

SPRING OFFENSIVE 70

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I used to have zine crises - now I have sub-zine crises, when I suddenly discover that I have to do two subzines in one evening. This is not the retirement I promised myself! Put the two subzines together and you almost get a zine. Oh well - at least I don't have to print and mail the damn things.

Well, I can't talk here about what I've talked about in **Pigmy**, so instead I shall just have to depress you with tales of how much pressure I feel I'm under at the moment. The w/c 7th June is going to be something of a watershead - my new edition of the new volume of Halsbury's Laws on the Post Office has to be in by 8th June, and I have to complete an important paper that I am giving at a conference in Brussels on 11th. The stress of having to get both completed on time and get my normal job done at the same time is certainly starting to get to me. This is also the time of year for appraisals at work - and I have had to give one individual a fairly poor appraisal, while deal with a lot of flak over a recent promotion (from those who weren't promoted). It's surprising how things like that get to you. At the same time Esme is doing a Biology A level in her spare time, the exam being on 10th June - she is spending every evening revising. The combination of all these things means that home life has seen happier days and I hope Esme and I can come together a bit once all the above are over.

Perversely, just when life is getting rough I find I have never had so much spare cash I all my life. A large pay rise backdated to January, some freelance work, payment for Halsbury's laws and an annual bonus should net me about £16,000 in the next few weeks. That means that I will finally lose the overdraft which has followed me since 1987 (currently £7,000 in the red) and for the first time in my life I am even considering opening a savings account. It's almost enough to make me feel grown up.

The Future of the Hobby Email List

Could I plug this again. It is a very low volume (maybe on average a single message a day) mailing list which anyone with email can receive. To join the discussion list go to: "<http://www.spoff.demon.co.uk/ukpbmlist.htm>" and follow the instructions. It's dead easy. It has a full archive capability and any reply will be sent to everyone on the list automatically.

If you do not have web access you can subscribe to the UK PBM discussion list by sending a blank email to: "ukpbm-subscribe@onelist.com" - The list provider will then email you and ask you to confirm you want to subscribe.

Once you've joined, to send email to everyone on the list - just address your email to "ukpbm@onelist.com" Anyway, to bring the wider hobby up to date with the debate, here are some of the recent contributions.

John Colledge

Apologies for the silence folks. The Colledges have become jet setters more or less over night, with first a visit to Inverness, then Chicago, then Stranraer, and next week we are off to Paris. Stranraer was of course the highlight of the tour! I have received an other letter from Alex Bardy so here are the main points he raises, plus a few comments from myself. I will use (()) for anything I have to say. Firstly, he encloses a list of 50+ games available in the zines that he sees.

((A CGS service was mentioned some time ago by I think Stephen, who offered to run one for Diplomacy. I teased Alex a bit by suggesting that he had just been voted CGS coordinator for the hobby but I seem to remember Ryk Downes and David Oya saying they would hold information on Waiting Lists on their web sites. Might it be possible for this sort of thing to be coordinated so those involved are not all slogging their way through the same stuff? If they are agreeable, those with their own web sites would appear to be an obvious place to hold this information. Any comments/suggestions?))

John Harrington

A CGS was one of the things that caused Mark Wightman to go apoplectic. Having been out of the zine editing game for a while now I had forgotten how competitive zine editors were (and I was no better). As such running the CGS might be a fairly thankless task for someone to do.

I like the idea of a place where hobby waiting lists can be ... er ... listed. I agree that there is no point in having 2 or more people recording this information in different places. Whoever emerges as the preferred candidate should be someone that all zine editors are prepared to trade with or, if it is someone who does not publish a zine then they should receive complimentary copies (or the info could be sent by e-mail if applicable).

