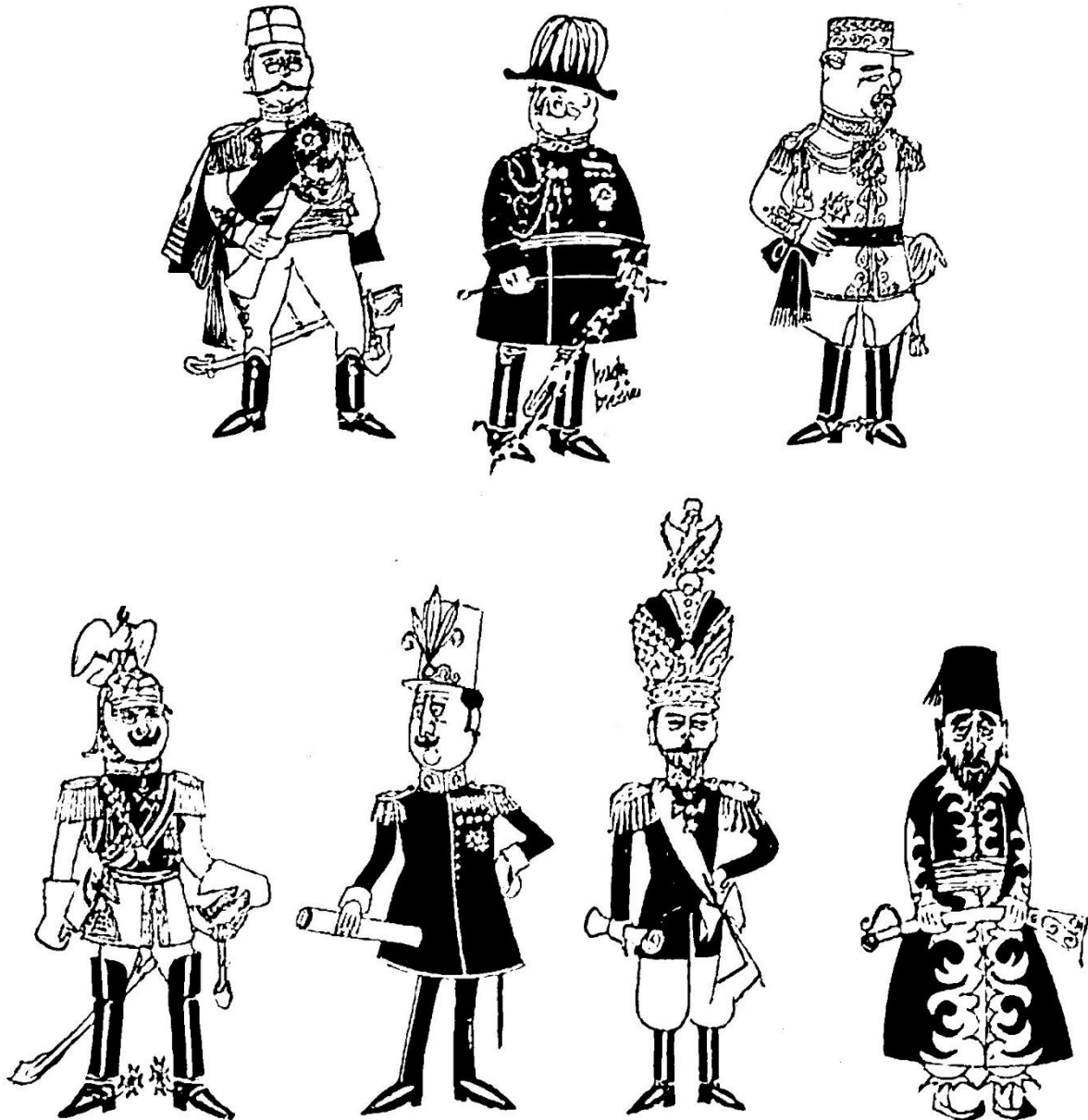


God Save The Zine

The House Zine of the UK Diplomacy Archive

www.diplomacyzines.co.uk



Issue 32
(December 2025)

Deadline - Friday 23rd January 2026

from Stephen Agar (stephen@godsavethezine.com)

Contents

Editorial	Page 2
UK Games Zine Poll 2025	Page 3
UK Diplomacy Zines	Page 4
Diplomacy: The Gathering III	Page 6
Hugh Bredin	Page 7
London Diplomacy Club	Page 9
Letters	Page 11
The Octopus	Page 18
Time For A Rethink?	Page 19
Eggs in One Basket...	Page 21
The Finnish Filibuster	Page 22
EDC 2025	Page 23
My EDC Experience	Page 24
EDC 2025 Results	Page 26
UK Diplomacy Sets Pt.2 (Philmar)	Page 28
Mercator 5-Up	Page 32
Golden Years	Page 33
It's No Game	Page 33
Kooks	Page 34
Lazarus	Page 34
Moonage Daydream	Page 35
No Plan	Page 35
Jean Genie	Page 36
ManEater	Page 37
Sopwith	Page 38
Intimate Diplomacy	Page 39
Diplomacy Bingo	Page 39

Editorial

As I have been ill with some sort of respiratory thing for the past two weeks, I have had the spare time to make this issue is a bit of a layout experiment. I have vastly reduced the size of all the maps etc. in the zine – but if you want to see any map in a large scale you can click on it and it should download in a separate window. You can then save the larger file separately if you want to. Let me know what you think and whether or not you would like me to go back to the larger maps next time.

In a recent email one reader bemoaned the absence of good old-fashioned articles on Opening Strategy. Not being one to resist a challenge, I bring you not one article on Russian opening strategy, not two articles on Russian opening strategy, but three articles on Russian opening strategy!!! What's not to like? Written

over a period of almost 20 years, some 10 years apart from each other.

Those of you familiar with the colourful UK Diplomacy boards, will remember the cartoons that decorated it. Fewer of you will have seen the original cartoons on the cover of this issue, as they only appeared on the front of the Intellectual Diversions edition of Diplomacy which was discontinued in the mid-60's. It took a bit of effort to scan them as they were printed on shiny gold paper. They were drawn by Hugh Bredin, of which more later in this issue.

We have had a bit of progress on the house selling front. We have a very keen purchaser, but they still have a house to sell (which isn't even on the market). So, we have agreed to exchange contracts to sell this place, but with a delayed completion of 12-18 months. In the meantime, they can occupy this house under a licence (and pay all the bills, Council Tax etc.), but if they don't complete then they have to leave and we keep the 10% deposit. At least it cuts our monthly expenditure and with a 10% deposit at stake they are really motivated to complete. Not ideal, but better than where we were.

UK Diplomacy

Continuing the revival of FtF Diplomacy throughout the UK, 23-25 January will be the inaugural "Steel Showdown" in Middlesbrough, hosted by Isaac Juckes.

This will be a four round Diplomacy tournament running from the 23rd to 25th of January starting at 15:00 on Friday and finishing by 18:00 on Sunday. The event will be held at Gates of Cerberus games centre in Middlesbrough. If you would like to attend please fill in the [registration form](#). It looks like it will be difficult for me to get there as it is a GSTZ deadline weekend. Pity.

At the 2025 European Diplomacy Championships (EDC) in Leiden, Netherlands, UK players Bradley Grace and Conrad Woodring bid for and won EDC 2026 for the UK. Bradley and Conrad presenting

The organizing committee will include

- Chris Woolgar - tournament organizer
- Garry Sturley - tournament director
- Conrad Woodring - marketing and comms
- Bradley Grace - marketing and comms

The event has not yet been scheduled, but Bradley said that the event will take place in the second half of 2026 and will be in Chesterfield.

UK Games Zine Poll 2025

The results from the 2025 Zine Poll have arrived courtesy of Alex Richardson in **Obsidian** 320.

Overall Ranking

1. Fury of the Northmen
2. Ode
3. The Celestial Dragon
- =4. In Off The Post
- =4. Will This Wind
6. Obsidian
7. PUMA
8. mais n'est-ce pas la gare?
9. Dane's Games
10. The Cunning Plan
11. Top of the League
12. God Save The Zine
13. Extra Time
14. Minstrel
15. Hopscotch
16. Astro
17. Striker
18. Fourtrack Mainline
19. Ninety Minutes
20. To Win Just Once
21. United Side of Hopscotch
22. Ford SuperLeague

Congratulations to Colin Bruce for winning again and to everyone who has topped a category, jolly well done. In fact, jolly well done to everyone who edits a zine and keeps this hobby going – as I know what a tremendous amount of work it is. I see all of the Dip zines, General Games zines, Overseas zines and nearly all of the Railway zines mentioned here. But despite trying to get a trade relationship with the sports zines, I see none of them – so it may be time to stop bothering them with copies of **GSTZ**.

A shame that there were only 41 votes in total, as even now there must be many more readers than that. **GSTZ** has over 300 people on the circulation list plus many more who download it directly from the web page. I suppose many of those may never even bother to open it up and even skim it (so maybe it is time for a mailing list purge...). But then again, I know I forgot to vote in the Poll, so I can't really criticise anyone else for that. I do wonder if in this day and age we shouldn't be able to organise a poll where people can vote through a web page or a link in a zine?

Thanks to Alex for taking the time and the trouble to keep this hobby institution going.

Diplomacy Zines

1. Fury of the Northmen
2. Ode
3. Obsidian
4. God Save The Zine
5. The Cunning Plan

Railway Games Zines

1. The Celestial Dragon
2. mais n'est-ce pas la gare?
3. Ode
4. Minstrel
5. Fourtrack Mainline
6. Obsidian
7. To Win Just Once
8. Dane's Games

General Games Zines

1. Will This Wind
2. Dane's Games
3. Fury of the Northmen
4. Obsidian
5. Ode
- =6. The Cunning Plan
- =6. Hopscotch
8. The Celestial Dragon
9. God Save The Zine
10. To Win Just Once
11. Minstrel

Sports League Zines

1. In Off The Post
2. PUMA
3. Top of the League
4. Extra Time
5. Astro
6. Striker
7. Ninety Minutes
8. United Side of Hopscotch
9. Ford Superleague

Overseas Zines

1. back-of-the-envelope
2. Western Front
3. Northern Flame
4. Damn the Consequences
5. Cheesecake
6. S.O.B.

