

SPRING OFFENSIVE 69

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Well, thought I'd keep the title to give me a sporting chance of hitting 100 issues somehow or other. Many thanks for the messages of goodwill over my decision to fold **Spring Offensive**, but as decisions go it feels right for me at the moment. That said, I've gone from editing a zine to editing two sub-zines, so no rest for the wicked.

With having a fairly prominent Diplomacy web page on the Internet, I've got used to getting odd emails from Diplomacy characters from days gone by. Why only last week I got one from Jonathan Palfrey (see below) - Jonathan will not be a name familiar to most of you, but back in the 70's he was one of the hobby's great characters (<http://ourworld.compuserve.com/homepages/Jpalfrey>).

However, one email which did surprise me was an email out of the blue from Joy Hibbert (who know likes to be known as Joy Hilbert - if you want to know why and have web access look at <http://www.hilbert.demon.co.uk/joy.htm>). Those of you who used to get **U-Bend** will remember Joy of old. I must confess to a certain fascination when reading the description of the sort of sex she likes on her web page - something called BDSM (otherwise known as Erotic Power Exchange - or so <http://www.hilbert.demon.co.uk/bdsm.htm> tells me). I live such a sheltered life, I've been monogamous for coming up for 9 years (though 1985 was pretty wild). At this stage of my life "3-in-a-bed" means 7.00am when Kate (aged 4) comes and joins Esme and I. Oops - I digress.

I'd hate to be someone to hit a man when he's down, but something must be done about Matthew male's **Winter Retreat**. Only one issue in the past 6 months and now 2 months overdue - and this is the zine which is supposed to be taking up the remnants of **Who Me?** Something must be done. It's a great shame that **WR** didn't take off, but I had a nagging doubt about if from the beginning, as Mathew just seemed a bit unreliable (dropped out of a Dip game about the time he started the zine) and didn't put too much effort into publicising the zine. I can only hope that the next Dip zine to start up (if there is a next Dip zine to start up...) has more success.

Waiting Lists

Diplomacy by Email: 3 week deadlines; game reports sent by email; map available on web site; report printed in **BUM**. 7 wanted.

Up The Creek: A Diplomacy variant comprising of the rules of **BOTH** Portage Diplomacy and River Diplomacy (printed below). 7 wanted. This need not be an email game.

TWO VARIANTS ON A THEME

PORTAGE VARIANT

by Robert McMillan

A throwback to the days of the Vikings, this variant assumes that trained militaries can carry their seagoing vessels overland. This makes it possible for fleets to move more quickly around the Iberian Peninsula and eliminates some of the traditional stalemate lines. It basically works like a convoy, with a few exceptions.

The February 1982 rules of Diplomacy apply except where amended below:

The Portage Order

1. PORTAGING A FLEET ACROSS A PIECE OF LAND.

An army may portage a fleet from any body of water off the coast of that province to any other body of water off the coast of that province. To do this, the fleet must be ordered to the intended body of water and the army must be ordered to portage it. The letter "P" may be used to mean "portages." The order to the army must give both the location and destination of the fleet being portaged. The orders must specify the same destination or the fleet may not move. Therefore: F NTH-Den-BAL, A Den P F NTH-BAL. Foreign armies may also be portaged: the player may wish to indicate the foreign nationality. An army may not portage more than one fleet per move.

2. PORTAGING A FLEET ACROSS SEVERAL PROVINCES.

If two or more armies control adjacent provinces, a fleet may move through all of these provinces on one move. However, the exact route must be specified in the order for the fleet. Thus, for Russia: F Bla-Sev-Mos-Stp-Bar, A Sev P F Bla-Bar, A Mos P F Bla-Bar, A Stp P F Bla-Bar.

3. DISRUPTING A PORTAGE. If an army ordered to portage is dislodged during the move, the fleet to be portaged remains in its original body of water and has no effect on the body of water to which it was ordered. An attack on a portaging army which does not dislodge it does not affect the portage.

