by the following weekend I was almost unable to walk at all. Another trip to the doctors, and a few days later I was seeing a consultant (courtesy of private healthcare – I dread to think how long it would have taken on the NHS) who immediately booked me in for a MRI. I disliked the MRI intensely – not only are you slid into an over-sized cigar case with barely enough room to breath, you are then subjected to various mechanical noises, some of which are so loud they have to give you ear plugs. 20 minutes of lying completely still in a noisy coffin is something I could have done without – but it did the trick and demonstrated that my problem was a prolapsed disc. Basically, the disc at L3 had cracked and the grungy bit in the middle was sticking out and pressing on the spinal column, which was causing horrible pain in my left leg. I ended up being off work for nearly 4 weeks (which was far less than the time my doctor reckoned I should take off) – but when you work for a company which is aiming to lose 20,000 – 30,000 staff I thought it wouldn't be a good idea to show how dispensable I was. Even now, all is not well – my left leg is very weak indeed and aches when I have to stand or walk very far. All of a sudden I feel very middle aged.

On top of the bad back, I have also had to put up with my second computer disaster of the year. Having been sentenced to several weeks at home with the bad back (see above), I thought I would do lots of stuff on the Internet.

And indeed I did – www.variantbank.com now has 1379 variants catalogued on it, plus the rules for 381 of them. That was a big undertaking in itself. I also automated a sign-up page on www.armisticeday.com which has been getting about 2-3 requests for a game per week. Since the last issue I have started two new games of regular Diplomacy and have lists full for another two or three. All was going hunky dory. Then, the Tuesday before the deadline my computer suddenly shut down with no warning during a game of Civilisation III. I got a "Blue Screen of Death" and a notice that my computer was closing down to protect itself due to an unrecoverable error. All attempts to

get the machine up and running again failed with BIOS ACPI errors. Aaaaagggghhhhhh! After a couple of days with new BIOS updates and having reinstalled windows I got it all working again, only for the same error to recur after a couple of hours. Another couple of days, having restored the computer again, it failed again. And after the third time it really was well and truly dead. I diagnosed an motherboard failure, Evesham support agreed and I waited for their engineer to come and repair it (free of charge). A couple of weeks later, said engineer arrived, fitted new motherboard, only for the new one to be faulty as well. So he fitted another new motherboard (a bit of an upgrade to my existing one) which worked until he tried to get Windows running and then it too fell over. After a long time of trying various things he came to the conclusion that my second memory module was dodgy – and to be fair since he removed it all has been well.

I could have recovered everything up to this stage. But then the killer stab happened – he casually mentioned he would reinstall Windows. I should have realised then what was going to happen. I was running Windows XP (which uses a Hard disk format called NTFS), and he installed Windows ME (which was what the PC was supplied with), thus reformatting the hard disk and losing all the data. As you would expect I am quite good about backups, so I reinstalled all my data. No problem. Or so I thought – I forgot I had been using Windows OE as my email client and thus forgotten to backup the various email folders in Windows Settings – so I lost over 3 weeks worth of email (including LOTS of orders for BUM games). ☹

And then it was Christmas and I thought "oh shit I can't face this" so didn't think about the zine until today (29th December). Which is why it is late. As excuses go, a little pathetic – but at least it wasn't inertia or lack of enthusiasm! There are very few letters, I did have more but they went in the crash – so I have tried to find

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other reading material to make up for it a bit. From now on every time I get a letter or orders I will print it out and keep a paper file – then I will never be in this position again.

I decided to make this issue follow a bit of a theme – so we have an old article from Allan Calhamer on Austria-Hungary, a historical article on the assassination of Archduke Franz Ferdinand (largely taken from <http://members.fortunecity.se/mikaelxii/ww1/Assasin.html>). (For a thoughtful essay on why the assassination triggered the First World War I would recommend <http://www.lib.msu.edu/sowards/balkan/lect15.htm>) and a long-lost variant last published in the mid-70's called Collapse of the Dual Empire. Collapse has an interesting idea in that each player has four units to start with – but two are democratic and two are communist, and hence can't support each other (though they can support democratic and communist units respectively belonging to the other players). Thus although you are trying to win ethnic control over the old Dual Empire, you have to cope with different political leanings among your own troops. And then on top of that the German player has some Imperial units which can meddle in politics across the whole board. I think it looks like fun and it would be great if six players volunteer to try it out.

I have also printed the draft rules for a new 2-player variant which I am willing to GM one game of as a play test – it takes the standard 2-player game from the rulebook and introduces a whole new historical dimension, far beyond that which similar variants have attempted in the past. I was thinking that we could try this one to 1 week deadline. If you want to play, be quick as it is first come, first served.

LETTERS



Tim Deacon

Surely, zine editors cannot be 'spineless' or you wouldn't be suffering from spinal troubles or bad backs. ☺ I know it's no fun having lumbar problems since I've suffered from similar problems, fortunately they appear to be a thing of the past - a new style of bed cured the problem.

It's a pity that **BUM** has folded but given Malcolm's recent personal problems etc. I suppose it was somewhat inevitable. Hopefully you'll be able to keep some of the old **BUM** subbers and get more games going, especially now that a sub-zine is about to make its appearance. Surely the sign of a healthy zine?

You stated that in **A/Day9** that: "perhaps new zine editors were out designing websites" or something similar. Hopefully some sort of zines, even if electronic, will arise out of the PBEM side of the hobby.

SA: *I am unconvinced. I think doing a webzine requires even more discipline than doing a postal zine!*

I agree with you that the UK Govt could do more to tackle some of our more unsavoury visitors but the question surely is; what to do with them which won't make matters worse? Especially when you consider the executive order signed by GWB - I'm assuming that the reports of non-Americans being open to trial by US Military courts to be accurate. This seems to me, to be a step in the wrong direction.

SA: *I certainly think that whisking their prisoners off to Cuba, denying them Geneva Convention rights (which bodes well for any US troops captured in future conflicts), denying them legal representation etc. is what I would have expected to Iraq or Iran rather than the US. These guys really do think they can do no wrong and that 2 wrongs = 1 right.*

Again, you may well be correct when you say that some of the poor economic news we're hearing is because companies are appearing to make use of Sept 11th when they were going to announce lay-offs etc anyway.

Haven't you 'bitten off more than you can chew' with taking over the NAVB or are you a sucker for punishment? More importantly does this 'sit well' with your 'better half'?

SA: *As interest in variants is only apparent on the Internet, it just consists of me scanning and uploading lots of variant rules. Well, it keeps me off the streets.*

I'm looking forward to the results of your interview with Allan Calhamer, any idea when that will be?

SA: *Hopefully in the next couple of months.*

David Oya

Thanks for the latest **Spoff**. I was trading with **BUM** so no need to send me any more copies. Sorry to hear about your slipped disc. Sounds horrible. With you and Wightman both afflicted with back trouble, it looks like the hobby's creaking towards senility. A couple of things inspire me to comment...

The playlist is the scariest thing I've ever seen. You really do listen to some utter shite.

SA: *I am seriously tempted to agree with you, but never one to pass up a good argument, I won't. Take this issue, I have played ELO's **A New World Record** not once, but twice! Yes, I actually like it. OK, Telephone Line is a little clichéd, but I still love Mission (A New World Record), Livin' Thing and Rockaria. It really does take all sorts. Father Christmas even brought me a remastered two CD set of the first ELO album from 1971 (when my hero Roy Wood was still with them). I think it's great. My wife thinks it's an unpleasant noise (then again the only non-classical CD she owns is Ella Fitzgerald and that was a present from me). Other present from Mr Christmas included Julian Cope's **Skellington Chronicles**, Chumbawamba's **Uneasy Listening** and The Lilac Time's **Compendium** (but you probably think they're utter shite as well!)*

Windows xp - fuck off and die. My Win98 installation started playing up horribly at about the time of the xp hype, which pushed me over the edge into zapping Windows and going over to Linux full time. Totally stable, transparent, infinitely tweekable, shitloads of free, quality software and, contrary to popular belief, even a techno-moron like me can get his head round it. Microsoft, you are irrelevant.

SA: *You wish. Microsoft may lose out to Linux for the server market in the next couple of years, but as a home OS, it just isn't there yet. XP is probably the best commercial OS for home use on the market (for the first time beating anything from Apple).*

Americans and the IRA. Don't get me started. I'm not a violent person but I would cheerfully administer kneecappings to those Americans (or anyone else) who support mass murderers in Northern Ireland (or anywhere else).

SA: *You know, I knew if you and I talked long enough we would find something to agree on ☺ I never understood the fuss over killing those IRA bomber in Gibraltar – after all they keep telling us it was a war.*

It's daft of you to say that Hopscotch is very low on reading material. Some months there's more worthwhile reading material in Hopscotch than in all the rest of the hobby put together. Well, on the months that **Wimm?** doesn't get published, that is. Which is most of them.

SA: *I agree that Alan does sometimes squeeze in interesting chat on the first page or so – but I can't agree that zine jumps out of the envelope and says "Take me to the loo, I'm good for fifteen minutes!" And at my age, I do need fifteen minutes, you know.*

Chris Dickson

Thanks for **Armistice Day9**. Great to see that your high standards continue!

While I'm nowhere near well-read enough to judge whether the Harry Potter books qualify as great literature or not, I certainly thought they were great fun. You might be interested in the review of the movie in the Grauniad from a reviewer who had a similar view of the books to yours.

SA: *I've now seen the film and thought it was OK, though the plot is rather weak. I thought **Lord of the Rings** was a far better film, though it occurs to me that a film of **The Hobbit** might bridge the gap between the two.*

Dave Gittins

Thanks for the free copy of Armistice Day that you sent to me after the fold of **BUM**. I'm sorry for not responding sooner - this is what happens when you leave things to the last minute and are then ill when the last

minute arrives. Anyway, I'm now fully recovered (but still off the booze for another few days).

I'm over-committed already with regard to the number of games I'm playing as well as being involved in a 60-hours per week job (we started up last October selling mobile phone insurance and now have over 250,000 customers - I'm Financial Controller). Therefore, I reluctantly decline your offer to subscribe to **AD** for now, although I may get back in touch if I find I've more time on my hands. In addition, Erika and I now have 2 sons and I try to spend as much of my non-work time with them as I can. They even joined me at ManorCon for the Sunday and we all tootled off to Cadbury World! I hope that AD goes from strength to strength and I wish you all the best.

Tony Dickinson

Did you have any luck getting the Chumba Mp3 that I sent you?! If so what did you think? Also any news on that is happening to the ex-Taz/ ex-Bum dip. games?!

SA: *'fraid not – I've only got what I've got. No doubt Malcolm could let you know – I suggest you email him. I enjoyed the MP3 (for which thanks) even though I disagree with the sentiment – note the presence of Chumba on this issue's playlist on the back page!*

Ken Laidlaw

As Malc has closed down **BUM**, I have a decision to make. I **will** be continuing with Gridiron Morons with Jerry Spencer, and am not a Dip player. I am however a rabid Railway Rivals player. However the latter has led to some serious irritation over the last couple of years, as due to GM's dropping out of various zines I have been left high and dry on a number of occasions. RR requires commitment from both the GM and the players, as it is a 14 turn game. That means 14 issues of the zine. Does your current GM have a track record or is this his first attempt, as if it is the latter I will probably not be interested.

SA: *Well, I think RIP is fairly reliable – but if he starts a game and fails to finish it I will GM it to the end.*

Ellis Simpson

The short version of this email is that a group of friends and I are running a boardgames convention here in Glasgow on Sunday 25 August 2002. It's called DiceCon and will take place in the Central Hotel in Glasgow. The latest information is on the website: www.dicecon.com. I will be doing an update in the next 7 days.

The longer version goes like this: Our gaming group meets and plays regularly. But we would like to spread the word and see if we can promote the hobby for everybody's benefit. So, we have decided to run a convention. As you will see from the web site we have focused on Euro Games. There are a number of reasons for this. Essentially we want to have a best shot at mass market appeal. Hopefully, once people are introduced to the hobby they will do what all gamers do: find their own favourite area of interest. So, we will have available on the day (and prominently displayed) games of all types to whet the appetite.

Anyway, here's the pitch. We are running this as a voluntary non profit venture with our own money and in our spare time. (The hall is booked and paid for.) Any help you might be able to give us would be gratefully appreciated. Would you be willing to give us a mention? We are not running a diplomacy convention but if people want to come along and play, that's great. Of course, you could always come along...

SA: *Consider it mentioned. Actually, my wife has a good friend up in Glasgow, so if I could co-ordinate a family visit, then I might just surprise you after all.*

Richard Williams

It appears that Fareham now officially has the worst postal service in Britain. I had to laugh when Consignia announced that the second post was being removed. You mean there is a second post?! I would just like one delivery a day, let alone worry about the second post. I gather that the postal watchdog are taking Consignia to court as they refuse to give delivery figures for Fareham. Their assumption is that they must be horrendously bad. They must automatically start at below 70% purely on the basis that if we are very lucky we get four deliveries a week. That's when they are kind enough to work in the first place, having spent large parts of the year striking.

SA: *Taking your comments in order, Royal Mail has not announced the removal of second post, though it is being considered. Only about one-third of the country gets second deliveries, so it won't affect you if you don't already get them. Secondly, I am not aware that PostWatch is taking us to court, though I know there is a dispute about how small a geographic area they want us to supply quality of service figures for. Your letter seems to assume that we would know the figures for Fareham – but we wouldn't, unless a sampled survey was specially constructed posting letters of various types from various locations around the UK to Fareham and the quality measured. Royal Mail do commission independent Quality of Service surveys, but not to that extent – doing a survey for every location the size of Fareham around the country would cost tens of millions of pounds, which would be better spent getting the service sorted out. Yes, Royal Mail has major problems, stemming from not enough postmen in the south (no one wants a low paid, early hours six day week job when unemployment is at a low), appalling industrial relations (the CWU is balloting for a national strike as I type this, demanding an increase more than double inflation), and chronic under-investment over recent years. The fact that postage is price frozen at the moment, despite having gone up well below RPI over the past 10 years, merely compounds the problem, ensuring that the cash isn't available to put some of the problems right.*

Paul Evans

Some information about MidCon (you may well have had this from other sources). Theo Clarke re-constituted a MidCon committee at this year's event - as an ex-organiser, I sat in on the meeting, but didn't volunteer. The idea is to make sure that the organisation and promotion of the con (and the NDC) are better next year and into the future. The committee includes Neil Duncan and Jeremy Tullett, plus liaison with the ManorCon committee. Theo also confirmed that the hotel has been booked for the first weekend of November next year.

SA: *A lot more effort needs to happen next year to make the event a success. Everything was left too late last year, because those who had ownership of the event didn't take "ownership" of it, if you see what I mean. When Cons are organized by individual hobbyists there is often more inclination to do things, so you don't let the others down.*

By the way, how is TADN produced? I've experimented with putting photos into TWJO, but have yet to find a way of getting them to reproduce satisfactorily when the 'zine is photocopied. So I'd be interested to know how you do it.