Without going into the wherefores and whyfores, Alex is still concerned about the number of people who have not to have received "The Letter". As a number of these are in the United side of the hobby, he feels they have been further alienated. He also points out that a number of them don't particularly want to be considered as part of the hobby anyway. ((Many moons ago I seem to remember there being some ill feeling because the Hobby Ghods of the time looked down their noses at those who didn't play Diplomacy. I think this was when the split took place. Given that our numbers are slowly dwindling, I would like to suggest that we welcome games players of any sort into the hobby. As I am sure I have said before, I feel there is a certain amount of crossover between our hobby, the professional games playing hobby and the United hobby so why we should feel we are anything special, I don't know. They can always say "no thanks" if they are still not interested, but at least we have made the effort.))

Alex then goes on to list a number of Digest entries and his responses. A number of them have been raised before but it will do no harm to mention them again.

Digest 38, Message 3: Magazines for the elderly and disabled are available in WH Smiths and he suggests we might get details from the Internet as he can't think of any at present. ((Might be costly to advertise but worth looking into. See my comments later though.))

Digest 39, Message 1: He agrees that Classified ads should be tailored for the specific audience.

Digest 42, Message: He appears to be less than impressed by the "dumbing down" and comic-strip approach to advertising our wares and he feels there has yet to be a decent proposal put forward for this. He then goes on to suggest a Year 2000-style campaign along the lines of "Do something different for the Year 2000 - support your postal service and stay in touch with your friends. Compete against them, kick their butts, and have a laugh!

Join a postal game today!" He feels it needs some work obviously, but there is a germ of an idea there.

((At first I was appalled by this suggestion as the very words "Year 2000" are enough to bring any banker out in a rash, despite the fact that BoS appear to be well ahead of the game. I can't believe I just said that! However, the Post Office might be interested. Stephen, any idea if this is the sort of thing they would be interested in?))

Digest 43, Message 2: He kind of agrees with Stephen over the under-25s but feels they are not all playing with their Playstations and we should be using the Internet to attract them. He goes on to suggest that those with web sites should be offering the printed version of their zines and directing anyone who visits their sites towards John.

((Having just done a whistle stop tour of the hobby web sites I think only about half of them mentioned John so I have taken the liberty of leaving a polite message. After all, it seems daft to spend money advertising when we can send "visitors" directly to MfG from these sites? After all, they are presumably interested in games or they wouldn't be in the sites in the first place. Speaking of Playstations, I was horrified to see a Playstation in our hotel room when we were in Chicago. Is this sort of thing happening in the UK? I have visions of hyper active kids being dragged away from their Playstations by irate parents who might just want their little treasures to spend some time with them while on holiday! Then again, adults may be using them while stopping over between flights.))

Digest 43, Message: Alex was "heartened" to see some of our friends from across the pond taking an interest and hopes they will stick around. ((I will mention our campaign to Conrad von Metzke as well.))

Digest 44, Message 1: Alex has seen a copy of the original Novice Package and describes it to me. He wholeheartedly agrees with the idea of thinning it down to a more acceptable size. He mentions that a lot of people must have been involved in the original and bemoans the fact that there are so few of us involved this time round. He suggests that there be some sort of presence at the Mind Sports Olympiad.

John Harrington

Moves are afoot to have some sort of postal gaming presence at the Olympiad even if it only takes the form of "world championships" of games that can be played by post - namely Dip, 18xx, RR, Fireside Football (United), Breaking Away, Pass the Pigs (only kidding).

On July 3rd there is a games event in Harlow and a few hobby luminaries will be there too. If anyone else wants to attend send me an e-mail (johnh@fiendishgames.demon.co.uk) or write to me at 1 Churchbury Close, Enfield, EN1 3UW.

((How is the revamped Novice Package coming along John? I am very much aware of the fact that you have been rather lumbered with this. What ever you do, don't rush it. I am sure we would all rather that you were happy with the end result than have the thing go out at half-cock. Will we get a chance to pass comment before you go public?))

John Harrington

I've started so I'll finish....

Just don't know when yet. Lin's parents are coming round tomorrow and number 2 son has been despatched to Clacton for the week-end so I might get a chance to finish it this week. It will be much shorter than the previous version and

will cover the whole of the postal gaming hobby, not just Dip.