4. A PORTAGED ATTACK DOES NOT CUT CERTAIN SUPPORTS.

If a portaged fleet attacks a fleet which is supporting an attack on the coastal province that the fleet portaged through, that support is not cut. For instance: Italy: F Adr-Apu-Nap-TyS, A Apu P F Adr-TyS, A Nap P F Adr-TyS. Turkey: F Ion-Nap, F TyS S F Ion-Nap. The army in Naples would be dislodged, the portage would not go through. However, if Italy had a fleet in Rome, given the order: F Rom S F Adr-TyS, then the fleet in TyS would be dislodged and the portage would be successful.

5. BOTH A PORTAGE ROUTE AND A SEA ROUTE. If a fleet could arrive at its destination either overland or by portage, the intent of the player should be obvious because the path of the portaged fleet must be included in its order. Ex: F Wes-NAf-Mid, A NAF P F Wes-Mid. This would have the fleet portage through NAF instead of taking a direct route. This would allow Mid to simultaneously move: F Mid-Wes, were such a fleet in existence.

RIVER DIPLOMACY

By Dennis Brennan

1. Use the Standard map, but two rivers appear: the Rhine and the Danube.

The Rhine

The Rhine river is in the following zones: Holland, Ruhr, Burgundy, Munich. (The river comprises the border between Burgundy and Munich).

The Danube

The Danube river is in the following zones: Vienna, Budapest, Serbia, Bulgaria, Rumania. (The river comprises part of the border between Bulgaria and Rumania and then enters Rumania proper before emptying into the Black Sea.)

2. Fleets can move from one river zone to an adjacent river zone in the same way as crawling along a coast. For instance, a fleet in Holland may be ordered to Ruhr. Because the Rhine river comprises the border between Bur and Mun, a fleet in Ruh can be ordered to either Bur or Mun. A fleet in Mun can be ordered to Bur and vice versa. Similar rules apply to the Danube.

3. Germany can build fleets in Mun. Austria can build fleets in Vie and Bud. Fleets on rivers can support into any zone into which they can move. Note: Because the Danube comprises part of the northern border of Bulgaria, it is necessary to distinguish a fleet on the Danube in Bulgaria from a fleet at Bul (ec) or Bul (sc). A fleet on the Danube in Bulgaria should be referred to as at Bul (nc).

4. Fleets on rivers can convoy, and can participate in a convoy including fleets at sea. Thus, F Ruh can convoy A Bel - Mun. F ENG, F Bel and F Mun can convoy A Bre to Mun.

5. A fleet dislodged from a river province may be able to retreat to a river province. Thus, if F Bel is dislodged from an attack from Hol, F Bel can retreat to Ruh (provided that Ruh is vacant). A fleet in Mun which is dislodged may only retreat to Ruh or Bur. If neither province is a valid retreat, the fleet is destroyed.

LETTERS

Jonathan Palfrey

As I was playing with a new Web search engine this morning (<http://google.com>), I discovered that you've published on your UK Diplomacy Web site an article I wrote about the "standby problem", probably about twenty years ago. I don't know the exact date because I had no home computer at the time, and the article would have been typewritten and published in some zine.

SA I certainly recommend google.com as a new search engine - quicker than Alta Vista for me, and it appears quite thorough. It must be to find the article that concerns you - which, f I remember was written back in 1975 for Hannibal.

I have no objection to your publishing the article, but I think it would be somewhat useful and appropriate to indicate its approximate date, so that no-one comes away with the impression that I wrote it yesterday. It's now many years since I had anything to do with postal Diplomacy rating systems - though it's nice to think that I could do it now on my home computer. Back then, I was taking hours of time on the mainframe computer of the university at which I worked to perform repeated iterations of my Bayesian rating system. No-one ever enquired what I was doing. I haven't even played Diplomacy for some years now - my last fling was in Dolchstoss. Recently I've been playing the American Civil War on my computer. I find playing against the computer more convenient, but it troubles me that I want to play hardly any of the many computer games on the market. Most of these games are aimed at teenagers - and at overgrown babies like my father-in-law, who likes playing Quake with all the cheats turned on. Even the few games that attract me take far too long to play. A game should be a brief diversion, not a life-eating monster.