SA: *I print it straight off my laser printer, which has a duplex unit built in. It works out cheaper than photocopying and I have complete control over production – the downside is it does take a while, even with a fast printer.*

Simon Ives

Thanks for yet another good read, Stephen. As you know I don't get the zine for the games and am not a huge Dip fan, but I enjoyed both the article on the original game and John Wilman's fine piece on dialectics. More please!

I was also intrigued by the *Retreat From Kabul* article. During the summer I read the first of the *Flashman* novels, which you may know are supposed to be the adventures of the grown-up bully Flashman from *Tom Brown's School Days*. The book revolves around this very action and, having read Alex's article, is historically accurate, if a little loose with the facts. Mohammed Akbar comes over as totally treacherous but the real villain is the utterly weak British commander, Elphinstone. In the novel Flashman falls into the hands of Akbar but, after a series of adventures, escapes. Of course, there wouldn't have been numerous sequels otherwise.

SA: *I remember buying the first Flashman book – but never got beyond the first couple of chapters. Maybe I should give it another go.*

John Dennett

I have not had good health this year and have spent too many weeks staring at the ceiling, first in hospital, then at home. Therefore,

regretfully and reluctantly, may I please bow out of the Diplomacy game of "Brighton", with apologies to all the good players that remain.

SA: Sorry to hear you have been ill. I will refund your subscription once Malcolm sends me the subs.

John Wilman

Yes, **The White Cat** has officially folded – any "final" issues are a bonus. I just ran out of steam.

SA: Shame.

Steve Betteley

I was interested in the description and pictures of your 1st edition Diplomacy set, especially the number of pieces, ten armies and nine fleets for each power. Your 1st edition set was marketed by Allan and that would tend to suggest that Allan thought that more pieces were necessary. But why did England and France get an extra fleet? Why not also Italy? I note from the picture that the pieces seem to fit into some king of tray – perhaps the number of pieces was chosen purely to fit the tray dimensions? And why were the pieces numbered?

SA: The pieces fit exactly into a box, with a lid. I guess the extra fleets are there just to take up the extra slack in the box. The pieces were numbered because the rules envisage orders being written in the form 5th Army to Burgundy, 4th Army supports 5th Army, etc. However, Allan soon tired of hand stamping all the pieces, so he switched to the un-numbered wooden blocks very quickly, even before GRI took over Diplomacy in 1960. I quite like using the numbers, as it has more of a WWI feel to it.

Stuart Eves

I was hugely interested by your description of your first edition copy of Diplomacy, and in particular would love to get a copy of the rule book which you illustrated on the cover of issue 9.

SA: No problem. Go to http://www.diplomacy-archive.com/old_rulebooks.htm

Nick Kinzett

Thanks for **AD** No.9, which I assume I got as an occasional recipient of **BUM**, and for which I now feel inordinately guilty because I never did get around to sending Malc a post-**SpOff** sub. Therefore, initial cheque enclosed.

It feels just like old times with you publishing contentious Dip articles. I realize that Allan's must be some decades out of date, but it does seem to confirm that (clever and nice chap though he certainly showed himself to be at the first World Dip Con) his grasp of some of his own design's implications was not always total. For instance, it is simply not true that any tactic based on deception is legitimate in Diplomacy. To make any game playable, and thus meaningful, one must assume that anything not specifically permitted in the Rules is prohibited, except when all participants agree otherwise.

Applying this to the given example of "Flying Dutchman" units, and bearing in mind that the introduction of these actually runs counter to the stated underlying economic basis of the game, such tactics are revealed as not legitimate at all but actually cheating pure and simple - unless all participants agree otherwise. Of course, they would really have to agree to countenance such things beforehand; if left to the moment of discovery it would take only one participant to conclude that cheating had taken place for the game to have become meaningless, prompting a polite withdrawal from the proceedings. I think that most gamers, even obsessive Diplomacy players, dimly realize this danger, which is why the occurrence of such tactics is rare and why (notwithstanding another popular conceit about the game) resort to techniques actually criminal is happily even rarer.

Incidentally, Allan's further case, whereby his orders were stolen and irretrievably disposed of, is an example of something which again is not specifically permitted and which would therefore have been a violation of the Rules had not he (and by implication all the other players) tacitly agreed otherwise. Needless to say, this will not always prove to be the case!

SA: To be fair to Allan in an article written twelve years later he said: "These tactics seemed to have died out with the passage

of time, except for an occasional Flying Dutchman, peeking while others write orders and so on. For one thing, these practices became dogged and incessant rather than clever, after a while; today they seem to belong to the past. There is no written rule saying that any deception is legal, anyway." The full text of the article is at <http://www.diplomacy-archive.com/resources/postal/dozen.htm>

By contrast, I concurred with almost everything John Wilman said in his article, especially the list of hard-to-do things which (as he implied) serve as guidelines as to what makes a good game. I shall, naturally, voice my usual quibble about division of the so-called Calhamer Point - to me just a variation on Places Syndrome and thus no better than the "Strong Second" philosophy criticized. This can be demonstrated using John's own terms: for just as some regard a two-way draw as better than a three-way etc because it beats five other players, so exactly will some regard Second over Third and so forth. Interestingly, the list of priorities characterized as "asshole diplomacy" in effect acknowledges this by refusing to value one draw over another.

SA: But surely the Calhamer point was only devised as a basis for a rating system. If you exclude all draws then the rating system just becomes a list of how many games each player has won. Maybe this is sufficient?

As a born-again tournament director, for me the most pertinent part of John's article was the bit where he mentioned, almost in passing, the little-known rule forbidding diplomacy during order writing (which many FtF players hazily misremember as applying to adjustments only). Here is an example of a Rulebook edict which everyone tacitly ignores, for much the reason that John states, and thus a prime case of modification by mutual consent -- in this case permitting something which the Rulebook expressly prohibits.

What happens in practice, of course, is that the order-writing period (maximum five minutes) gets amalgamated with the diplomacy period (usually fifteen minutes). I did advert to this in my 2000 ManorCon report; but during the 2001 event an incident occurred which demonstrates that it's high time tournament directors (myself especially) stated this as a formal modification. It will also mean tackling the it "misremembered" bit, the longstanding and contentious issue of what to do about negotiation during adjustments (which of course is what the incident referred to involved).

Postal play seems by contrast suddenly simple again....

SA: I have always tried to stick to the "no Diplomacy" rule you mention, and have tried to impose it on boards I have played on. However, it would seem sensible for Tournament Rules to make a specific ruling to clear up any confusion. So what was the ruling made at ManorCon?



DIPLOMACY TIPS

By “Big Boy”

Having played postal diplomacy for a number of years and been relatively successful, I thought it would pass on a few tips.

On the letter writing front.

1. Write regularly to most of the players in the game. Not writing is a good way to encourage antagonism
2. Be honest most of the time and keep your lies to when you need to stab. If you always lie no one believes you when you tell the truth.
3. Some players like the correspondence rather than doing well in the game. You should recognise these players and reciprocate.
4. If you are writing on the computer and using 'word' could I suggest using 'Auto Correct'. This tool enables you to write letters quicker. What it does is correct miss spelt words but I also use it to write words and sentences, e.g. I type in 'tyf and the computer corrects this to 'Thank you for your letter of '. There is no limit to the short cuts, provided you remember the codes.
5. Email is wonderful for the last minute change of direction provided your ally opens your email and you are not left looking silly because you thought they'd got that most important change of tact.
6. Hand write some of your letters.
7. The use of the phone at the right time is also a good technique. However, I know of one player who immediately stabs someone who rings him up.
8. The words 'could I suggest' are most subtle and can be most productive in both diplomacy and in business.

On the game playing side my tips are as follows:

1. There are a number of key provinces on the board that have a greater control than they first appear to have. These are not necessarily the ones with supply centres. Examples of these are NTH; Tyr; ION; York; BAL; BLA; Ukr, Gas. Obviously they are not always important should the play be in other parts of the board but recognising the important provinces and occupying it before the defensive situation arises, can be crucial.
2. Move your units. A unit that moves can do the work of two. Self standoffs, cutting support, the scis sors and the schizophrenic support are a wonderful innovative menu of possible orders. Richard Sharp's book on diplomacy, details them in chapter 3.
3. Study the board every move and satisfy yourself you have not missed an opportunity for good manoeuvre. A lot can be achieved with few resources.
4. Never give up! Bob Kendrick who is sadly not with us anymore, was down to two centres in 1908 playing Germany and managed to win the game.

These are just a few tips that oil the wheels of the game to your advantage. Richard Sharp's book published in 1978 is full of treasure.

It could be said that I have got into the top 20 out of the 350 currently playing. I would like to remain anonymous because others may not think me a good player. Also diplomacy players love to be lion killers even if it means their own downfall, but I don't like to consider myself a lion. I just enjoy the game.

SA: Some of the things referred to above are available on my website: <http://www.diplomacy-archive.com>

For Richard Sharp's book go to: http://www.diplomacy-archive.com/resources/god/god_home.htm

For the story of how Bob Kendrick came back from 2 centres to win go to <http://www.diplomacy-archive.com/resources/postal/foe29.htm>

THE DISPATCH v.1 n.2

Published irregularly by Diplomacy, Box 1253, Boston 9, Mass. as a means of drawing the Diplomatic family together

On Strengthening the Hand of Austria-Hungary

The one Great Power which did not survive World War I has also shown a certain weakness at the Diplomacy table; in both cases, we believe, due in part to her wide open landward frontiers on three sides.

Recently players of the Italian hand have begun to cooperate with A-H, however, after several games have shown that Italy has great difficulty holding onto the spoils of a defeated Austria-Hungary in the ensuing play with Russia and Turkey. A fine game was played in which an Italian fleet cooperated with Austria against Turkey, while an Italian army passed through Tyrolia and attacked Munich with the aid of an Austrian army.

In another recent game, in which Austria became the biggest power, she played the daring opening 1. Budapest, 2. Serbia, 1F Albania. Italy expected Trieste to be defended, therefore did not order 2. Trieste, which would have been crushing. Austria followed with (Fall, 1901) 1. Trieste, 2.S 1F, 1F Greece; holding everything and building two units. This sort of play has been attempted many times before, after an agreement has been reached with Italy to vacate Trieste and Venice on the opening move. It has invariably failed due to a double cross by Italy. The new idea was to play the moves in absence of an agreement, and it worked!

For more secure play with A-H, consider the moves (Spring, 1901) 1. Tyrolia, 2. Serbia, 1F stand. If Italy tries either 2. Trieste or 2. Tyrolia, 1. Venice; her armies do not move. If Russia has not invaded Galicia, Austria can continue with (Fall, 1901) 2. Bulgaria, which assures her of one build (either Serbia or Bulgaria, depending on Turkey's play) and holds Turkey to one build. If Russia has invaded Galicia, and the Austrian 1. has stayed in Vienna due to a standoff with Italy in Tyrolia; then Austria may order (Fall, 1901) 1. Budapest, 2. Budapest! These pieces stand each other off, hence 2. stays in Serbia on the Fall, therefore establishing occupation. At the same time, the Russian army cannot move to either Vienna or Budapest. Immediately thereafter A-H can raise an army in Budapest.

The "catch" is that Italy may not order 2. Tyrolia. Then the A-H 1. goes to Tyrolia in the Spring. Now if Russia has invaded Galicia, Austria has a hard choices If she orders (Fall, 1901) 2. back to Budapest, Russia may not order to Budapest; A-H 2. will move out of Serbia and therefore not establish occupation of it. If she leaves 2. in Serbia, Russia may order to Budapest, thus capturing it.

The improvement is for Austria to contract a treaty with Germany whereby both the Austrian 1. and the German 2. (in Munich) are ordered to Tyrolia in Spring, 1901. This prevents Italy from entering Tyrolia, without the possibility that either the German or Austrian pieces will lose their positions. Now if A-H has also played 2. Serbia, 1F stand; the double standoff in Budapest can invariably be played, if the Russians have entered Galicia, and Austria is guaranteed one build, even against the combined attack of Italy, Russia, and Turkey.

Germany should like the deal, because Italian armies in Tyrolia often batter Munich. The German army is usually pinned down in Munich anyway, because the French 1. usually enters Burgundy.

If this deal is made, Italy might as well be informed of it. If she knows she will only waste time by attacking either Tyrolia or Trieste, she may be willing to join Germany in a French campaign instead - and Austria is off to a safe and reasonably good start.

Allan B. Calhamer
(published in 1960)



The Assassination of Archduke Franz Ferdinand and Sophie, Duchess von Hohenberg

By Mikael Andersson

Bosnia and Herzegovina were provinces just south of Austria which had, until 1878, been governed by the Turks. The Treaty of Berlin (1878) settled the disposition of lands lost by the Turks following their disastrous war with Russia. Austria was granted the power to administer the two provinces indefinitely. Bosnia was populated primarily by three groups -- Croats (Roman Catholic), ethnic Serbs (Serb-Orthodox) and Muslims (left from the days of Turkish rule). There is no ethnic group: Bosnians. Many Bosnian-Serbs felt a strong nationalistic desire to have their province joined with that of their Serb brothers across the river in Serbia. Many in Serbia openly shared that desire.

On October 6, 1908, Austria annexed Bosnia and Herzegovina directly into the Austro-Hungarian Empire. The reasons were complex. Annexation would remove any hopes Turkey might have for reclaiming the provinces. Full inclusion into the empire would give Bosnians full rights and privileges. It may have been an act of will by the Austrians, just to show that they were still an active, sovereign power. For whatever reason, the annexation caused quite a stir in Europe. The move was not exactly legal. Russia, particularly, was upset, even though the Russians had earlier given their consent to the annexation. (Austria was supposed to help Russia in the Dardanelles first) After Austria paid Turkey a cash settlement, most of Europe calmed down. The Serbs, however, did not. They coveted the provinces for their own Serb empire.

Archduke Franz Ferdinand

The eldest son of Emperor Franz Joseph's younger brother Carl Ludwig, Franz Ferdinand became the heir-apparent following the death of Crown Prince Rudolf in 1889, and his own father in 1896. Not an especially cultured man, at times prideful and mistrusting, FRANZ FERDINAND lacked the charisma to make him socially and politically popular. His short temper and suspicious nature ensured that truly talented advisors did not last long in his cabinet-in-waiting. He became more reclusive following his marriage to Sophie Chotek von Chotkova in 1900. Contrary to his public persona, he was a very happy husband and devoted father.

Another source of Franz Ferdinand's lack of popularity was the reforms he intended to enact when he became Emperor. Recognizing growing the strains and pressures of nationalism among the many ethnic groups within Austria-Hungary, FRANZ FERDINAND proposed to replace Austro-Hungarian dualism with 'Triualism,' a triple monarchy in which the empire's Slavs would have an equal voice in government with the Germans and Magyars. Another possible variation FRANZ FERDINAND was exploring was a form of federalism made up of 16 states. While such radical reforms might have saved the empire, they were not popular among those with vested interests in the existing structure. Serbia was as uncomfortable with FRANZ FERDINAND's potential reforms as any group within the empire. Contented Slavs living within the empire would not be likely to agitate for separation and to join with Serbia.