I can circulate it for general approval if you wish but I've got a pile of people (about 20) waiting for it who signed up at the recent PBM meet so I might send them the draft copy if that's OK (get Gihan to photocopy it for me :-)) and then produce a revised version afterwards.

((Alex also mentioned that he felt it would be worth doing an other stand at the Midlands/Northern PBM con but doesn't give a date. I also noticed somewhere that there will be one in Blackpool at some stage called Towercon, I think. Anyone interested?))

((An other thing Nick and I discussed briefly a couple of weeks ago was the number of people we feel we should be aiming to attract into the hobby. I did ask this a while back but I don't think anyone came back with any suggestions. Bearing in mind that we are fairly ambitious about this campaign we will hopefully attract quite a few. Stephen feels that there are about 500 people in the hobby. I thought 50 would probably be about what we would get and if it was as much as 100 we might have a few problems. The last thing we want is frustrated punters and worse still, over stressed editors. Anyone got any idea just how much of an increase the hobby could stand before the cracks would begin to show?))

((Can I make a suggestion? Things appear to have reached a bit of a hiatus just now as it seems unlikely that we are going to get any more really good ideas. As a cross section of the hobby, (all be it rather small), what about everyone putting on their thinking caps and letting us know what they see as being the five most realistic suggestions we have received so far for bringing new blood into the hobby, and probably more important, why? If you give them in order of merit, after a couple of weeks, we can tally up the votes, then focus on how we should implement say the top three? I will start the ball rolling.

((5 points. Leaflets to games distributors who have agreed to help. (SFCP, Karl Bown, Leisure Games). Costs - paper and printing - depends on how many we do. We know our efforts are going to those who are interested in games.

((4 points. Classified adverts in wargaming magazines and other suitable magazines/papers such as the London one that was suggested. Costs - None but we are limited to 30-40 words. Should bring more people into the Dip side of the hobby if nothing else.

((3 points. The Internet. Costs - None, but I am not sure where we start. Presumably games orientated sites. After all, if we get messages from the professional PBM side of things, presumably we can use the same method?))

((2 points. Leaflets in Libraries and Supermarkets Costs - as above I like this one because it broadens our horizons and it gives others a chance to participate. After all, it isn't going to exactly kill anyone to stick a leaflet on a notice board in their local library or supermarket, is it? Who knows, really keen people might actually bother to wander round a number of libraries and Supermarkets. Everyone needs to eat. Supermarkets seem like a really good place to try and while it is something of a sweeping statement, libraries are likely to be a source of "people with time on their hands" as someone suggested.

((1 point. Students. Costs - depend on how we approach it. I think most of us would like to see some younger people entering the hobby. As I said, many universities and colleges have their own web sites now. We could try contacting a few of them to begin with either with a general advert and asking them to copy it and stick it on a notice board for us, or alternatively asking for

contact names of those that might be interested. Then we contact them later.

John Harrington

5 - ads in games shops - how about flyers in every carrier bag?
4 - flyers in games
3 - ads in games mags
2 - presence at games cons - including RPG, war games et al
1 - articles in the local press to coincide with Mind Sports Olympiad

Richard Smith

I've just read John Colledge's ode which includes a guesstimate of a mere 500 amateur PBmers in the UK. From my limited experience (I've only recently got sucked into the zine scene full-bloodedly) this sounds about right.

This makes APBM one of the least popular hobbies in the universe - behind even pro-celebrity nude spacehopper racing, and well behind the main British stalwarts of stamp collecting, train spotting, model aircraft construction and masturbation.

The very fact that zine eds are amateurs means that no-one really wants more than 100 subbers (Malcolm Cornelius's enormous BUM is the only one I can think of that has more, though there may be others).

So, let's say we clubbed together and bought some advertising time on a big 'net search engine such as Yahoo or my fave Alta Vista - how would we cope with the thousands of E-mails it would generate?