SA How true. I like the odd game of Civilization or Age of Empires myself - but playing any game with cheats enabled takes all of the fun out of it.

Peter Berlin

I've just sent my orders to Malcolm Cornelius and an awful thought occurred to me: "April 1? Is this an elaborate hoax?" I've never heard of Malcolm Cornelius myself. If Keith Thomasson hadn't printed something about the fold (a rare bit of FWTDR Hobby news) I would have become quite paranoid. Still, not entirely a surprise. I wasn't the only one to spot the lengthening turnarounds (a sure early warning sign. I've been through lots of folds. Including two of yours). Quite understandable really, two small children, a busy job, seems logical to me that the zine should be the first thing to go.

SA And at the moment I am considering a job move to a competitor of the Post Office which would mean more cash but more international travelling. Haven't made my mind up yet.

Nevertheless, I'll miss the zine. It was like having a letter from a mate every month (plus the games of course). I will be happy to subscribe again when you resume once more in 15 years. Maybe I'll drop by if I'm in Brighton (I'll forewarn you of course). Do call if you come to Paris.

I do think you'd have been better to follow your own advice and resist the temptation make your critics feel guilty that you're gone. Let Keith Thomasson quote David Oya (who IS David OYA?). It has a much better effect.

SA Oh, I doubt that they will do that. It's just so nice to get things off your chest.

All those death notices from Richard Sharp and Toby Harris seemed so odd that they only encouraged my sudden fear this evening that the whole thing might be a SpOff spoof.

SA As you say, SpOff was on the slide - a spoof fold would have been too near the mark for comfort.

Pete Doubleday

Thanks for issue 68, and, for that matter, the entire concept of the previous 67. (I wasn't there, but I know what 68 issues takes out of you...)

For what it's worth, I was fairly sure that you'd be folding in three to six months from your original decision. It's a bit of a shame that Mark Wightman threw his hat into the ring and caused you to fold earlier - I'm always in favour of a well-timed fold. Not that I disagree with folding now; as you say, there's not much point in kicking against the pricks when the pricks don't seem to want you around anyway...

SA Yes, I agree. Work is taking up more and more of my time, this house needs a lot of work, my kids are four and two (and so need tons of love and attention) and I was just tired of producing a Dip zine. Mark Wightman was the last straw, not the reason I folded. In the good old days I would have taken up insults like the ones Mark dished out and hurled them back at him twice as hard, but I don't have the heart for that sort of thing these days.

And while I'm at it, I never thanked you for **Pigmy** either. If you ignore **Whiskey Mac** (easily done), **Pigmy** was the zine that turned me on to the Hobby; and I'm still grateful for that. Meeting the likes of Birks, Sharp, Challinger, Wilman, Loveys, Gamble, Oakes, Harrington, Tringham and even (God forgive me) Piggott has enriched my life. Or twisted it in an interesting direction. Whatever. Maybe one day we'll meet - it's been something like fifteen years since we talked over the phone and you encouraged me to start up **Thing**.

SA Er, more like 18 years? God, where has my life gone?

Well, I'd better get this over with fast, because I only have the one phone line and I'm awaiting a phone call from the love of my life to say she'll go on a first date with me. (Not very likely, but I get more paranoid about these things as I get older, balder and more decrepit. And she did say yesterday that she'd phone back with a convenient day, but you know what women are like.)

SA Difficult one - do you phone her again and look desperate, or sit by the phone all evening getting drunk?