Franz Ferdinand was married to Sophie, Duchess von Hohenberg. Countess (Gräfin) Sophie Chotek von Chotkova und Wognin was born into a Czech family of the lesser nobility. She worked as a lady-in-waiting for Archduchess Isabella in Pressburg. When Isabella discovered that Archduke Franz Ferdinand was visiting to see, not one of Isabella's eligible daughters, but rather her lady-in-waiting, she fired Sophie on the spot.

Franz Ferdinand had fallen deeply in love with Sophie and in 1899, decided that he wished to marry her. Hapsburg family law stipulated that Franz Ferdinand, as a Hapsburg, marry someone descended from the House of Hapsburg, or from one of the ruling dynasties of Europe, or specific other princely houses. The Choteks fit none of those categories.

Franz Ferdinand loved Sophie too much to give her up. He persisted in his entreaties to the Emperor to approve their union. Only after Franz Ferdinand swore a morganatic oath, did Emperor Franz Joseph consent to their marriage on July 1, 1900. (This oath excluded Sophie from assuming her husband-to-be's royal title and excluded their future descendants from the line of succession.) After the wedding, Emperor Franz Joseph did grant Sophie the title of Princess of Hohenberg – a title in Austrian nobility, though a very minor one. Sophie's daughter Sophie was born in 1901. Maximilian was born in 1902, Ernst in 1904. Franz, Sophie and their children enjoyed a happy home life.

Public life was not as comfortable. Court protocol and strict etiquette rules meant that Sophie could not ride in the royal coach with her husband. At entrances to formal events, Sophie would have to wait until all of the higher ranking women had made their entrance before she could enter and rejoin her husband. In 1905, the Emperor elevated Sophie to the title of Duchess. She could then be addressed as "Serene Highness." In 1909, her title was raised such that she was addressed as Duchess, Highness ad Personum. While still not on a par with her archducal husband, the title did grant her the privilege of being addressed as "Highness," which was less socially awkward.

When Franz Ferdinand, as Inspector General of the Army, accepted an invitation to visit the provincial capital of Bosnia - Sarajevo - to inspect army manoeuvres, Sophie decided to go with him leaving their three children behind.

The Black Hand

A secret society called Ujedinjenje ili Smrt, ('Union or Death') was founded in Belgrade, an outgrowth of an older Serb nationalist group: Narodna Odbrana . The Black Hand took over the older group's work of anti-Austrian propaganda within Serbia, sabotage, espionage and political murders abroad -- especially in provinces Serbia wished to annex. The group included many government officials, professionals and army officers. When it was learned that the Heir-Apparent to the Austrian throne, Franz Ferdinand, was scheduled to visit Sarajevo in June of 1914, the Black Hand decided to assassinate him. Three young Bosnians were recruited, trained and equipped: Gavrilo Princip, Nedjelko Cabrinovic and Trifko Grabez. The three Black Hand trainees secretly made their way back to Sarajevo roughly a month before Franz Ferdinand. A fourth man, Danilo Ilic, had joined the group and on his own initiative, recruited three others. Vaso Cubrilovic and Cvijetko Popovic were 17 year old high school students. Muhamed Mehmedbasic, a Bosnian Muslim, was added to give the group a less pan-Serb appearance. Four Serbian army pistols and six bombs were supplied from Serbian army arsenals.

Because of its many government and army members, the Black Hand's activities were fairly well known to the Serbian government. When Prime Minister Pasic learned of the assassination plot, he had a difficult problem on his hands. If he did nothing, and the plot succeeded the Black Hand's involvement would surely come to light. The tangled connections between the Black Hand and the Serbian government would put Serbia in a very bad position. It could even bring on war with Austria. Should he warn the Austrians of the plot, he would be seen as a traitor by his countrymen. He would also be admitting to deeper knowledge of anti-Austrian actions in Serbia. A weak attempt was made to intercept the assassins at the border. When that failed, Pasic decided that he would try to warn the Austrians in carefully vague diplomatic ways that would not expose the Black Hand.

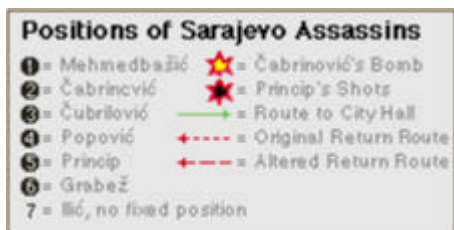
The Serbian Minister to Vienna, Jovan Jovanovic, was given the task of warning the Austrians. Because of his extremist, pan-Serb views, Jovanovic was not well received in Austrian Foreign Ministry offices. He did, however, get along better with the Minister of Finance, Dr. Leon von Bilinski. On June 5, Jovanovic told Bilinski, that it might be good and reasonable if Franz Ferdinand were to not go to Sarajevo. "Some young Serb might put a live rather than a blank cartridge in his gun and fire it." Bilinski, unaccustomed to subtle diplomatic innuendo, completely missed the warning. "Let us hope nothing does happen" he responded good humouredly. Jovanovic strongly suspected that Bilinski did not understand, but made no further effort to convey the warning.

The Visit

Franz Ferdinand accepted the invitation of Bosnia's governor, General Oskar Potoirek, to inspect the army manoeuvres being held outside Sarajevo. The Archduke's role as Inspector General of the Army made the visit logical. It had also been four years since a prominent Hapsburg had made a goodwill visit to Bosnia. The visit would also roughly coincide with his 14th wedding anniversary. While his wife Sophie, not being of royal blood, was not permitted to ride in the same car as her royal husband back in Vienna, such taboos did not apply to provincial cities like Sarajevo. During the visit, Sophie would be able to ride beside her husband – a thoughtful anniversary gift. Security during the visit was not tight. Franz Ferdinand was a brave man and disliked the presence of secret service men. Nor did he like the idea of a cordon soldiers between the crowd and himself. For the most part, Franz Ferdinand was welcomed warmly by the Bosnians. Sarajevo was not seen as hostile territory. Arrangements were not based on the assumption that the streets were lined with assassins. As it was, only Sarajevo's hundred and twenty policemen were at work.

June 28, 1914

At around 10:00 a.m., the archducal party left Philipovic army camp, where Franz Ferdinand had performed a brief review of the troops. The motorcade, consisting of six automobiles was headed for City Hall for a reception hosted by Sarajevo's mayor. The chosen route was the wide avenue called Appel Quay, which followed the north bank of the River Miljacka. In the first automobile rode the Mayor, Fehim Effendi Curcic, and the city's Commissioner of Police, Dr. Gerde. In the second automobile, its top folded down and flying the Hapsburg pennant, rode Franz Ferdinand, Sophie and General Potoirek. The driver and the car's owner, Count Harrach, rode in front. The third automobile in the procession carried the head Franz Ferdinand's military chancellery; Sophie's lady in waiting; Potoirek's chief adjutant, Lieutenant Colonel Merizzi; the car's owner and his driver. The fourth and fifth automobiles carried other members of Franz Ferdinand's staff and assorted Bosnian officials. The sixth automobile was empty - a spare should one of the others fail. The morning was sunny and warm. Many of the houses and buildings lining the route were decorated with flags and flowers. Crowds lined the Appel Quay to cheer the imperial couple. Amid the festive crowd mingled seven young assassins. They took up their assigned positions, all but one along the river side of the Appel Quay. First in line was Mehmedbasic, to the west of the Cumurja Bridge. Near him was Cabrinovic. The others were strung out as far back as the Kaiser Bridge.



The Bomb

The motorcade approached and the crowds began to cheer. As Franz Ferdinand's car passed Mehmedbasic, he did nothing (he later claimed that a policeman had been standing too close). The next man in line, Cabrinovic, had more resolve. He took the bomb from his coat pocket, struck the bomb's percussion cap against a lamp post, took aim and threw the bomb directly at Franz Ferdinand. In the short time it took the bomb to sail through the air, many small events took place. The car's owner, Count Harrach, hearing the bomb being struck against the lamp post, thought they had suffered a flat tire. "Bravo. Now we'll have to stop." The driver, who must have seen the black object flying, did just the opposite – he stepped on the accelerator. As a result, the bomb would not land where intended. Franz Ferdinand, also catching a

glimpse of the hurtling package, raised his arm to deflect it away from Sophie. She sat to his right, and so was between Franz Ferdinand and Cabrinovic.

The bomb glanced off Franz Ferdinand's arm, bounced off the folded car top and into the street behind them. The explosion injured about a dozen spectators. The third car was hit with fragments and stalled. Merizzi received a bad cut to the back of the head. Others in the party received minor cuts. The first and second cars continued on for a few moments then stopped while everyone assessed who was injured and who was not.

Cabrinovic swallowed his cyanide and jumped into the river. The trouble was, the poison was old – it only made him vomit -- and the river was only a few inches deep. He was quickly seized by the crowd and arrested. The motorcade continued on to City Hall, passing the other assassins. Either because they thought Cabrinovic had succeeded or from lack of resolve, they failed to act. At City Hall, a furious Franz Ferdinand confronted the Mayor. "Mr. Mayor, one comes here for a visit and is received by bombs! It is outrageous!" After a pause to calm himself, he regained his composure and let the Mayor speak. The Mayor, either completely unaware of what had happened, or personally ill equipped for crises, launched into his prepared speech. "Your Royal and Imperial Highness!...Our hearts are full of happiness..." By the end of the Mayor's speech, Franz Ferdinand had regained his composure and thanked his host for his cordial welcome. Activities at City Hall were observed as planned.



The Archduke leaves City Hall

Changed Plans

Discussions were held as to whether to change the rest of Franz Ferdinand's schedule. The Archduke did not wish to cancel his visit to the museum and lunch at the Governor's residence, but wished to alter his plans to include a visit to Merizzi in the hospital. The same motorcade set out along the Appel Quay, but neither the Mayor's driver, nor Franz Ferdinand's driver had been informed of the change in schedule. This would have been Merizzi's job. The young assassins had counted on succeeding on the first attempt. With no assurance that Franz Ferdinand would follow his original itinerary, the remaining assassins took up various other positions along the Appel Quay. Gavrilo Princip crossed the Appel Quay and strolled down Franz Joseph Street. He stepped into Moritz Schiller's food store to get a sandwich. As he emerged, he met a friend who inquired about a mutual friend.

The Mayor's car, followed by Franz Ferdinand's car turned off the Appel Quay and onto Franz Joseph Street, as originally planned, to travel to the museum. General Potoirek leaned forward. "What is this? This is the wrong way! We're supposed to take the Appel Quay!" The driver put on the brakes and began to back up. Franz Ferdinand's car stopped directly in front of Schiller's store - five feet away from Princip. Princip was quick to recognize what had happened. He pulled the pistol from his pocket, took a step towards the car and fired twice. General Potoirek happened to look directly at Princip as he fired. He thought the gun's report unusually soft. Both Franz Ferdinand and Sophie were still sitting upright. Potoirek thought the shots had missed, but given the assault, ordered the driver to drive directly to the Governor's residence. Princip then turned the gun on himself, but was mobbed by the crowd. Police had to rescue Princip from the crowd before they could arrest him. Princip had swallowed his poison, but it was from the same batch as Cabrinovic's. He was violently ill, but did not die. (He was later to die of tuberculosis in an Austrian prison in 1918).

Mortal Wounds

As the car sped across the Lateiner Bridge, a stream of blood shot from Franz Ferdinand's mouth. He had been shot in the neck. Sophie, seeing

this, exclaimed: "For Heaven's sake! What happened to you?" She sank from her seat. Potoirek and Harrach thought she had fainted and were trying to help her up. Franz Ferdinand, knowing his wife better, suspected the truth. Sophie had been shot in the abdomen and was bleeding internally. "Sopher! Sopher!" he pleaded. "Sterbe nicht! Bleibe am Leben für unsere Kinder!" (Sophie dear! Sophie dear! Don't die! Stay alive for our children!) The cars rushed to the Governor's residence. Sophie may have died before they arrived. Franz Ferdinand died shortly afterward.

Even after death, Sophie's social troubles followed her. Stiff protocol would not permit her coffin to lie in state in the same chapel as a Hapsburg. Only the personal intervention of Emperor Franz Joseph allowed her coffin to lie beside her husband's. Protocol would not be completely denied, however. Her coffin was set lower and with far less decoration, lest anyone forget her lesser station. She was not permitted to be buried in plots reserved for Hapsburg royalty, so both she and her husband were buried in crypts beneath the chapel of Franz Ferdinand's castle, Artstetten.



Gavrilo Princip

The murders of Franz Ferdinand and Sophie brought Austro-Serbian tensions to a head. Serbia had been fomenting trouble for Austria for many years. For many in Vienna, the double murders provided the 'last straw' for a get-tough showdown. The trail back to the Black Hand would not be unravelled for years to come. Vienna felt she could not wait for conclusive proof and acted based on the mass of circumstantial evidence.

As Vienna took a hard line against Serbia, the other powers in Europe took sides. The wheels of war gained speed. The stakes far outgrew the squabble between Austria and Serbia. The Crisis of July turned into world war, just over thirty days after Franz Ferdinand and his wife Sophie were shot.

COLLAPSE OF THE DUAL EMPIRE

By Richard Wein

This Diplomacy variant recreates the revolution/civil war in Austria-Hungary which began in 1918. The participants in the war are the Germans, Magyars, Czechoslovaks, Serbo-Croats, Rumanians and Poles of Austria-Hungary. (The divisions of the map, except for the external Austro-Hungarian border, represent racial, not political boundaries.)

The Rules

1. Except as noted below, regular Diplomacy rules apply.
2. No fleets are used. However, there are three types of armies. Each race has Communist and Democratic armies; the Germans also have Imperialist armies. All races may build Communist and Democratic armies, but only the Germans may build Imperialist armies.

Home Centres:

Czechs / Slovaks: Pra; Boh; Mor; Slo
Germans: Upp; Sty; Vie; Sar
Magyars: Bak; Bud; Pes; Mak
Poles / Russians: Kra; Pre; Lem; NBu
Rumanians: Sat; WTr; Ora; ETr
Serbians / Croats: Tri; Cro; Sar; Sub

Imperial Centres: NSu; Sil; Pec; Crp; Ban

3. Each movement turn represents one month. The first movement turn is November 1918. Before this, in October 1918, there is a deployment turn, in which each player deploys his units in accordance with rule 4. At the end of every second month, beginning with December 1918, a build turn occurs, i.e. after the December, February, April, June, August and October turns of each year.

4. Each race begins the game with two communist and two democratic armies. The Germans also have five Imperialist armies, one of which must be placed on each of the five Imperialist Home supply centres on the board. Communist and Democratic armies may be placed anywhere within the racial boundaries of the owning race, with the following restrictions.

a. Armies may not be placed on neutral supply centres.

b. Communist armies may not be placed on democratic home supply centres; likewise, Democratic armies may not be placed on communist home supply centres.

