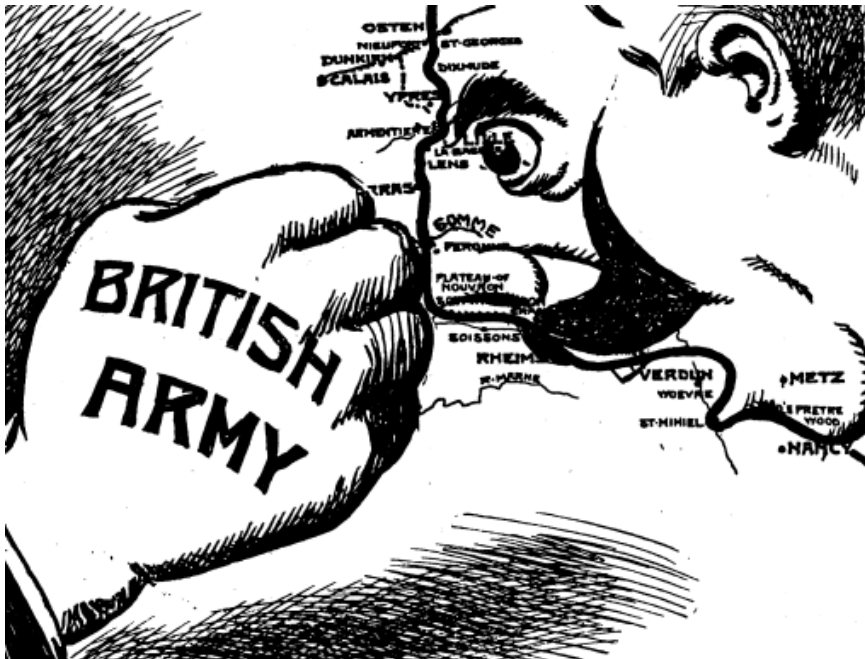


# THE ARMISTICE DAY NEWSLETTER



## Issue No.13

Deadline: 31<sup>st</sup> May 2002

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## ARMISTICE DAY

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### Postal Diplomacy Waiting List

Warren Galenzoski, Anthony Coogan, Bob  
Pitman. 4 needed.

### Somewhat Demiurgic Diplomacy

GM: Nick Kinzett. Seven mad players  
needed – see letter column (rules last  
issue).

### Railway Rivals

(GM'd by Richard Gooch in *Diversions*)

**Northern Italy Map P:** 3 wanted. Bruce  
Edwards, Ken Laidlaw

**South Sweden Map SWE:** 4 wanted.

**Netherlands:** 2 wanted. Kevin Lee, Brad  
Martin, Allan Stagg

**Isle of Wight:** Full? Charlie Wilson, Jim  
Reader, Bruce Edwards. Space for one  
more I think.

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

**NB:** I have lost track of some of the people  
who wanted to play in these games due to  
my recent loss of all emails prior to April  
2002. I will forward details of all those  
above to Richard. If you are not on the  
above list and want to play please email  
Richard direct at [xyropedes@canada.com](mailto:xyropedes@canada.com)

### Editorial

Not much to report this time. Richard  
Gooch's new sub-zine *Diversions* makes  
its first appearance – though I have  
screwed up the waiting lists a bit ☹. I've  
printed a new variant from David Cohen  
which looks fun – and I've reprinted a long

review of Richard Sharp's book written by  
Mark Berch. If you haven't already seen it,  
Richard Sharp's book is available online at:  
<http://www.diplomacy-archive.com/god.htm>

I've had to close all waiting lists to play  
Diplomacy by email – as I couldn't keep up  
with demand (I'm running 20+ games now).  
Therefore, only join the list if you don't  
object to the fact that some of the players  
may not have email access. Also, in order  
to save space, the only game reports inside  
with maps are those where some of the  
players do not have Internet access. All  
other games have the email address of the  
game's web page where players can see  
the latest map.

Work is keeping me very busy at the  
moment – though at least it now appears  
as though the CWU won't be calling a  
national postal strike over the ending of 2<sup>nd</sup>  
deliveries. Working for Royal Mail is  
certainly interesting these days – I only  
hope I come out of it all with a job!

Let's get straight down to the letters...

## LETTERS



### Nick Kinzett

Thanks for the continued supply of *ADN*,  
with belated concern and best wishes  
regarding your physical health. Likewise,  
even more so, to Richard Sharp: I fear I  
tend to be one of the anti-smoking fascists  
cited, but I wouldn't wish his condition on  
anyone, and trust he'll fight it all the way.  
An excellent interview with him by Jim  
Burgess, by the bye: very illuminating how  
Richard, surely one of the game's great  
theorists however much folk might disagree  
with him, thinks about Diplomacy and  
related subjects. The marvellous game he  
and Jim discussed (Steve Jones fighting  
back from 1902 near-elimination to  
coordinate the stout if ultimately

unsuccessful resistance) was re-housed and finished in **Zeeby**, so anyone interested in the game-end report will find it in Issue 61 (May 1987) no doubt lurking in the Archives.

**SA:** *A good idea for an article!*

Nice to see a reprint of Somewhat Demiurgic Diplomacy, one of my more bizarre ideas (note however that the ban on unduly player-specific proposals would scotch Warren's suggestion). For the **Zeeby** game I added or modified a couple of rules, and the tidied-up version appears in Issue 2 of Outbreak of Heresy (July 1994), though my recommended word limit on proposals is now eighty. Modified Rule 2 allows the Arbiter also to propose rule-changes, having one vote as per Rule 3. A further addition to the latter ensures that at least one proposal per game-year will be adopted: in the event that the players vote them all down, the least unpopular (as measured by the vote gap under the revised version) passes nevertheless.

The game will thus definitely mutate, which is the whole idea. It turned out I needn't have worried overmuch about this for the **Zeeby** extravaganza, including as it did personnel ranging from the analytic (Steve Jones again) to the lunatic (Denis Jones, inevitably), taking in the likes of Gingell, Bower, Niechwiadowicz, Strover and Whyte (William) on the way. Its main theme was a vast expansion over several stages: immediate adoption of the Abstraction map, three further extensions (one in the vertical dimension), additional Great Powers (A Necromancer, Chad and The Warlord of the Air), and selected Geophysical rules which tended to inflate the number of provinces still further. And those were just the physical changes. Pete Strover quickly spotted that the Rulebook victory condition was actually stated as "18 Supply Centres" rather than a formal majority, so he got that altered, presumably to his regret as he was later eliminated not once but twice by those seeking the ever-burgeoning target. Thanks to other approved proposals it was in fact quite hard to permanently eliminate players who didn't want to be eliminated, which proved excellent from a participation point of view and instrumental in prompting

Steve, playing Austria, to go for the win. Which, to his lasting bemusement, he achieved with a supply centre count of 37 out of a "real" total of 72 -- something I won't even try to elaborate upon here, involving as it did such innovations as Ghost Towns and Holy Centres.

As can be seen, the play of SomDemDip owes a fair bit to the existence of a myriad other variants (not least designs like Vain Rats or Rather Silly Dip), but also as it proved to entirely unrelated games like Empires of the Middle Ages. Also significant is the often impressive command players collectively have of history, fiction and popular science, all of which lend much inspiration and colour to the rule-change proposals. A few other zines, notably those edited by players in the **Zeeby** game, therefore also ran SomDemDip, though with uneven success thanks to external factors on their hobby activity: the one in **Y Ddraig Goch** was probably the best. To my astonishment a number of face-to-face versions have been played, usually in drunken overnight convention sessions. I've even seen the basic concept extended to other f-t-f games (Railway Rivals and Liar's Dice, as tried at various ManorCons), though how they get around non-simultaneous player-turns beats me.

Anyway, suffice to say that the **Zeeby** game was hugely enjoyable for me (the Arbiter is very much an active participant), as also - judging by their game-end comments - for most of the players most of the time. Being quite handy at interpreting rules, a definite plus, I could certainly contemplate running it again (as an outside GM sending camera-ready reports), but doubt that the dwindling postal scene would produce the seven-plus other maniacs required!

**SA:** *Well, that's a challenge. Are there seven players willing to send their orders to Nick through the post - even if you talk to each other via email? I'll take Nick at his word and open a waiting list!*

**David Oya**

So I'm the new Bowen? Your insights are as vapid and jejeune as ever, young Agar, but if you fancy a shag you don't have to

employ all this ludicrous code; all you have to do is say so. I'll bring the nipple clamps, you bring the sandpaper.

**SA:** *You mean you don't see the literary similarities? (I am assuming the similarities end there.) Shame I never hear from Iain anymore - Esme and I once visited him up in York, and he came down here and stayed with us for a few days. I tried emailing him a while back, but no response. Easy to track him down on Google hanging about in certain newsgroups though.*

Sorry to hear of your loss of data. I certainly wouldn't be so crass as to tell you that if you used a grownup O.S. all your personal data would be stored in one directory which you could back up very simply with no worries about having missed any files. Noindeedy. But why on earth did you keep every email since 1994? Are there no limits to your squirreling tendencies? Do you hoard empty crisp packets under the bed? I feel we should be told.

**SA:** *No, I think a little misunderstanding has crept in. I had emails I had kept which dated back to 1994, I hadn't kept every single one!*

**Mog Firth**

I'm taking a break from studying in order to finally wing something off to you. I have been on the point of commenting on both issues 10 and 11, but then found on each occasion I'd missed the deadline. To hark briefly back, I've been pleasantly educated by the historical articles and highly interested in the Dip ones. In a sense, you were perhaps fortunate not to receive my multi-page exposition on the unwanted convoy piece; this really took me back to the hours of study and discussion devoted to such abstruse topics in the 80's - and happily so.

**SA:** *Nick Kinzett gave in to temptation - see his article this issue on the unwanted convoy!*

I read quite a number of **Spring Offensives** in the 90's (this makes me wonder how many people read zines without actually subscribing?). Not wishing to be overly disrespectful to that

incarnation, but there was something that subtly jarred with it, that thankfully is absent from **AD**. I like the current zine and am happy to be a subscriber, even if by default in the first instance.

**SA:** *Well, Spring Offensive wasn't called "Offensive" for nothing - it was deliberately a slightly bitter and twisted zine, as I have always like hobby feuds and the like. But this zine was meant to be a feud-free zine - and in any case I have almost run out of people to have feuds with these days ☹*

Part of the reason I didn't write earlier in the year was my contribution to the apparent general malaise befalling Hobbyists. On 1<sup>st</sup> January, rather unexpectedly, I found myself suddenly bereft of nigh on half of my blood (at least, internally) and, not quite as suddenly (but not far off), transposed to a hospital in an unknown town, with tubes appropriately appended. The NHS came up trumps: they slowly filtered blood and medication into me over the following week and it seemed I'd been a very lucky chap.

**SA:** *How awful! What happened to you? I hope it was an accident and not a violent attack?*

Sadly, karma must have its say it seems and on my discharge from hospital I first pulled, and then under strict nurse's guidance, tore completely my left abductor muscle. This is the one deep in the groin, it hurt enough to leave me unconscious and also resulted in four weeks in bed and then five weeks on crutches. My future capacity to play football is still in doubt - and Beckham thinks he has problems?!

I was so relieved and gratified by your / Oya's perception of Tom Bombadil in the Middle Earth mythos. "my sentiments exactly" has never been more heartfelt. On a recent rip to London, I achieved what I'd been taught was inconceivable in attracting the attentions of several bemused tube-travellers. My attempts at explaining the import of old Tom to a hippie friend were clearly less calm and rational than I'd intended!

**SA:** *David is the Bombadil fan, not me. All I remember about him is the silly*

*name! Still, I obviously missed something ☺*

### Howard Bishop

I'm with you on Saruman. Christopher Lee was one of the actors that put the Ham in Hammer House of Horror. Apart from Lee, the rest were pretty good, esp. Ian Holm. I even thought Sean Bean played Boromir quite well. I had more sympathy with him in the film than in the book.