Whilst on the subject of the net, if anyone does volunteer to resurrect the CGS, then there should be only one web site hosting it, and all other zinefiends with websites should have a prominent link to it (obvious, but worth saying anyway).

Richard Gooch

For what it's worth - and forgive me if I'm going over old ground - I've always considered myself to be a "member" of the Postal Diplomacy hobby. I've only ever started one game of Diplomacy (wiped out in 3 seasons because everyone else assumed I was a wizard player), never gm'd and only ever played ftf after major bullying. I play RR, 1829, En Garde, Maneater etc etc, but I owe my debt to the game of Diplomacy and its players, without which the hobby would not have evolved in the way it did. Even

Diversions was called a Dippy zine despite a total lack of the game. I have always found it easiest to explain my strange obsession to non-believers through reference to Diplomacy, and in my experience it is Diplomacy which has made most new members aware of the hobby. Any reference to Postal Board Gaming ignores RPG and vice-versa. Postal Gaming implies slot-machines and craps in this part of the world. Looking for places to play any game by post, any reasonably intelligent person will have heard of Diplomacy and decide to at least include this in his or her search.

I remember the original debate, and it did, indeed centre around United. We lost some people, and gained others. The consensus was that no single name would be entirely satisfactory, but out of due deference to its history and the fact that enough people were aware (on some level) that Diplomacy could be played by post, the Postal Diplomacy Hobby was the compromise.

Besides, I get a better class of funny looks when I say I play postal Diplomacy compared to those I get when I say I play postal railway games or RPG.

Barbaria

By Russell Tulp

Barbaria was first published in the Nov 1969 issue of Thangorodrim and was designed by Russell Tulp. It was re-published in Arda 5 in Dec 1980. It has probably never been played postally.

This edition is slightly altered version of the original with additional comments added to the rules for clarification, and some name changes on the map. This revision (by the NAVB) has been kept to a minimum, to retain the character of the original. Hence references to cities non-existent at the time (Cologne, Salzburg) have been kept.

1. The rules of Regular Diplomacy apply except as follows.
2. The game starts in Spring 521, the Great Powers possess the following units (A=Army; F=Fleet; S=Single; D=Double; T=Triple)

ANGLO-SAXONS: SF Thames; SF Jutland; SF Anglia; DF Saxony;

AVARS: SF Crimea; SF Sklavinia; SA South Avaria; DA Avaria;

BYZANTINE EMPIRE: SA Alexandria, SA Antioch; DA Aidrianople; DF Illyria, TF Constantinople;

FRANKS: SF Brittany; SA Aquitaine; SA Reims; DA Paris;

LOMBARDS: SA Vistula; SA Odor; SA Danube; DA Lombardy;

OSTROGOTHS: SF Sicily; SA Verona; SA Sirmium; DA Rome;

VANDALS: SF Corsica; SA Tricameron; DF Carthage; SA Sardinia;

VISIGOTHS: SF Toledo; SA Valencia; SA Septimania; DA Saragossa;

3. Double units have an offensive and defensive strength of two. If a supporting unit is attacked by a single unit, its support is only cut by one. The Byzantine TF attacks as a DF but has a defensive strength of 3. Only one TI may ever exist and only Byzantium has it; if it is disbanded, it cannot be replaced.

4. Double units are supplied by the provinces they start in. If any such province falls to an enemy its unit is immediately disbanded. If the province is recaptured it will supply a SA for 2 years after the next adjustment season - winter. It may then be converted into a double army. This unit is designated as SdA or SdF in orders until it is converted. If the supply centre is taken again the Sd unit is disbanded.

5. Since the Byzantine Empire had a much more centralised government than the barbarians, the fall of Constantinople has dire consequences. If it is taken the TF is immediately disbanded and can never be rebuilt, all units at sea and outside the borders of Byzantium stand and are eliminated if dislodged, all extra strength units within Byzantium attack and defend as single units. If Constantinople is recaptured all units return to normal status. If it is not recaptured within 2 years, Byzantium goes permanently into civil disorder.