Gihan - lucky he didn't get locked away, as you pointed out. It's news to me that extreme drunkenness on the part of the perpetrator of a glassing is a defence. I'm even more surprised that Mark W seems to think that the recipient's state of sobriety has any bearing on the matter, which appears to be his position; in fact, I thought your comments were, if anything, fairly weedy. I used to hang out in an Eton pub where drunken fights over a girl were, occasionally, the norm; I used to wrap my arms around these gits and carry them out. And I still relied on someone behind me to grab the arm of the occasional idiot with a bottle or a glass raised near the ceiling. I found this frightening, to say the least. My opinion is not just that bottling is not funny, but that it's psychotic: drunk or not. I fail to see how any normal human being could take the slightest exception to your stated opinion. And if Birks, who understands these things, passed information on to you as to what might really have happened, then that merely confirms your original opinion.

Mark W: The first twelve words you quote from Sprouts appear to indicate that he is a total idiot who lacks the ability (c.f. Piggott) to deal out a real insult. God knows, I was unreasonably nasty to John Marsden in **Thing** 50, but I hope to

God that it didn't come out as self-righteous as that. For the record, you don't come across as a (presumably, and supposedly, self-styled) "Sir," and it's difficult to see you as a TV evangelist. I should know - I keep phoning their money-grabbing hotlines and entering into theological debates with the cretin on the other end.

NFP apologies - har har.

SA I see I've already picked up stick from Neil Duncan for printing Mark's emails, but what the hell. It amused me!

Richard Sharp, Geoff Challinger, Toby Harris - Well, they're all gentlemen, innit? Richard (despite his weird idea that I have an upper-class accent) is a sound Oxford man of the old school, with occasional personal tics such as Franco and Pinochet. He was born twenty years before us, into a life of privilege and wealth; you have to forgive the old codger. Would you rather have him for you or agin you? Geoff is, or at least was, a personal friend, and one of those whose opinion I value. Toby's comments have made me re-evaluate him - obviously one of the good guys.

SA Whether or not Toby is one of the "good guys" can sometimes depend on how many drinks he's had that day. Still, I respect him and like him more than he irritates me. ☺

PREVENTING THE STAB

by Tom Hurst

We were good allies. We were sweeping the board together on our way to the draw, when suddenly he stabbed me and took the win all by himself. That untrustworthy SOB. I'll never ally with him again!

I have heard the above, or a similar statement more times than I care to think about. The speaker is, of course, bemoaning the fact that his chosen ally ended up being someone he couldn't trust. Can you blame the guy for being upset that all the hard work he put into the game has gone for naught? Well, in most cases, you can! I find that most stabs are caused by some failure on the part of the stabbee. Ah, let me count the ways (all five of them):

1. Failure to communicate with your ally. This can often happen from overconfidence late in the game when one ally thinks everything is in hand and stops writing. That person, then, is amazed that he gets stabbed, but he shouldn't be, because he was asking for it. In postal Diplomacy, most people stop writing their ally when they are planning to stab him. The reasons for this are varied. Some feel that they will ensure "surprise" if they tell their ally nothing. Some feel that it is a waste of postage to write anyone who's an enemy--even a future enemy. Others are uncomfortable lying, and feel that not writing is technically not telling a lie. Well, you may not have intended to convey the impression of a pending stab by your silence, but Diplomacy players in general are a paranoid lot--and generally with good reason. Being paranoid, they tend to read sinister intentions in everything that happens (or fails to happen). Given your failure to write your good ally might well reason, "if this guy is preparing to stab me, why don't I get in first with a pre-emptive strike?" Don't blame your ally for being human. Write and continually reassure him, particularly if you are planning a stab. What have you to lose?...only an ally and possibly the game.

2. Failure to understand an ally's legitimate needs. We are allied, you are Austria, I am Russia, and we have just co-operated in the conquest of Turkey. You then propose a deal whereby you attack Germany and northern Italy while I attack England and Italy. You are then surprised when I stab you next turn. Again, you deserved what you got! Just how far did you think I would get when I have to support two offenses from a single home centre each? A Mediterranean and English offensive both require fleets, and your proposal would have made a large portion of my forces--armies--useless. Where is my future growth to come from? You! Be careful to ensure that you remain roughly equal with an ally in strength and potential. All of us like to feel safe, but don't try to make yourself safe at your ally's expense; treat him like an equal.