UK Diplomacy Zines

Well, there are only four UK Diplomacy zines listed in the Zine Poll results (apart from **GSTZ**), so I think it is only right and proper that I plug all of them. You can download all these issues and get all the requisite contact details at:

[ZINES THAT ARE STILL GOING](#)



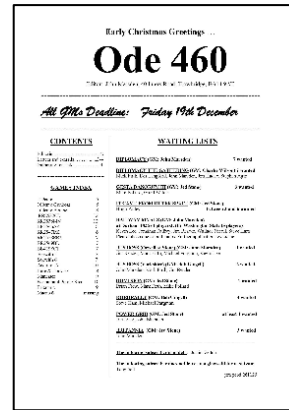
Fury of the Northmen

What can I say? Multiple Zine Poll winner, though a bit of a new boy as it has only been going since July 2011. However, like myself, Colin has produced a zine before. **FotN** appears every 5 weeks or so like clockwork. Very reliable. Last issue received was 145, but 146 should be due soon. This current issue was 12 pages long, of which half is the Conquistador game report which looks like a beast to GM.

The main feature of this issue is the continuing story of Colin's American Road Trip, which included a visit to the scene of Bonnie & Clyde's ambush by six policemen and ends up at the infamous Texas School Book Depository. Colin is clearly very well-read and he incorporates what he is reading (usually history) into articles in the zine, which makes it interesting and charming.

Unlike the other zines mentioned here, **Fury of the Northmen** doesn't tend to have a letter column, so that puts even more emphasis on Colin to have to create content.

If you want pure Diplomacy stuff (such as Russian opening strategy), then this isn't the place for you. But if you like the historical Sunday Supplement vibe, you'll love it.



Ode

Last issue seen 460. The grandfather of the remaining Diplomacy zines, in continuous publication since October 1979 (though I am old enough to remember reviewing issue 1!). It was called **Ode** as John's intention was to write an "odd Ode" for each issue, but due to public pressure it was abandoned in issue 2.

MADNESS BREAKS OUT IN MANCHESTER!

*A funny hobby this, I think,
As zines come, stay a while, and sink.
The Frog is gone, lost on Canvey;
No longer can John make us think, or angry.
The mantle taken up by Tringham
Who seems to fire at many – and hurt 'em.*

*Boot is being trained, we hear,
To sniff out drugs, and even beer
To fill the men of the Constabulary.
(This rhyme is straining my vocabulary!)
Will others suffer like Gallimaufry
Because they find the price is too high?
Or will they be like perennial Courier,
Going on for year after year after year?*

*And spirit prices are up again –
Though no fault of her at No.10.
Lemmings express themselves most variously
Whilst survival is a Pyrrhic Victory.
Even with Bruce Simpkins couldn't stick
And 1901 is now but a statistic.
Now Supercomputer's off to 'Frisco –
I'd better be opening up a disco!*

*Yet still I want to join this rat-race =
To fail to know would be to lose face!
The duplicator's bought, the die
Is set; the result before your eye.
If you think of rubbish this is a load
Just take a look at the rest of this Ode!
(I'm not as good as Cyril Fletcher;
But I'll get the knack one day – betcha!)*

I see eleven references to zines and/or editors, and hobby figures – can anyone spot them all? Can't think why odd **Ode's** didn't catch on.

Ode's heritage is solidly Diplomacy, but it also runs Dip variants, Railway Rivals, Bus Boss, Dominion and a few other games. The "Ode Team" consists of John and six others, so very much a combined effort. Good to see that John has managed to upgrade his PC without the sort of hassle I had last month,

This issue had a page and a half of letters, in which John admitted to not having a smart phone. Have I ever bored you with my theory that everyone has an age at which the hassle of mastering new technology appears to not be worth the effort? For my father it was about age 45 – he never even mastered the VCR, let alone the DVD. He didn't use a debit card (always cash) and he never went anywhere near anything but the most basic of mobile phones which was used exclusively as a telephone. I fear I am approaching my technological cut-off age myself. John has a list open for Diplomacy – The Gathering III, which I have joined – only 2 wanted, why not join me? In an effort to encourage you, the rules are reprinted below.



Obsidian

Last issue seen #320. **Obsidian** has been going continuously since January 1986 (not counting the six month gap between issue 1 and issue 2). A nice zine, good mannered and witty, just like Alex. Whereas in **GSTZ** we debate how to split the restaurant bill, in **Obsidian** the question is jam or cream first on the scone. And don't even get me started on how to pronounce scone in the first place. It is the willingness to address such gritty day-to-day issues as these that keep zines relevant today.

One issue touched on in the letter column is how many e-zines (like this one) are ever actually read? Paper zines were intrusive – they landed on your doormat and sat on the corner

of your desk sulking at you until you relented and opened the envelope. Having opened the envelope, you flick through, something catches your eye and you end up reading. With an e-zine, you just ignore it and it soon scrolls off the bottom of your email list. I would much prefer to still produce a paper zine, but it would have to be a lot smaller and far more limited in scope – maybe that is the true secret of **Fury of the Northmen's** success – it is a paper-only zine, so it always gets read!

Obsidian runs Dip, Railway Rivals, Jotto and a couple of games that I don't understand.



The Cunning Plan

Neil has been producing TCP regularly since starting off as a subzine in **Age of Reason** in November 1992. He went independent not that long after and I don't think the feel or appearance of the zine has ever really changed. The last issue seen is #319. The key to TCP has always been the lettercol. Neil has several committed readers who express opinions on all sorts of things, often politics and usually from a very left of centre perspective. The days of the counter-balancing right-wing views of Alan Frost being incorporated in a sub-zine may be gone, but Alan does still contribute to add a little spice to the letter column and provide some "balance". Sadly, whereas Alan's views would have once been considered extreme, with the rise of Reform they are now pretty mainstream.

TCP also boasts a subzine from ex-pat Vick Hall, memorably named **Memoirs of a Gnostic Dwarf**. Excellent review of a book on Sir Roger Mortimer, a report from the EDC, and a game of Conclave which carries the prospect of Toby Harris becoming Pope. That would be quite some alternative reality.

Given TCP's reliability and readability, it is a shame that Neil can't get more games going. I would urge anyone who thinks that TCP might be their sort of zine to drop Neil an email.

Diplomacy – The Gathering III

by Stephen Agar and John Marsden

0. All usual rules of Diplomacy apply except when they don't.

1. This game operates in discrete blocks of eight or four years.

2. There are 20 Spell Cards available, as follows:

1 x Walk On Water. This card may be played on any army and (with immediate effect) confers on it the ability to move on sea areas (but not convoy) as well as on land.

1 x Sail on Land. This card may be played on any fleet and (with immediate effect) confers on it the ability to move on land as well as sea.

1 x Utter Destruction. This card is played against a supply centre and makes the space a non-supply centre for the rest of the phase of the game (subject to a Garden of Eden card).

1 x Garden of Eden. This card is played against a non-sc land space and thenceforth makes it an SC for the rest of the current phase of the game. Initially it will be controlled by the player playing the card. If the space is in the player's original home country then it becomes a Home SC.

2 x Protective Amulet. This card protects that Power's units and s.c.s (those owned at the start of the season in which the card is played) from all adverse Power Cards for the current and next seasons, apart from Black Hole cards. Adverse power cards are defined as Sudden Death, Turn to Stone, Utter Destruction and Mystical Shield played by another player..

2 x Double Trouble. This card may be played on any unit on the board and makes that particular unit into a 2A or 2F for the rest of the game phase. Any attack on a double unit cuts all the support given by it and support by a double unit may not be split.

2 x Sudden Death. These are played against a particular enemy unit, resulting in that unit being removed from play immediately.

2 x Turn to Stone. These are played against an enemy unit which must stand without giving support for the current season and the following one. It may receive support in standing. This card prevents a Faster Than Light move.

2 x Black Hole. These cards are played against a particular space and any unit which ends the season (after retreats but before adjustments) in that space is removed from play and immediately reappears at some other randomly determined and vacant space on the board at least three moves distant from the space it started from. Fleets do not reappear inland nor do armies reappear at sea. Supply Centres left vacant by action of a Black Hole remain in the ownership of the player who owned them at the last Autumn. A unit coming out of a Black Hole into a supply centre takes ownership of that centre.

2 x Teleport. These are played against a unit and enable that unit to move to any specified space on the board, provided it is vacant after movement, combat and retreats are resolved that season (including spaces left vacant by standoffs). If the unit is moved during the movement phase this does not invalidate the Teleport order; thus a unit may successfully teleport even if dislodged that move and even if unable to retreat. Teleports are resolved before Black Holes. Players may only teleport another player's unit if the other player notifies the GM that the teleport has their approval.

2 x Faster Than Light. These are played against a unit and mean that the unit should make one or two moves to empty adjacent spaces at the start of the turn and prior to the resolution of that season's orders. If two units are both ordered to move Faster Than Light to the same province both moves will fail, but intermediate crossovers are permitted.

2 x Mystical Shield. These cards may be played on any unit and will cancel out the effect of any one Power Card played on that unit in a previous turn, specifically Walk On Water, Sail On Land, Double Trouble, Turn To Stone or another Mystical Shield. If it cancels another Mystical Shield this would restore the original power (the player must specify). Sometimes this may result in a unit being out of its natural element, in which case the unit may not move or support but may be supported. If the target unit has had more than one Power Card played on it then the player of the Mystical Shield must specify which card they are negating.