6. No player may have more Double units than he started with.

7. Nations may expand their boundaries by incorporating neutral supply centres. If a unit is maintained as a garrison in a neutral centre for 2 consecutive years, it is thereafter considered as a home centre and new units may be built there. Home centres of other nations may also be incorporated but must be garrisoned for

4 consecutive years in order for the transition to occur.

8. The Lombards receive no fleets at the start of the game, but may build fleets in either Pomerania or Prussia after maintaining a garrison there for one year. These provinces are not supply centres; they may be used for special building purposes only, and only by the Lombards, and only for fleets. The Lombards may build a fleet, of course, only when their supply centre total would allow a normal build.

9. Direct land connections exist between Scotia/Pictia, Sicily/Naples, Corsica/Sardinia, and Jutland/Dania. Armies may between these provinces without the aid of fleets.

10. Armies are not convoyed, but must form Army/Fleets (A/Fs) in order to move over bodies of water. See the A/F rules below.

11. Units of 2 nations may form A/Fs, provided each player involved specifically orders the formation to take place. A combined A/F is always ordered by the owner of the fleet. The army can always be ordered to "get off" by its owner, but this only succeeds if the army is ordered to a different destination from the fleet. If the move "get off" does not succeed, the army stands; but if it is dislodged it is disbanded.

12. When a combined (2-Nation) A/F is at sea, the owner of the fleet has the option of disbanding both units in an adjustment phase - scuttling the fleet and the army goes with it.

13. The victory criteria is control of 25 of the 49 supply centres.

14. Abbreviations on the map : Cor = Corsica.
Special Province Abbreviations : Norge = Nge; Sassanid Empire = SHin; Saracen Territory = STe; all other provinces with two word names follow that same pattern.

UNIVERSAL A/F RULES MODULE

by Fred C. Davis Jr.
revised by Stephen Agar

Introduction

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

- (a) I have abandoned the rule that A/F combinations may only exist for 3 consecutive moves and that the GM must force units to retreat even if no retreat is ordered as there is no particular reason why these rules should have universal application;
- (b) This revision states that embarkations occur prior to simultaneous movement and thus cannot fail and disembarkations occur during simultaneous movement and are thus affected by what other units do.

These changes ensure that the rules are more logically consistent than those in Abstraction without the necessity of introducing complicated time phases as used in variants such as Mercator. However, they do produce different result in some circumstances to the A/F rules as they appear in Abstraction.

Rules

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

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

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

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

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

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

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

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

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

For example, consider the following orders:

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

FRANCE: F(ENG)-Bre

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

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

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

END-GAME REPORT - ANSCHLUSS (97DJ)

		01	02	03	04	05	06	07	08	09	10	11
Austria	Gihan Bandaranaike	4	2	1	1	0						
England	Roy Burnett	4	4	5	5	5	6	7	8	8	8	8
France	Emeric Miszti	5	5	6	7	7	7	7	8	8	8	8
Germany	Ian Coleman	5	6	5	3	2	1	0				
Italy	Colin Smith	5	6	6	6	6	5	3	0			
Russia	Pete Birks	6	6	5	4	5	5	6	4	4	4	4
Turkey	Jeremy Tullett	4	5	6	8	9	10	11	14	14	15	14

Result: 4-way (T/R/E/F) draw agreed between the players after A11.

Jeremy Tullett (Turkey)

From the start, Pete (Russia) seemed amenable to a Juggernaut, and so all of my energies were directed at ensuring a success for it. Gihan (Austria) appears to have been well and truly led up the garden path as he soon found himself under attack from Me, Russia and Italy. Faced with this onslaught, he was destined to exit pretty quickly, leaving me with the potential problem of a strengthened Italy to seep out of the way. Fortunately, Colin had the good grace to drop out of the game leaving me clear to pick up his centres.