3. Failure to C.Y.A. C.Y.A., of course, stands for "cover your ass!" I also call it the Silver Platter Doctrine. Don't expect your ally to have the restraint of Job. Humans, and especially Diplomacy players, are not so constituted. Take, for example, the case of a Franco-German alliance. You have just knocked out England, and are starting to turn east. You, as Germany, send everything you have east, leaving all your possessions in central Germany totally uncovered. Well, regardless of your alliance, you are handing the Frenchman the game--or at least all of your home centres--on a silver platter. Keep a few units back. A judicious use of garrisons is essential, but don't expect your ally to hand you the game either. He'll be keeping garrisons too. And if he doesn't, you stab him. He deserves it.

4. Failure to study the board dispassionately and plan accordingly. Here we get out of the purely one-on-one relationship between you and your ally and look at the game as a whole. Diplomacy is a board game, and it stands to reason that what a player intends is reflected by his position and moves on the board. Study it! Your ally can protest to high heaven that he is with you, but if his armies are heading toward your provinces, don't be surprised if they attempt to find a home there. Where can he move? If he can hurt you, take steps to ensure that it is more profitable for him to move elsewhere. Don't get blinded to reality, either by your ally's pretty phrases or by your own grandiose plans. Studying the board will tell you a lot that your ally won't.

5. Failure to communicate with the rest of the board. This is your D.E.W (Distant Early Warning) line. Who better to warn you of the machinations of a potentially dangerous ally than those whose best interest it is to do so? The other players will give you all sorts of warnings about your ally, but expect that you will have to sort through a lot of chaff to find a kernel of truth--particularly if you have a potentially winning alliance. But if you have statements from your ally against which to check other information, if you have looked out for your ally's legitimate needs, if your ass is covered, and if you have studied the board position, such information does not exist in a vacuum. Again, you have no one else to blame if you get stabbed by another player who had it in his best interests to warn you, but who was put off by your failure to ask him.

There will always be stabs in Diplomacy--can you imagine the game without them? The important thing is to be sure that the dagger always points elsewhere. But if you are surprised by a successful stab despite every precaution, don't condemn the perpetrator as being "untrustworthy." Rather, praise him and learn from the experience. Enjoy!

GAMES

MANEATER - JAWS 1

Game 1/A

Red (Martin Draper) 95-94-93 [2 legs]
 Green (Geoff Brown) 63-64-65 [2 legs] NMR!
 Blue (Martin Draper) 132-121-109 [2 legs]
 Yellow (Geoff Brown) 198-199 [2 legs] NMR!
 Shark (Tony Reeves) 112-110-121-131-130

Game 1/B

Red (Geoff Brown) 7-8-9 [2 legs] NMR!
 Green (Tony Reeves) 95-94-93 [eaten!]
 Blue (Geoff Brown) 49-50 [2 legs] NMR!
 Yellow (Tony Reeves) 210-209-198 [2 legs]
 Shark (Martin Draper) 97-96-95-94-93 [eats Green!] (3 points)

Game 1/C

Red (Tony Reeves) 23-22-35 [2 legs]
 Green (Martin Draper) B Std. [2 legs]
 Blue (Tony Reeves) 105-116-Home [2 legs] (3 points)
 Yellow (Martin Draper) 172-171-170 [2 legs]
 Shark (Geoff Brown) 119 NMR!

DEADLINE = SAME AS BUM

MANEATER - JAWS 2

Game 2/A

Red (Dave Gittins) [dead!]
 Green (Douglas Massie) [dead!]
 Blue (Dave Gittins) 100-113-123@ [Black-4: Saved by Hollywood][2 legs]
 Yellow (Douglas Massie) 196-195-183 [2 legs]
 Shark (Allan Doodles) 73 (6 points) NMR!