5. Only Communist armies may be supplied by supply centres which have been captured by Communist armies; only Democratic armies may be supplied by supply centres which have been captured by Democratic armies; only Imperialist armies may be supplied by supply centres which have been captured by Imperialist armies. Armies may only be built of the type which is in control of the supply centre in which they are being built. If, at the beginning of a build turn, an army is in a supply centre controlled by another type of unit of the same race, control of the supply centre goes to the occupying army. Home supply centres may not be captured by other types of army belonging to the same race.

6. Communist armies must be built in communist home supply centres; Democratic armies must be built in Democratic home supply centres, Imperialist armies must be built in Imperialist home supply centres.

7. Communist armies may not support or be supported by democratic armies of any race. Imperialist armies may support or be supported by any armies.

8. If, at any time, the number of Communist armies in any race exceeds the number of Democratic armies in that race, or vice-versa, by three or more, the armies in the minority go into civil disorder (the normal rules for armies in civil disorder are used). This rule does not affect Imperialist armies in any way.

9. In order to win, any race except the Germans must control 17 supply centres including all supply centres within its racial boundaries. The Germans must control 20 supply centres anywhere on the board. If two races meet their victory conditions on the same turn, the one which controls the most supply centres wins. If both control the same number of supply centres, the game is drawn.

10. The following abbreviations should be used for the different types of armies:

CA. = Communist army.

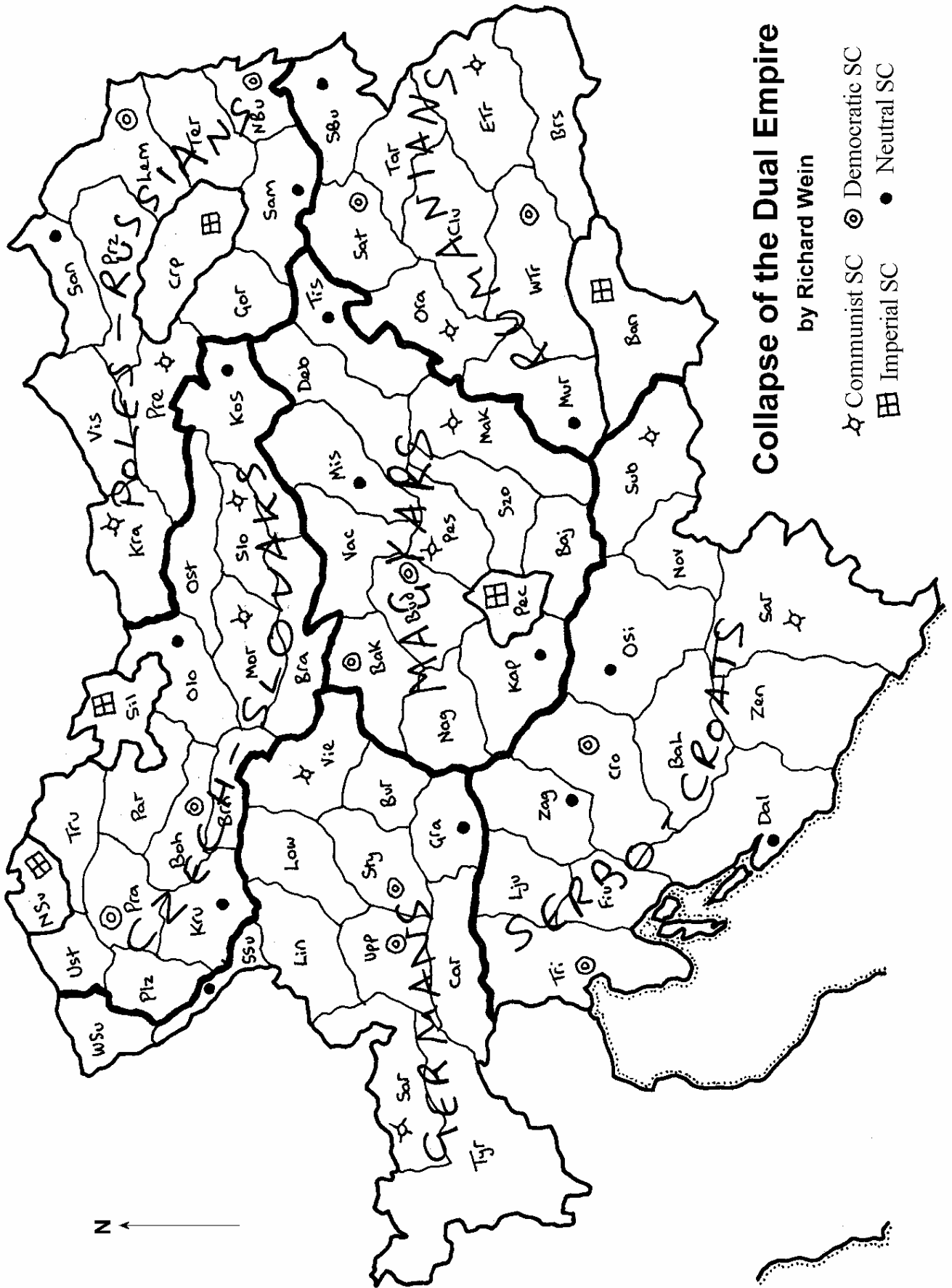
DA = Democratic Army.

IA = Imperialist army.

11. The normal Diplomacy rule that a unit may not dislodge another unit of the same country only applies within the types of armies. For example, a German Communist army may not dislodge another German Communist army, but it may dislodge a German Democratic army or a Rumanian Communist army.

12. The abbreviations on the map stand for the following provinces:

Baj = Baja	Car = Carinthia
Bak = Bakony	Clu = Cluj
BaL = Banja Luka	Cro = Croatia
Ban = Banat	Crp = Carpathians
Boh = Bohemia	Dal = Dalmatia
Bra = Brasov	Deb = Debrecen
Bra = Bratislava	ETr = East Transylvania
Brn = Brno	Fiu = Fiume
Bud = Buda	Gor = Gorlice
Bur = Burgenland	Gra = Graz



Collapse of the Dual Empire

by Richard Wein

- ✕ Communist SC
- ⊙ Democratic SC
- ⊞ Imperial SC
- Neutral SC

Kap = Kaposvar	Sal = Salzburg
Kos = Kosice	Sam = Sambor
Kra = Krakow	San = San
Kru = Krumlov	Sar = Sarajevo
Lem = Lemburg	Sat = Satu Mare
Lin = Linz	SBu = South Bukovina
Lju = Ljubljana	Sil = Silesia
Low = Lower Austria	Slo = Slovakia
Mak = Mako	SSu = South Sudetenland
Mis = Miskovec	Sty = Styria
Mor = Moravia	Sub = Subotica
Mur = Mures	Szo = Szolnok
Nag = Nagykanisza	Tar = Targu Mures
NBU = North Bukovina	Ter = Ternopol
Nov = Novi Sad	Tis = Tisza
NSu = North Sudetenland	Tri = Trieste
Olo = Olomouc	Tru = Trutnov
Ora = Oradea	Tyr = Tyrol
Osi = Osijek	Upp = Upper Austria
Ost = Ostrava	Ust = Usti
Par = Pardubice	Vac = Vac
Pec = Pecs	Vie = Vienna
Pes = Pest	Vis = Vistula
Plz = Plzen	WSu = West Sudetenland
Pra = Prague	WTr = West Transylvania
Pre = Presov	Zag = Zagreb
Prz = Przemysl	Zen = Zenica

Note: I have refrained from altering this variant when reprinting it, save that I changed the names of the following spaces: Banja Luka used to be Bosnia; Zenica used to be Herzegovina; Kracow used to be Teschen; Presov used to be Krakow. (Stephen Agar).

The Attack on the Wien

Luigi Rizzo was an ex-Merchant Service captain who did not believe that the Austro-Hungarian warships were safe in their strongly defended bases. He had spent all his wartime service in the small motor torpedo boats known as M.A.S. and in early 1917 he had been commanding a flotilla based at Grado in support of the army. Later in the year he moved to Venice to concentrate on attacking Trieste. The Austrian harbours were well protected and, apart from the regular air raids, the conventional wisdom was that they were impregnable. His frequent reconnaissance off the harbour on moonless nights showed him that the gaps between the moles offered the best access if they could manage to break through the steel hawsers which were stretched across them. To accomplish this powerful cutters had to be designed and fitted to the bows of his boat M.A.S. No.9.

During the afternoon of 9 December 1917 torpedo boats left Venice towing Rizzo's M.A.S. and another commanded by Chief Quartermaster Ferrarini. The M.A.S. were slipped at a quarter to eleven when they were ten miles off Trieste and crept silently towards the land. Rizzo climbed on to one of the moles and listened to the watchmen chattering in a lookout post before slipping back on to his boat and tackling the cables. The main four-inch hawser was cut through fairly easily but the cutters were not designed to deal with 3 inch cables, six of which were strung across at different depths, and these took more than two hours to cut.

As they passed through a searchlight swept around the harbour and they sheltered under the shadow of the mole. When it was switched off they started out on a twenty minute trip towards the two ships known to be in the anchorage. After inspecting the targets to make sure there were no anti-torpedo nets, Rizzo decided to attack the nearest while the other boat was ordered to fire at the one farthest away. As soon as he released his two side mounted torpedoes his little boat was illuminated by a searchlight from the maintop of the Austrian ship. But not for long. There were two loud explosions and the light went out. A little later there were two more explosions and they hoped that Ferrarini's torpedoes had found their mark. Instead they had missed and exploded on the beach. The two boats headed for the harbour entrance at full throttle to meet their torpedo boats outside. By dawn they were back in Venice and the following day the Austrian bulletin admitted the loss of the old coastal defence battleship Wien. Most of her crew were saved.

Taken from <http://www.cronab.demon.co.uk/ah5.htm>

MORE ABOUT CONVOYS

than you could possibly have wanted to know

By Rod Walker

(Reprinted from Diplomacy World 28 (Autumn 1981))

I have always contended that the 1971 Rulebook is a clear and remarkably self-consistent document, and that there is no need to have it revised a second time. Nonetheless, it does appear that the situations involving convoys can be knotty... but not nearly so problematic in many cases as it might seem.

What I would like to do in this article is, first, trace briefly the history of the Rulebook. Second, make a couple of general observations about convoys. Third, return to some specific examples that have been considered recently and suggest how they should be adjudicated.

A Brief History of the Rules

The present (1971) Rulebook is actually the fourth. The first Rulebook was that of 1958, which differed very basically from any of its successors. The second Rulebook, embodying more or less the present rules, was put out in 1959. This was reprinted in a different format (much like the present one) in 1961 when Games Research bought the game. I do not believe any substantive changes were made in this reprint. The third Rulebook was published in 1966. It was almost exactly the same as the second, but included two examples (numbered I and II) regarding cut supports. It also changed the configuration of the board in 5 and 6-person games. However, no other changes were made.

By 1966, however, postal Diplomacy was in full cry in the USA. Already differing and conflicting interpretations of various rules had been uncovered and widely discussed. They were given names in those days: the Boardman Dilemma, Miller's Rule, the Turner Rule, Koning's Rule, and so on. Thick compendia of these things were being compiled in the late 60s. Loopholes abounded and GMs and players delighted in finding them; it became almost a game within the game to identify a new rule problem.

In 1970 Games Research commissioned a young man who had never played Diplomacy, Steve Marion, to draw up a draft of a revision. At about the same time, I submitted a suggested draft to John Moot, the President of GRI. John put me in touch with Steve. After a flurry of letter writing, a committee was formed which would work with Allan Calhmer in setting up a final revised Rulebook. The committee consisted of Steve, myself, John McCallum, John Boardman, and a couple of other postal GMs/players who had been prominent in the preceding orgy of rules discussions.

Two or three working drafts were generated. One of them, which I had drawn up, adopted the innovation of numbering the sections and subsections of the rules. This ultimately became the underlying basis of the new Rulebook. There were a lot of discussions over details... the victory/criterion, an expanded sample game, convoys ... especially convoys. The committee did not in fact reach any final collective conclusion. Some of the debates had bogged down in fannish acrimony, and at that point Allan completed a final draft himself and sent it to GRI for printing.

We Pause Now...

for a word about the Coastal Crawl. I've heard some rumblings of confusion on that point. In the 1961/66 Rulebook, the term "space" was not as clearly defined as it is now. The ambiguity led John McCallum to conclude that the two coasts of a double-coasted province could be regarded as two spaces. This being so, the following orders would be legal and would succeed:

F MAO-Spa(sc). F Spa(nc)-MAO

This effects an exchange of units, which is otherwise not legal under the Rules. In the 1971 Rulebook, the term "space" is more clearly defined, and it is now not legal to exchange two fleets using both coasts of a double-coasted province (i.e., between Spa & Por, Spa & MAO, Bul & Con). It was Allan Calhmer's specific intent to preclude such an exchange.

Convoys in General

Convoys have always presented a difficult adjudication problem. Two difficulties were well known when the new Rulebook was prepared. One was then called the "Shagrin Alternate Convoy". It applied to two locations (such as Lon & Bel) between which an army could be

convoyed by either of two different fleets (such as ENG and NTH). Dick Shagrin argued that if he had A Lon, F ENG, F NTH, and ordered A Eng-Bel convoyed by both fleets, if one of the fleets were dislodged, the other would still provide a valid convoy route and the order could still succeed. This caused a furor, with most GMs opposing the interpretation and suggesting that if either fleet were dislodged the convoy would be disrupted (although that term was not then in use). Rule XII.4 represents the usual GM response to the Shagrin Convoy in 1970, but has itself been said to raise problems.

Allan Calhamer will not agree with me here, but an important consideration in convoyed attacks is the direction from which the convoyed attack is coming. The important statement of this concept is Brannan's Rule, named after Steve Cartier (who was and is also known as Dan Brannan). The Rule states, "The army in a convoyed attack is deemed to come from the space occupied by the last convoying fleet." This originally had to do with whether the convoyed attack could cut the support of a unit in the space if was attacking, if that unit was supporting an attack on the last convoying fleet in the convoy chain. Thus:

FRANCE: A Spa-Nap C by F WMS & F TYS.
ITALY: F Rom-TYS S by F Nap.

Question: does the attack of A Spa cut the support of F Nap for the attack on TYS? Brannan's Rule says "No" (and in the mid-60s, many GMs were saying "Yes"). The Rulebook (Example 13) also now says "No", although the language of Brannan's Rule is deliberately omitted. It was Allan's intent that Brannan's Rule should not be used in Diplomacy adjudications, but no language forbidding it was ever inserted. In fact, my view is that the effect of Example 13 is to support the use of Brannan's Rule in the absence of conflicting language. Carried to logical limits, the Rule yields some results regarded by many as peculiar. But it is still a valid method of dealing with problems that arise with respect to convoyed attacks.