### Richard Williams

Turning to the wonderful postal service I have this wonderful work of fiction in front of me that says delivery outside Europe is 4 days and if unlucky to 7 days. I have had the misfortune to send 2 birthday cards and an Easter card to my sisters address during March and she sent me one letter coming this way. In one case I sent one card 5 days after another and it arrived 7 days before it. Nothing really to celebrate as it still took 8 days. The 3 cards took 11, 21 and 8 days to reach destination, while the one coming the other way took 10. Mind you it takes nearly a week for 2<sup>nd</sup> class mail to cover the 45 miles from Basingstoke to here. To call it snail mail, is insulting snails.

*SA: I see I am going to have to start a postal agony column! Well, you don't say where your sister is living. When two postal systems are involved, things move at the speed of the slowest. Until recently we were getting mail from the UK to Italy in 2 days and it was taking the Italians a week to deliver them. With regard to 2<sup>nd</sup> class mail, you get what you pay for – 2<sup>nd</sup> class is a Day D service (i.e. if you post on a Monday then it should have a 97.5%+ chance of being there by Thursday) What do you expect for 19p? Take comfort for the fact that Royal Mail probably lost 4p from the transaction.*

I see a brand new European tax has arrived virtually unnoticed. Maybe it got lost as part of the bad news with the Queen Mother dying. But I don't recall the double glazing Council Tax getting much press. My neighbour thought it was a joke, until she rang up the Council to have it confirmed. So they quickly got their windows done in April. Another stealth tax from this tax

hiking government. At least I don't have to pay NI, so for once they are raising the correct tax!

*SA: I've never liked double-glazed windows – I like the occasional draft from my sash windows. NI going up was a bit of a bummer, but it could have been worse – removing the NI ceiling altogether would have probably bankrupted me.*

Mentioning the Queen Mother, I can't believe anyone wanting to file past a coffin. I didn't even want to see the coffins of my relatives until the funeral, let alone someone I didn't know. Unless one is over 70, she is virtually a nobody to the rest of the nation. Her daughter had already been on the throne a decade before I was born.

It did save me money though, not buying any papers and saving the electricity with the TV off. I am all for the Royals, but I am fed up with the over the top media.

*SA: Richard, you are in danger of becoming a parody of yourself. And to think you are younger than me – I would have put you about the same age as Victor Meldew.*

The same with Beckham's damn foot. Again saving me paper money and I am keen on football. Do people really go out and buy papers just to read about it? It has the opposite effect on me, I avoid them altogether when they go on hype overdrive.

*SA: Well, if you insist on reading tabloids...*

### Jimmy Cowie

I am writing to disagree with Richard's opinion of the Royal Mail. I think that you get great value for the price of your stamp. Sure, there are some mistakes and delays, but most of the time, it runs smoothly enough for me. I happen to think that the few errors that creep into the service that I experience, lends the Royal Mail the human touch. It certainly stops the service becoming a faceless machine like the internet. I would far rather have a delayed hand-delivered letter than a message telling me that I have mail, e-mail is so

impersonal. On that point, I agree with Richard.

E-mail is good for transferring information quickly, but is just not chatty enough for me. Another problem with email is that it is so easy to forward on messages to a third party. Sure, you can do likewise with a letter, but in my experience, it is considered bad manners and is not nearly practiced as much as in email play. I think that Diplomacy loses a lot of its charm when it is played 'matter-of-factly' as tends to happen in email play.

The possible errors in the Royal Mail service can be used as excuses and to your advantage in Diplomacy. This is lost in an email game - it is just too perfect, although it does guarantee that you do not NMR, providing that you remember to send in orders in the first place. It goes without saying that I prefer postal Dip to the email version. Just to ruin my argument, I've decided to email you this letter rather than to put my trust in the Royal Mail - I know that it makes things easier for you should you decide to print any of this.

*SA: I am not sure that email is as perfect as you think – it just lulls you into a false sense of security and then you find emails falling into black holes. Recently I found that some individuals I emailed just never got them – and I didn't get a "bounce" either. Emails, like letters, can get lost.*

Your **Armistice Day** web site is very good, I don't use it to download the zine because I prefer my paper copy but I often look at my games on the site. I think that it is well laid out and easy to use, I am not surprised that you get so many hits.

One hit that I have had lately has been to my final salary company pension scheme. How companies can get away with abolishing such schemes, especially after the Maxwell carry-on is beyond me. It is blatant lining of the shareholders/directors pockets with their employees money - a legacy of Thatcher's greedy bastard's philosophy ! The widespread plundering of these pension schemes, due to a combination of company and government greed will kill off Labours chance of a third

term. The red Tories can not afford to lose the eight million workers vote as quickly as we are losing our pensions. No doubt, it will eventually spur them on to some sort of token action, too late I fear, for my pensions survival.

I, like everyone else involved, am furious about this theft. I think that the thing that annoys me more than anything else, is the fact that the deeds of the directors are totally legal and above board. In a post - Maxwell environment, I would have thought that this Labour government would have taken steps to prevent the companies passing on the chancellors taxes to the man in the street. My firm are a People First Company, that is their catchphrase. They even had the gall to put up their posters, stating that fact, on the day that they were making a dozen people redundant.

*SA: Pension funds are a source of much unhappiness these days. On one hand you have companies who take out the surpluses earned in the 90s (claiming they are not needed to pay the agreed benefits) and then you have tax changes, accountancy standard changes, and a fall in the stock market – all of which has sounded the death knell of the final salary pension scheme. My pension is a final salary scheme – but for how much longer?*

I love being a team player, but like the Murphy's - I'm not bitter! I do not think that managers understand the meaning of motivation nowadays. Sorry for the rant, I don't normally drink when I'm at the computer.

*SA: Neither do I. I don't think coffee counts.*

### Alex Bardy

Just a quick note to let you know that the plan is still there to make the move up to York, but we've simply postponed it for a few months while I wait for a new store to open that can afford me (circa. Sept/Oct 2002).

We will almost certainly be up there by the end of 2002 though (and yes, I can definitely get "something approaching the

same rate of pay", but it takes patience and an excellent 'scorecard'), but whether we'll be renting for 6 months prior to purchasing a property or have already bought something up there by then is anyone's guess. Just for the record, a 'scorecard' is basically made up of your last 3-6 months performance in-store against Sales, Labour, Training and Cost Control targets, etc. and at present my own branch is currently excelling in these areas and has been since January, so as long as I can keep a 'clean sheet' the move is almost inevitable (with salary intact)... I'm trying real hard not to let Beckton's current success go to my head 'cos it only takes one shitty month to knock back a good scorecard, but just one more excellent month for me (May?) will mean that I can effectively get away with TWO shitty months... and if I manage to keep an excellent scorecard through 'til June, I stand to get a healthy bonus package and a choice position pretty much wherever I want (at RGM level)... so it's a case of fingers crossed and head down at the moment.

*SA: I hadn't realised the extent to which retail folk are bonused on store results so closely. It must provide some strong incentives to succeed. Is it a bit like being a salesman, where the basic is very low and you really need the bonuses to get a decent wage? Good luck with the move.*

#### Mark Stretch

BrightCon result. Chetan Radia won the recent Settlers of Catan tournament at BrightCon ahead of Howard Goble and Steve Jones. Chetan managed a perfect 4 wins from 4 and has now won three settlers tournaments so far this year. His third place at OxCon is the only blemish on his record.

*SA: Pathetic that someone holds a con in my own town and I still don't manage to get there. Still, never was much good at Settlers.*

#### Mark Boyle

Yes, I'll send you the latest **Pick of the Bunch** as before...as soon as I print another one. I'd say I'm a lazy sod, but

that's only part of it. The Net is too much fun, as is writing fiction (which has taken up more & more of my time over the last few years), & with no actual games in **POTB** to run that means one doesn't really need to bother with things like deadlines. Worse, the articles I've been writing have been getting longer & longer, & I lost a lot of stuff in two PC crashes that forced a re-format of the hard drive, & that made me even more disinclined to pick up the threads. The last two years of my life have been pretty strange as well.

*SA: I know all too well how de-motivating a loss of data is. If it happens to me again I don't think I will have the heart to start again.*

As things stand, I have 200 A4 pages of stuff ready, but no editorial or any of that crap - & I'm playing around with formats. I will really have to sit down & do the job properly. The zine has not, I repeat NOT folded. Unlike the Norwegian Blue, it really is resting.

*SA: Great to hear it – looking forward to seeing what promises to be a great issue.*

#### Richard Wein

On a whim, I just did a Google search on my own name and, to my surprise and amusement, the second hit was on your site, where you have a copy of my Diplomacy variant (Collapse of the Dual Empire). I invented that variant nearly 30 years ago, and had assumed it to have disappeared into the mists of time. I'm very pleased to see that someone has preserved it for posterity. Thank you!

*SA: It took me a while to track down a copy. I think it was printed alongside 1901 and all that, but Mick didn't put it in the zine, so it tended to get lost. I finally got a copy from the USA.*

I invented a couple of other variants too. One, of which I forget the name, was based on a late-20th century nuclear war. This may be the "Nuclear Holocaust" which is listed on your "Missing Variants" page. I regret that I no longer have a copy of it. (But I

don't think that is any great loss. It was pretty awful.)

I do, however, have a copy of another variant I invented, called "Holy Roman Empire", not to be confused with the variant of the same name by Lew Pulsipher and published in the Gamer's Guide to Diplomacy (or whatever it was called). This was designed as a "press game", a concept borrowed from Slobbovia and Carthage (the latter by Hartley Patterson). I have fond memories of playing it at university, but it is probably not of much interest to anyone else.

*SA: Any Diplomacy variant is of interest to me, as I am a sad person who collects them? Still got the rules? ☺*

I have not played Diplomacy for many years, but still occasionally play a few other games, and have some pages on games at my web site (<http://website.lineone.net/~rwein/>).

#### John Colledge

The news from Richard Sharp was hardly a shock given his lifestyle. It is none the less bound to be a huge blow to his family and to a lesser extent, to the Diplomacy hobby. I suspect given Richard's approach to life that he was not all surprised. We have just lost our neighbour to cancer, (he was only 55) and as you may have heard, my Mum died of cancer a few months ago.

We also heard a few days ago that my brother-in-law's wife had been complaining of a sore throat and after tests, they discovered a tumour in her throat. As she smokes like a chimney, we fear the worst. I think I am correct in saying that something like one in three die of cancer these days, which is a pretty sobering thought.

Aye! It's bein' so happy keeps me goin'!