Game 2/B

Red (Douglas Massie) 33-46-57 [2 legs]
 Green (Allan Doodles) 119-120 [1 leg] NMR!
 Blue (Douglas Massie) 120-130-150 [2 legs]
 Yellow (Allan Doodles) C [2 legs] NMR!
 Shark (Dave Gittins) 161-160-139-127-117 (1 point)

Game 2/C

Red (Allan Doodles) 71-72 [1 leg] NMR!
 Green (Dave Gittins) 35-48@ [Red-4: Shark heads for you!][2 legs]
 Blue (Allan Doodles) [dead]
 Yellow (Dave Gittins) C-174-173 [2 legs]
 Shark (Douglas Massie) 84-71-58-47-34 (4 points)

DEADLINE = SAME AS BUM

99?? LAWRENCE (Autumn 1901)

AUSTRIA-HUNGARY (Justin Paddock - NMR!) F(Alb)
 Stands ; A(Tri) Stands ; A(Vie) Stands

ENGLAND (Aaron Bassett) A(Yor) - Lon; F(NTH) - Bel
 (FAILED); F(NWG) - Nwy

FRANCE (Richard Hucknall) A(Pic) - Bel (FAILED); F(ENG)
 s A(Pic) - Bel; A(Mar) - Spa

GERMANY (Mark Howard) A(Kie) - Den; A(Mun) - Ruh;
 F(Hol) s ENGLISH F(NTH) - Bel

ITALY (John ?) A(Pie) s A(Ven); A(Ven) s A(Pie); F(ION) - Tun

RUSSIA (Paul Simpkins) F(BLA) - Ank (FAILED); A(Gal) s A(Ukr) - Rum; A(Ukr) - Rum; F(GoB) - Swe

TURKEY (Jerry Pico) A(Bul) - Rum (FAILED); A(Con) - Ank (FAILED); F(Arm) - BLA (FAILED)

Autumn 1901 Adjustments:

A: Tri, Vie, Bud = 3; No change.

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

F: +Spa, Bre, Mar, Par = 4; Gains 1. Builds A(Mar).

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

I: Ven, +Tun, Nap, Rom = 4; Gains 1. Builds F(Nap).

R: +Rum, +Swe, Mos, Sev, StP, War = 6; Gains 2. Builds A(Mos), F(StP) nc.

T: +Bul, Con, Ank, Smy = 4; Gains 1. Builds F(Smy).

DEADLINE = MIDNIGHT SUNDAY 18th APRIL

98BT HASDRUBAL (Autumn 1903)

AUSTRIA-HUNGARY (Roy Taylor - NMR!) A(Tri) Stands; A(Vie) Stands* (DISLODGED - DISBANDED NRO); F(Gre) Stands (DISLODGED - DISBANDED NRO); A(Gal) Stands

ENGLAND (Rob Walk) A(Ruh) - Kie (FAILED); F(IRI) - MAO; F(Lon) - ENG; F(NTH) s F(SKA) - Den; F(SKA) - Den (FAILED)

FRANCE (Tom Tweedy) A(Bur) s RUSSIAN A(Boh) - Mun (MISORDER); F(NAf) - Tun (FAILED); A(Par) - Gas; F(Por) s ENGLISH F(IRI) - MAO

GERMANY (Richard Hucknall) A(Mun) Stands; A(Kie) s A(Mun) (CUT); F(BAL) s F(Den); F(Den) s RUSSIAN F(Swe) - SKA (MISORDER)

ITALY (Ivan Woodward) F(Spa) sc - MAO (FAILED); F(WMS) - Tun (FAILED); F(ION) - EMS; A(Mar) - Bur (FAILED); A(Ven) s AUSTRIAN A(Tri)

RUSSIA (Hugo Keizer) F(Con) - AEG; A(Bud) s A(Boh) - Vie; A(Mos) - Sev; A(Ukr) - Rum; F(Swe) s GERMAN F(SKA) - Den (MISORDER); A(Boh) - Vie

TURKEY (Martin Draper) A(Bul) - Gre; A(Arm) Stands; A(Ser) s A(Bul) - Gre; F(Ank) - Con; F(Smy) s RUSSIAN F(Con) - AEG

Autumn 1903 Adjustments:

A: Tri -Vie, -Bud, -Gre = 1; Loses 3. Removes A(Gal).