Other Recent Problem Cases

I am going to number these so that they more or less correspond to the order in which they have been raised. My adjudications will be indicated with each example (underlined orders fail).

1A. The Voice of Doom Poll Situation

ENGLAND: A Bel-Hol*; F Nth C GERMAN A Den-Bel.
FRANCE: A Hol Std.
GERMANY: A Den-Bel S by A Ruh

*England's A Bel is dislodged. The Rulebook does not say (as if often alleged) that a country "cannot participate in its own dislodgement". The Rules are actually sparkling clear on this point. Rule IX.3 is the only Rule (with Examples 1 and 2) that applies. It states that a player can't dislodge one of his own units by attacking it, and if he supports a foreign unit in an attack on a space occupied by one of his own units, the support (but not the attack per se is invalid if that unit does not move out. (Example 2 shows that if the foreign unit has enough support of its own to succeed, it will, regardless.) Nowhere does the Rulebook state that a player can't convoy in an attack that dislodges one of his own units. Nor am I aware of any reason why it should.

1B. Same, With Nastier Extras

ENGLAND: A Bel S GERMAN A Ruh-Hol, F NTH C GERMAN A Den-Bel
FRANCE: A Hol Std.
GERMANY: A Den-Bel; A Ruh-Hol

Nothing moves. Any player who makes the orders England does here is just colossally stupid. Well, if you screw up, you should pay the consequences ...and either England did in writing those orders, or Germany did in choosing England as an ally.

2. Self-Defeating Convoy

ENGLAND: A Lon-Bel C by F ENG
FRANCE: F Bel S ENGLISH F ENG
GERMANY: F Bre-ENG S by F MAO

This is a simplified version of the Pandin Paradox, which had a great vogue of interest in 1971/72, and has remained a popular favourite ever since with some people...who also presumably indulge in sessions of looking at pinheads and counting angels. This situation makes clear just how unlikely it is that any GM will ever be called upon to adjudicate any such set of orders. My ruling, however, is that it is a paradox, that's the

breaks, and nothing goes. Unless the players actually prearrange the thing, you're not likely ever to see anything of this sort.

3A. Naples Gets Zapped

FRANCE: A Spa-Nap C by F GoL & F TYS and S by A Apu; F Rom S F TYS
ITALY: F ION-TYS S by F Nap*.

F Nap is dislodged and disbanded for lack of retreat. It has been asked whether F Nap's support is cut, implying a possible contradiction between Rule X and XII.5. Actually, there is none; Rule XII does not need to repeat what Rule X already says. The support of a dislodged unit is always cut.

3B. Behold Brannan's Rule

FRANCE: A Spa-Nap C by F GoL & F TYS and S by A Apu
ITALY: F Nap-TYS S by F ION

This is 3A without F Rom and with the Italian orders reversed. Here the attacks come out of and go into TYS. Because under Brannan's Rule the attack of A Spa is coming from the direction of TYS, the two attacks are stand-offs. This is a logical extension of Brannan's Rule and of the ruling made in Example 13. However, Allan Calhamer specifically disagrees with this ruling and would allow F Nap-TYS to succeed, disrupting the convoy.

3C. Beleaguered Convoy

ENGLAND: A Lon-Bel, F Wal-ENG S by F IRI
FRANCE: F Bre-ENG S by F Bel
GERMANY: F ENG C ENGLISH A Lon Bel

Nothing goes. This situation is easily resolved under Example 13, which specifically states that the support for F Bre-ENG is not cut by the convoyed attack. Brannan's Rule applies here and gives the reason; A Lon is coming from the direction of ENG.

4. Pandin's Paradox

FRANCE: A Pic-Lon C by F ENG; F NWG-NTH S by F Nwy; F Bel S F ENG
GERMANY: A Y or-Bel C by F NTH; F Wal-ENG S by F IRI; F Lon S F NTH

This is Pandin's Paradox in full cry, although Tony Pandin's original had four Great Powers going at it. Yes, it's a paradox. I see no reason to worry about something like this, which should occur in actual play with about the same frequency as the Mediterranean fruit fly appears in Siberia. Therefore nothing moves. But it's a neat paradox, isn't it?

5A. More Pandin

ENGLAND: F Wal-ENG S by F Bel, F Edi-NTH S by F Lon.
FRANCE: A Bre-Lon C by F ENG
RUSSIA: A Nwy-Bel C by F NTH

Another neat paradox. As in the previous situation, I rule nothing goes because the entire cycle is self-defeating. This one is particularly neat because I see no way of resolving it with any of the methods usually used to resolve Pandin situations. This in turn highlights my point that it is futile to go to the trouble to make new rules and whatnot for paradoxes in the first place.

5B. Pandin Bear

ENGLAND: F Yor-NTH S by F Edi, F Pic-ENG S by F Lon, F Lpl-IRI S by F Wal, F BAR-NWG S by F Cly.
GERMANY: A Nwy-Edi C by F NWG, A Den-Lon C by F NTH, A Bre-Wal C by F ENG, A Gas-Cly C by F MAO, F IRI & F NAO.

This example isn't adjudicated, but nothing would go. I hold it up as a perfect example of the tenuousness of all such hypothetical situations. As with most of them ... but much more obviously in this case...there are many more units than there are supply centres to account for them. England and Germany are using 18 units ...and what, prithe, is going on elsewhere in the game? In other words, in order even to have this sort of situation arise... disregarding the unlikelyhood that the right orders will be issued ... the respective players have got to neglect their other military fronts just to cram enough units into the area. Now, no doubt some simple paradoxes will occur, on rare occasion, but most of these are pure fantasy.

6A. The Unwanted Convoy

ENGLAND: F ENG C FRENCH A Pic-Bel* (dislodged)
FRANCE: A Pic-Bel S by A Bur, F Bre-ENG S by F MAO

This peculiar special case crops up a lot in discussions of convoy problems. It is nothing more than a red herring. An army does not need a convoy to move to an adjacent province; therefore (Rule VII.1) A Pic-Bel succeeds regardless of what happens to the convoy. Whether the convoy was wanted or not is also not relevant. Ruling otherwise would allow a player to take advantage of a "technicality" which is in fact not even applicable.

6B. The Really Unwanted Convoy

ENGLAND: F Wal-ENG S by F IRI, A Lon-Bel C by F NTH and S by A Hol
FRANCE: F ENG* C ENGLISH A Lon-Bel, F Bel* S F ENG

Both French units are dislodged. This situation is an admittedly knotty one. It is like the old Shagrin alternate convoy thing in some ways. My position is to treat any foreign convoy as unwanted unless the army could not move without it. However, as a GM, my House Rules do provide that the army's orders should specify which fleets it expects to move by (and I would then ignore any convoy orders not mentioned in the army's order). The situation here is not paradoxical, but rather muddled up by the French player. Although this tactic is admittedly clever, it rubs me the wrong way. GMs should probably have some HR regarding convoys which will cover this situation. But it will probably never arise in most games.

6C. Yet More Unwantedness

ENGLAND: F Wal-Eng S by F Iri, A Lon-Bel C by F Nth and S by A Hol.
FRANCE: F Eng C ENGLISH A Lon-Bel. (dislodged)

My comments above in 6C apply here as well.

Proposed Solutions

(1) It has been suggested that Rule XII.4 should be changed so that in situations where alternative convoy routes are possible, instead of the fact that any of the convoy routes has been disrupted being sufficient to stop the convoy, all of them would have to be disrupted. [This change has now been made in the current 4th edition rules © 2000.] However, this would have the effect of allowing the Shagrin Alternate Convoy, which that rule specifically prohibits now. Consider:

FRANCE: F GoL, F WMS
ITALY: A Tun, F ION, F TYS
TURKEY: F EMS, F AEG

Unsure whether France or Turkey will attack him, Italy orders both fleets to convoy. Thus:

FRANCE: F WMS-MAO, F GoL-WMS
ITALY: A Tun-Nap C by F ION & F TYS
TURKEY: F EMS-ION S by F AEG

The adjudication, per XII.4, prevents A Tun from moving; F ION is of course dislodged anyway. But the proposed alteration of the Rule would allow Italy to hedge his bet by ordering both fleets to convoy. Admittedly a rare circumstance, of course...but aren't they all, here?

(2) The Verheiden Rule was proposed a decade ago. It's been adopted into the Houserules of some GMs. The rule is to change Rule XII.5 so that it reads:

"A CONVOYED ATTACK MAY NOT AFFECT THE CONVOYING FLEETS. If a convoyed army's attack would affect the outcome of an attack on any of its convoying fleets, however directly or indirectly, then the convoyed attack may not take place and the army to be convoyed must hold in its original position."

Whether it in turn would lead to new adjudication problems, I don't know; but past experience indicates that it would. In any event, because it goes further than the present Rules in obviating the useful Brannan Rule, I have never been much in favour of it. I must emphasize that the problems it seeks to resolve are primarily hypothetical problems.

The search for a rule, or rules, which would resolve all such difficulties in the game is, I feel, a chimera. Accounting for all contingencies would probably pad the present Rulebook to several more pages... and one of its chief charms (and one of the inventor's chief intentions) is its comparative brevity (as opposed to most other wargames). This search is also a chimera in another sense; that is, it is (perhaps unconsciously)

based on the feeling that the GM is some sort of glorified computer who automatically produces game results. Certainly a degree of uniformity in how games are adjudicated is desirable. There was too much variation under the old Rulebook. But some individuality, at least in respect to rare and hypothetical situations, is not necessarily a bad thing.

When (and if) situations like these arise...well, GMs will have to do what they're being paid to do: make a decision.

EUROPE'S WAR

By Philip Airey

The Kingdom of Serbia has not satisfied Austria-Hungary's ultimatum. Russia steps in to defend Serbia, and, consequently, alliance systems are activated. Germany honours her agreement with the Dual Monarchy; Britain and France honour theirs with the Bear. The negotiation phase has ended. This variant takes place on a standard map and begins in 1914. Players are the Entente Powers (Great Britain, France, Russia) and the Central Powers (Germany, Austria-Hungary, Ottoman Empire). Italy will later join one of them.

I. Setup Changes

- A. St. Petersburg is now Petrograd, and Ankara is now Angora.
- B. Ruhr is now Frankfurt, a German home supply centre with a German army.
- C. Tunis is now a French centre with a French army, but it is not a home centre.
- D. Serbia is now a Russian puppet starting with a Russian army (See II.B below for rules on puppets).
- E. A new centre, Montenegro, has been created. It borders Trieste, Serbia, Albania, and the Adriatic Sea (Trieste and Albania, as a result, no longer connect). It begins the war unoccupied but controlled by Russia as a puppet. The Centrals cannot use Montenegro as a centre; they can only deny ownership to the Ententes by capturing it.

Therefore, the game starts with the board looking something like this:

Great Britain: F London, F Edinburgh, A Liverpool
France: A Paris, A Marseilles, F Brest, A Tunis
Russia: F Petrograd, A Moscow, A Warsaw, F Sevastopol, A Serbia,
Montenegro
Germany: A Berlin, A Munich, A Frankfurt, F Kiel
Austria-Hungary: A Vienna, A Budapest, F Trieste
Ottoman Empire: A Constantinople, A Smyrna, F Angora
Italy: A Rome, A Venice, F Naples

II. New Concepts

A. Powers within an alliance system cannot take home centres from their allies:

Russia cannot capture Edinburgh.

If Britain captures Norway, Russia can capture Norway from Britain later.

If Germany captures Petrograd and Britain enters Petrograd on a later Fall turn, Petrograd becomes a Russian centre again.

If Russia has been eliminated from the game, and Britain captures Petrograd, then Petrograd becomes a British centre.

B. Belgium, Bulgaria, Denmark, Greece, Holland, Italy (both its centres and provinces), Norway, Portugal, Rumania, Spain, and Sweden are all neutral as the war begins. If you enter one of these spaces, you have violated that nation's neutrality. Though occupied, it immediately becomes the opposing player's puppet, a centre that can be used to build units as if it were a home centre. That player writes during the retreat phase which of his powers is puppeteer to the centre. The exception is, of course, Italy, which stands as its own power.

Example: The Centrals order "A Frankfurt - Belgium" in Spring 1914. The Ententes write in the retreat phase that Belgium has become a French home centre with the following order: "Belgium - France". In this example, the Centrals occupy Belgium and stand to gain it after Fall 1914. If France ever captures Belgium, however, he can use it to build French units. No other Entente powers can build units in Belgium at this point, though they can capture it. A nation can only lose its neutrality once. Albania, not being a centre, cannot have its neutrality violated.

C. Switzerland, now a passable centre, is the super-neutral. To enter Switzerland, you must have one army supporting you (combined power of two). In order for an occupying force to remain in Switzerland, it must

also have one army supporting it (combined power of two); otherwise, that army is automatically dislodged. The instant Switzerland is left empty, it reverts to a neutral, unconquered centre. Switzerland is the only nation whose neutrality can be violated by both players. Since neutral Switzerland is more of a perpetual force than an actual army, it cannot be supported further.

D. A Russian army holding in Moscow always receives one extra support because of harsh conditions. Like all hold supports, the army must remain in Moscow throughout the entire turn to receive it.

E. Every power now has a capital city: London, Great Britain; Paris, France; Petrograd/Moscow, Russia (the Centrals must occupy both cities to affect Russia); Berlin, Germany; Vienna, Austria-Hungary; Constantinople, Ottoman Empire; and Rome, Italy. If a capital city is captured, its nation folds. The conquering player writes during the adjustment phase whether he accepts the power's surrender:

Example: Germany captures Paris in Spring 1904 and holds on to it through the fall. In the adjustment phase, the Centrals write either "Accept France" or "Reject France". If the Centrals choose to reject surrender in this scenario, the game continues as usual. If they accept it, France immediately withdraws from the Entente Powers and can no longer be controlled by the Entente player. All French units are disbanded and replaced by their starting positions in whichever ORIGINAL home centres they still possess. If France had claimed any puppets (such as Belgium in the previous scenario), the Entente player assigns them to new powers. If France owned any conquered centres (such as Tunis, or perhaps Munich) all those centres become unoccupied and unclaimed. In the above scenario, France will begin 1905 with an army in Marseilles and a fleet in Brest. France will remain neutral and in civil disorder unless one of the following occurs: 1. A power enters either Brest or Marseilles (in which case France immediately becomes controllable by the opposing player), or 2. The Ententes capture Paris (in which case Paris returns to French control and France re-enters the Entente Powers). This does not apply to Russia, whose centre of power is ambiguous.

More Examples:

Germany captures Paris in Fall 1914 and accepts French surrender. Then, in Fall 1915, Germany captures Marseilles. The Ententes order the retreat of the dislodged army from Marseilles and take command of France.

Germany captures Paris in Fall 1914 and accepts French surrender. Then, in Fall 1915, Britain captures Brest. The Centrals order the retreat of the dislodged fleet in Brest and take command of France. Paris is no longer a French home centre.