*SA: A sobering thought indeed. Although I don't smoke, I am at least 3 stones overweight and very unfit – particularly since my back injury last Autumn. But being middle-aged it seems far harder to lose weight than it was in my 20s – or is that just an excuse? Probably.*



#### Maharajah's Diplomacy (ei06)

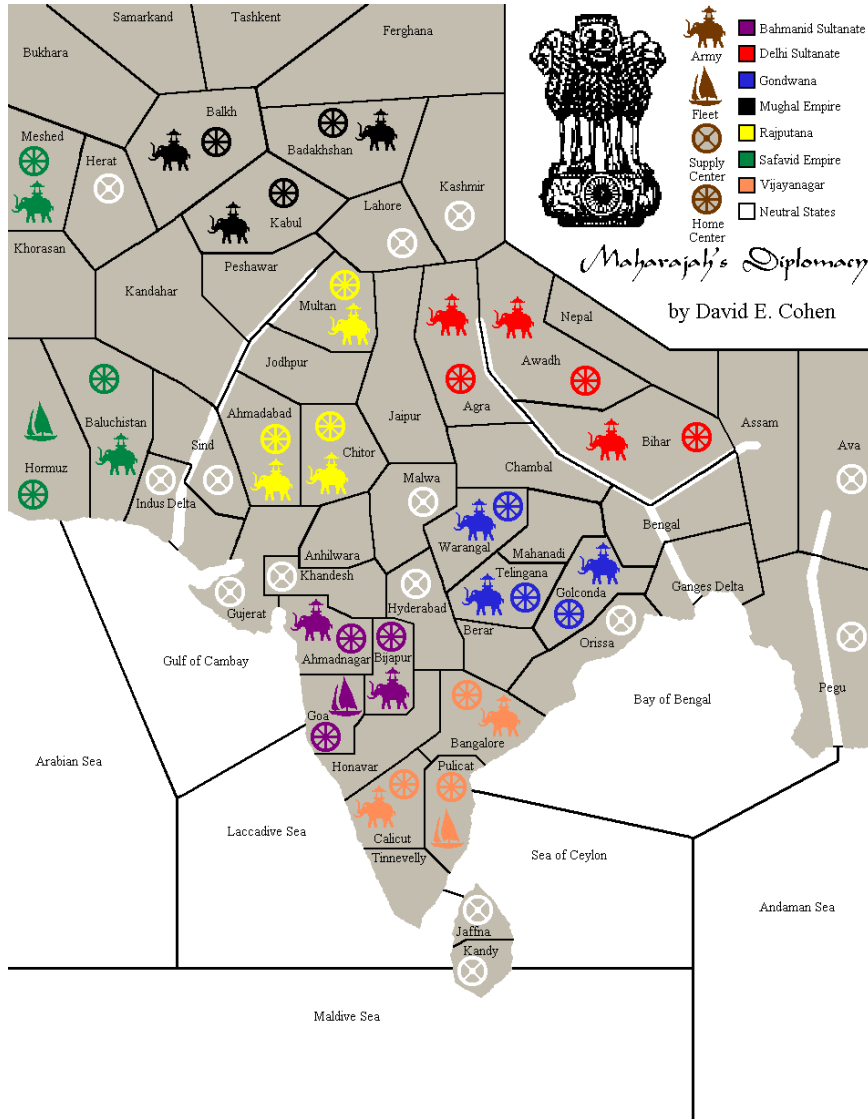
By David E Cohen

All rules are as in regular Diplomacy, except as follows:

1. The victory criterion is ownership of a majority of the Supply Centres (18 out of 35).
2. Navigable Rivers/River Convoys. The rivers on the map, representing the Indus, the Ganges/Brahmaputra, and the Irrawaddy are available for fleets to travel up to the interior, and they can be used to convoy. The fleets will be on the provinces, as the rivers are not spaces themselves, but merely indicators. If a fleet attacks a convoying fleet in a river province, the convoy is disrupted whether or not the attack is successful, but an attacking army must dislodge the fleet for the convoy to be disrupted.
3. Additional Home Centres. If a power leaves a specific unit on a Supply Centre whether owned by that power or not) for an entire game calendar year (consecutive Spring, Fall and Winter turns), then that Supply Centre becomes a new Home Supply Centre for that power. Moving a different unit onto the Supply Centre in the fall is not effective for this purpose. In that case, just as in Standard Diplomacy, the Supply Centre is a Home Supply Centre for the original owner, but presently belongs to a different power. A Supply Centre can only be a Home Supply Centre for one power at a time, so if power A converts power B's Home Supply Centre to a Home Supply Centre for power A, then power B must recapture and reconvert the Supply Centre in order for it to once more be a Home Supply Centre for power B.

Maharajah's Diplomacy

By David E. Cohen



Maharajah's Diplomacy  
by David E. Cohen

DEMOLITION OF THE ANTI-UNWANTED CONVOY LOBBY

by Nick Kinzett, Chief Heretic

Speaking of being quite handy at interpreting rules leads us to that old Rod Walker analysis of putative convoy problems. I won't comment much on the paradoxes, real or apparent, since I always took the view that where any attempted resolution leads to its own negation all the involved units cannot possibly move anyway -- which rule-of-thumb Rod seemed to accept much of the time. But he was definitely mistaken about the Unwanted Convoy, at least so far as the cited 1971 rules were concerned. The fact of the matter is that the way convoy orders are supposed to be written gives rise to a situation where many army moves (from one coastal province to another) may have more than one possible route. As the specific rule covering multiple routes refuses to assign priority to one or another, it is simply idle to proceed as if the Rulebook does otherwise (as Rod wanted to believe it did via his "red herring" comments).

Now it turns out that there is a very good rationale for this refusal, in that it backs up another fundamental Diplomacy precept: a 'mistaken' order, if legal, must be followed. For instance, A(Bel)-Hol, F(NTH)cA(Bel)-Hol when the player meant instead to order a support -- something that becomes crucial should an opposing player happen to simultaneously order an existing unit in Holland to Belgium (the relevant units swap places). Similar considerations apply to A(Tun)-Nap, F(TYS)cA(Tun)-Nap, F(ION)cA(Tun)-Nap where either convoy was intended as a support: both convoys are legal, but as per the rules the resulting ambiguity of route (there being four possibilities here) does not void the army move. However, again as per the rules, in both situations above the army moves are prevented should any of the convoys be disrupted (by fleet dislodgement) because they are all legal and equally valid orders. Note that none of this changes should any of these convoys be provided by another player, assuming that unit nationality conventions are correctly observed. Nor will

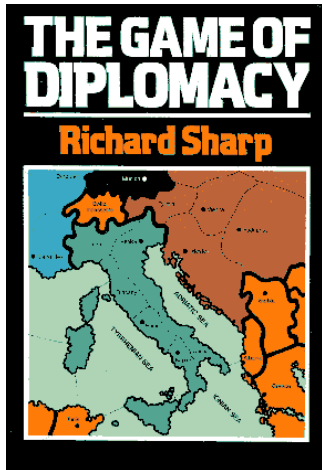
anything change should any of the convoys be deliberate rather than mistaken, because they are still all legal orders. Indeed, it is the very impossibility of determining whether or not any given order is mistaken which leaves us no choice but to rule in the above fashion (which is why I initially placed inverted commas around the word 'mistaken').

For these reasons, attempts by later rulebooks to limit or outlaw the Unwanted/Unneeded Convoy (including the 1999-2000 edition) are simply wrong-headed; unsurprisingly their efforts lead only to inconsistency and muddle, and so should be ignored. Like Rod back in 1981, these would-be revisions fail to comprehend that -- far from being unnatural or perverse -- UCs are a logical consequence of the order-mechanisms as designed. The error persists, I think, through equation of Diplomacy movement with the real thing. For despite all evidence to the contrary, i.e. that multiple routes where legal must be equally valid, the anti-UC lobby persists in thinking that the army will in the end be 'using' one route or another. This concept is actually so central to the 2000 rules that they come up with a three-paragraph convoluted relation to ownership of convoying fleets where a land-route is involved, with a badly-expressed get-out clause in case a player wants to use a foreign fleet; yet inconsistently face this with another and even worse-worded rule for when there is no land-route. (This latter adopts an earlier anti-UC revision whereby only disruption of all possible routes will invalidate the army move.)

Of course, all this is tantamount to admitting that the pro-UC interpretation was hitherto right all along. In turn it begs the question: what is so wrong with the UC that such clumsy rules should be thought a worthwhile innovation? The 2000 edition does at least tackle this point, although by fatally revealing the anti-UC lobby's real obsession: "This prevents foreign powers from kidnapping an Army and convoying it against its will", which invites and deserves exactly the comment re refusing supports that Guy Thomas threw at it in **ADN 11**.

Incidentally, the 2000 rules do not actually allow route preference except for the purpose of accepting a foreign convoy where a land-route exists, though to achieve the effect they want they'd still have to be more specific than the endorsed "by convoy".

Finally, it's revealing that the 2000 edition repeats almost verbatim those areas where the 1971 rulebook is in genuine need of revision or clarification, including the "badly written order" rule and the "may"/"will" confusion (here compounded to "can"/"will"). Thought I'd mention that for the benefit of anyone considering adopting the 2000 rules (as I certainly will not be doing).



### Book Review

#### "The Game of Diplomacy"

Mark Berch

The hobby is indeed fortunate. The first hardback book has been written by the single person most qualified to do it, Richard Sharp. He is a writer by profession, and has written other books on games. He is also a top-notch player and has published *Dolchstoß*, one of the finest - and biggest - dipzines ever produced.

The book, to put it simply, is a delight to read. Sharp's writing style is smooth, concise, witty and literate. He is a crisp phrase mongerer. My favourites are "...find an ally who will die for you and see that he does just that," and (in telling Russia how to gain the valuable alliance with Italy) "...sympathize with him over the evil fate that deals such a fine player such a useless country." Sharp positively excels at setting a scene psychologically, whether its depicting a frantic Russia scrambling for an ally in a FTF game, or describing the arrival and opening of a dipzine. I have never seen anywhere the "feel" of the game and hobby so well recounted - although it helps to have 150 pages in which to do it.

It begins with a one page intro outlining the amoral atmosphere of the game, clearly (and well) designed to ensnare the casual bookstore patron who has never heard of Diplomacy. This is followed by "Fundamentals" which is exactly that: An explanation of the basic rules of the game. This chapter is the perfect solution to the problem of teaching the game to someone in a short period of time. Just handing the newcomer the rulebook will be useless unless he has had a wargaming background; trying to explain it yourself risks getting bogged down. Just sit him down with this chapter and be assured that Sharp is the master at explaining, clarifying and exemplifying.

What follow is "The Smyler with the Knyf under the Cloak", which will be considered along with Chapter 12 "Vive la Difference." These deal with the techniques and psychology of negotiations, and various swindles and coups. For me this is the most fascinating part of the book, and is masterfully written. Some of these matters are difficult to write about with any degree of specificity, and few even try. Further, top players are often reluctant to discuss their more spectacular deceptions and coups. Going public will make it more difficult to pull the scheme off a second time, and may give them an unsavoury reputation in some quarters. And once these people stop playing, they often leave the hobby, so the tales never get told. So these chapters are rather unique. Personalities, revenge,

multiple sets of orders, camouflaging an alliance, varying playing styles, miswritten orders, passing letters, playing under an alias, impersonations, proxy orders, joint orders, cross game alliances, bribery, hoaxes, dealing with incompetents - its all there, and there's case studies to back them up.

Most are drawn from British zines, so US readers will find most of these stories unfamiliar. Many of these cons failed, some backfiring spectacularly. But to the perpetrators, this often didn't matter - it was the deed itself, and not the board position that counted. Richard suggest "...if you are in any doubt, check first with the GM to see whether he finds your ruse permissible or not." This is sound advice, though not always practical. Richard specifically condones some practices which, in my opinion, go too far, and would get you expelled from some US dipzines. I refer to an incident in which Sharp, as a player, prepared a phoney re-adjudication of the game, using the GM's typewriter and stationery. Or another case where a player slipped into the GM's dorm room and was caught reading the orders of the other players in his games. I suspect that once North American GM's get a hold of this book that many will decide that just saying "No deception of the GM is permitted" in the House Rules leaves too many grey areas. But even if you never have the nerve of opportunity to try any of these stratagems, they make for very amusing reading.

Next is "More on tactics" with a disappointing discussion of stalemate lines. Richard rightly points out that "The stalemate line is perhaps the most profound single concept in Diplomacy tactics... bitter experience has convinced me that ad hoc solutions, devised on the run, simply don't work." In a 150 page book you'd think that a page or two could be used to list all the major ones. Instead only four examples are given, one of which isn't a true stalemate lines. All are of the "diagonal" type; those that divide the world E-W or N-S aren't even alluded to. There is no mention of what I consider to be the single most important strategic implication of stalemate

lines: virtually all lines hold either all of E or all of T. Thus to be sure of inclusion, you should either own one of these sets, or make yourself indispensable to whoever does. There is even an outright error: The famous English position holding eight centres is not the smallest. There is a Turkish one with 6.