For example:

A1901 France creates a 2A with DT
SP1902 Germany plays MS to cancel and reverse it back to a single

A1902 France plays MS on his own army to cancel Germany's MS and make it a 2A again

SP1903 England plays MS to cancel France's MS and return it to a single and so on.

3. Before the game begins, each player separates their deck into a Primary Deck of 16 cards and a Secondary Deck of 4 cards. Each season every player **must** play one of the remaining cards in their Primary Deck and **may** play one of the remaining cards in their Secondary Deck. The maximum number of cards that may be played at one time is two. The playing of cards from the Primary Deck may not be conditional on what any other power does, but the playing of a card from the Secondary Deck may, if desired, be conditional on the playing of a particular card from another player's Primary Deck.

4. If a player does not play a card, or plays an invalid one, then the GM will chose a card randomly from his Primary Deck to discard.

5. At the end of 1908 a vote will be taken and the game will end at that point if all players who express an opinion vote for it to do so. Otherwise it will continue. If the decision is made to continue, then the following will occur:

A. All Utter Destruction, Garden of Eden and Double Trouble cards will be revoked. Restored supply centres will revert to (a) the occupying power, if there is one, (b) the home country, if a home centre, or (c) otherwise neutrality. Players should supply build and removal orders to cope with the supply centre adjustments.

B. All remaining players will select 10 different cards from the above list and place 8 of them in their Primary Deck and 2 in their Secondary Deck. Only the player and the GM will know which 10 have been selected.

C. The game will then continue until Autumn 1912 at which point a further vote will be taken. If the game continues then the same procedure will be followed.

6. The winner can only be (a) the first Power to control an absolute majority of active SCs on the board at any time, or (b) the Power who at the end of the game phase in which the result of the vote is to end the game has the most units on the board by a margin or at least 3 units over any other power (e.g. 10 units to 7 units). Otherwise a draw between all the players applies unless all surviving players agree something else!

7. For clarification, the order in which cards (if played) and events occur in each turn is as follows:

1 Protective Amulet

2 Turn to Stone
2 FTL, WOW, SOL, DT, MS.
3 GOE, UD, SD
4 movement/combat
5 retreats
6 Teleport
7 Black Hole
8 adjustments



Hugh Bredin (1935 – 2024)

Hugh Bredin, who died aged 89, was a croquet player, jazz fan, author, illustrator, pen-and-ink cartoonist, contributor to *Punch* and *Private Eye* – and, for more than 30 years, a senior copywriter at some of Britain's largest advertising agencies, including the American-owned J Walter Thompson.

George Richard Hugh Bredin was born on 3rd March 1935 on the Wirral Peninsula across the Mersey from Liverpool, a descendant of a Huguenot family who had moved from Bordeaux to Ireland in the 17th century and included Picasso's long-standing lawyer Jean-Denis Bredin.

His maternal grandfather, Thomas Ellison, had been president of the Liverpool Cotton Exchange. Hugh's father George would soon serve as governor of the Blue Nile province in Sudan.

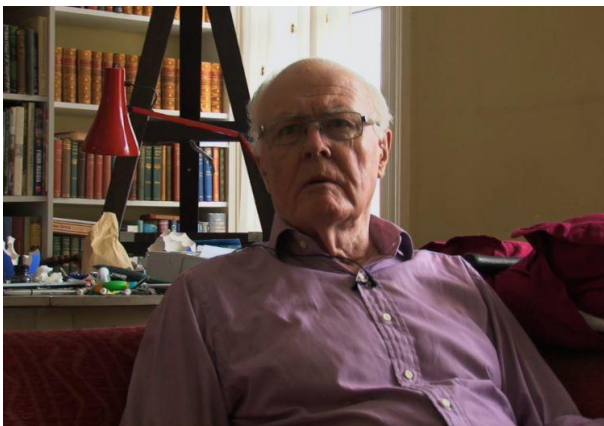
Hugh's early childhood was spent in the hands of his forthright mother, Dorothy Wall Ellison, who enjoyed golf, bridge and horse racing and once played tennis in Monaco with Charlie Chaplin.

Bredin had married Gabrielle Drew, a student at the Oxford Theatre School. That did not last, and in 1967 he married Nina, daughter of Professor David Talbot Rice and Tamara Talbot Rice the art historian and friend of Evelyn Waugh

As an ad-man at J Walter Thompson, Bredin had colleagues including Fay Maschler and Fay Weldon and he promoted Lucozade and After Eight mints

He enjoyed drawing all his life. The first piece of art he was ever paid for was a drawing of his school cricket match, aged 13. While he worked in advertising he sold cartoons to corporate magazines. In 1962 his art was used to launch the UK edition of the new "international intrigue" board game **Diplomacy**, the design of the game somehow echoed Bredin's own flamboyance – especially the loud kipper ties made for him by the celebrated Mayfair boutique owner Mr Fish. In 1980 he published *The Jeeves Cocktail Book: A Guide to Mixed Drinking*.

After a career in advertising and publishing, with a sideline in cartooning (he was published in *Punch* and *Private Eye*), Hugh became a watercolourist in retirement. Since 2008 he showed his work in galleries and exhibited with the Royal Watercolour Society.



He was a member of Artists At Home for many years, opening his home in Grove Park to visitors, to come and see his work, and he took part in several of The Chiswick Calendar's art exhibitions at the Clayton Hotel Chiswick. He was always very charming and quite humble about his talent.

Hugh Bredin, born 3rd March 1935, died 10th March 2024

Sources: *Daily Telegraph*, 2 May 2024;
www.chiswickcalendar.co.uk

London Diplomacy Club

The London Diplomacy Club (LDC) had its biggest day yet on 6th December under the leadership of the estimable Conrad Woodring.

It looked for while that we might get four boards, but winter bugs saw off a few of the people who had signed up, and we were left with a three-board event. This even included some guests from continental Europe, such as Maaïke Blom who had come over specially for the session, and Mano Laliotis who happens to have just started a job in London.

The event was held at Sambrook's Brewery in Wandsworth. We had sole use of the mezzanine floor, which was very suitable for the purpose. We were encouraged to dress for Christmas.



There were a number of powerful names, and a few people had had never been to the LDC before, so Conrad wisely seeded the boards roughly in order of experience / ability, but with random country allocations, so we started out with:

Board 1	Board 2
A 4. Hugh Edmonds	A George Mark
E 17. Dave Ainsworth	E 9. Ben Clarke
F 11. Toby Harris	F 3. Andrew Yang
G 24. Maaïke Blom #	G 15. Dan Lester
I 26. George McDonald	I 12. Philip Weissert #
R 6. Bradley Grace	R 2. Darcy Morris
T 8. Tom Garretty	T 10. Hugh Smith
Board 3	Spare
A 23. Isaac Jukes #	
E 27. Manos Laliotis #	Conrad Woodring
F 22. Jeremy T	
G 13. Max Gurassa	
I 5. Alfie DB #	
R 20. Emily Cavanus #	
T 21. Abdullah Hared	

I did invite reports from the other boards, but none were forthcoming, so I can only report on my own game and the event wash-up.

Emily (R) was a new player to the extent that Conrad went through the rules with her before we started, and my (F) opening gambit with G and R was to encourage them to consider that she might get trampled upon or totally dominated by another player (or somewhere in between), so E&G in particular needed to consider how this might affect their respective strategies. Quite possibly the conversation was held elsewhere as well, as for almost the entirety of the game, E/F/G held one slugfest while I/A/R/T held their own. For most of the game the latter four were talking in a group of four whilst having continuing fights between themselves. Ultimately, the loser here was Austria who was the only elimination from the board.

In the other corner, E/F/G all made cautious starts before I decided to move on England by putting a fleet into IRI and convoying an army to Wales. This certainly hampered E - at one point every province in England was occupied - by three French units and three English units. This left Bel and Nwy as completely open English centres which Germany preferred to ignore, and he attacked me instead. He did eventually grab Norway. Given that he ultimately topped the board, you can't say that he was wrong, but I think he could have gone further faster if he had actually worked with me to take out England.

I was just about holding my own until the later stages of the game, when I and G decided to jointly take Mar, and my removals enabled E to join the fight against me.

The game on Board 3 ended in A1906 with:

England 4
France 2
Germany 8
Italy 7
Russia 6
Turkey 7

with France holding A(Por), F(NAf) maintained by Por and Par, which Germany overlooked in the final autumn.

Board 2 finished in A1906:

England 5
France 1
Germany 4
Italy 4
Russia 11
Turkey 9

Board 1 finished in A1904:

England 4
France 7
Germany 3
Italy 5
Russia 6
Turkey 9

a bit of a damp squib given the line-up.

All-in-all, a bad day for Austria with 3/3 eliminations.

Conrad announced a number of statistics, including:

UK top three players 2025

1. Gunther Bedson.
2. Dan Lester
3. Bradley Grace

London top three players 2025

1. Tom Garretty^[PDF]
2. George McDonald
3. Dave Ainsworth

Best new player: George McDonald

Most games: George Mørk - 14

Most centres: Conrad Woodring - 80

Most centres per game: Mikalis Kamaritis and George McDonald each with 8.3 centres per game

Choice Award: Bradley for UKNDC Warrington success.

He also announced that I had the lowest number of centres per game, although he told me after the event that there was a spreadsheet error, and that dubious honour actually belonged to someone else.

I believe that Conrad also said that there had been 90+ face-to-face games in the UK this year (counting only those that fall into Conrad's orbit, so that includes Manorcon but excludes boards at other events that we know nothing of, or private games) which is a record for recent times (at least a decade I should think) but a far cry from where we were in the late 70s, when MidCon alone probably had 30 boards over the duration of the weekend.