France captures Munich and Berlin in Fall 1914 before accepting Germany's surrender. Austria-Hungary captures Munich in Fall 1915, and Munich becomes an Austro-Hungarian centre. Austria-Hungary then captures Berlin in Fall 1916: both Berlin and Munich are returned to German control; furthermore, the Centrals can now control the German army in Frankfurt and fleet in Kiel.

Russia captures Vienna in Fall 1914, accepting the Austro-Hungarian surrender. Ottoman Empire captures both Budapest and Vienna in Fall 1915. Vienna reverts to Austrian control, Budapest remains in Austrian control, and the Centrals order the Austrian retreat from Budapest.

Germany captures Paris in Fall 1914 and accepts surrender; Britain has an army in Brest. Britain at this time must either retreat the army, disband it, or declare war on France. If Britain declares war, Britain captures Brest and the Centrals takes control of the French army in Marseilles. Capturing a centre from a surrendered power counts as a neutrality violation. Unlike Italy in the beginning of the game, provinces of powers can always be entered without repercussions. A great power can only offer surrender once.

III. Events

Unless they are provoked by invasion; Bulgaria becomes a Turkish puppet before Fall 1915, Portugal becomes a British puppet before Spring 1916, Rumania becomes a Russian puppet before Fall 1916, and Greece becomes a British puppet before Spring 1917. If the puppeteer has surrendered at this appointed time, however, the nation does not break neutrality.

Example: Germany captures London in Fall 1915 and accepts British surrender. During Spring 1916, Portugal remains neutral and will continue being neutral unless entered.

B. After Fall 1914 and before the adjustment phase, Italy will choose a side. If the Centrals at moment time own at least three more supply centres than the Ententes, Italy will swallow her pride and join the Central Powers. Otherwise, Italy will take revenge on Austria-Hungary and join the Entente Powers. This is, of course, assuming that no part of Italy has been entered by the end of 1914.

C. Before Spring 1917, unless Russia still owns all its original home centres (Petrograd, Moscow, Warsaw, and Sevastopol) or unless it has already offered surrender, it shall fall into civil disorder. It will then offer surrender to the Centrals before Spring 1918. If this happens the Ententes cannot capture centres from Russia during the civil disorder in 1917, but they can support or dislodge units. A unit dislodged during the civil disorder of 1917 automatically disbands.

D. Before Fall 1917, the United States will decide whether to participate in the war. If the Centrals have violated an amount of neutrality less than or equal to the Ententes, nothing will happen. If the Centrals have violated more neutrality than the Ententes, however, the United States will declare war on the Central Powers. This gives the Entente player four extra British supply centres and armies (referred to as US1, US2, US3, and US4). These armies and any others built in the U.S. centres are able to convoy themselves to any province bordering the Mid-Atlantic Ocean, the North Atlantic Ocean, and the Irish Sea so long as no Central fleet blocks the path. Armies of this nature can be supported and/or convoyed further:

A British fleet in the English Channel can convoy an army from US1 to Belgium. Fleets cannot be built in any of the U.S. centres. The American centres and armies act as British ones in all aspects unless Britain surrenders. If Britain is eliminated or surrenders, American centres and armies become French. If France is eliminated or surrenders, they become Russian. After the United States joins the Ententes, they are not allowed to violate any more neutrality. Note:

1. If the Ententes violate Spain's neutrality, the United States will not enter the war. 2. Each player can only violate Switzerland's neutrality once, though it reverts to neutral when unoccupied.

E. Before Spring 1919, unless Austria-Hungary controls two centres other than Vienna, Budapest, Trieste, and Serbia; unless Austria-Hungary has offered surrender; or unless the Ententes control Budapest; Budapest becomes an uncontrolled centre with a holding army. Any Central army in Budapest may then retreat or disband to make way for the rebel Hungarian army. Budapest at this time is no longer an Austrian home centre.

IV. Victory

A. A player is victorious when:

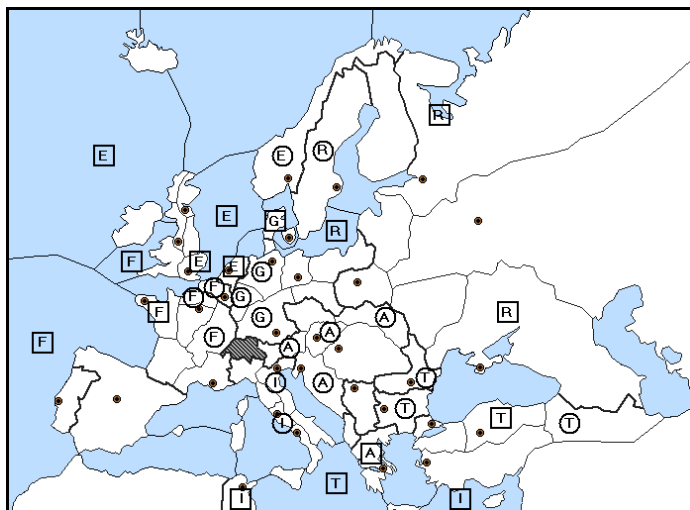
1. He reduces the other player to only one great power (United States does not count as a great power)
2. The other player surrenders unconditionally.

B. No player is victorious when:

1. Both players are reduced to one great power each at the end of the same year.
2. No units have moved on the board for three years.
3. Both players agree to end the frivolous war.



THE GAMES



MARNE (Spring 1903)

AUSTRIA-HUNGARY (Howard Bishop) A(Bud) - Gal; A(Tri) - Tyr; A(Vie) s A(Tri) - Tyr; A(Ser) - Tri; F(Gre) s TURKISH F(AEG) - ION

ENGLAND (Garyth Wright) F(NTH) s A(Nwy); F(Hol) - Bel (FAILED); F(Lon) - ENG (FAILED); F(NWG) - NAO; A(Nwy) Stands

FRANCE (Tim Deacon) F(MAO) - IRI; F(Spa) sc - MAO; F(Bre) - ENG (FAILED); A(Pic) s A(Bel); A(Bel) s GERMAN A(Kie) - Hol (MISORDER); A(Bur) s A(Bel)

GERMANY (Neil Hopkins) F(Den) Stands; A(Kie) - Ruh; A(Ber) - Kie; A(Mun) s A(Ber) - Kie

ITALY (Jeremy Tullett) A(Rom) s A(Tyr) - Ven; A(Tyr) - Ven; F(ION) - AEG* (FAILED, DISLODGED TO EMS); F(Tun) - ION (FAILED)

RUSSIA (Mike Dean) F(StP) nc - Nwy (FAILED); A(Gal) s ITALIAN A(Tyr) - Vie* (MISORDER, DISLODGED - DISBANDED NRO); A(Swe) s F(StP) nc - Nwy; F(BAL) s A(Swe); F(Sev) - BLA (FAILED)

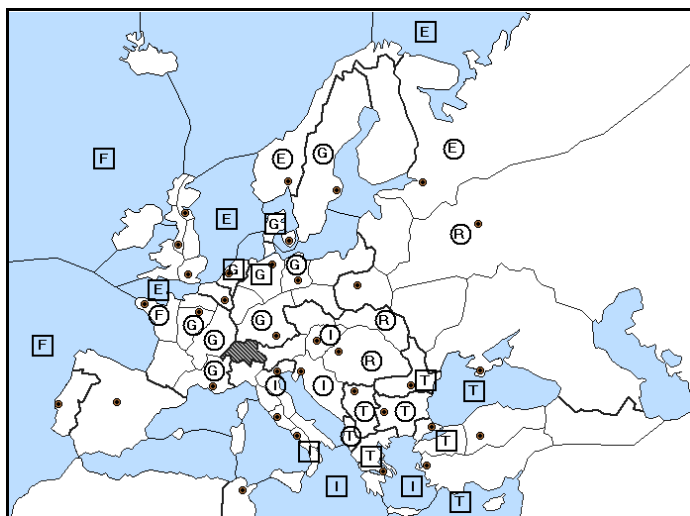
TURKEY (Ellis Simpson) F(Ank) - BLA (FAILED); A(Smy) - Arm; A(Rum) s AUSTRIAN A(Bud) - Gal; A(Bul) Stands; F(AEG) - ION

Press:

France - England: I thought we'd agreed on no building fleets in London!

Italy - Austria: Sly fox he may be, but I notice that you didn't answer my question either.

France - Germany: I hope I'm not going to regret this.



MONS (Autumn 1904)

MONS (Autumn 1904)

AUSTRIA-HUNGARY (Steve Ade) A(Boh) s ITALIAN A(Vie)

ENGLAND (Dave Clark) F(BAR) - Nwy (FAILED); A(Nwy) - Swe (FAILED); A(StP) - Mos (FAILED); F(ENG) - Bel (FAILED); F(NTH) s F(ENG) - Bel

FRANCE (Jimmy Cowie) F(MAO) - NAO; F(Spa) sc - MAO; A(Bre) Stands

GERMANY (Richard Scholefield) F(BAL) - Den; A(Swe) Stands; F(Hol) s A(Bur) - Bel; A(Bur) - Bel (FAILED); A(Par) s F(ENG) - Bre (MISORDER); A(Tyr) - Mun; A(Mar) Stands

ITALY (Nick Parish) F(ION) s F(EMS) - AEG; F(EMS) - AEG; A(Ven) s A(Tri); A(Tri) s A(Vie) (CUT); A(Vie) s A(Tri)

RUSSIA (Bruce Edwards) A(Mos) - StP (FAILED); A(Bud) s TURKISH A(Alb) - Tri; A(Gal) s A(Bud); A(Pru) - Sil; F(Rum) - Sev (FAILED, DISLODGED - DISBANDED NRP)

TURKEY (Tim Deacon) F(Sev) - Rum; F(BLA) s F(Sev) - Rum; A(Bul) s F(Sev) - Rum; A(Ser) s A(Alb) - Tri; A(Alb) - Tri (FAILED); F(AEG) - Gre; F(Smy) - EMS

Autumn 1904 Adjustments:

A: -Vie = 0; Loses 1. Removes A(Boh). OUT!

E: Nwy, StP, Edi, Lon, Lpl = 5; No change.

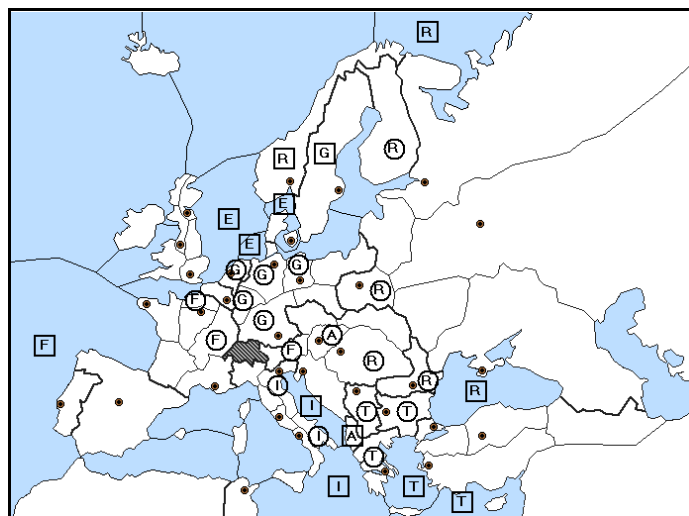
F: Bre, Spa, Por -Par = 3; Loses 1.

G: Den, +Swe, Hol, +Par, Mun, Mar, Bel, Ber, Kie = 9; Gains 2. Builds F(Kie), A(Ber).

I: Ven, Tri, +Vie, Tun, Nap, Rom = 6; Gains 1. Builds F(Nap).

R: Mos, Bud, War -Swe, -Rum = 3; Loses 2. Removes A(Sil).

T: +Rum, Bul, Ser, Gre, Sev, Smy, Con, Ank = 8; Gains 1. Builds F(Con).



BRIGHTON (Spring 1903)

AUSTRIA-HUNGARY (Chris Jones - NMR!) F(Alb) Stands ; A(Bud) Stands (DISLODGED - DISBANDED NRO); A(Vie) Stands

ENGLAND (Garyth Wright) F(NWG) - NTH; F(HEL) s F(NTH) - SKA (MISORDER); F(NTH) - SKA

FRANCE (Bruce Edwards) A(Ruh) - Bel (FAILED, DISLODGED - DISBANDED NRP); A(Bur) s A(Ruh) - Bel; A(Pic) s A(Ruh) - Bel; A(Pie) - Tyr; F(Spa) sc - MAO

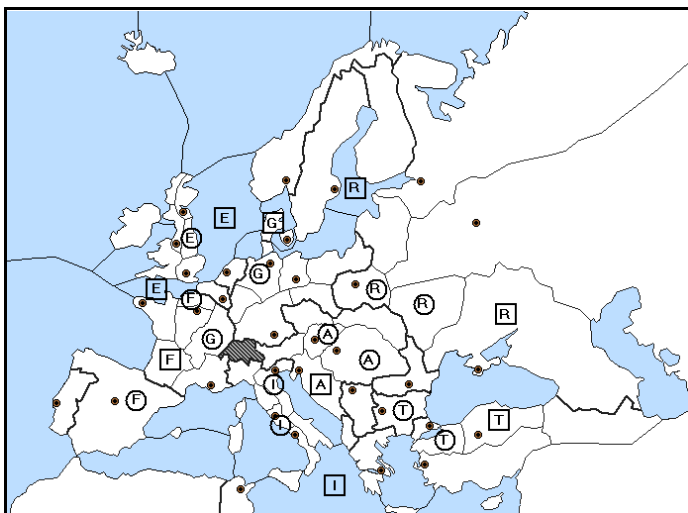
GERMANY (Mike Benyon) F(Den) - Swe; A(Hol) s A(Bel) - Ruh; A(Bel) - Ruh; A(Ber) - Sil (FAILED); A(Kie) s A(Bel) - Ruh; A(Mun) s A(Bel) - Ruh

ITALY (Anarchy - ex-John Dennett) A(Apu) Stands ; A(Ven) Stands ; F(ADS) Stands ; F(ION) Stands

RUSSIA (Mark Wightman) F(StP) nc - BAR; F(Swe) - Nwy; A(Nwy) - Fin; A(War) - Sil (FAILED); A(Gal) - Bud; A(Rum) s A(Gal) - Bud; F(BLA) s A(Rum)

TURKEY (Ian Northcott) F(EMS) - ION (FAILED); F(AEG) s A(Gre); A(Con) - Bul; A(Gre) s A(Ser); A(Ser) s RUSSIAN A(Rum) - Bud (MISORDER)

Versailles: See letter column for letter from John Dennett.