After that shaky start, Sharp is on firm ground, with a solid discussion of 8 tactical ploys, ranging from the common self-standoff to the impossibly rare Pandin's paradox. Theoretically all are inferable from the Rulebook. In practice, unless you're familiar with the procedure in the abstract, you will be much less likely to notice the opportunities when they arise. All the ploys are described with examples, and he notes the strategic and diplomatic implications of many of them, along with indications of where on the board they are most likely to occur. Diplomacy, of course, is not primarily a tactical game. But there are times when you need time or position to make your diplomacy bear fruit. This chapter has quite a few helpful suggestions along that line.

What follows are seven chapters, one on each country. Each begins with an introduction, summarizing how well the country does, and often gives his or others' reaction to playing the country. Next are "Position", "Targets" (where to find the winning centres), "Openings" and "Friends and enemies."

England is the first and the shortest (7 pages) but contains some of the strangest advice you will ever read. Richard prefers F Lon-Eng, and indeed presents a compelling case that France should be England's first victim. But this is prefaced by a naive-sounding statement: "Provided France is above the moron class, it is not too difficult to persuade him to let you take the Channel." This has certainly not been my experience, either as F or E.

Oddly enough, the one occasion that Sharp says you shouldn't enter Eng is when you think that France will. Thus "But I am convinced it is better to let France into the channel than to risk a standoff there... I do not play to the Channel as England unless I am convinced that France will let me in."

This is perilous advice to follow in a game where both F & E are playing "by the book". France begins by writing England all sorts of reasons why French F Eng is a good idea, and more or less implies that he'll move to Eng anyhow. England naturally tries to talk him out of it, but France stands firm. Taking the above advice, England lets him. France however, takes his advice from Chapter 10: "The best winning line for France is to take out England, giving a power base of 3 home centres, 3 English and 3 easy neutrals." What better start than to take the channel! What next for England? Surely he won't defend London - after all, what's the point of doing F Lon-NTH, and then F NTH-Lon, when France has only done what he said he would do? So in the fall France sails right up the Thames to London.

France is not the only country with something to smile over in this chapter. Sharp is so gung-ho on the alliance with Germany that he refuses to even mention the idea of moving F Lon-NTH, and thence against Germany in F01, despite the fact that nearly all English 1901 attacks on G start in just that way. He considers F Lon-NTH as just "making a beeline for the StP cul-de-sac." Two supposedly anti-German openings are given, but both are based on F Lon-Eng, and indeed, one of them entails England taking Bre in 1901: I kid you not; its called "Hey Bresto" and he spends over ½ page on this "anti-German" opening. England's largesse is not limited to the west. Russia, is to be invited to move A Mos to Stp, and if he does so, Nwy is to be his! And lets not forget Turkey. If England somehow manages to persuade R to take Nwy, T is to be tipped off, allowing him to rip the guts out of central Russia, forcing Russia to hole up in Scandinavia. All this is likely to be pretty distracting to a Germany who is supposed to be your ally against France.

Alas, quite a few things have been left out. Sharp is so busy explaining how "a Russian army in Nwy is the best guarantee you have of immunity from attack in that direction" that more pedestrian matters are ignored. Differing approaches to Scandinavia; the joint attack on both Scan

and France; F NTH-HEL vs. F NTH - Den/Hol; the alliance with Russia; how to get F and G to fight over Bel and the western triple alliance just aren't discussed. Indeed, if you don't want to move F Lon-Eng, this chapter does not have a great deal to offer.

The chapter on Germany by contrast is a masterpiece - this is one of the best written "articles" you will ever see. He writes from obvious affection: "...playing Germany in a good class postal game is the most enjoyable experience Diplomacy has to offer." The chapter revolves around Sharps' strategic concept of the "Anschluss", a special form of German alliance. Most players take this alliance pretty much for granted. Boh and Tyr are routinely demilitarized and Germany concentrates on "more important" countries. Sharp advocates a much more activist role: Austria should become a German protectorate. He marshals considerable circumstantial evidence to the effect that an early Austrian elimination is a bad omen for Germany. To prevent this, R and I are told that G will not tolerate an early attack on A. F Kie-Den means that Swe is the hostage for Russian cooperation in not entering Gal. A Mun is kept there (e.g. by standoff in Tyr or Bur) so that if I attacks A in S01, some help will be available in F01. This is a much more eastern-oriented style of play than most players are accustomed to - for example with no F Hol and probably no A Ruhr after S01, Bel has been kissed off and even Holland is not assured. This does not bother Sharp, as he feels that 1) neither F-G nor E-G favours G, and 2) an E-F war is easy to generate.

But don't get the impression that the west has been ignored. A couple of pages are devoted to an example to Sharpian double dealing drawn from 1974-N - its too delightful to just summarize here. He provides the usual survey of openings, but his studied disinterest in Bel and his rigid requirement of F Kie-Den certainly colour his perceptions. More on Germany later.

The Russian chapter is with one exception, a thorough one, with the theme being "shoot first and ask afterwards." Nearly a dozen openings are dissected, with

particular reference as to how they reflect/effect relations with A & T. His favourite, the seldom-seen "Octopus" at first blush appears quite belligerent, but after reading Sharps's defence it seems quite sensible. Included are some helpful paragraphs on the perplexing matter of relations with western countries. Russia is difficult to write about; fewer articles have appeared in dip zines on Russia than any other country.

The one serious imbalance is his hostile treatment of the R-T alliance, which is capable of explosive growth, as their first two victims, A and I, are so often at war in 1901. A single year or even a season of war is usually enough to doom both countries in the face of an R-T juggernaut. But Sharp doesn't see things that way. Openings based on F Sev-Rum are scorned. One (moves to War, Ukr) is called "insane", another (Ukr, StP) is "feeble". The only one he'll countenance is Ukr, Sev, which is hardly a good start on an R-T alliance. Even that one he discusses almost entirely in terms of either stabbing T in F01 or defending against a S01 Turkish stab. When it comes to discussing the alliances themselves, R-A and R-I are well presented, but not R-T. The only context he's willing to discuss R-T favourably in is one in which R takes Con in S02, to be moved to AEG or annihilated in F02. But these are uncommon procedures in R-T alliances, and he implies quite strongly that the sensible Turkish player will turn these down. Strangely enough, in the Turkey chapter he sings a different tune, saying that "Russia is apt to get the better of the bargain."

And speaking of Turkey, that chapter is a fiasco. Richard is quite upfront about his bias: "I dislike playing Turkey in face-to-face Diplomacy. In the postal game ...I absolutely loathe it ... Turkey bores me to death." The result is unimaginative, unduly pessimistic, and just not terribly helpful. Richard plods thru Turkey's (rather limited) openings with no real enthusiasm for any of them. The one he seems to like the best is F Ank-BLA, A Smy-Arm. If the fleet move succeeds, you'd think that T would be pleased, right? Not dour Richard: "If F

(Ank)-BLA succeeds, Turkey ... is not necessarily going to make a quick killing against a competent Russia, unless he can rely on Austrian help, and this is unlikely." Why? Because "...the Russian Attack ... almost guarantees Austrian hostility, or at least the absence of Austrian friendship." This is what I mean by unduly pessimistic. Austria has at least two pro-choices: 1) ignore the war and use all his forces to pulverize Italy 2) stake his claim to War, and dicker with T over Rum, using his uncommitted position as a bargaining point. Of course, it is up to the resourceful Turkish diplomat to persuade A that the destruction of R is a good thing.

The rest of the openings don't fare much better. One will land up "infuriating both neighbours", another is "excessively tame", and at one point he even suggests mis-ordering F Ank. Its a sorry lot.

When he turns to Turkey's alliances, things get even worse. In the west, only England is deemed worth negotiating with, and even then, he concludes "there is little Turkey can do to coax England in the required direction." Actually, negotiations with G concerning Swe, especially if you are attacking R are a must, and a difficult at that.

As for T-R, he says that "this alliance is worse than useless as a winning prospect unless adequate safeguards are built in." And so virtually the entire discussion deals with the safeguards. And I question the practicality of some of these. Russia has to demilitarize all the way back thru Ukr and Gal, while T can occupy Alb and Gre? Good luck talking Russia into that! The A/T pairing is labelled "hopeless". Thus, "a long term alliance between Austria and Turkey is just not possible, unless quite exceptional circumstances dictate it." To his credit, he presents a detailed example of how a short term liaison might work. But his heart just isn't in it. The example doesn't go beyond F01. And when it gets to the bottom line - should T stab A in F01, the decision turns primarily on whether Eng lets Russia have Nwy. You'd think that Italy's stance would be a lot more important in such a decision but in the example, its barely mentioned.

The reason for this is immediately apparent in the next paragraph: "Between Turkey and Italy there can be little but out and out hostility." Oh, he gives an exception, but calls it "So rare as to be hardly worth recording." It is not that he thinks that I/T is too pro-I: In the Italian chapter he's just as down on it. So there it is: T has very little to say to the west, a solid alliance on equal terms with R is difficult and complicated, and with A and I, impossible. Its apparent that Sharp just hasn't figured out how to play Turkey.

With the chapter on Austria, Sharp is definitely back on his feet. He has good account of the "Balkan Gambit" openings (A Bud-Ser, F Tri-Alb), although he comes down a little too hard on A Vie-Tri, methinks. He rightly points out that while the move is designed to defend against Italy, that attack is more likely to come via A Ven-Tyr than A Ven-Tri. Thus, A Vie-Tyr is much more likely to block the attack than A Vie-Tri. But this ignores the fact that not stopping A Ven-Tri is much more serious than not stopping A Ven-Tyr. The most useful section in the openings is his explanation of the little used but very handy Hedgehog opening, recently seen in the World Demo game going on in DW.

As for strategy, Sharp again brings up the Anschluss, this time with the perspective of what it can do for Austria, with some very precise tactical discussions. He advocates a rather hard attitude towards Italy - don't even bother trying to persuade him to demilitarize Tyr of Ven. More will be said on this chapter later.

The next chapter begins with a bleak assessment of Italy's performance record, a prudent start --don't play Italy with illusions. He's a little \_too pessimistic: "In a high standard game I would put Italy's chance of winning at Zero", but this ignores the Birsan win in a recent DW demo game. Next comes an absolutely perfect synopsis of Italy's position, using (in part) the offbeat method of describing how the rules might have been, but aren't.

In discussing the Tyrolia attack (A Ven-Tyr, A Rom-Ven) he has an unexpected recommendation: If there is no Rus A Gal,

break off the attack and hit Germany. The discussion of the Lepanto is routine; regrettably, Calhmer's "Superpower" opening (A Ven-Tyr-Boh) isn't mentioned. He sets out the Key opening, but does not discuss the classical, and to my mind, superior form of the opening. Sharp has the army move A Ven-Tri-Ser, but then tacks on the convoy to Tunis. However, Italy shouldn't need the second build in 1901, and ought not give up the big advantage of the Key, viz. the ability to move F Ion-AEG/EMS in F01, critical if Turkey opens F Ank-Con.

When it comes to strategy, Sharp is very down on an early attack on France, suggesting you not even bother to try to enlist English aid. Indeed, it is only advisable if Germany promises A Mun-Bur and expects to get in. In practice, Ger entry into Bur in S01 is pretty rare. And I don't much care for his refusal to give any case for the T-I alliance (except in the Stab-Austria Key opening context). But aside from these points, this is a very good job with a difficult country for Sharp's free-for-all style of play.

An equally good product appears for France. Sharp does a superb job with the wealth of very diverse openings that France has. My only objection is his discussion of the F Bre-Mid, A Par-Pic openings. He views A Par-Pic solely in terms of keeping "a French finger in the Belgian Pie." In fact, the move also provides some insurance against F Lon-Eng, guarding Bre while s still gaining 2 builds. Alternatively, A Mid-Bre, A Pic-Bre guards Bre with the near certainty of Bre being open for a build. This is followed by a rather short discussion of strategy; alas, some blinders are on. He doesn't like E-F from the French side either: "England is unequivocally an enemy in the long term". The case for war with E is made: the case for an alliance is not. Another oddity is that he repeatedly states that you must not even try for 3 builds in 1901, but never says why. The closest he comes to an explanation is to label 3 builds as "embarrassing". The rest of the discussion is more balanced. I particularly enjoyed his setting out the different types on ambiguities that mark France's

relationship to G, I, and R. And I was amused that even Richard Sharp has trouble figuring out what France should say to Turkey.