Elsewhere, Russia was making some progress against Italy, but there seemed to be little co-ordinated action in the north-western corner, and briefly an outright win seemed a possibility. However, Emeric finally sent his fleets south to block the Mediterranean. At this point, I felt that 17 centres was likely to be my limit, unless:

1. A breakthrough was achieved in Germany by Russia and I working in concert; or
2. Emeric fouled up badly and let me past Italy; or
3. I could take all of the Russian centres.

A cheeky stabette caused Sev to become Turkish, but further gains against Russia would only have resulted in England occupying the northern centres. Emeric did miss a couple of seasons, but maintained sufficient interest to hold the line of fleets against me. Despite clear communications difficulties, France and England managed sufficiently well to hold Kie and Ber. Towards the end, a genuine disorder on my part caused Pete to have serious concerns that I was about to go for him in a big way, and he conspicuously changed sides, not so much to try to stop a win, but more to indicate that I might as well give up, as I certainly would not make progress on my own. Hence, my decision to settle for the position that we finished at.

As an experience of email Dip, I didn't find it all that satisfactory. The amount of communication was not markedly higher than in a postal game, and of course, turnaround was still implicitly tied to the turnaround time of **SpOff**. Nevertheless, it was fun to play, and I am grateful to Stephen for taking the trouble to run it.

MANEATER GAMES

These have not been adjudicated due to very few orders having been received. I will contact the players separately.

HASDRUBAL (Autumn 1904)

AUSTRIA-HUNGARY (Anarchy - Ex-Roy Taylor)

ENGLAND (Rob Walk) F(Nwy) - NTH (FAILED); F(SKA) - Swe (FAILED); F(MAO) s FRENCH F(Por) - Spa sc; A(Ruh) - Bel; F(NTH) - Ruh* (MISORDER, DISLODGED - DISBANDED NRO)

FRANCE (Tom Tweedy) F(Por) - Spa sc; A(Gas) s F(Por) - Spa sc; A(Mar) s F(Por) - Spa sc* (CUT, DISLODGED TO Bur); F(NAf) - WMS (FAILED)

GERMANY (Richard Hucknall) F(Den) - NTH; F(HEL) s F(Den) - NTH; A(Mun) - Ruh; A(Kie) s A(Mun) - Ruh

ITALY (Ivan Woodward) A(Pie) - Mar; A(Ven) - Tyr; F(GoL) s A(Pie) - Mar; F(ION) - AEG; F(TYS) - Tun; F(WMS) - Spa sc (FAILED)

RUSSIA (Hugo Keizer) A(StP) - Fin; F(Swe) s ENGLISH. F(SKA) - Den (MISORDER); A(Tri) - Alb (FAILED); A(Ser) - Alb (FAILED); F(Gre) - Bul sc; A(Rum) s F(Gre) - Bul sc; A(Gal) - Vie; A(Arm) - Ank* (FAILED, DISLODGED - DISBANDED)

TURKEY (Martin Draper) A(Alb) - Ser (FAILED); A(Bul) Stands* (DISLODGED - DISBANDED NRP); F(AEG) - Smy; A(Syr) - Arm; A(Ank) s A(Syr) - Arm; F(Smy) - Con

Autumn 1904 Adjustments:

A: -Tri = 0; Loses 1. OUT!

E: Nwy, +Bel, Hol, Edi, Lon, Lpl = 6; Gains 1. Builds F(lon), A(Edi).

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

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

I: Mar, Tun, Ven, Nap, Rom -Spa = 5; Loses 1. Removes A(Tyr).

R: Swe, +Tri, +Ser, +Bul, Rum, Vie, Bud, Sev, Mos, StP, War = 11; Gains 3. Builds F(Sev), A(Mos), F(StP) sc, A(War).

T: Smy, Ank, Con, Gre, -Ser, -Bul = 4; Loses 2. Removes A(Alb).