ALBERT (Spring 1901)

AUSTRIA-HUNGARY (Clive Dechant) F(Tri) - Ven (FAILED); A(Bud) - Rum (FAILED); A(Vie) - Gal (FAILED)

ENGLAND (Bob Pitman) A(Lpl) - Yor; F(Edi) - NTH; F(Lon) – ENG

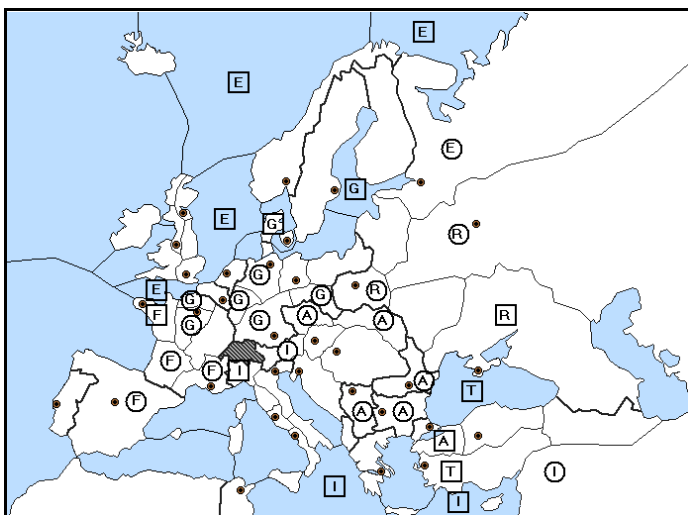
FRANCE (Franck Delcroix) F(Bre) - Gas; A(Mar) - Spa; A(Par) – Pic

GERMANY (Steve Betteley) F(Kie) - Den; A(Ber) - Kie; A(Mun) – Bur

ITALY (Sean Haugen) A(Ven) Stands; A(Rom) - Pie (MISORDER); F(Nap) – ION

RUSSIA (Glen Morris) A(War) - Gal (FAILED); F(Sev) - Rum (FAILED); A(Mos) - Ukr; F(StP) sc – GoB

TURKEY (John Campbell) A(Con) - Bul; F(Ank) Stands; A(Smy) - Con



ASCOT (Spring 1904)

AUSTRIA-HUNGARY (Ian Northcott) F(AEG) - Con; A(Bul) s F(AEG) - Con; A(Ser) s A(Bul); A(Rum) s A(Bul); A(Bud) - Gal; A(Vie) – Boh

ENGLAND (Dave Wreathall) F(StP) nc - BAR; F(NWG) s F(Edi) - NTH; F(Edi) - NTH; A(Nwy) - StP; F(NTH) – ENG

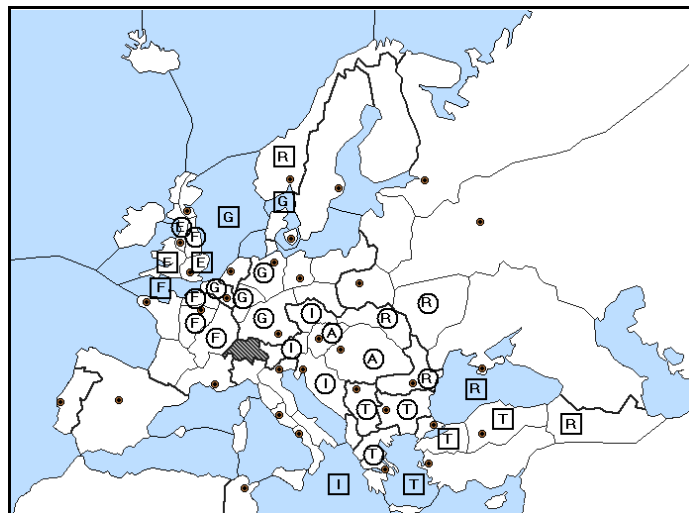
FRANCE (Mark Stretch) F(Bre) - Pic (FAILED); A(Gas) s A(Mar) - Bur (CUT); A(Mar) - Bur (FAILED); A(Spa) s A(Gas)

GERMANY (Martin Draper) A(Bur) - Mun; A(Par) - Gas (FAILED); A(Pic) - Bur (FAILED); A(Hol) - Ruh; A(Den) - Kie; F(Swe) - Den; A(Sil) - War (FAILED); F(GoB) s ENGLISH A(Nwy) – StP

ITALY (Richard Hucknall) A(Tyr) s AUSTRIAN A(Vie) - Boh; F(ION) c A(Gre) - Syr; F(EMS) c A(Gre) - Syr; F(Pie) - Mar (FAILED); A(Gre) – Syr

RUSSIA (Dave Anderson) F(Sev) - BLA (FAILED); A(Mos) s A(Lvn) - War; A(Lvn) – War

TURKEY (Chris Jones - NMR!) F(Smy) Stands ; F(Con) Stands* (DISLODGED - DISBANDED NRO); F(BLA) Stands



HELIGOLAND (Spring 1904)

AUSTRIA-HUNGARY (Emperor Franz Josef) A(Bud) - Tri (FAILED); A(Gal) s A(Vie)* (CUT, DISLODGED - DISBANDED NRO); A(Vie) s A(Bud) - Tri (CUT)

ENGLAND (Caveat) A(Edi) - Lpl; F(ENG) – Lon

FRANCE (Petit Chou) A(Par) s A(Bur); A(Bur) s A(Pic); A(Pic) s A(Bur); F(MAO) - ENG; F(Lpl) - Wal; A(Wal) – Yor

GERMANY (Visigoth) A(Hol) - Kie; A(Bel) s A(Ruh); A(Mun) s A(Ruh); A(Ruh) s A(Bel); F(Den) - SKA; F(NTH) s F(Den) – SKA

ITALY (Greenslade) A(Ven) - Tri; A(Tyr) s A(Ven) - Tri; A(Boh) - Vie (FAILED); F(ION) Stands

RUSSIA (Agar) F(Arm) - Ank (FAILED); A(Rum) s A(War) - Gal; A(Sev) - Ukr; A(War) - Gal; F(BLA) - Bul ec (FAILED); F(Nwy) Stands

TURKEY (The Great Panjandrum) A(Gre) s A(Ser); A(Ser) s A(Bul); F(Con) s F(Ank); F(Ank) s F(Con) (CUT); A(Bul) s A(Ser) (CUT); F(AEG) s A(Bul)

Press

F-G: when I said follow the Visigoth route I didn't mean cross the Rhine!

Italy - Austria: okay, that makes two lucky guesses on your part.

F-G: you have Edi, I have Lon?

Ber (Govt.)-Paris: OK! Look I am friendly ... let's work together.

Germany- England: Hang on in there, I will help prop you up.

Panjandrum-Kaiser: If I can't get the Russian to go and place somewhere else, you're next. Do something, please.

Petit Chou to Visigoth: Was this what we agreed? I think NOT. Go and beat up on someone else.

Germany- Russia: Please let me have Swe, thank you ...

F-R: Shall we dismember the Visigoth?

Turkey-Russia: Can you really afford to spend all your time on me?

Con-Lon: Why do I know this will all end in tears?

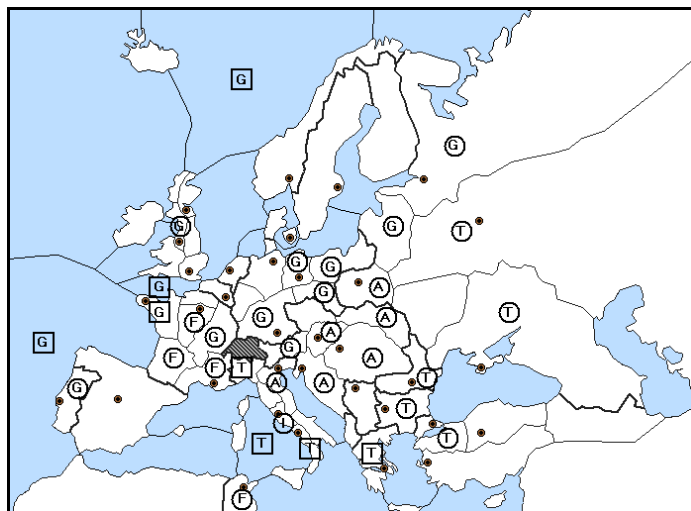
Ankara-Vienna: Can we not work together? You are worse than me, but I'm not attacking you. What would you suggest?

Petit Chou to Caveat: Let's stop this- face east, and I will stop taking your centres- look at my moves - I will support you into your centres this fall if Germany or Russia threatens them.

F-I: Munich could be nice at this time of year - worth a build in anyone's

money

Russia is not friendly to Turkey - was it the curry? Exploding trousers??



JACKSON (Autumn 1908)

AUSTRIA-HUNGARY (Jeremy Tullett) A(Ser) - Bud; A(Tyr) - Ven; A(Tri) s A(Tyr) - Ven; A(Gal) - War (FAILED); A(War) - Pru (FAILED)

FRANCE (George Hornby - NMR!) A(Mar) Stands ; A(Gas) Stands ; A(Par) Stands ; A(Tun) Stands ; F(NAO) Stands

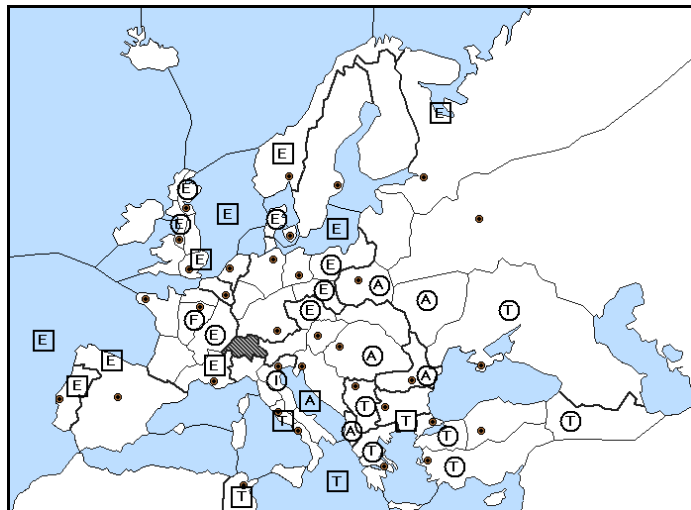
GERMANY (Colin Bruce) F(NWG) Stands; A(Lpl) Stands; F(ENG) c A(Bel) - Por; F(MAO) c A(Bel) - Por; F(Bre) Stands; A(Bur) - Par (FAILED); A(Pie) - Tyr; A(Mun) - Sil; A(Ber) - Pru; A(Lvn) s A(Ber) - Pru; A(StP) s A(Lvn); A(Bel) - Por

ITALY (Anarchy - ex-Mark Underhay) A(Ven) Stands* (DISLODGED - DISBANDED BY GM); A(Rom) Stands; F(Nap) Stands* (DISLODGED - DISBANDED BY GM)

TURKEY (Tim Deacon) F(GoL) - Pie; F(TYS) s F(ION) - Nap; F(AEG) - Gre; A(Bul) s A(Rum); A(Rum) s A(Bul); A(Mos) s AUSTRIAN A(War) - Lvn (MISORDER); A(Sev) s A(Mos); F(ION) - Nap

Autumn 1908 Adjustments

A: Bud, +Ven, Tri, War, Ser, Vie = 6; Gains 1. Builds A(Vie).
 F: Mar, Par, Tun, Spa, -Bre, -Por = 4; Loses 2. GM removes F(NAO).
 G: Lpl, +Bre, StP, +Por, Hol, Ber, Mun, Nwy, Edi, Lon, Bel, Den, Swe, Kie = 14; Gains 2. Builds A(Mun), A(Ber).
 I: Rom -Ven, -Nap = 1; Loses 2.
 T: Gre, Bul, Rum, Mos, Sev, +Nap, Con, Ank, Smy = 9; Gains 1. Builds A(Con).



MARLBOROUGH (Autumn 1906)

AUSTRIA-HUNGARY (Keith Loveys) A(Alb) s A(Bud) - Ser (CUT); A(Bud) - Ser (FAILED); A(Rum) - Sev (FAILED); A(Ukr) s A(Rum) - Sev; A(War) - Lvn (FAILED); F(Tri) - ADS

ENGLAND (Pete Duxon) F(Gas) - Spa nc; A(Bur) s F(Spa) sc- Mar; F(Spa) sc - Mar; F(MAO) - Por; A(Mun) - Boh; A(Ber) - Pru; F(BAL) c A(Den) - Lvn; A(Sil) s A(Ber) - Pru; F(ENG) - MAO; A(Den) - Lvn (FAILED); F(NTH) Stands; F(Nwy) s F(StP) nc; F(StP) nc s F(Nwy)

FRANCE (Paul Evans - NMR!) F(WMS) Stands; A(Mar) Stands* (DISLODGED - DISBANDED BY GM); A(Par) Stands

ITALY (Richard Gee - NMR!) A(Pie) Stands ; A(Ven) Stands

TURKEY (Keith Smith) F(Nap) - Rom; F(Tun) s FRENCH F(WMS); A(Gre) s A(Ser); A(Arm) s A(Sev); A(Sev) Stands; F(Con) - Bul sc; A(Ser) s F(ION) - Alb (CUT); F(ION) - Alb (FAILED); A(Smy) Stands

Autumn 1906 Adjustments

A: Bud, Rum, War, Vie, Mos, Tri = 6; No change.
 E: +Spa, +Mar, +Por, Den, Nwy, StP, Bre, Bel, Mun, Ber, Swe, Kie, Hol, Lon, Edi, Lpl = 16; Gains 3. Builds A(Edi), A(Lpl), F(Lon).
 F: Par -Mar, -Spa, -Por = 1; Loses 3. Removes F(WMS).
 I: Ven, -Rom = 1; Loses 1. Removes A(Pie).
 T: +Rom, Tun, Gre, Sev, Bul, Ser, Smy, Nap, Con, Ank = 10; Gains 1. Builds A(Con).

Versailles: Note this is a readjudication of the last season. Keith Smith complained to Malcolm about his NMR and dropout, and Malcolm managed to locate Keith's orders which had been sent. Clearly I can't NMR someone who sent in orders, though I do appreciate that it sets this game back even further. Hopefully everything is on an even keel now.