Next is "An Introduction to Postal Diplomacy" beginning with a short history of the hobby, which manages to mention Belgium, but not Canada. Along with good coverage of the mechanics of postal play, he gives some thoughtful suggestions about the first letters, in the process saying some things that I just don't agree with. "The letters you write to other players before S01 are likely to determine your fate, assuming that you are reasonably competent at tactical play" considerable overstates the case. Or this: "By the time I write my first letters I have a clear vision of what I would like the moves of all six countries to be in S01". Unrealistic. I certainly don't have such clarity of vision. For example, if I am Italy I cannot tell what I'd prefer for A Mos until I hear from A and T. Players should avoid having fixed ideas about their intended alliance structure so early. For example, as England, if you have determined that G makes the "best" ally for E, you can easily be blinded to the fact that this particular French player will make a better ally.

One mystifying statement made is that E and A have "nothing whatsoever to say to one another in 1901" --- what about Russia? It is frequently in England's interest for Russia to be odd man out in the Balkans. Austria may well prefer an English convoy to Nwy, rather than a fleet. Letters will be required to move things along in the proper direction.

The final chapter is a description of 30 variants, ranging from 1 1/2 pages (for Abstraction, which he considers the best, and Rod Walker's Abberation) to one sentence descriptions of some of the sillier ones. Regrettably, quite a few have been included solely because they are so bad. This means that some of the more sensible ones (like Colonia, Anonymity, Chaos, Armed neutrals), which have been played, are ignored. Also, this is a reading, not a playing chapter. Very few variants which keep a normal board and make just a few key rule changes are included (for those

the reader is directed to a fine collection in Costikyan's "1977 Diplomacy Handbook"). The chapter includes quite a collection of different types of convoy rules.

The book ends with a short appendix, dealing primarily with notation. Some of the recommendations for departure from the usual first-three letters rule have no apparent reason, such as ADS for Adriatic. And recommending Nor for Nwy is downright foolish, and unacceptable in some zines. Along with its multitudinous strengths, the book has two serious weaknesses. One is the wretched chapter on Turkey, The other is more pervasive and fundamental - indeed, its really a philosophical objection. This is not, appearances to the contrary, a comprehensive text on Diplomacy. Instead, it is Diplomacy as Richard Sharp thinks it ought to be played. There is a world of difference between these 2 concepts.

If Sharp dislikes something, he (properly) subjects it to devastating criticism. But the reverse proposition isn't so fortunate. That case is either not presented, given superficially, or defended in terms of obvious straw men. This attitude results in fundamental deficiencies in the text. As this is a rather serious charge, some examples to follow.

1. The alliance style of play. He is unabashedly opposed "Fundamentally, I do not believe in alliances," preferring the free-for-all, which he calls "the opposite of alliance play. While he does give some discussion to alliances, many topics are unmentioned. How do you assure that your view of the alliance's objectives will be more controlling than your ally's? How do you keep an alliance together when things get bogged down, or when your ally has lost interest in the game? How can you structure secondary alliances so that they do not strain the primary alliance? Specialized types of alliances are not mentioned. One is race-for-victory, a type of permanent alliance not designed to produce a draw. Triple alliances are not discussed per se --- indeed, only one (GIA) is even mentioned. The fine art of carefully selecting the conditions which formally end an alliance is not touched on. Ignoring

these and other topics is a serious weakness. Even if you don't prefer that style of play, the odds are that a majority of the other players do, and you darn well better understand what is going on or you will be wiped out.

2. The S01 NMR. This is certainly one of the most vexing problems a GM faces, for there is no perfect solution. Sharp naturally touts his own system, which is to appoint a fresh player and reset the S01 deadline. By way of contrast, he sets up two straw men. The first is for the GM to have a random third party create S01 orders without regard to their neutrality. The second is to have one player submit orders for all 7 countries. Both are subjected to (justified) criticism. But these 2 procedures are seldom used. But what is by far the most common practice in North America, and probably the most common in the entire hobby history, is the use of "neutral" orders, often listed in the House Rules. This system isn't even mentioned, which a shame, not only for the gap that is left but primarily because the creation of such orders presents some interesting questions - with e.g. A Vie.

3. Perhaps the most serious omission is that unapproved attacks or alliances are given the cold shoulder. The chapter on Austria provides several good examples. Richard does not countenance Austria attacking Italy or Germany, so there is absolutely no discussion of either. In fact, Austrian attacks on Italy as early as S02 are fairly common in games in which R-T begin an early war. If Italy has convoyed to Tunis, Ven can often be seized in F02 with an army or two left over to participate in the R-T war. Second, not a single sentence is devoted to the advantages of the A-T alliance, although there is a sizable paragraph devoted to its drawbacks. Third, there's the matter of the Key Opening. Over and over again he repeats that Austria should never permit this to proceed. There is really no excuse for such a narrow minded approach to such a flexible game as Diplomacy. Let's suppose A is faced with a solid T-R alliance. No help is forthcoming from the west. Italy writes: "T-R is solid against you. Lepanto is out because I anticipate F Ank-Con. You have two

choices; the Key opening, with F Ion-AEG, or I join the Blitz. Pick one." Under these not-exactly-unheard-of circumstances, the prudent Austria may well decide that the Key is the lesser of the two evils.

A gap of a different sort appears with Germany. If everyone played "by the book" she would do fantastically well. One reason is of course the magnificent chapter on Germany. The other is that Richard just cannot bring himself to recommend anyone actually attack Germany early on. Of his reluctance to have England or Austria attack I have already spoken. An early French attack is likewise not mentioned, and providing assistance for an early Russian attack on G is labelled as "madness". The only French attack mentioned as if "the naval power of England has been broken" (i.e. G as second victim) and the ally is Russia. As for the chapter on Russia, he states flatly that the attack on G must wait "until such time as the south is sown up", which normally does not occur until at least 1903. The sole exception to all the above is for Italy to attack Germany. However, as Sharp points out, that requires French assistance (which isn't even mentioned in the French chapter). Italy is not well placed to continue the attack, and the early destruction of Germany is not usually in Italy's best interest (see DW #19, p29).

There are plenty of other examples - like the I-T and E-F alliances, which he won't give the case for from either side. These omissions detract from the sense of completeness that one desires, and limit the usefulness of the book.

Not to end on a negative note: This is a superb book, and will become the single most important dippy publication to date. Almost regardless of your level of competence, you will improve your play and your enjoyment of the game. And no one will be immune to the sheer pleasure of reading such a well written book.

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## DIVERSIONS

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Hmmm ... how to start? Where to start? Having deprived myself of a channel through which to direct my thoughts to a wider audience for such a length of time, I am overwhelmed with topics and themes and gnawing grievances and petty peeves. Stephen (probably unwittingly!) has granted me an opportunity to chat (we used to call it space-filling in olden times, but everyone realised the ego-trip that editorialising really was), and I fear I shan't know when or where to stop. Perhaps I should leave it to you to decide the direction I should take for the first few issues. I'll initiate a few topics with a view to seeing which are destined to gather momentum and which are those in which I alone appear to have an interest. The sole qualifier being, of course, that I remain the Editor (you may call me Sir), and my decision will be final. Probably.

**Sometimes I still feel like a cork  
on the ocean.**

May 1989 seems such a long time ago. Kim and I were about to embark on a scary new phase of our lives. I was leaving behind a secure job-for-life at Newcastle University to take up a position at the RIBA in London for which I had been headhunted, and Kim was plunging into the uncharted depths of a new job market. As a result, I'd felt compelled to make the heart-wrenchingly momentous decision to withdraw from the postal games hobby as both zine editor and player. Thirteen years later, some things have changed beyond all recognition whilst others have remained pretty much the same. Now, Pat and I live on a different continent, and I have a brace of step-children in college. But life is still scary. I'm unemployed again, and Pat's union has her out on strike. Clearly the time has come to introduce some stability - dare I say, normality? - into an everyday existence which has me feeling as though I'm teetering on the edge of something I don't want to look down into most of the time.

**Who the ...**

I think this looks like a good enough place to introduce myself to those of you to whom my name might be unfamiliar (did someone mutter "infamous" at the back? Shame on you) or those with memories as a poor as mine.

Well, will you just look at that. Seems I've left myself no space to engage my captive audience with more boring stuff about me after all. A reprieve until next time. But, you're intrigued, aren't you? Intrigued enough to send a message, ask a question, dredge up a long-lost memory. Yes? Good. Maybe your responses will show the direction I need to take in future issues. Or maybe I'll strike a nerve or raise some interest with one or more of the following little nuggets:

**Let's talk**

**Commercials.** Checking the score whilst watching a programme on another channel, I reach for the channel changer (I still persist in calling it the doopher, much to Pat's annoyance), only to find that somehow the MLB gods have arranged for the game to be between innings to precisely synchronise with scheduled breaks on all other channels.

**Sport.** The American obsession with playoffs is in full swing. The (ice) hockey season now stretches into the height of the summer, and basketball and baseball and Canadian football and soccer all have to take their respective back seats to allow a clear winner to be revealed. It annoys me, mainly because it is about making as much money as possible, but also because it distorts the game. Imagine the Premier League playing through an entire season with consistency and prolonged excellence leading to a final table atop which sits the best team. Then, the top 16 are all thrown together into a knockout competition after which the team in 16<sup>th</sup> place might well walk away with the cup. What value consistency, what value form? With playoffs, it all comes down to the performance on the day or (as in the case of the Toronto Maple Leafs) key injuries. Could someone please explain? I don't understand why there cannot be two competitions as in cricket or football, one

awarding consistency and the other providing the thrills of a knockout format.

**Curling.** The (International) Weekly Telegraph, on the editorial page. *Curling? Why not Olympic chucking of paper into bins?* By Tom Utley. The title says it all, and I was incensed when I read the article. Strange that a game originating in Scotland, and rudely usurped by the Canadians should be so derided in the British press. In both the Winter Olympics and the World Championships, Scottish teams excelled. Did anyone in England outside the sport actually hear the news? Is it because it is the Scots who hold a monopoly and therefore the traditional inverse-snobbery of the English comes once more to the fore? Or is it distorted jealousy? In Canada there are dedicated centres boasting year-round rinks. Our local facility alone has more sheets in its single building than are available in the entirety of the British Isles. I find it hard to believe that it is a simple case of not understanding, and therefore being bored by, the game. Look at how popular televised lawn bowls is in the UK.

**Minority Sports.** Bowls. I miss bowls. Curling on grass. Not televised at all here, though it might not be totally ignored during the Commonwealth Games. But we'll see - it'll have to compete with beach volleyball ... Darts is quite popular here. But I suspect it's entirely due to the announcers. One Hundred And EeeeeeeEEEEEEtee! Cricket is still my first love. Ignored entirely in Canada, totally misunderstood, of course. Yet the national team has qualified for the World Cup. One wouldn't know it. I'll doubtless take every opportunity to ram Surrey down everyone's throats as I used to. Pity about the most recent match. I'd kinda hoped the old rivalry with Yorkshire might live again. That was an innings and how many runs? Remind me to talk about cheerleading sometime. I've never quite figured out whether it should be classed as a sport or not. But it's forever on television. Pat and I bowl. The 5-pin variety. Curiously Canadian. I'll expand on this a little next time, when I'll try to explain why it has me hooked.

**Patriotism.** At the Winter Olympics. Regrettably, my deep-seated anti-American (but not anti-Americana) bias comes to the surface when I hear the boorish, intimidatory chants of OOH-ESS-EH OOH-ESS-EH. But I cringe when the normally reserved (by comparison) and sporting Canadians counter with a spirited rendering of KAR-NAR-DAH KAR-NAR-DAH. Then everything is brought into sharp, embarrassing perspective when, as the *Scottish* curlers achieve their stunning triumph, in the background rises the braying challenge: ING-GER-LAND ING-GER-LAND!