Jeremy Tullett

Letters

Chris Tringham

I'm slightly amazed that Stewart's program is still going. I last used it in, er, 1996. Reminds me of the problems I used to have with old bits of corporate software that were still in use many years after they should have been switched off, and which needed old (unsupported) versions of databases and operating systems. We had one that only had enough storage for about 3 months of data, so someone had to do regular housekeeping so that it could be used. And even then, it would fail regularly - with the unfortunate result that they couldn't pay people correctly.

SA: Stewart kindly rewrote his original program from scratch, so it is a 64bit program now. And he's added some new features in for me - I particularly like the fact that the map now changes to colour of the SC graphic depending on who owns it. It is really good for someone managing multiple games.

I'm very dubious about AI in general, and your figures from ChatGPT look dodgy. If 6.4% of human to human emails simply don't get delivered that would be a huge problem. It might be true for marketing emails, but those work on the expectation of a very low "conversion rate" and probably no-one cares that quite a few are undelivered.

Certainly, some real email goes to Spam, so I do try to look at the spam folder for my main email account quite regularly. Sometimes it's quite bizarre - two replies to an email from me that came from people I know were sent to spam - so clearly it's not 100% reliable, but it's not too bad in my experience.

SA: Recently, we thought out solicitor was ignoring us. Turns out her IT decided suddenly that all our emails were spam.

If you set up rules they can send emails to folders where you never see them, so that can be a problem if you try to be too clever and an important email is neatly filed away somewhere you won't see it. I have one email account for non-urgent stuff (which does get a lot of spam, mostly my fault for signing up for things) and one I only use for important stuff - though that can fall apart if you give people the wrong email address, as you have found.

It's probably also true that some email is not delivered because the destination mailbox is full, though I don't think that is a problem you have.

SA: No, but I do get subscribers whose inboxes are full.

You didn't mention this in your excuses, but one small thing that annoys me is people replying to the wrong email. I've been known to copy and paste the response into the *correct* email thread. I suppose this is a manifestation of the general problem that email is basically a horrible mess because of the way we all use it.

In my experience, it's not uncommon to write an email but forget to send it. Cue embarrassment when you discover your mistake, and the dilemma of whether to admit your mistake or claim it got lost. So that might be one cause of "missing" emails.

A few years back I had a corporate job where I got ridiculous amounts of email, and just managing it was a big effort. For a while I used David Allen's Getting Things Done methodology and tried to keep my inbox down to one screen, which I think mainly worked. It used to horrify me seeing people's inboxes with hundreds of unread emails, and it was no surprise to realize that these were the same people who didn't reply to my emails. But what can you do if your boss or other managers can't manage their emails?

I have tried using GMail with an email client, but that introduces another possible point of failure, as you have found.

My other big frustration is that searching for emails in GMail is quite poor. I often know that I have received an email, but I can't find it. In your case if you aren't sure or might have received several emails from the same person (potentially to different email accounts) that makes things very difficult. I don't have any solution for this, except maybe adding appropriate tags to all incoming emails, but that's extra effort and can also go wrong.

One of the frustrations of your archive is that I read something mildly interesting but fail to find out what happened next. It's quite possible that I once knew (but have subsequently forgotten) what happened next when international man of mystery Steve Doubleday was engaged to be married and about to move to the United States, but actually he continued living in Amersham. I suppose I can join the dots for myself.

SA: Well, if we move to Kings Lynn and I am reunited with the various boxes of zines I have, maybe I'll get the lot scanned in!

Good work researching Simon Dally. I read what Richard Sharp (**Dolchstoß** 129) and Pete Birks (**GH** 150) wrote about him after his death and both are very personal accounts from people who felt that maybe there was something more they could have done. Would one phone call have made a difference? Almost certainly not, but I suppose it's hard not to think that just maybe it might have done, whilst knowing that probably it was inevitable.

I once had a run-in with a newspaper that had published a ludicrous story full of speculation about an acquaintance of mine who had killed himself (this was in Hong Kong). I can see no good reason why the media should ever need to report on this, in part because there is evidence that it can influence other people to do the same thing. The good thing about what Pete and Richard wrote was that it conveyed how devastating it can be for the person's friends and family, rather than the usual guff about how great they were.

Pete noted that Simon had spotted and published **The Henry Root Letters** when he was at Weidenfeld & Nicolson, which must have been good for his career. Another Google search did reveal a letter Simon wrote in 1974 when he was a humble editor at W&N, but it doesn't really tell me anything! If I remember rightly, he was in charge of their Arthur Barker imprint that published **Game of Diplomacy** and several books by hobby members. Nicky or Nicholas or Nick or Dr Nicholas Palmer admits that he met Simon through a Diplomacy game and that's how his **Comprehensive Guide to Board Wargaming** got published, though that seems to have made it to a paperback edition so I'm probably being unfair using that as an example

Yikes - your article on Diplomacy sets is just the first part of several. I can hardly wait¹. Also, I am relieved to know that no sets with a purple box ever had white Russian units.

Ian Watters

"Who am I to argue with Chat-GPT?"

Stop using it! It's like asking a labrador for information: it wants to please you and has no concept of "truth".

SA: *Of course. But if, like me, when you daydream about what The Scream would look like if Edvard Munch had been a fan of David Bowie, then Chat-GPT is great fun...*



There are issues with email, but most of them relate to the big players (Microsoft, Google, Yahoo etc) doing their best to make it hard for anyone to get email through to them without paying **someone**.

Yahoo is the most hypocritical of them, given how much spam came from them, and I think Microsoft is currently the worst. I am responsible for one (responsible i.e. IP address not on any list of spammers, opt-in email notifications, low numbers of them) domain that simply cannot get email through to Microsoft. The error message the server gets tells you to do something. I do that and it doesn't work. Another message points me to a webpage that was removed years ago. There must be the potential for a class action suit around this 'pay someone or we won't accept your email' and if it ever happens, I'm in.

If you're not running your own email servers, you're paying someone or using M/G/Y, 6.4% does not go "missing", i.e. silently discarded. If you are spamming via hacked boxes, it's probably more than that.

SA: *Whilst agreeing with all you say, I think it is still true that emails not getting through is quite*

¹ Actually, I think I can.

possible, even if it is down to sender error or receiver error, or a combination of the two.

Jeremy Tullett is wrong about m/f anal intercourse not being illegal. It was, under the same "buggery" offence as the m/m kind. That was changed with the Criminal Justice and Public Order Act 1994 - about the only good bit of it, although it gave it the age of consent of 18, same as the new one for any sort of sex between men - and when I mentioned it to a couple of friends at a group, they disappeared to their nearby flat to 'celebrate'.

But from 1967 to 1994, anal intercourse was legal between men in strictly limited circumstances (in England & Wales, in private literally meaning no witnesses no matter how much everyone wanted more than two people there, and not while part of the armed forces or between crew members on any UK merchant navy ship) and illegal between men and women.

Gross indecency was everything else between men and, again, it went way beyond "caught *in flagrante* in a public place". There were convictions for sex in hotel rooms: because the staff had keys to the room, it was held to be insufficiently private. Actual physical contact wasn't necessary either.

The 'in private' bit got changed in UK statute law with the Sexual Offences Act 2003 but had effectively been struck down by the European Court of Human Rights a few years earlier. When anyone talks about leaving the ECHR, I contact them to ask if they want to undo the various things it's given us despite the long-term opposition of UK governments: legalisation of sex between men in Scotland (1980) and Northern Ireland (1982); an equal age of consent (1999); removal of that 'in private' aspect etc etc etc.

As part of a sex work project, I used to give talks on various aspects of sex law and would always include a disclaimer that "I'm not saying any of this makes sense, but this is the situation..." 'Buggery' also included vaginal and anal sex with animals, but not oral sex with them, for example. (One very good sex ed book got condemned in the tabloids for pointing that out.) It was even more true of the sex work bits, where what almost everyone thought they knew was wrong.

SA: *The laws around sexual acts all seem to have a very murky history, often only enforced haphazardly, and usually only against the lower classes of society. While the death penalty did exist for the offence of "buggery" (anal penetration and bestiality, but not oral*

penetration) under the Buggery Act 1533, we haven't executed anyone for buggery since 1835.

I believe that in the USA, laws of this sort are the remit of the individual states, so there is a cocktail of legislation over there (with Mississippi and North Carolina in theory even criminalising extra-marital affairs).

I remember doing all sorts of dubious sexual cases when studying criminal law. The most memorable was R v Bourne, but let's not go there.

James Hardy

Actually, you've reminded me of something I wanted to ask you - you may need to dig out your RM lawyer hat again!

I have a friend (yes everybody, another "friend") who had some spare cash back in the late 90s. He wanted to invest it but not tie it down long term so his financial rottweiler suggested he bought stamps. With RM switching to putting "1st" or "2nd" rather than an actual price on stamps, his logic was you buy a ton of stamps, sit on them for however long, and then flog them when the price goes up.

So, he bought thousands of 2nd class stamps back in 1997 when a 2nd class stamp was 20p. However, when they arrived they turned out to be Xmas stamps, so not really conducive to his original plan! It did mean they survived the recent bar code update though (what jobsworth thought that up? Oh, that was you - what a brilliant counter fraud idea!) which is lucky as he still has thousands of them, selling them to family and friends for 20p each (I send about 30 Xmas cards each year so that's a saving of twenty quid for me!).

I found some of the stamps (they're the one with two kids and Santa sat on a crescent moon in front of a dark blue sky from 1997) on a stamp



collecting site and they wanted hundreds of quid for two still attached to each other, and another site had three for £1,400! But once I dug a bit deeper, they were stamps with imperfections.

Even so I thought "2nd class post is now 87p, so if he sticks 1,000 of them on EBay for £600, he'd make £400 profit and the buyer would make a £270 saving – in fact I would expect to see them relisted the next week for £750!". I put this to him, and he said he wasn't really bothered, he's happy offloading them for 20p each to anyone that will use them. He is 71 and financially comfortable so fair enough, but mostly he doesn't want to give HMRC an excuse to come sniffing around – which of us do?