YPRES Gamestart

Austria: Daniel Mitchell - danfmitchell@hotmail.com

England: Andrew Guy - east_end@tinyworld.co.uk

France: Eamonn Rogers - ton_lit@yahoo.com

Germany: Ian Good - mparry@cubby38.freereserve.co.uk

Italy: Jeff Simard - simard_if@yahoo.com

Russia: Matthias Wieler - mwieler@ix.urz.uni-heidelberg.de

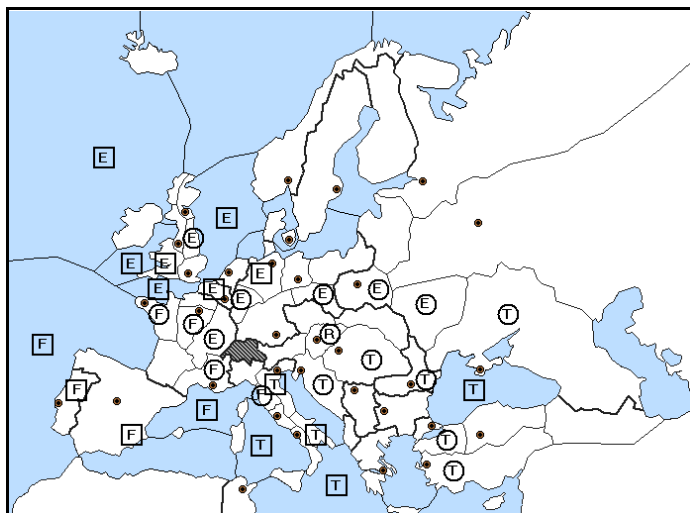
Turkey: Ian Ashcroft hound117@hotmail.com

This game is named after the Battle of Ypres. Ypres, a medieval town in Belgium, was taken by the German Army at the beginning of the war. However, by early October, 1914, the British Expeditionary Force (BEF) was able to recapture the town. The first major German attempt to regain Ypres took place on 15th October. Experienced BEF riflemen held their positions but suffered heavy losses. German attacks took place for the next four weeks but with the arrival of the French Army the line was held. With the weather deteriorating, the Germans decided to abandon the Ypres offensive on the 22nd November. It is estimated that about 135,000 Germans were killed or badly wounded during the offensive. The BEF lost around 75,000 men and was effectively destroyed as a professional army.

This game will use standbys for abandoned positions of 3 or more units.

Game of the Clans II EXMOOR

I only have two sets of orders for this game. It is not worth continuing with only two players, especially as Ben Brown is so far out in the lead. Therefore, unless all the other players suddenly reappear in protest I think we should call it a day on this one and declare ben Brown (Graham) to be the winner.



YATES (Autumn 1908)

ENGLAND (Dave Wreathall) F(NAO) - MAO (FAILED); F(IRI) s F(Wal) - ENG; F(ENG) - Bre (FAILED); F(Wal) - ENG (FAILED); A(Lpl) - Yor; F(Nwy) - NTH; F(NTH) - Bel; A(Hol) - Ruh; F(Kie) - Ber (FAILED); A(Sil) s A(War); A(Mos) - Ukr; A(Bur) s FRENCH A(Bre) - Gas (MISORDER); A(War) s A(Mos) - Ukr

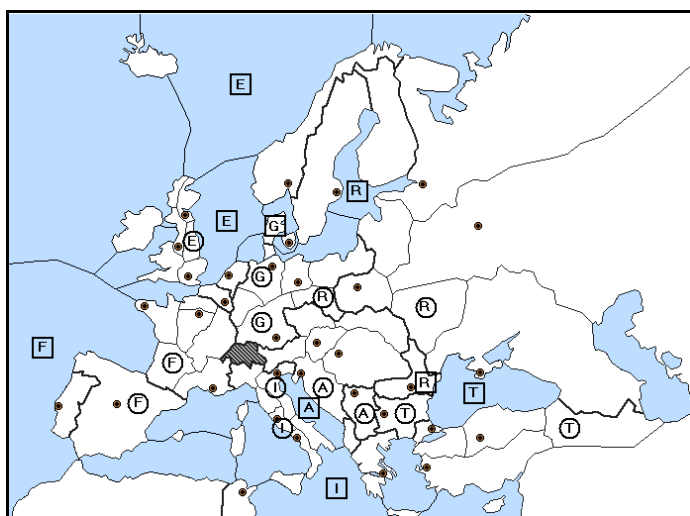
FRANCE (Pete Birks) F(TYS) - GoL; A(Par) Stands; F(Por) s F(MAO); F(MAO) Stands; F(Spa) sc s F(MAO); A(Gas) - Mar; A(Bre) s A(Par) (CUT); A(Rom) - Tus

RUSSIA (Jeremy Tullett) A(Gal) - Rum (FAILED); A(Pru) - Ber (FAILED); A(Vie) Stands

TURKEY (Ian Northcott) F(BLA) c A(Con) - Sev; F(ION) - TYS; F(ADS) - ION; F(Ven) - Apu; F(Tri) - Ven; A(Alb) - Tri; A(Bud) s A(Ser) - Rum; A(Ser) - Rum; A(Ukr)* s A(Con) - Sev (CUT, DISLODGED - DISBANDED NRP); A(Con) - Sev

Autumn 1908 Adjustments

E: Bel, Kie, +War, Edi, Lon, Lpl, Nwy, Hol, Den, StP, Mun, Mos, Swe, Ber = 14; Gains 1. No build ordered, 1 short.
 F: Par, Por, Spa, Mar, Bre, Tun, Rom, Nap = 8; No change.
 R: Vie -War, -Bud = 1; Loses 2. Removes A(Gal), A(Pru).
 T: Ven, Tri, +Bud, Rum, Sev, Ank, Con, Smy, Bul, Gre, Ser = 11; Gains 1. Builds A(Con), A(Smy).



ARRAS (Spring 1901)

AUSTRIA-HUNGARY (John Campbell) F(Tri) - ADS; A(Vie) - Tri; A(Bud) - Ser

ENGLAND (Warren Galenzoski) F(Lon) - NTH; A(Lpl) - Yor; F(Edi) - NWG

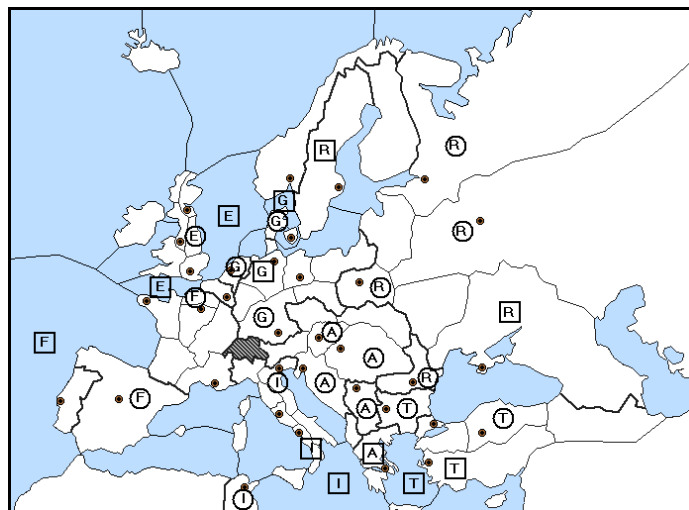
FRANCE (Richard Scholefield) F(Bre) - MAO; A(Mar) - Spa; A(Par) - Gas

GERMANY (Ian Northcott) F(Kie) - Den; A(Mun) - Tyr (FAILED); A(Ber) - Kie

ITALY (Tim Deacon) F(Nap) - ION; A(Rom) - Ven (FAILED); A(Ven) - Tyr (FAILED)

RUSSIA (Tracey Jackson) F(Sev) - Rum; A(Mos) - Ukr; A(War) - Sil; F(StP) sc - GoB

TURKEY (Jimmy Cowie) F(Ank) - BLA; A(Smy) - Arm; A(Con) - Bul



DONCASTER (Autumn 1901)

AUSTRIA-HUNGARY (Griff Lewis) F(Alb) - Gre; A(Ser) s F(Alb) - Gre; A(Vie) - Gal (FAILED)

ENGLAND (Mike Day - NMR!) F(NTH) Stands ; A(Yor) Stands ; F(ENG) Stands

FRANCE (Peter Barlow - NMR!) A(Spa) Stands ; A(Pic) Stands ; F(MAO) Stands

GERMANY (John Stratford) F(Den) - SKA; A(Kie) - Den; A(Ruh) - Hol

ITALY (Ian Northcott) F(ION) c A(Apu) - Tun; A(Ven) Stands; A(Apu) - Tun

RUSSIA (Dave Wreathall) F(GoB) - Swe; A(Ukr) - Rum; A(War) - Gal (FAILED); F(Sev) s A(Ukr) - Rum

TURKEY (Bruce Edwards) A(Bul) - Gre (FAILED); A(Smy) - Ank; F(Con) - AEG

Autumn 1901 Adjustments

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

**Hoplite Wars
CHESTER**

We have definitely lost two players, and probably a third. Personally I think that will completely unbalance the game at so early a stage. Could remaining active players please email me and confirm that they either want to continue or call it a day. If 4 players want to continue then I'm game - please email immediately.

**Abstraction II
TANNENBURG (April 1915)**

AUSTRIA John Colledge, Dunroch, 24 Brunstane Bank, Edinburgh, EH15 2NR: A(Swa) S ITALIAN A(Tyr)-Mun [no such order]; A(Mac)-Alb* [DISLODGED – retreats to Ser]; A(Rum)-Ode; A(Bul)-Con [FAILS]; F(ION)-Alb [FAILS]; A(Boh)* S A(Vie)-Gal [DISLODGED – disbands, NRP]; A(Ukr) S A(Rum)-Ode; A(Vie)-Gal [FAILS]

ENGLAND Chris Martin, 444 w49th #1AG, New York, NY 10019, USA: F(Hol)-Bel [FAILS]; F(Mor)-SAO; F(MAO) S A(Bre); A(Bre) S FRENCH A(Lyo)-Par [no such order]; F(NWG)-NTH; F(Lon) S A/F(NTH)-ANG; A(Edi) boards F(NTH), A/F(NTH)-ANG, A(ANG) disembark Hol [FAILS]

FRANCE John Boocock, 25 Melrose Drive, Peterborough, PE2 9DN: A(Mar) S A(Lyo) [CUT]; A(Lyo) S A(Mar)

GERMANY Dave Clark, 74B Chester Road, Castle Bromwich, Birmingham, B36 9BU: A(Swe) S RUSSIAN A(Nwy); A(Pic)-Bel [FAILS]; A(Par)-Bre [FAILS]; F(Den)-HEL; F(BAL)-Den; A(Pru)-Dre; A(War)-Gal [FAILS], A(Mun) S RUSSIAN A(Sil)-Boh; F(Kie)-Hol [FAILS]

ITALY Bruce Edwards, 29 Aeron Close, Barry, South Glam, CF62 7PX: F(WMS) S A(Tun)-Alg; A(And) Std.; A(Cat)-Mar [FAILS]; A(Tun)-Alg; A(Tyr)-Pie; F(CMS) S F(Lib)-EMS; F(GoL) S A(Cat)-Mar; F(Lib)-EMS

RUSSIA Bob Pitman, 19 Honeysuckle Close, Locksheath, Southampton, Hants. SO31 6WF: A(StP)-Mos [FAILS]; A(Mos)-Ode [FAILS]; A(Nwy) Std.; A(Sil)-Boh; F(BAR) Std. [icebound]

TURKEY Nick Gladstone, 1 Rosemary Terrace, St. Agnes, TR5 OUF: F(AEG) S A(Gre)-Mac; F(EMS)-Egy; A(Alg)-Lib; A(Gre)-Mac; F(Con) Std.; F(Smy) S F(Con)

Frozen Regions: During the period January-April inclusive, the Arctic Ocean, Barents Sea, Archangel, Lapland and Iceland are frozen and any fleets in these spaces must stand. Armies in Lapland or Archangel may not be dislodged when the spaces are frozen, though armies in Lapland or Archangel may move out of these spaces overland.

Playlist for Issue 10: *I Love My Friends* by Stephen Duffy; ***“Well well” said the Rocking Chair*** by Dean Friedman; ***20 Mothers*** by Julian Cope; ***Uneasy Listening*** by Chumawamba; ***The Electric Light Orchestra*** (first album); ***Rattus Norvegicus*** by the Stranglers; ***A New World Record*** by ELO; ***The Internationale*** by Billy Bragg; ***Boulders*** by Roy Wood; ***Wildlife*** by Mott the Hoople; ***The Very Best of Fox*** by Fox.

, your credit status = .

Space for Personal Messages:

CONS

OXCON 2002 February 15th-17th

Friday Evening: Laser Quest - please let us know in advance if you intend/hope to come to this by contacting James Pinnion (james.pinnion@keb.ox.ac.uk)

Saturday and Sunday main events taking place at: Keble College, Oxford. Doors open by 10AM (same rooms as last year - with partitions removed and more tables!)

Saturday: Diplomacy Tournament (starting 11AM - sign up by 10:50); 15 to 1 (starting after the Dip)

Sunday: Settlers Tournament (Starting 11 AM - sign up by 10:50); Lost Cities (starting after the settlers)

Other ad hoc (non tournament) games will be played throughout the weekend. Cost: Entrance: £2, Diplomacy, Settlers: £3 Lost Cities: £1, Entire event: £6. Half price for students. For general information (including tournament rules) check out <http://come.to/oxcon>.

Please note we recommend not attempting to park in Oxford for the day - the park and ride is cheap (about two pounds if you're not planning on staying overnight) and the bus stops very close to Keble. If you have queries on Laser Quest, transport or anything else please e-mail james.pinnion@keb.ox.ac.uk or dipsoc@hotmail.com.

MASTERCON MIDLAND (22nd – 24th February 2002)

Will be held at the Hind Hotel, Wellingborough, Northamptonshire. Hopefully we will see lots of you there, if only for the fact that Keith will not be playing Dip unless the numbers are such he is required. A rare treat for all. This year, prizes will be available for: Diplomacy 1st, 2nd and 3rd. Settlers 1st place trophy. 18XX 1st place trophy

Location: The Hind Hotel is in the Mastercon tradition quite elegant and is supposedly where Cromwell slept before the Battle of Naseby, and boasts a priest hole. It is located in Sheep street, which is on the one way system. The hotel sits within a reasonable sized precinct of shops. Picked for its easy access from North, South, East and West. Motorway access is via M1, junction 15 or 16.

Rooms: The hotel has 34 en-suite rooms and an overspill hotel is available within six minutes walk of the Hind. Rooms will cost: £45.00 per night per room for a single / twin.; £55.00 per night per room for a double. With notice, rooms can be shared by three people.

Registration for Mastercon: This will take place in the Games room and here you will be able to sign up for any games and will be given the Mastercon 2002 Championship rules booklet. Registration will be £10.

Booking: This can be done in one of three ways:
By post, to Eve and Keith Smith, MASTERCON, 71 Cross Street, Kettering, Northamptonshire, NN16 9DJ.
By telephone, 01536 358165
By e-mail, to David Norman : david@ellought.demon.co.uk

WAITING LISTS

Diplomacy

Postal Diplomacy: Richard Williams.

Email Diplomacy: For the latest waiting list go to <http://www.armisticeday.com>

Five Italies: Jim Burgess, Toby Harris, Tim Deacon, Bruce Edwards, Frank Bacher. This looks as though it is full. I will confirm by email that you still want to play.

Post Atomic Diplomacy: For the latest waiting list go to <http://www.armisticeday.com>

Railway Rivals

(to be run in a new subzine **Diversions** from Rip Gooch)

Northern Italy Map P: 5 wanted. Ken Laidlaw

South Sweden Map SWE: 4 wanted.

Netherlands: 2 or 3 wanted. Kevin Lee.

Isle of Wight: 1 wanted. Charlie Wilson, Jim Reader.

Volunteers wanted for the **Trans-Canada Map Experiment** (essentially a very very long thin map). Kevin Lee, Jim Reader.