**Music.** I just throw that topic in here because it will inevitably become a major part of Diversions. Not because it's considered *de rigueur* for trendy zines but because I fully intend to bore everyone with my personal take. Stand by for lengthy pronouncements on Brian Wilson, Van Dyke Parks and Boz Scaggs. Be prepared for appreciations of Maria McKee and the late Kirsty MacColl. Take cover while I hammer on about my attempts to write and perform my Great Work.

**Forever Slowhand.** For those who may have a leaning towards matters thespian, I suggest a visit to my website where progress is painfully slow on formatting in HTML a playscript I wrote during my previous stint as a member of the unwaged. Just the other day I received a message via the Friends Reunited website from a long-lost chum whose name figures in the credits and on whom elements of two of the play's characters are based.

**Ontario.** What a fascinating place this is. They killed Jumbo here, y'know. There's a huge (perportedly lifesize) statue of the P.T. Barnum elephant overlooking the small town of St Thomas on the shore of Lake Erie. A couple of years ago it needed a fresh coat of paint. So they stripped off the old one and applied undercoat in preparation for the new. It was claimed that the only suitable colour for the undercoat was a garish pink. Whether this was someone's prank or technically valid remains unknown, but for two weeks there was a solid stream of visitors to St Thomas from all over North America to photograph

the world's largest Pink Elephant. I have a postcard by way of proof. Why the statue? On September 15 1885, the circus train stopped in the marshalling yards on the Grand Trunk Railroad in the town to allow the animals to disembark for some exercise. Jumbo took exception to an approaching fast freight train and charged it. The train won. Just.

## RAILWAY RIVALS

### Canada Map

**A Brief History Lesson.** British North America, at the start of the railway era, consisted of five small and struggling colonies clustered around the Gulf and River St Lawrence. Newfoundland, a separate colony at the mouth of the Great Gulf, then and for well over a century more, was proud of her independence from 'the mainland'. Down by the sea Nova Scotia (but recently joined by Cape Breton Island), New Brunswick and Prince Edward Island, each had its own lieutenant-governor and separate administration. Along the shores of the St Lawrence, Lower Canada was still working out the best form of liaison between French-speaking and English-speaking residents, following the transfer of power in 1763, a process not yet fully completed. And up on the wooded shores of Lake Ontario and beyond, a few small new settlements were banded together as Upper Canada, separated from what was to become the province of Quebec only in 1792. It would not be until 1867, as a result of the passage of the British North America Act, that these diverse political units would be united into a federation that was then so happily called the Dominion of Canada, the beginning of the nation of Canada of today.

In those early days, practically all pioneer settlements were located on waterways, travel being almost entirely by water when navigation was possible, and by sleigh over the snow and ice of winter. Quebec City had been the first major settlement, with its commanding position near the end of tidal water in the St Lawrence. Montreal had followed, located on its island site by the existence of the great Lachine Rapids, the first real impediment to travel by boat up the great river. York, as Toronto was

originally named, was still a tiny village located at the mouths of the Don and Humber rivers, an important starting point for the long portage from Lake Ontario to Lake Simcoe and so into Lake Huron. Indicative of the early stage of development of the group of colonies were the populations of these three major cities of today in the year 1825, the year in which the Bill authorising the Liverpool to Manchester Railway was finally passed. Quebec had a population of 22,101; Montreal had only just passed this figure with 22,357; York had only 1,677, whereas today (1973) Toronto and its environs exceeds the two million mark, second only to Montreal among the cities of Canada, both of them now numbered among the major cities of the world. (*Note: The 2001 census has the population of the Greater Toronto Area - at just above five million.*)

Small wonder, therefore, that it was to be some years before the advantages of rail travel were to be recognised in Canada, even though steamboats were introduced on the St Lawrence River as early as 1809 (using a Boulton & Watt engine) and on the Ottawa River in 1820. This initiative in improving water travel was in keeping with the vital importance of journeys by water in the life of the colonies. There were a few routes upon which ran a number of stage-coach services, but the roads were poor and the distances such that there was little to choose between the discomforts and delays of coach travel and the inconvenience of travel by water, with the necessary disembarking, walking and embarking again at every portage that was encountered. *Portage* used in this way betrays by its French origin its traditional usage by French Canadian *voyageurs* as they explored under inspired leaders the continent of North America starting from their homes on the St Lawrence, using the Ottawa and Mattawa rivers as the gateway to the Great Lakes and so to the Arctic, the far West, the Great Plains and the Mississippi River and its tributaries.

It was a natural and logical development that railways should have been first thought of in Canada as a substitute for portage transport of the accustomed kind, goods

carried on simple carts, or more usually on mens' backs. But the first public steam-operated railway in Canada effected a portage of a different kind, a great reduction in the length of one of the important travel routes of the time by what was a very long portage in the ordinary sense but a relatively short railway line when it was completed. All traffic between Montreal and Lower Canada in general, and New York and the coastal settlements of the United States, was by boat along the Hudson River, through Lake Champlain and so into the Richelieu River of Canada which joins the St Lawrence at Sorel. Once in the St Lawrence, vessels had to sail forty miles up the St Lawrence to Montreal, whereas the nearest point on the Richelieu to Montreal, across land, was only fourteen and a half miles away. This short cut was between the small settlement of St Johns (originally Dorchester) on the Richelieu and La Prairie on the south shore of the St Lawrence immediately opposite Montreal. Since St Johns is just over fifty miles from the mouth of the Richelieu River, this 'short-cut' obviated over ninety miles of river travel. St Johns, therefore, early became a settlement of importance, the pivotal point in the transportation system of the Champlain Transportation Co which provided the river service to New York. It was an enterprising merchant of St Johns, Jason C. Pierce, who was the prime mover in the final organisation of the Champlain & St Lawrence Railroad.

An Act authorising the new railway had been passed by the Legislature of Lower Canada in 1832, but it required the enthusiasm of Pierce and his fellow directors to assemble enough capital for the relatively simple construction job. The terrain traversed by the line was reasonably flat, two gradients only being necessary and three curves. One long but low embankment had to be constructed, 4 small bridges over streams and one major bridge over the Little River (Rivière l'Acadie) which was 400ft long. It is still possible to trace on foot the remains of the roadbed of this pioneer Canadian line, and even today, part of the route is followed by a CNR main line to the south.

The first locomotive engine for rail service in Canada was ordered from Robert Stephenson & Co, then of Newcastle-on-Tyne. The order was booked by them on 26 October 1835, the engine being the 127th which they had built. It was one of the 'Samson' type already standardised by these builders, with 0-4-0 wheel arrangement. With 9 x 14" cylinders and 48" diameter wooden wheels, the engine weighed 12,563 lb in working order. Its wheelbase was only 5'-0" and so it proved to be unsteady if operated at any but low speeds., It was named *Dorchester*, in honour of the name carried by the town of St Johns from 1815 to 1835. Despite difficulties, it did operate the first railway train in Canada on Thursday, 21 July 1836, pulling two coaches from La Prairie to St Johns and back at an average speed of 14.5 mph in the presence of the Governor-General, Lord Gosford. The railway history of Canada had started.

*Extracted from "Railways of Canada" by Robert F. Legget : Douglas & McIntyre Pub. 1973 & 1987*

Those who have expressed an interest in helping me assemble a Canada map will receive a message shortly. Please supply me with your e-mail addresses. The process will be reported here over the next few issues, with the first game being played on a new map as soon as it is completed.

#### Waiting Lists

For the final time, the lists appear in the customary place in *Armistice Day*. Starting with the next issue, however, I shall be keeping track of names myself. Starts are anticipated on Northern Italy and Netherlands shortly. Again, postal addresses are requested.

#### CONTACT INFORMATION

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## GAMES

### Abstraction II

#### TANNENBURG (July 1915)

AUSTRIA (John Colledge) A(Swa) S  
ITALIAN A(Pie)-Tyr; A(Ser)-Rum; A(Ode) S  
GERMAN A(War)-Mos (NO SUCH ORDER); A(Bul) S A(Ser)-Rum; F(Gre)-AEG; A(Ukr) S GERMAN A(War)-Mos (NO SUCH ORDER); A(Vie) S A(Bud)-Gal; A(Bud)-Gal, A(Zar)-Ser

ENGLAND (Martin Gilbey) F(Por) S  
F(MAO)-SAO; F(MAO)-SAO; A(Bre)-Par (FAILS); F(NTH)-SKA; F(ENG)-ANG (FAILS); A(Den) S A(HEL)-Kie\* (CUT, DISLODGED, DISBANDS, NRP) F(Edi)-NTH, A(Lon) embarks F(ANG), A/F(ANG)-HEL, A(HEL) disembarks Kie

FRANCE (Anarchy – ex-John Boocock) A(Lyo)

GERMANY (Dave Clark) A(Swe) S F(Kie)-Den; A(Bel)Std.; A(Par)-Bre (FAILS); F(Hol)-ANG (FAILS); A(Mun) S A(Dre)-Boh; A(War)-Gal (FAILS); A(Ruh) S A(Bel); F(Kie)-Den; A(Dre)-Boh

ITALY (Bruce Edwards) F(WMS)-Mor; A(And) S F(WMS)-Mor; A(Mar)-Gas; A(Alg)-Lib; A(Pie)-Tyr; F(CMS) S  
AUSTRIAN F(Gre)-AEG; F(GoL) S A(And); F(EMS)-Dam (FAILS)

RUSSIA (Bob Pitman) A(StP)-Mos; A(Vol) S A(StP)-Mos; A(Nwy) embarks F(NWG), A/F (NWG)-HBS, A(HBS) disembarks Lpl

TURKEY (Nick Gladstone) F(Egy) Std.; F(CYS) S A(CYS)-Dam; A(CYS)-Dam; F(WBS) S RUSSIAN A(Vol)-Ode (NO SUCH ORDER); F(Con)Std.

#### Press

**A-G:** And you wondered why I was reluctant to join you! Even when given the chance to split the Russian centres 4-1, (as YOU originally suggested), you still play silly beggars!

**London:** The provisional British Government much regrets that it has been too tied-up with internal politics to allow a cohesive foreign policy to be formulated. Shortly the provisional Government will be sending out ambassadors to enable working partnerships to be formed in the

hope that an acceptable peace may be reached across Europe.

**A-R:** You have my undivided attention and I can only apologise for any inconvenience I have caused. Of course, had you done as I suggested in the first place a) you wouldn't have all these splinters in your bum from sitting on the fence for so long, b) you wouldn't have lost War to an aging rock star (tee hee!) and c) we would both be in a much better position..... but we have been here several times before, haven't we?