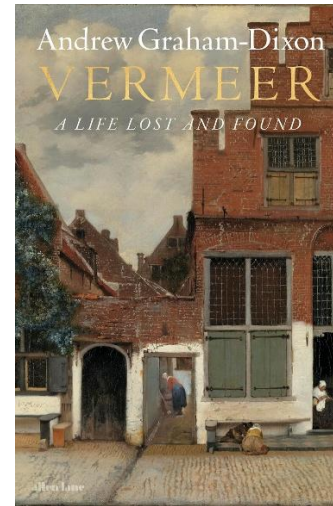
But to get to the point of this anecdote, this got me thinking - presumably there's some law that would forbid him doing this anyway? Maybe something like "you must sell stuff like stamps at face value as otherwise it is detrimental to RM", who I suspect have all kinds of laws and injunctions at their disposal to protect them?

SA: Basically, selling genuine unused stamps is fine. Selling used stamps as unused stamps is not fine. I've seen used (but unfranked) being sold on eBay attached to sheets of greaseproof paper having been re-gummed. That is not on. If these are genuine unused stamps I don't think he would be doing anything wrong. Of course, barcoded stamps (which have a unique barcode) cannot be reused.

When I was in charge of letters, one of the things I did was to limit the number of books of stamps large sellers, such as supermarkets, could buy immediately before a tariff increase. I didn't want them buy £m's worth in March and selling them at the new increased price in May. Some of them were rather cross when I did that.

I remember a fair bit about the Hague trip but I don't remember going for a Chinese at all, let alone with Messrs Simpson and Toolay. I do remember the dirty looks I got in the Mauritz Haus when I finally spotted *Girl With A Pearl Earring* among the throng of heads and blurted out "Is that it?" in reference to its size. *View of Delft* got exactly the opposite response!

SA: There's a very good biography of Vermeer by Andrew Graham-Dixon that has just been published which has come up with a lot of original research which explains why he was so unknown at the time and his curious choice of subjects. I've bought a copy as a Christmas present for Rebecca. Fascinating book.



I remember being glad I was first in the barracks they'd assigned me so I could grab a bottom bunk – I'd have never got into a top one with my dodgy knee and belly. I remember it was Mark Wightman who told me where the Red Light District was – I'd walked right past it all weekend!

But my main memory from that tournament is of the look on Dan Lester's face when the organisers handed him his towel and said "This is your towel". "This, is my towel?" he slowly repeated as the words did their best to sink in but you could see they were fighting a losing battle...

Chris Tringham

James Hardy is welcome to his ersatz cheese, but I'll stick with the real stuff, thanks. If I eat food with additives, it's normally because I'm too lazy to make something myself, whereas cheese in its many different forms is perfect without needing any processing (well, maybe a toasted cheese sandwich).

I don't think "Not for EU" implies a lower quality product, but it might not conform with all EU rules, and the company doesn't want to be bothered with preparing all the paperwork that might be required if they really wanted to export it to the EU - rather than selling it in Northern Ireland.

I have bad news for you on honey. Yes, it should be a natural product (my grandfather used to keep bees and so we had a lot of honey when I was a child) but most of what is sold in supermarkets has added sugar or other sweeteners. There is a lot of "honey laundering", I'm sorry to say.

I obviously would never have gone to the EDC in the Hague, but sharing bunk beds in a dormitory, what's going on there? Pleased to see

someone else joining in on the bill sharing discussion, but sorry I have no idea what Jeremy is talking about on regression to the mean. I'd humbly suggest that the opposite is true - bigger groups mean bigger bills. But all I know is that people order over-priced poppadoms and extra side-dishes and several pints of lager and I know I am paying too much.

Alex Richardson

Many thanks for **GSTZ 31**. As you might expect, I loved the piece on the first UK Diplomacy sets; the newspaper articles were a nice touch.

SA: Did you hear that Tringham? It is not just me! I took out a free trial membership with newspapers.com and set about downloading anything relevant I could find. There's another one in this issue. Shame the database doesn't include the Daily Mail, as I know there were a few good articles in it.

So now I know that I once briefly owned a copy of the UKPID2c set then, eh? Thanks for that information! If I might just pick one (very minor) nit, though: I think the pieces were bagged up in greaseproof "butcher" paper rather than plastic, or at least they were in my set. (I know this because the previous owner had only opened the bags for England and Germany before giving up and putting the game back in the cupboard.)

SA: A surprising number of copies on eBay seem to be unplayed. On second thoughts, maybe that isn't so surprising.

I'm with you on the odd plastic used for the pieces back then, however. After fifty-odd years all the armies and fleets in my set had dried out and turned chalky.

Fascinating how accurate Angus McGill seemed to be about the relative expectations and performances of each country. ("Unless [England] is invaded in the opening stages it never will be", etc.) All those postal Diplomacy games recorded so very carefully by the stats people, just to prove points that some columnist had worked out after a few gaming sessions back in 1963. Anyone would think we've all been wasting our time...

P.S. Are you as keen on Cadbury's Dairy Milk Puds as you are on their Creme Eggs?

SA: Absolutely not. Vile slimy sweet things that don't even taste of chocolate. Ugh!

Conrad Woodring

Are you and your readers aware of the great success we had this year in the UK face-to-face

diplomacy scene? It's been an incredible journey, and the energy across the community has been inspiring.

Back in 2023, we only managed 6 boards played by 30 different players. This year, we've skyrocketed to 41 boards played by 94 different players—proof that UK Diplomacy is thriving like never before!

The London Diplomacy Club has been buzzing, hosting 12 games, including three at the Christmas Jumper Spectacular. That festive event alone brought together 21 players, filling the room with laughter, strategy, and holiday cheer.

2025 was a landmark year for us, with two fantastic events: Spire Con II and the UK National Diplomacy Championship in Warrington. And we're not stopping there—2026 will see us grow to four events, doubling the opportunities for players to connect and compete.

On the international stage, UK players made history in 2025 by sending 18 representatives to the European Championships in the Netherlands—the largest UK contingent ever at a non-UK European Championship. And the excitement continues: in 2026, the UK will proudly host the European Championships right here at home.

Beyond the boards, our online presence has exploded. The UK Diplomacy website (www.Diplomacy.co.uk) saw a tenfold increase in traffic from 2024 to 2025, and our free newsletter subscriptions (www.Patreon.com/UKDiplomacy) have more than doubled this year. It's clear that our messaging strategy is working and reaching players far and wide.

Perhaps most exciting of all, we're seeing a new generation of leaders and volunteers step



forward. Their energy, ideas, and commitment are ensuring that the UK diplomacy scene will continue to grow and thrive for years to come.

The momentum is real, the community is growing, and the future looks brighter than ever. We hope your readers will share in our excitement and perhaps join us in celebrating this golden era of UK diplomacy.

SA: All brilliant news, and due to your hard work to a significant degree. If only we can coax more of the old-timers back as well before it is too late!

Kevin Wilson

It was fun to see the short discussion on 4000AD. That game brings back a lot of memories for me. As a kid I was always fond of games. We had *Clue*, *Monopoly*, *Life*, *Masterpiece* and probably a few others that weren't anything special but that's what we had then. I also learned chess and played a lot of that but never seemed to get very good. Later I learned and played *Stratego*, *Battleship*, *Sub Search*, *Backgammon* and others. That was about it for a bit then one Christmas, from the Sears catalogue, a game comes my way, *4000AD*.

We played it a lot. I loved the sci fi theme. I'd play games solo. I'd make stories with the ships, stars and hyperspace warps. It was maybe my first real introduction to strategy games. That copy is long gone, played until it mostly fell apart but I still have a copy that I picked up along the way later.

Eventually I finally started to find games a bit more of the strategy type including *Risk* and *Supremacy* and the entire Games Master series; *Axis & Allies*, *Shogun*, *Fortress America*, *Conquest of the Empire* and *Broadsides & Boarding Parties* and most of the American Heritage series; *Skirmish*, *Dogfight*, *Broadside* and *Battle-Cry*. What I never got into playing were true war-games. *Risk*, *Dip*, *Machiavelli* and some of those mentioned above are about as close as I got. Nor did I ever play role-playing games nor miniatures. It's always been board games.

My fondness for *4000AD* led me always to be interested in games. We played a few others in college but mostly party style or less strategic games. We played a lot of *Trivial Pursuit* and *Acquire* in those days. But later, I was given a gift, the game *Diplomacy*. The game looked interesting but needing 7 to truly play, I never got it played for a while. Then, one day in a local game, comic book, hobby store I found a magazine, *The Gamer's Guide to Diplomacy*. I

bought it mostly out of curiosity and that's where I found the play-by-mail hobby which became a play-by-email hobby. After that, games became a bigger part of my leisure time and eventually led to BGG and the hobby today.

Returning to *4000AD*, I wanted to play the game again but didn't have a group at the time. I was playing *Dip* and *Mach* and a few others in the 'zines and decided to try to organize games of *4000AD*. I tracked down who was the owner of the copyright at that time and wrote the company asking for permission to copy and share the rules, to use images of the board and components to try to organize PBM games. I still have the letter from the company granted me the OK to do it (attached). I've since created images of the board and scanned copies of the rules but have yet to actually get a game organized.

I actually like the hidden movement. In an otherwise perfect information game it adds a bit of uncertainty and a chance for a bit of misdirection. I agree the combat system left a little to be desired. I can understand the sci fi concept, but it seems a victor should have to expend something to win but I don't think it makes the game unplayable. You just have to think through options and risks. There are a couple of ideas in the forums on BGG and they would seem to work for combat, but I've not played them to test. They might be worth a shot someday. The good thing about the game is that since it is a perfect information game, someone running the game could actually play as well.