Deadline = MIDNIGHT SUNDAY 13th JUNE

KUTUSOV (Autumn 1902)

AUSTRIA-HUNGARY (Andy Bassett) F(Alb) - Tri (FAILED); A(Ser) s F(Alb) - Tri (CUT); A(Bud) - Vie; A(Lvn) s RUSSIAN A(StP) - Mos

ENGLAND (Steve Bibby) A(Nwy) Stands; F(ENG) - Bel; F(NWG) s A(Nwy); F(NTH) - Hol (FAILED)

FRANCE (Geoff Norwood) A(Pic) s ENGLISH F(ENG) - Bel; A(Bur) - Ruh (FAILED); A(Mar) s A(Par) - Bur; A(Par) - Bur (FAILED); F(MAO) Stands

GERMANY (Paul Gorsuch) A(Den) Stands; A(Hol) s F(Bel) (CUT); A(Mun) s A(Ruh) - Bur; A(Ruh) - Bur (FAILED); F(Bel) s A(Hol)* (CUT, DISLODGED - DISBANDED NRP)

ITALY (Gary Pennington) A(Tyr) s A(Tri); A(Tri) s A(Gre) - Ser (CUT); A(Gre) - Ser* (FAILED, DISLODGED - DISBANDED NRP); F(EMS) - ION; F(ION) - Tun

RUSSIA (Steve Wells) A(StP) - Mos; A(War) - Mos (FAILED); A(Ukr) s F(Rum); F(Rum) Stands; F(Swe) - Nwy (FAILED)

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

Autumn 1902 Adjustments:

A: Ser, Vie, Bud, -War = 3; Loses 1. Removes A(Lvn).

E: Nwy, +Bel, Edi, Lon, Lpl = 5; Gains 1. Builds A(Lon).

F: Mar, Par, Spa, Por, Bre = 5; No change.

G: Den, +Hol, Mun, Ber, Kie, -Bel = 5; No change. Builds A(Kie).

I: Tri, +Tun, Nap, Rom, Ven, -Gre = 5; No change. Builds A(Ven).

R: Mos, +War, Rum, Swe, StP, -Sev = 5; No change.

T: Bul, Smy, +Gre, +Sev, Con, Ank = 6; Gains 2. Builds A(Con), A(Ank).

Deadline = MIDNIGHT SUNDAY 13th JUNE

GUSTAVUS (Autumn 1905)

AUSTRIA-HUNGARY (John Wilman) A(Apu) - Nap (FAILED); A(Tri) - Ven; A(Vie) Stands; A(Rum) - Bul (FAILED); A(Ser) s F(Alb) - Gre; F(Alb) - Gre (FAILED)

FRANCE (Paul Prebble) F(Hol) s F(Bel)* (CUT, DISLODGED TO NTH); F(Edi) Stands; F(Bel) s F(Hol); A(Mar) - Gas; F(ENG) s F(Bel); A(Yor) - Lpl (FAILED)

GERMANY (Dylan O'Donnell) A(Lpl) - Edi (FAILED); A(Bur) - Par; A(Ruh) s F(Kie) - Hol; F(HEL) s F(Kie) - Hol; A(Swe) - Den* (FAILED, DISLODGED - DISBANDED); F(Kie) - Hol

ITALY (Brandon Clarke) A(Rom) - Nap (FAILED); F(ION) s F(Gre); F(Gre) s TURKISH F(Con) - Bul sc (MISORDER)

RUSSIA (Richard Hucknall) A(Boh) - Mun; A(Sil) - Ber; F(Den) - Swe; A(Nwy) s F(Den) - Swe; A(Arm) s F(BLA) - Ank; A(Bul) - Con (FAILED); F(BLA) - Ank

TURKEY (Paul Harrison - NMR!) A(Ank) Stands* (DISLODGED - DISBANDED NRP); F(Con) Stands ; F(Smy) Stands

Autumn 1905 Adjustments:

A: Ven, Vie, +Rum, Ser, Bud, Tri, -Gre = 6; No change.