Map is at: <http://www.armisticeday.com/games/tannenburg.htm>



#### Regular Diplomacy - Arras Autumn 1902

AUSTRIA-HUNGARY (John Campbell) A(Gre) Stands; F(ADS) - Ven (FAILED); A(Tri) s F(ADS) - Ven; A(Tyr) s F(ADS) - Ven

ENGLAND (Warren Galenzoski) F(Nwy) - Swe; F(NTH) s F(ENG); F(ENG) s F(Lpl) - IRI (CUT); F(Lpl) - IRI (FAILED); A(Bel) - Bur (FAILED)

FRANCE (Richard Scholefield) F(Bre) - ENG (FAILED); F(MAO) - IRI (FAILED); A(Gas) - Bur (FAILED); A(Par) - Pic; A(Spa) - Mar

GERMANY (Richard Williams) F(Den) s ENGLISH F(Nwy) - Swe; A(Kie) s A(Mun) - Ber; A(Mun) - Ber (FAILED); A(Ber) - Sil (FAILED)

ITALY (Tim Deacon) A(Ven) s GERMAN A(Mun) - Tyr (MISORDER); A(Rom) s A(Ven); F(Apu) s A(Ven); F(ION) - Gre (FAILED)

RUSSIA (Tracey Jackson - NMR!) A(Sil) Stands ; A(Pru) Stands ; A(Gal) Stands ; F(Swe) Stands\* (DISLODGED - DISBANDED BY GM); A(StP) Stands ; F(Sev) Stands\* (DISLODGED - DISBANDED NRP); A(Mos) Stands

TURKEY (Jimmy Cowie) A(Rum) - Sev; A(Arm) s A(Rum) - Sev; F(AEG) - Bul sc; F(BLA) s A(Rum) - Sev

#### Autumn 1902 Adjustments

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

#### Regular Diplomacy - Ascot Autumn 1905

AUSTRIA-HUNGARY (Ian Northcott) A(Boh) - Vie; A(Gal) s A(Boh) - Vie; A(Bud) - Tri (FAILED); A(Bul) s F(Con); A(Rum) - Ser; F(Con) s RUSSIAN F(Arm) - Ank (CUT)

ENGLAND (Dave Wreathall) A(StP) s GERMAN A(Lvn) - Mos; F(Nwy) - NTH (FAILED); F(MAO) - WMS; F(NAO) - MAO; F(NTH) - Hol

FRANCE (Mark Stretch) A(Gas) - Spa; A(Mar) s A(Gas) - Spa; A(Spa) - Por

GERMANY (Martin Draper) A(Pru) - War; A(Sil) s A(Pru) - War; A(Lvn) - Mos; A(Mun) - Tyr; F(BAL) - Swe; F(Den) - NTH (FAILED); A(Bur) - Bel; A(Bre) - Gas; A(Par) s A(Bre) - Gas

ITALY (Richard Hucknall) F(AEG) - Con (FAILED); A(Smy) s F(AEG) - Con; F(EMS) - AEG (FAILED); A(Tri) - Alb; A(Ven) s A(Vie) - Tri; A(Vie) - Tri; F(TYS) - ION

RUSSIA (Dave Anderson) F(Arm) - Ank; A(Mos) s A(War)\* (CUT, DISLODGED TO

Sev); A(War) s A(Mos)\* (CUT, DISLODGED TO Ukr)

TURKEY (Anarchy - ex-Chris Jones) F(BLA) Stands

#### Autumn 1905 Adjustments

A: +Vie, Bud, Bul, Ser, Con, Rum, -Tri = 6; No change.  
E: StP, Nwy, +Hol, Lon, Edi, Lpl = 6; Gains 1. Builds A(Edi).  
F: Spa, Mar, Por = 3; No change.  
G: +War, +Mos, Swe, Den, Bel, Par, Mun, Bre, Kie, Ber, -Hol = 10; Gains 1. Builds F(Kie).  
I: Smy, Ven, +Tri, Gre, Rom, Tun, Nap, -Vie = 7; No change.  
R: +Ank, Sev -War, -Mos = 2; Loses 1. Removes A(Ukr).  
T: -Ank = 0; Loses 1. Removes F(BLA).  
OUT!

Map is at <http://www.armisticeday.com/games/ascot.htm>

#### Regular Diplomacy - Gallipoli Spring 1902

AUSTRIA-HUNGARY (Anarchy - ex-Donnino Tocco) A(Tri) Stands\* (DISLODGED - DISBANDED BY GM); A(Ser) Stands ; F(Alb) Stands

ENGLAND (Tim Barrett - NMR!) F(Nwy) Stands ; F(NTH) Stands ; A(Yor) Stands ; A(Lon) Stands

FRANCE (William Yeun) F(Por) - MAO; F(Bre) - ENG; A(Bel) - Hol; A(Mar) - Bur; A(Par) - Pic; A(Spa) - Gas

GERMANY (Tracy Jackson - NMR!) F(Swe) Stands ; A(Kie) Stands\* (DISLODGED - DISBANDED BY GM); A(Sil) Stands

ITALY (Ross Duncan) A(Vie) s A(Ven) - Tri; A(Apu) Stands; A(Ven) - Tri; F(Gre) - AEG; F(Nap) - ION

RUSSIA (Szarbo Arpad) F(BAL) - Kie; A(Ber) s F(BAL) - Kie; A(Mos) - War; A(StP) Stands; A(Ukr) - Rum (FAILED); F(Rum) - BLA (FAILED)

TURKEY (Nick Rowe) A(Smy) - Arm; A(Ank) - Con (FAILED); F(Con) - BLA (FAILED); A(Bul) - Ser (FAILED)

Map is at <http://www.armisticeday.com/games/gallipoli.htm>

#### Gunboat Diplomacy – Heligoland Spring 1905

ENGLAND (Caveat - NMR!) F(NTH) Stands; A(Lpl) Stands\* (DISLODGED - DISBANDED BY GM)

FRANCE (Petit Chou) A(Bur) s A(Pic) (CUT); A(Pic) s A(Bur); A(Par) s A(Bur); A(Yor) - Lpl; F(Lon) s ENGLISH F(NTH); F(Wal) s A(Yor) - Lpl

GERMANY (Visigoth) A(Hol) s A(Bel); A(Bel) s A(Hol); F(SKA) s F(Nwy); A(Ruh) - Kie (FAILED); A(Mun) - Bur (FAILED); F(Nwy) s F(SKA) (CUT); F(Kie) - Den (FAILED)

ITALY (Greenslade) A(Tri) s A(Vie); A(Vie) s A(Tri); A(Tyr) s A(Vie); A(Ven) - Apu; F(ION) - EMS; F(Nap) - ION

RUSSIA (Agar) A(StP) - Nwy (FAILED); F(Swe) - Den (FAILED); A(Gal) s A(Bud); A(Bud) s A(Ukr) - Rum; A(Ukr) - Rum; F(BLA) s F(Rum) - Bul ec; F(Rum) - Bul ec

TURKEY (The Great Panjandrum - NMR!) A(Gre) Stands ; A(Ser) Stands ; F(Con) Stands ; F(Ank) Stands ; A(Bul) Stands\* (DISLODGED - DISBANDED NRP); F(AEG) Stands

#### Press

**Italy (gov) - Russia:** I hope you appreciate my intentions here. Together we can make things a lot simpler in the Balkans.

**Fre (gov) - It (Gov):** Ignore my reference to F Mar: Good fortune attend you against the Turk

**Italy - Germany & France:** Italy will go South-East for the moment.

**Fre (gov) - Ger (gov):** Presuming that that press last season was from you, why not try being friendly again? Who orders into the other countries territories? France? No, Germany. Take your field gray hordes elsewhere, while the door is open.

**R-G/I:** Yes, attack France. It makes good sense

**France - Italy:** Taking out France before he gets too big? Who will get England and the lions share of France? Italy? No, I suspect

not.

**StP(govt) - Ber:** Russia and Germany can be a great partnership you know - I just need you to show willing with those fleets. Defensive moves this time. The Frenchman's natural target after England is surely Germany?

**StP(govt) - Con:** Sorry about this having moved away but with that NMR - well, maybe you won't mind after all!?

**Ber(Govt.)- Russia:** We seem to have problems with Scandinavia? I am that we can spend our resources better than this?!  
**ANON- All:** Is it me or are France/ Italy running away with the game?

**Ber(Govt.)- Paris:** Please not my new stance, let us be friends. Tell me, where do you plan to expand next?

**England- Italy:** You idiot! Attack France now while we have a chance!

Map is at: <http://www.armisticeday.com/games/heligoland.htm>

#### Regular Diplomacy - Jackson Spring 1910

AUSTRIA-HUNGARY (Jeremy Tullett) A(Ven) - Tyr (FAILED); A(Tyr) - Boh (FAILED); A(Bud) - Gal; A(Ukr) - War (FAILED); A(Vie) s A(Bud) - Gal

FRANCE (Anarchy - ex-George Hornby) A(Mar) Stands\* (DISLODGED - DISBANDED BY GM); A(Par) Stands

GERMANY (Colin Bruce) F(NTH) - ENG; F(Bre) - MAO; F(WMS) - GoL\* (FAILED, DISLODGED TO NAF); F(Spa) sc - Mar; A(Por) - Spa; A(Bur) - Pic; A(Mun) - Bur; A(Kie) - Mun; A(Ber) s A(Kie) - Mun; A(Gal) - Boh; A(Sil) s A(Gal) - Boh; A(StP) - Lvn; A(War) s A(StP) - Lvn (CUT); A(Pru) s A(War); A(Nwy) - StP; A(Gas) s F(Spa) sc - Mar

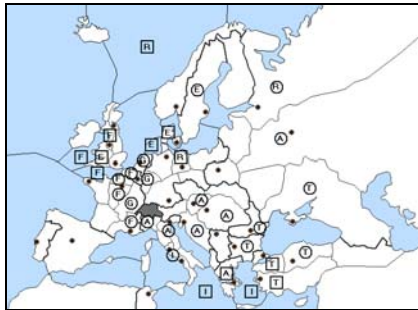
TURKEY (Tim Deacon) F(Tun) s F(TYS) - WMS; F(TYS) - WMS; F(GoL) s FRENCH A(Mar) (CUT); F(Rom) - TYS; F(Con) - AEG; F(Smy) - EMS; A(Bul) s A(Rum); A(Arm) - Smy; A(Mos) Stands; A(Rum) s AUSTRIAN A(Ukr) (MISORDER); A(Sev) s A(Mos)

**Press**

**Germany-Turkey:** Some people are on the pitch.....

**Endgame Proposal:** I have a proposal for a concession to Germany on the 1909 SC totals (i.e. not a concession to 18) Votes please, unanimity required.

Map is at: <http://www.armisticeday.com/games/jackson.htm>



**Regular Diplomacy - Marne  
Autumn 1904**

AUSTRIA-HUNGARY (Howard Bishop) A(War) - Mos; F(Gre) Stands; A(Ven) Stands; A(Vie) - Bud; A(Tri) s A(Ven); A(Pie) s A(Ven) (CUT)

ENGLAND (Garyth Wright) F(Wal) - Lon (FAILED); A(Nwy) - Swe; F(Cly) - Edi (FAILED); F(HEL) s F(NTH) - Den; F(NTH) - Den

FRANCE (Tim Deacon) F(Lpl) Stands; F(IRI) s F(Lpl); F(ENG) - Lon (FAILED); A(Pic) s A(Bel); A(Bel) s GERMAN A(Hol); A(Mar) - Pie (FAILED)

GERMANY (Neil Hopkins) A(Mun) - Bur; A(Hol) Stands; A(Kie) - Ruh

ITALY (Jeremy Tullett) F(ION) c A(Apu) - Bul; F(AEG) c A(Apu) - Bul; A(Rom) Stands; A(Apu) - Bul (FAILED)

RUSSIA (Mike Dean) F(NWG) - Edi (FAILED); A(Den) Stands\* (DISLODGED - DISBANDED); A(Mos) - StP; F(BAL) - Ber

TURKEY (Ellis Simpson) A(Sev) s AUSTRIAN A(War) - Mos; F(BLA) - Con;

A(Bul) Stands; A(Rum) s A(Bul); F(Smy) Stands

**Autumn 1904 Adjustments**

A: +Mos, Gre, +Ven, Bud, Tri, War, Ser, Vie = 8; Gains 2. Builds A(Vie). 1 Build centre short.

E: Swe, +Den, Lon, Edi -Lpl, -Hol = 4; Loses 1. Removes F(Cly).

F: +Lpl, Bel, Mar, Bre, Spa, Por, Par = 7; Gains 1. Builds A(Par).

G: +Hol, Kie, Mun, -Ber = 3; No change.

I: Rom, Nap, Tun, -Ven = 3; Loses 1. Removes A(Apu).

R: StP, +Ber, Nwy, -Den, -Sev, -Mos = 3; Loses 2.