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

F: +Por, Par, Bel, Bre -Spa = 4; No change.

G: Mun, Kie, Den, Ber = 4; No change.

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

R: +Bud, Sev, Rum, Swe, +Vie, Mos, StP, War = 8; Gains 2. Builds A(Mos), A(War).

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

DEADLINE = MIDNIGHT SUNDAY 18th APRIL

98BP GUSTAVUS (Autumn 1904)

AUSTRIA-HUNGARY (John Wilman) A(Ven) Stands; A(Boh) - Gal* (FAILED, DISLODGED - DISBANDED

NRO); A(Bud) - Rum (FAILED); A(Ser) - Bud (FAILED); A(Vie) s A(Ser) - Bud; F(Gre) - Bul sc (FAILED)

ENGLAND (Hugo Keizer) F(Cly) Stands

FRANCE (Paul Prebble - NMR!) F(NTH) Stands ; F(Bel) Stands ; A(Yor) Stands ; A(Mar) Stands ; A(Ruh) Stands* (DISLODGED - DISBANDED NRO); F(ENG) Stands ; F(Edi) Stands

GERMANY (Dylan O'Donnell) A(Den) - Swe; A(Kie) - Ruh; A(Lpl) Stands; A(Mun) s A(Kie) - Ruh; F(Hol) - NTH (FAILED)

ITALY (Brandon Clarke) F(EMS) - ION; F(AEG) s F(EMS) - ION; A(Rom) - Ven (FAILED)

RUSSIA (Richard Hucknall) F(BLA) s AUSTRIAN F(Gre) - Bul sc; A(Swe) - Nwy; A(Gal) - Boh; A(Rum) Stands; A(Sev) - Arm; A(Sil) s A(Gal) - Boh; F(BAL) - Den

TURKEY (Paul Harrison) A(Bul) s F(Con) (CUT); A(Ank) s F(Smy); F(Con) s A(Bul); F(Smy) s F(Con)

Autumn 1904 Adjustments:

A: Ven, Bud, Ser, Vie, Gre, Tri = 6; No change. Builds A(Tri).

E: -Lpl = 0; Loses 1. Removes F(Cly) OUT!

F: Bel, Mar, +Edi, Lon, Spa, Por, Bre, Par = 8; Gains 1. 2 short, no builds ordered.

G: +Swe, +Lpl, +Mun, Hol, Kie, Ber, -Den, -Edi = 6; Gains 1. Builds F(Kie).

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

R: Nwy, Rum, +Den, Mos, Sev, StP, War, -Swe = 7; No change.

T: Bul, Ank, Con, Smy = 4; No change.

DEADLINE = MIDNIGHT SUNDAY 18th APRIL

98 BH EUGEN (Spring 1906)

AUSTRIA-HUNGARY (Berry Renkin) F(Apu) - ION (FAILED); A(Tri) - Ser (FAILED); A(Bud) s A(Tri) - Ser; A(Ukr) - Rum (FAILED); A(Ser) - Bul (FAILED)

ENGLAND (Geoff Norwood) F(Edi) - NTH; A(Lpl) - Wal; F(Lon) s F(Edi) - NTH

FRANCE (Stephen Koehler) F(Bre) - Pic; A(Mar) - Gas; F(ENG) s F(Bre) - Pic; F(Spa) sc - MAO

GERMANY (Tony Reeves) F(Den) - BAL; F(Nwy) - BAR; F(SKA) - Nwy; A(Ber) - Pru; A(Bur) - Mun; A(Gas) - Par; A(Hol) Stands; A(Par) - Bur; A(Pic) - Bel