The sci fi theme was an initial attraction which then led me to two other, early games I found and still own, *Starforce Alpha Centauri* and *Stellar Conquest*. Both are fun too. I've played PBM/PBEM games of the later and tried once to organize a two-player PBEM game of *Starforce*. We agreed to roll dice for one another as that was before bots who could generate the random numbers for you for the various draws. We didn't finish but had fun figuring it out. I have offered to GM a game of *4000AD* in Chris Hassler's [SOB zine](#). No takers, yet but maybe this note in *GSTZ* might generate some interest.

SA: I loved the way your letter brought back so many memories of games I enjoyed as a teenager. I may need to stop myself going on eBay and buying them all back. I particularly liked Masterpiece, an art auction game of bluff. Maybe I'll find that one again.

Rob Lesco

I have played *4000 AD* a good many times. It was introduced to me by the same individual

who got me into the wargaming hobby in general, including **Diplomacy**. This was when we were in high school. He acknowledged that there were basically only the two strategies, and it felt was as much a reason to spend time with a peer as anything else. I shall always remain grateful.

I never did play **Colonial Diplomacy**. It was presented to me as interesting in that a player would be allied with a particular individual in one corner of the board while in conflict with the same player elsewhere, but I cannot attest.

Mike Pollard

Re the letters about the Suffragettes, Just Stop Oil, etc. You and some of your readers seem far too willing to condemn "extreme" acts of protest, rather than point the finger at the powerful vested interests who simply will not change until they are forced to. If homes, parliament and big business are ruled by men, why should they give the vote to women and lessen their own status and power? The exact same argument applies to unions, workers and wages; climate change; apartheid; Palestine; and so on.

SA: You are rather assuming that the thing that is being protested about is something that is somehow morally "right". That is not necessarily true.

Those lobbying for change find that reasoned arguments, petitions and peaceful demonstrations achieve nothing, or only insignificant changes at a glacial pace. So, they resort to extreme means. Personally, I would balk at many of the things they have done, and some things I just haven't got the courage to do (although I wish I had). I think many of their targets were not the best choices, but then it's obvious that the real culprits are those with the most protection - muscle, legal, accessibility and anonymity.

As I pointed out in a previous letter, another difficulty is when the far right use the same arguments to justify their extreme protests, like the Capitol Storming. But there is a major difference. They were acting on behalf of the wealthy vested interests, although most of the idiots don't realise that. Hence the very different outcome - light or no punishment and they end up getting what they want PDQ.

SA: That could be said to be a bit patronising of those who protest - the protesters you agree with are morally right, while those you disagree with are somehow deluded. What about the people protesting about putting illegal immigrants in hotels? Whilst I may not agree with them, it is when the establishment tells

them they are deluded or racist that just stokes the fire. And they don't end up getting what they want PDQ. That sort of thing is why we had Brexit.

Graham Tunncliffe

On terrorists and terrorism, I have always thought that this should refer to the methods used and not in any way describe the issue being pursued. Even in the absence of an available legitimate or democratic approach, the indiscriminate and arbitrary killing or maiming of ordinary people - whether or not the victims support the status quo - is not acceptable. Revolution or open uprisings which entail violence is in my view acceptable when aimed at repressive forces.

Terrorism is not just practiced by insurgents/opponents but also by those in power; obvious examples in history are the Third Reich and the Soviet Union and currently by Iran.

SA: Personally, I thought characterising "Palestine Action" as terrorists was stupid. Some suffragettes were undoubtedly terrorists, though whether people remain terrorists from a historical perspective depends on if they turn out to be on the winning side. Speaking of which...

Martin Davis

The Punic Wars have always interested me - ever since I first heard of Carthage in Primary School! The difficulty is the old one of history being written by the victors. And the victors in this case really jumped up and down on the vanquished until they were absolutely sure that they weren't getting up again! When Cato signed off every speech in the Roman Senate, regardless of the subject under discussion, "*Ceterum censeo Carthaginem esse delendam.*" ("Furthermore, I believe that Carthage must be destroyed."), he really meant it, and consequently there's very little evidence from the Carthaginian side.

And yet there's so much of fascinating interest in this conflict, between the two potential Mediterranean superpowers. So, I was really pleased to find a brilliant book that covers all three Punic Wars in carefully considered detail, relying heavily on original sources without being the least academically dry - indeed, it's so readable that it's hard to put down! Available on Kindle, it's *The Punic Wars* by Dr Adrian Goldsworthy (Cassell, 2000).

I'll try to be brief, but you can't fail to be impressed by the contrasting attitude to warfare. The tradition of the colonies founded by Greece or the Phoenicians and adopted by the bulk of



the other Mediterranean city states, appears to have been one of commercial transaction. Where there was conflict, the authorities would buy in professional mercenaries, a battle or two would follow, and negotiations would then take place, giving shape to a settlement of the causes of the dispute.

The Roman attitude would appear to have been completely different from its earliest days. Every Roman citizen had a duty to fight; and as for defeat, I'm reminded of the Black Knight in *Monty Python and the Holy Grail*, who, having had his arms and legs chopped off by King Arthur, challenges the monarch, "Come over here and I'll bite your ankle."! It was this attitude that so frustrated Pyrrhus, the experienced general hired by the city state of Tarentum, now Tarento, in the south of Italy, in its earlier war with Rome, when, emerging victorious from a battle, he famously observed, "Another such victory will ruin us!", giving rise to the term 'Pyrrhic victory'.

You can't help admiring (and at the same time despairing!) at a culture that can handle having its back door kicked in by Hannibal leading a unit of war elephants over the Alps, being comprehensively thrashed at the battles of Ticinus, Trebia, Lake Trasimene and finally, of course, Cannae - and then says (metaphorically) "Come on then, if you think you're hard enough!" And, of course, it paid off in the end. Extraordinary!

Many, many years ago, before the days of the Interweb thing, I subscribed to a Diplomacy zine called *War Bulletin*, run by Hartley Patterson. I really enjoyed playing in a Punic Wars based Diplomacy variant, called *Diadochi II*. If you were to run a game in *GSTZ*, I'd love to play. Amongst its interesting features were variable sized forces for the different players, depending on the size of their power base, and different victory criteria. It's still in the variant bank and still looks fun!

On a completely different note, the other day a friend who, like me, occasionally dabbles in War Games using figures, asked me if I'd read a short story by Saki (the Edwardian writer H.H. Munro) entitled "The Toys of Peace". I've always enjoyed Saki, but this one had always passed me by. I recommend it to you, and to all Diplomacy players and wargamers (advisory warning - it's not woke!). It's free at the Project Gutenberg website [here](#).

And, finally, re-reading Saki reminded me of one of the finest short stories in English - "The Open Window". It's the 5th story in this collection, which is entitled "Beasts and Super-Beasts". I can't think of anyone I've corresponded with in *GStZ* who won't enjoy it. If you can, read it to your family or a small group of friends, at Christmas, trailing it as a traditional Christmas ghost story - but read it yourself first to get the twist!

There's even an excellent (free) reading of the story here.



John Marsden

Shouting at the TV news is a pointless activity, which only raises blood pressure (a medical issue for me!). I haven't watched (or listened to) broadcast news for over 20 years and carefully select the topics I read about on the BBC website. There is, frankly, far too much "news" around - most of it endlessly repeated and often opinions, not facts.

SA: Tend to agree. Half of the BBC news is reporters asking the public what they think (who cares) or BBC correspondents interviewing each other about what they think. Maybe some straightforward factual reporting would be nice.

Russian Opening Strategy

Part 1 (1976)

The Octopus

by Richard Sharp

This is the name I give to the opening I regularly play as Russia, which is very little favoured by anyone else – out of five recorded cases so far, three are mine. It's a distant cousin of the Austrian 'Hedgehog' in that it involves the same apparent wild lashing out in all directions; no doubt it will stir the same strong revulsion in the peaceful breast of Roy Taylor. I can claim no great success with it so far, though at least in NGC 191P it's made a better start than previously – better, indeed, than it's meant to! But I still think it's sound, and that the two bad results I've had with it would have been a bit worse without it.

The move. are F(StP)(sc)-GoB, A(Mos)-StP, A(War)-Gal, F(Sev)-BLA.

The reasoning is as follows.

(1) Turkey's best chance of winning, and most active opening, is A(Con)-Bul, F(Ank)-BLA, A(Smy)-Arm – it's also by far the most popular, accounting for over a third of all Turkish openings (all such details are from **1901 and all that** as usual, with the usual grateful acknowledgement to Mick Bullock). This means that unless one has a weak link playing Turkey, the move to BLA is mandatory. Turkey, of course, will be informed in advance and asked to allow the move to succeed – he can do this in perfect safety, of course. Other countries will not at first be sure whether Russia has stabbed Turkey or not, a big advantage. Without surprise value, Turkey's attack on Russia becomes weak, though admittedly still bad for Russia – witness BW 77C, where Tony Ball of all people decided to go through with the attack despite being told I would go to BLA; result was Turkey 1st out, Russia 3rd out.

(2) Perhaps the most important ally for Russia is Italy, at least in the early stages. Italy has more to gain than anyone from friendship with Russia. A move to Galicia is the surest way to gain Italy's confidence ... and of course you can take the precaution of telling Austria about it if you like.



(3) Early on, Russia is much more likely to be involved in heavy fighting in the south, not the north. The north should be used, I reckon, to gain 1 or 2 easy, non-contentious build. for use in the south. Sweden will depend on Germany's good will, and Germany is likely to be more amenable if Turkey and Russia don't seem too friendly. I have no way of checking, but I bet Russia is more likely to be allowed Sweden when opening to BLA than when opening to Rum (unless, in opening to Rum, he is stabbed by Turkey, in which case he's in trouble anyway). Germany, whose arch-enemy is always England, is again more likely to be friendly if Russia moves to StP, threatening Norway – this is excellent for Germany, since it provides a possible friend in the event of a Franco-British alliance, and a possible target in the event of an Anglo-German one

(4) England may well be persuaded to look kindly on the idea of letting Russia have Norway. If England is going to attack France from the start, a promising line, the presence of a Russian army in Norway is reassuring and harmless. It guarantees that Germany will not keep Sweden very long if he does get it and will thus offer

Germany encouragement to help England's attack on France.