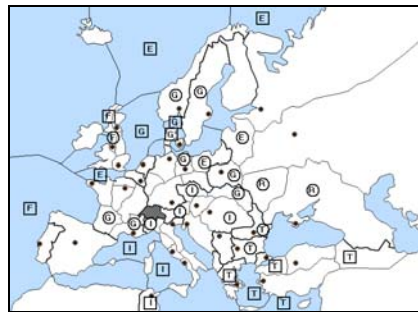
T: +Sev, Con, Bul, Rum, Smy, Ank = 6; Gains 1. Builds A(Ank).

**Press**

**Lon-Par, Mos and Ber:** You can conquer me, but I'll not go down without a fight!

**Russia-All:** And who said diplomacy was dead?

**France-Germany:** How about we re-open talks as I can't keep guessing what you want to do. Hopefully you're not in Bur.



**Regular Diplomacy - Mons (01BB)  
Spring 1906**

ENGLAND (Dave Clark) F(Edi) - NWG; F(ENG) - Wal (FAILED); A(StP) - Lvn; A(War) - Pru; F(BAR) s F(Edi) - NWG

FRANCE (Jimmy Cowie) F(MAO) - ENG (FAILED); A(Lpl) - Wal (FAILED); F(NWG) - Edi\* (FAILED, DISLODGED TO Cly)

GERMANY (Richard Scholefield) F(SKA) s A(Bel) - Nwy; A(Swe) s A(Bel) - Nwy;

F(Den) s F(NTH); F(NTH) c A(Bel) - Nwy; A(Bre) - Gas; A(Gas) - Mar; A(Gal) s A(Sil) - War; A(Sil) - War; A(Mun) - Ber; A(Bel) - Nwy

ITALY (Nick Parish) F(TYS) - GoL; A(Ven) - Pie; A(Tri) - Tyr; A(Vie) - Boh; A(Bud) Stands; F(ION) - Tun; F(Nap) - TYS

RUSSIA (Bruce Edwards) A(Ukr) s A(Rum) - Sev; A(Rum) - Sev

TURKEY (Tim Deacon) F(Sev) s A(Ser) - Rum\* (DISLODGED TO Arm); A(Ser) - Rum; A(Bul) s A(Ser) - Rum; F(Smy) - Con; F(Gre) Stands; F(EMS) Stands; F(AEG) Stands

**Press**

**France - England :** You could have expressed your views in a private letter to me, which I would have answered in the same manner, but, I guess that is too much trouble for you. In response to your sour grapes of last season, I play to win and if I can't win then I play to survive. I am sorry if this does not fit in with your plans, maybe if you wrote a little and offered a little then you too might have a ball. I was going to lose my homeland whatever I did, moving to England keeps me alive and it was the only offer that I had - maybe even your diplomacy has flaws in it !

**England-Germany :** Sorry to diminish the quality of your victory but I cannot continue to put up a fight if Mr STUPID is not prepared to do so.

**Regular Diplomacy - Neuve Chapelle  
Spring 1902**

AUSTRIA-HUNGARY (B.J. Lapham) A(Vie) - Bud (FAILED); F(Tri) Stands; A(Gre) s A(Bud) - Ser (CUT); A(Bud) - Ser\* (FAILED, DISLODGED - DISBANDED NRP)

ENGLAND (David Anderson) F(Edi) - NTH; F(Lon) - ENG; F(Nwy) s F(NTH) - SKA; F(NTH) - SKA; A(Bel) - Pic (FAILED)

FRANCE (Skye Winspur) A(Bur) - Pic\* (FAILED, DISLODGED TO Par); A(Pie) - Mar; F(Mar) - Spa sc; F(Spa) sc - MAO

GERMANY (Jason de Boer) A(Mun) - Bur; A(Ruh) s A(Mun) - Bur; A(Den) Stands; F(Hol) s F(Kie) - HEL; F(Kie) - HEL

ITALY (Jervis Smith) A(Rom) - Tus; A(Ven) s A(Rom) - Tus; A(Apu) s A(Ven); F(Tun) - WMS

RUSSIA (Anders G. Kjustvedt) A(Mos) - Lvn; F(Swe) Stands; A(Gal) - Bud; A(Rum) s A(Gal) - Bud; F(Sev) Stands; A(War) - Gal

TURKEY (Nigel Pepper) A(Bul) - Gre (FAILED); A(Ser) s A(Bul) - Gre (CUT); A(Ank) - Con; F(Con) - AEG; F(Smy) - EMS

Map is at: <http://www.armisticeday.com/games/neuvechappelle.htm>

**Regular Diplomacy - Verdun  
Autumn 1901**

AUSTRIA-HUNGARY (Frasse FF) A(Ser) s F(Alb) - Gre; F(Alb) - Gre; A(Tri) Stands

ENGLAND (Eduard van Dijk) F(NTH) c A(Edi) - Nwy; F(NWG) s A(Edi) - Nwy; A(Edi) - Nwy

FRANCE (Alan Miller) A(Spa) - Por; A(Gas) - Spa; F(MAO) - WMS

GERMANY (John Carter) A(Pru) - War; A(Sil) s A(Pru) - War; F(Den) Stands

ITALY (John Nham) F(ION) c A(Apu) - Tun; A(Ven) Stands; A(Apu) - Tun

RUSSIA (Alexander Kabanov) F(Sev) - BLA (FAILED); A(StP) - Fin; A(Ukr) - Rum (FAILED); F(GoB) - Swe

TURKEY (Daniel Bla) A(Bul) - Rum (FAILED); A(Con) - Bul (FAILED); F(Ank) - BLA (FAILED)

**Autumn 1901 Adjustments**

A: +Ser, +Gre, Tri, Bud, Vie = 5; Gains 2. Builds A(Bud), A(Vie).

E: +Nwy, Edi, Lon, Lpl = 4; Gains 1. Builds F(Edi).

F: +Por, +Spa, Bre, Mar, Par = 5; Gains 2. Builds A(Par), F(Mar).

G: +War, +Den, Ber, Kie, Mun = 5; Gains 2. Builds A(Mun), F(Kie).

I: Ven, +Tun, Nap, Rom = 4; Gains 1.

Builds F(Nap).  
R: Sev, +Swe, Mos, StP, -War = 4; No change.  
T: +Bul, Con, Ank, Smy = 4; Gains 1. Builds F(Smy).

Map is at: <http://www.armisticeday.com/games/verdun.htm>

### Regular Diplomacy - Ypres Autumn 1902

AUSTRIA-HUNGARY (Anarchy - ex-Daniel Mitchell) A(Ser) Stands

ENGLAND (Andrew Guy) F(NTH) c A(Yor) - Den; F(SKA) s A(Yor) - Den; F(Bel) - Hol; F(ENG) - NTH (FAILED); A(Yor) - Den

FRANCE (Eamonn Rogers) A(Ruh) s ENGLISH F(Bel) - Hol; A(Mar) s A(Par) - Bur; A(Par) - Bur;

F(GoL) s F(MAO) - WMS; F(MAO) - WMS (FAILED)

GERMANY (Ian Good - NMR!) F(Den) Stands\* (DISLODGED - DISBANDED BY GM); A(Hol) Stands\* (DISLODGED - DISBANDED BY GM); A(Mun) Stands

ITALY (Jeff Simard) A(Tyr) - Ven; A(Tri) s A(Tyr) - Ven; F(TYS) s F(Tun) - WMS; F(Tun) - WMS (FAILED); F(ION) - Tun (FAILED)

RUSSIA (Matthias Wieler) F(GoB) - Swe; A(Rum) - Ser (FAILED); A(Vie) - Bud; F(BLA) - Con; F(Bul) ec s F(BLA) - Con

TURKEY (Anarchy - ex-Ian Ashcroft) A(Gre) Stands ; F(Ank) Stands ; F(Smy) Stands ; A(Con) Stands\* (DISLODGED - DISBANDED NRP)

### Autumn 1902 Adjustments

A: Ser, Vie, -Bud = 2; Loses 1. (No build ordered).  
E: +Hol, +Den, Nwy, Bel, Edi, Lon, Lpl = 7; Gains 2. Builds F(Lon), A(Edi).  
F: Mar, Spa, Por, Bre, Par = 5; No change.  
G: Mun, Ber, Kie, -Den, -Hol = 3; Loses 2. (No builds ordered)  
I: Ven, Tri, Tun, Nap, Rom = 5; No change.  
R: +Swe, Rum, +Bud, +Con, +Bul, Mos, Sev, StP, War = 9; Gains 4. Builds F(StP)

sc, A(War), A(Sev), A(Mos).  
T: Gre, Ank, Smy, -Bul, -Con = 3; Loses 2.

Map is at: <http://www.armisticeday.com/games/ypres.htm>

### Regular Diplomacy - Isonzo Autumn 1901

AUSTRIA-HUNGARY (Jason de Boer) A(Ser) s F(Alb) - Gre; F(Alb) - Gre; A(Tri) - Bud\* (FAILED, DISLODGED TO Vie)

ENGLAND (Danny Blanco) F(NTH) c A(Yor) - Bel; F(NWG) - Nwy; A(Yor) - Bel (FAILED)

FRANCE (Michael Smith) A(Bur) - Bel (FAILED); A(Spa) Stands; F(MAO) - Por

GERMANY (Eric Yarnell) F(Den) - Swe (FAILED); A(Kie) - Mun; A(Ruh) s A(Lpl) - Bel (MISORDER)

ITALY (Anton Evseev) F(ION) - Tun; A(Tyr) s A(Ven) - Tri; A(Ven) - Tri

RUSSIA (Liam Maddrell) F(GoB) c A(StP) - Swe; A(Gal) - Bud (FAILED); F(Sev) - Rum; A(StP) - Swe (FAILED)

TURKEY (Chris Barnham) F(Ank) - BLA; A(Bul) - Gre (FAILED); A(Con) - Bul (FAILED)

### Autumn 1901 Adjustments

A: +Ser, +Gre, Vie, Bud, -Tri = 4; Gains 1. Builds A(Bud).  
E: +Nwy, Edi, Lon, Lpl = 4; Gains 1. Builds F(Lon).  
F: +Spa, +Por, Bre, Mar, Par = 5; Gains 2. Builds A(Par), A(Bre).  
G: +Den, Mun, Ber, Kie = 4; Gains 1. Builds A(Kie).  
I: +Tun, +Tri, Nap, Rom, Ven = 5; Gains 2. Builds F(Nap), A(Ven).  
R: +Rum, StP, Mos, Sev, War = 5; Gains 1. Builds A(Sev).  
T: +Bul, Con, Ank, Smy = 4; Gains 1. Builds F(Smy).

Map is at: <http://www.armisticeday.com/games/isonzo.htm>

## Backpage



This picture is of course that of Toby Harris and his new wife, Sital. I couldn't let the marriage of one of the most famous hobby members of the 90s pass without a suitable commemoration. I hope she knows what she is letting herself in for! ☺ Best of luck to the two of them.

There aren't many musicians around who I automatically rush out and buy their latest release, but Elvis Costello is one of them. I am very impressed by his new album **When I Was Cruel**, though I don't suppose it will make many new converts - a very dark record indeed. One thing which does irritate me is the way record companies now segment the market for CDs by deliberately altering the track list in different countries. For example this CD has 15 tracks on the US release, 16 tracks on the UK release and 17 tracks on the Japanese release. It's all a very cynical to discourage imports and maintain high prices in geographic markets.

**Playlist:** *When I Was Cruel* by Elvis Costello; *I'm The Man* by Joe Jackson; *Financial Suicide* by Clive Product; *Every Grain of Sand* by Barb Jung; *How Men Are* by Heaven 17; *Beautiful Love EP* by Julian Cope; *Music in Colours* by Stephen Duffy.

### Change of Addresses

Dave Horton to Reaches Riant, Lawrenny, Kilgetty, Pembs, SA68 0PP

THE ARMISTICE DAY NEWSLETTER No.13

From: Stephen Agar, 47 Preston Drive, BRIGHTON, BN1 6LA.

[stephen@armisticeday.com](mailto:stephen@armisticeday.com)

DEADLINE: Friday 31<sup>st</sup> May 2002

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