ITALY (Martin Milarky - NMR!) A(Rom) Stands

TURKEY (Nick Marshall) F(Nap) - Apu (FAILED); F(TYS) - ION (FAILED); F(AEG) s A(Con) - Bul; A(Con) - Bul; A(Ank) - Con; A(War) - Ukr (FAILED); A(StP) - Mos; A(Mos) - Sev; F(Rum) s A(Mos) - Sev (CUT); A(Alb) - Ser (FAILED); A(Gre) s A(Alb) - Ser; F(Smy) - EMS

DEADLINE = MIDNIGHT SUNDAY 18th APRIL

97DJ ANSCHLUSS (Autumn 1911)

ENGLAND (Roy Burnett) F(GoB) Stands; F(BAL) s RUSSIAN A(Ber); A(Fin) Stands; A(Kie) s FRENCH A(Bur) - Mun; A(Ruh) s FRENCH A(Bur) - Mun; A(Swe) - Den; F(BAR) - NWG; F(Nwy) - NTH

FRANCE (Emeric Miszti) F(ENG) - MAO; A(Bur) - Mun;
A(Mar) - Pie (FAILED); F(GoL) s F(TYS) (CUT); F(Tun) s
F(TYS) (CUT); F(TYS) Stands; F(WMS) s F(TYS)

RUSSIA (Pete Birks) A(Mos) s A(War); A(War) Stands;
A(Ber) s FRENCH A(Bur) - Mun; A(Lvn) s A(War)

TURKEY (Jeremy Tullett) A(Sil) s A(Mun) - Ber; A(Mun) -
Ber* (FAILED, DISLODGED - DISBANDED NRP); A(Tyr)
- Mun (FAILED); A(Vie) - Boh; A(Gal) - Ukr; A(Bul) - Rum;
A(Pie) - Mar (FAILED); A(Sev) Stands; A(Ven) - Tyr
(FAILED); F(Apu) s F(Gre) - ION; F(Gre) - ION (FAILED);
F(Tus) - GoL (FAILED); F(Rom) s F(Nap) - TYS; F(Nap) -
TYS (FAILED); F(ION) - Tun (FAILED)

Autumn 1911 Adjustments:

E: Kie, Den, Nwy, Hol, Swe, Lon, Lpl, Edi = 8; No change.
F: +Mun, Mar, Tun, Bel, Spa, Por, Bre, Par = 8; Gains 1. Builds
A(Par).
R: Mos, War, Ber, StP = 4; No change.
T: Rum, Sev, Ven, Gre, Rom, Nap, Tri, Bud, Con, Bul, Vie, Ser,
Ank, Smy -Mun = 14; Loses 1.

DEADLINE = MIDNIGHT SUNDAY 18th APRIL

99?? KUTUSOV (Autumn 1901)

AUSTRIA-HUNGARY (Andy Bassett) F(Alb) s ITALIAN
A(Apu) - Gre; A(Bud) - Ser; A(Gal) - War

ENGLAND (Steve Bibby) F(NWG) s A(Yor) - Nwy; F(NTH)
c A(Yor) - Nwy; A(Yor) - Nwy

FRANCE (Geoff Norwood) A(Gas) - Bur; A(Mar) - Spa;
F(MAO) - Por

GERMANY (Paul Gorsuch) A(Mun) - Ruh; A(Kie) - Den;
F(Hol) - Bel

ITALY (Gary Pennington) A(Ven) - Tri; F(ION) c A(Apu) -
Gre; A(Apu) - Gre

RUSSIA (Steve Wells) A(StP) - Nwy (FAILED); A(Ukr) s
F(Sev) - Rum; F(Sev) - Rum; F(GoB) - Swe

TURKEY (Steve Ade) A(Bul) - Gre (FAILED); A(Con) - Bul
(FAILED); F(BLA) Stands

Autumn 1901 Adjustments:

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

DEADLINE = MIDNIGHT FRIDAY 16th APRIL