F: Edi, Bel, Mar, Lon, Spa, Por, Bre, -Par = 7; Loses 1. Builds A(Mar).

G: Lpl, +Par, Hol, Kie -Swe, -Mun, -Ber = 4; Loses 2. Removes A(Lpl).

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

R: +Mun, +Ber, +Swe, Nwy, +Bul, +Ank, Den, Mos, Sev, StP, War, -Rum = 11; Gains 4. Builds F(StP) sc, F(Sev), A(Mos), A(War).

T: Con, Smy -Bul, -Ank = 2; Loses 2.

Deadline = MIDNIGHT SUNDAY 13th JUNE

LAWRENCE (Autumn 1902)

AUSTRIA-HUNGARY (Justin Paddock) A(Tri) - Bud; A(Vie) - Tyr; F(Gre) Stands

ENGLAND (Aaron Bassett) F(NAO) - NWG; F(Nwy) Stands* (DISLODGED TO Swe); F(NTH) s RUSSIAN F(Swe) - Den; A(Lon) Stands

FRANCE (Richard Hucknall) F(MAO) - WMS; A(Spa) - Por; A(Bur) - Mun (FAILED); A(Mar) - Pie (FAILED)

GERMANY (Mark Howard) A(Den) - Swe* (FAILED, DISLODGED TO Kie); A(Bel) Stands; F(Hol) Stands; A(Sil) - Mun (FAILED); F(BAL) - Den (FAILED)

ITALY (Anarchy - John Broga - NMR!) A(Pie) Stands ; A(Ven) Stands ; F(Tun) Stands ; F(Nap) Stands

RUSSIA (Paul Simpkins) F(Swe) - Den; A(StP) s F(BAR) - Nwy; A(Gal) - Vie; A(Rum) - Sev (FAILED); F(BLA) - Sev* (FAILED, DISLODGED TO Ank); F(BAR) - Nwy

TURKEY (Jerry Pico) A(Ser) - Bul; A(Ank) - Arm; F(Arm) - BLA; F(Con) s F(Arm) - BLA

Autumn 1902 Adjustments:

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

E: +Swe, Lon, Edi, Lpl, -Nwy = 4; No change.

F: +Por, Mar, Spa, Bre, Par = 5; Gains 1. Builds A(Par).

G: Kie, +Bel, Hol, Ber, Mun -Den = 5; No change.

I: Ven, Tun, Nap, Rom = 4; No change.

R: +Den, StP, +Vie, Rum, +Ank, +Nwy, Mos, Sev, War, -Swe = 9; Gains 3. Builds F(Sev), A(War), A(Mos).

T: Bul, Con, Smy, -Ank = 3; Loses 1. GM Removes F(BLA), NRO.

Deadline = MIDNIGHT SUNDAY 13th JUNE

EUGEN 98BH (Spring 1907)

AUSTRIA-HUNGARY (Berry Renkin) F(Apu) - ADS; A(Ser) Stands; A(Tri) s A(Ser); A(Bud) s A(Ser); A(Ukr) Stands

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

FRANCE (Stephen Koehler) F(Pic) - ENG; A(Gas) - Mar; F(ENG) - MAO; F(MAO) - WMS

GERMANY (Tony Reeves) A(Pru) - War (FAILED); A(Sil) Stands; A(Mun) - Boh; A(Ruh) - Mun; A(Bel) s A(Hol); A(Hol) s A(Bel); A(Par) - Bur; F(Den) - SKA (FAILED); F(Nwy) - SKA (FAILED); F(StP) nc Stands

TURKEY (Nick Marshall - NMR!) A(Bul) Stands ; A(Alb) Stands ; A(Con) Stands ; A(Gre) Stands ; A(Mos) Stands ; A(Sev) Stands ; A(War) Stands ; F(AEG) Stands ; F(ION) Stands ; F(Nap) Stands ; F(Rum) Stands ; F(Rom) Stands

Deadline = MIDNIGHT SUNDAY 13th JUNE