That's the case for the defence. Note that Russia has retained maximum flexibility by sending each of his 4 units towards a potential gain – compare the unaccountably popular Mos-Sev, War-Ukr, Sev-Rum variation, where Russia cannot possibly gain more than 2 builds, and consequently may well gain none at all. Of course, Russia doesn't want four builds – that's asking for trouble – but he does want to keep the options open until it becomes clear who his friends are.

The attitude of England is critical, of course. If he is adamant that he wants Nwy for himself, there is something to be said for abandoning the Octopus in favour of the quite sound War-Gal, Mos-Ukr, Sev-BLA, still the most popular of all Russian openings. But now Italian aid against Austria is going to be vital, because gains, in the north are limited, and a conflict with England is virtually certain.

Postscript: Spring '02 moves in NGC 191P show Russia, still at war with Turkey, being stabbed by England and Germany, while Austria has joined Turkey and the vital Italian ally has an NMR! Looks like another short game for Sharp, and further proof that all articles on Diplomacy tactics are basically meaningless, since the game depends mainly on personalities.

Reprinted from Dolchstoß #48 (December 1976)

Part 2 (1986)

Time For A Rethink?

by Mike Close

There was a time when six centres at the end of 1901 was considered the norm for Russia, and seven were quite often possible, with Austria frequently the donor of the extra one. As result of these good starts, Russia had a higher number of outright wins in postal play each year than any other country and always appeared high on the list of preferences when a gamestart was announced.

All that seems to have changed now, and this change of fortune is predominantly, due to the

'modern' opening strategies of Austria and Germany. The days when the only problems were Turkey- opening A(Smy)-Arm or an aggressive England playing F(NWG)-BAR in the Autumn are long gone, and Russia now often has problems securing even one build, let alone two. Perhaps this is just the 'swings and roundabouts' nature of Diplomacy, or maybe it is because Russia's innate weaknesses have finally been realized.

From the start Russian forces have to split up and fight on two fronts; and, unlike most countries, she has no guaranteed neutral supply centre at the end of 1901, in the way that Turkey has Bulgaria or France, Spain. All of which can make 1901 fraught with danger, especially when confronted with more than one hostile neighbour.

Recently the trend has been for both Austria and Germany to play anti-Russian moves in Spring 1901: respectively, A(Vie)-Gal and F(Kie)-Den, the Austrian ostensibly for his own defence, the German to control the destiny of Sweden. Add to this a possible Turkish attack, or an English convoy to Norway, and it's no wonder that Russia is in trouble so often.

So, what can be done? If Austria intends to open with a Hedgehog A(Vie)-Gal; F(Tri)-Ven; A(Bud)-Ser, then it is vital to talk Italy into occupying Tyrolia in the Spring. With the Austrian fleet remaining in Tri the Italian army is very difficult to dislodge, and there is a great deal of potential for the unit – Munich to the north and Vie and Tri to the southeast, and it still retains the ability to be redeployed rapidly westward in 1902 if an attack on France is contemplated.

With an Italian A(Tyr), the Austrian unit in Galicia is almost forced to move back to cover Vie in the Autumn. A move in any other direction (for example, Warsaw) can virtually be discounted, since the loss of Vie would mean only one centre available for a build – and a quick demolition of Austria by Italy and Turkey. Russia therefore does not have to stand-off A(Vie)-Gal with A(War)-Gal in Spring 1901 and instead can use A(War) more effectively elsewhere.

Secondly, it should be pointed out to Turkey that an Austrian Hedgehog can prove very profitable to the player of the yellow pieces, if he were to move A(Con)-Bul, A(Smy)-Con, F(Ank)-BLA [or possibly A(Con)-Bul; F(Ank)-Con, A(Smy)-Ank. It will be an even money chance whether Austria will move A(Ser)-Gre or. not, and if Turkey can outguess him, he has two builds. (Just keep, your fingers crossed that Turkey guesses wrongly!)

In the North, Germany should be questioned severely and at length over the destination of F(Kie). State that F(Kie)-Den is anti-Russian, with the obvious threat of denying Russia Sweden, so that if Germany does not intend to stand the Russian fleet out of Sweden, then why is he going there in the first place? If you do not get a satisfactory reply to this question, then it may be that Sweden should be abandoned from the outset, and that A(War)-Sil should be attempted. Do not, however, threaten Germany with this move directly, for you want it to come as a complete surprise - you do not want to see A(Mun)-Sil as well.

A(War)-Sil has obvious advantages in these circumstances:

- (1) a 50-50 guess for Berlin
- (2) a link-up with the Italian A(Tyr) around Munich (and the Italian should give his support freely, as an occupied Munich will only strengthen A(Tyr)'s position)
- (3) a link-up with a French A(Bur) around Munich (again, it is to France's advantage to help Russia in)
- (4) a concentration of Russia's forces when F(GOB)-BAL is played in the Autumn.

Lastly, you must get England on your side. It is sad (but true) that most England players suffer from what I like to call the "Scandinavia Syndrome". England can obtain a superb defensive position if he eliminates the German and Russian fleets and takes Nwy, Swe, Den & StP. The latter can be held with two units and Denmark with one, leaving four fleets free to seal the western approaches. I guarantee that this position will secure a draw for England - and I also guarantee that following this policy will not secure a win!

England likes to convoy his army to Norway in 1901. The problem is that he also feels it necessary to do something with A(Nwy) afterwards, and this frequently means A(Nwy)-Fin and trouble for Russia. Talk him out of the convoy and get him to move a fleet there instead. Ask him for support for F(GOB)-Swe in 1902 if Germany stands it off in A01, and point out that if Russo-German relations hit a bad patch (and they will with A(War)-Sil), then England can have a field day in the Hol-Kie-Den area, with F(Nwy)-SKA, F(NTH)-HEL, F(Lon)-NTH in 1902.

In conclusion, I should point out that F(Kie)-Den is not quite as anti-Russian as I suggest above. It is fair to say that an experienced player may order this because he feels that it is the best move in all circumstances but does not intend to

stand you out of Sweden - it is useful for Germany to have Russia build A(StP) and pressurise the English in Norway. However, less experienced players may find the stand-off too tempting to resist and are likely to order F(Den)-Swe just for the hell of it.

All I can say is that in 1985 F(Kie)-Den was played 80% of the time and A(Vie)-Gal 53% of the time in postal gamestarts. So, let's get those percentages down a bit, and get Russia back to the top of the pile, eh tovarich?!

Nick Kinzett: Thanks Mike. There's a number of tactical/ diplomatic feelers to consider there. I agree that persuading England to take Norway with a fleet (thus freeing his army for an alternative landing) is a good foundation for Anglo-Russian cooperation. If England does later take StP, it'll be with the fleet, so this may even have Russian agreement in return for help elsewhere -there being no further advance into Russia and no Russian naval threat to England.

I also concur with your implication about Italy, mainly because I've never thought that an Austrian announcement that he'll be doing a Hedgehog will stop a determined Italian from opening A(Ven)-Tyr, A(Rom)-Ven anyway: i.e. if he's that way inclined, by all means exploit the fact. Here I like the accompanying suggestion that A(War)-Sil is not so futile as it's sometimes held to be! On that note, I consider that Russia's best chance of doing something useful with the Warsaw army is simply negotiate away the Galician question. Broadly speaking, Russia and Austria have so many other things they could do with A(War) & A(Vie) that there are far stronger grounds for demilitarising Gal than for those commonplace equivalents, Black Sea and English Channel.

Matters are not helped by calling A(War)-Gal, A(Mos)-Ukr, F(Sev)-BLA the Southern Defence. More like Southern Attack: its no wonder that so many Austria's prefer to cover Galicia. Finally, it's nice to see another, vigorous, approach to the task of persuading Germany to open with something other than F(Kie)-Den - though I think I'd de-stress the 'severely' bit, makes you sound like a schoolmaster. Unless, of course, you want the excuse to open A(War)-Sil...

Reprinted from Zine To Be Believed #50 (June 1986)



Part 3 (1994)

Eggs in One Basket, Or, Tsarting Out Right

by Chris Warren

One of the most unique things about playing the Russian in Diplomacy is that not only do you have an opportunity to affect the West or the East, you have no say in the manner of how you do. The dual fleets — one in the Baltic, on in the Black — lead to intervention that's as often harmful as helpful. So, the question rests — how do you dispose of your armies to account for your dual involvement?

I contend that its best to pick one theatre — and hit it with all available force while securing the other with Diplomacy. This allows actual expansion opportunities instead of a slow tug of war on both sides of the board. And, in most every case, both armies are almost immediately useful. Let's examine the possibilities, depending on your target.

Austria: Probably the favourite first meal for a Russian bear coming out of hibernation, the Austrian attack can be carried out with either an Italian or Turkish ally. In either case, A Mos-Ukr and A War-Gal are almost automatics. F Sev-Rum is usually the move for the southern fleet, but I prefer F Sev-H for a couple of reasons.

First of all, an army in Rumania is extremely useful, much more so than a fleet. In a war with the Hapsburg would you rather control Bla or Ukr/Gal/Bud/Ser? I thought so. By leaving the fleet in Sev, you could still support A Ukr-Rum while allowing A Gal to try some fun stuff. But the Austrian always moves A Vie-Gal, you say? Try this tactic with the Italian: Get Italy to approach the Austrian suggesting this:

Austria: A Vie-Bud, A Bud-Ser, F Tri-Alb

Italy: A Ven-Trl, A Rom-Apu, F Nap-Ion

The plan being to pressure Rumania while covering all bases with Trl-Vie, Bud-Gal, should the evil Russian (you!) try something than this will happen in the fall:

Austria: A Bud-Vie

Italy: A Trl-Tri

Russia: A Gal-Bud, A Ukr-Rum, F Sev S A Ukr-Rum

Extremely nasty, isn't it? It also gets your armies next to each other and isolates the A Vie.

This is a is a lesson I learned, unfortunately, as the Austrian player. Kudos to Ken Kohn and Eric Aldridge for zinging me with it in conventional play. Playing off a strong R/T will make the Austrian more likely to band together for the Italian, as well as keeping the Black Sea clear. A Serbian or Viennese attack in 1902 suddenly becomes automatically successful, banning Turkish intervention.

Turkey: Russo-Turkish wars are difficult and usually net you little early on because the booty is split 2-3 ways. But if you have other reasons, you had better commit full-force. Objective one is to hold and keep the Black Sea, which means building F Sev in Winter 1901 if at all possible.

So, what needs to happen for that?

I prefer F Sev-BLA, A Mos-Sev, A War-Ukr. Here is the thinking: if F Sev-BLA goes, chances are that Armenia is clear as well. You can either try A Sev-Arm, F BLA S A Sev-Arm. Terribly effective. Or play it safe: A Sev-Rum, A Ukr S A Sev-Rum, F BLA S A Sev-Rum. Then build F Sev as soon as possible and fill the gap with the Ukrainian or a newly-build A Mos, if you're lucky enough to get Sweden.

Actually, luck has little to do with it. You need some pretty severe diplomacy to hold your northern position. But that's the second part to this strategy — keep things in the west as confused as possible until you clear the east (it works exactly the same if you go north/west first). The way to slow things down is to get 2 players in the theatre to go at it (I/A vs T or F/G vs E) while offering a little help or, especially against the Turk, non-intervention.

Nobody said this would be easy, but it's better to plead your case on one half of the board and over run the other half militarily than doing both verbal and tactical fencing in each. Now let's look at the northern attacks:

Germany: Attacks on Germany can be quick and devastating because you'll usually get a lot of help. The problem with this is, that more people who know, the better the chances someone will bet on. The spearhead of your attack is A War, fighting it out for either Pru or Sil. I say it all depends on what you think the German will do. If you believe your attack is a surprise, I prefer A War-Sil, A Mos-StP. If the British forbid StP, Lvn is an inferior substitute. Here is why:

If Germany opens F Kie-Den, their obvious fall move is F Den-Swe. If you move F Bot-Bal and A StP-Fin, he still gets only one Scandinavian build,

you none, but now instead of threatening Swe was a unit or two, you have units on Swe, Den, Kie and Ber. Add a little pressure in the West and it is too much for the Kaiser to handle. If he moves F Kie-Hol, you have the option of convoying any army (as you could from Lvn) or moving F Bot-Swe, A StP-Fin. From there the Baltic is yours, or, with Detente with the Germans, a three-unit attack on Norway in the Spring 1902 is possible. The advantage Lvn has over StP, besides not scaring the English, is moving A Lvn-Pru in Fall 1901, but since you'll build A War there isn't much point to the move.

What if the Germans are expecting an attack? Let the fleet go StP-Bot-Bal and use the armies in the spring as follows: A War-Pru, A Mos- War, and in the fall, A Pru S A War-Sil, A War-Sil. A sparring match, true, but how long will the British and French ignore an exposed German backside.

England: The English attack is really the only one that does not require both armies, with only one English territory (Nwy) handy. But don't let A War stray to far. A move to StP as a F StP(nc) vacates in Spring 1902 may be required.

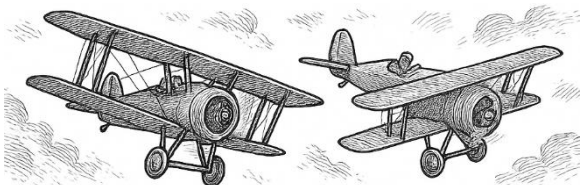
As with the southern strategy, you need a two on one on one of your neighbours to keep you safe, either A/I versus T or I/T versus A. Shoot for the former, since a retreating Austrian in Galicia or (heaven forbid) the Ukraine can cause all sorts of trouble. In addition, the Turks take longer to kill, thus giving you more time to consolidate your position.

So, in summary, no matter who is your target:

1. Put all of your eggs in one basket (north or south) and go for fast gains so you can defend yourself.
2. Negotiate furiously in the theatre you're largely ignoring.
3. Try to get your bored neighbours to attack a witch (England or Turkey).

Good luck to you and may your next game start be your borscht ever.

*Reprinted from **Diplomacy World** #73 (Summer 1994)*



The Finnish Filibuster

by Dash Yeatts-Lonske

There are an opening series of moves that can completely halt a North-committed England in its tracks. England will be able to accomplish nothing. At the very least, it will force a stalemate and allow you to focus on other regions; at best, it will grant you complete control of Scandinavia and access to England's home supply centres. I have coined this opening "The Finnish Filibuster."

In the opening Diplomacy phase, it is vital that you establish good ties with Germany: at least convince them to maintain a neutral position in Scandinavia, if they do not want to help you against England. If you are bounced out of Sweden, it will throw off the entire plan and make progress in Scandinavia seriously difficult.

In the opening spring phase, move F(StP)sc - GoB and A(Mos)-StP. (This is a trick most of us have used at some point or another, usually followed by a move from StP to Nwy, forcing England to support themselves in to claim the centre.) Now, it is important to note whether or not a Sealion is developing (if France has moved to the Channel and German-French ties look strong, then the odds are good). If you think there is one, then it is usually in your best interests just to go ahead and move to Norway, as you might actually take it if England decides to support themselves holding in the North Sea.

However, if France has not moved to the Channel, (and neither has England) then it is time to use this opening. England will almost assuredly assume you will be moving to Nwy, and thus will support themselves into it. This actually benefits you, as it means there won't be any pesky fleet in BAR come the end of 1901. However, instead of moving to Norway, you instead move A(StP)-Fin. This allows you to build a fleet in StP(nc) (or an army) in Autumn 1901, a benefit you would not otherwise have — and gives you a strong grasp on Scandinavia, with control of two of the three territories.

Moves after this depend on the tactical and diplomatic situation and thus will vary from game-to-game. Hopefully, you'll be able to convince Germany to side with you at this point, as they can see you have the upper hand in the battle for Scandinavia. Beyond that, there is little left to say. Good luck, my friend!

*Reprinted from **Diplomatic Pouch** (W2012)*

EDC 2025

Leiden, 7-9 November 2025

by Toby Harris

EDC 2025 was unique in so many ways.

Starting with the fact it was a short hop from one of Europe's "Big Four" airports (located in a well-priced city of great culture) this EDC attracted the most players this Millennium. A wonderful achievement from two hosts from this Millennium.

Post-EDC tournament analysis in Dip-zines tends to focus on the top table, and my initial take was of surprise. This EDC included a full table's worth of former EDC & WDC winners, yet none made it to this year's EDC final.

Although there is always Saturday-night speculative gossip about who might win the final on the Sunday, this is one aspect where EDC 2025 was consistently gorgeous. And comments lead to confidence in all seven finalists. It was a great top table.

Let The Games Commence

It was my own poor play which failed to spot a mis-adjudication in round two, otherwise I could/would have joined the top table.

Round one resulted in a shared 3rd place with a few centres. Not a great start.

But round two was much more lucrative. Playing England and a great early alliance with France. The usual cartel with Germany carved up, England into Russia and France headed south. Then the stab (NWG – NAO, NTH-ENG) for a juicy end-game grab.

Ironically, my French ally (who rightfully wanted NTH vacated) missed a trick when I offered NTH-Den & Den – Kie. Had he supported Den-Kie I would have been out of NTH and unable to stab in the final game stages.

At game-end Austria played a blinder. Probably the best final turn I've witnessed in C-Diplo. Russia rightfully gave support and the game ended a shared 10:10 with myself and Austria. ... except no it didn't.

The game actually ended a 10:9 in my favour because Austria was bounced out of Rumania. But by the time this had been discovered, the score sheet had already been handed in (as a

10:10) with no objection from me. Rightly so, it stays a 10:10.

Scores from rounds 1 & 2 meant I needed a clear table-top in round three.

Two Tables

That's when it happened: for the first time ever, I played in two boards at the same time.

On this occasion it felt like the right thing to do. If you imagine the moment, you sit down at a Diplomacy table and get to see who is playing which country. There is always a little voice inside which weighs up your chances. On this occasion the voice was saying my Russia would not do well. Chances of topping this table were very slim.

At that moment the organisers were asking if anyone would like to play on two boards.

A clarification of the scoring was made; your best three results count. So, whilst every competitor ends the third round with three results, someone playing two countries in round three would have four results to pick from.

Hang on a minute ... so one could actually "dump" one of the two games completely and focus on the more attractive gamestart? Yup! Well, I wasn't going to do that. If I was to start two games, then I would play two games. But the prospect of a "fresh start" became incredibly attractive.

Where was this second board? On the exact opposite side of the room to my Russia and with a narrow passage in-between; likely to get mega-busy with bustling players during the games. Ouch! But it was playing France, which sweetened the pill.

So, I took it. It would have been madness not to. Topping either board was needed.

Twelve X's

A discipline most players apply to every game is to write country initials on their order sheet, alongside respective player names. Especially useful when playing two boards.

I also mark a "/" next to each name when we have spoken at least once in Spring 1901, turning that into an "X" during Fall 1901. This is repeated in 1902. It is fair to say that by Spring 1903 Diplomacy can get tense and speaking with every player every turn is no longer viable. But I always aim to score the twelve X's. i.e., speak with every player at least once every turn until Fall 1902. Short of 10 X's means I usually leave the game disappointed with my own play.

For these two games, my target was 20 X's by 1902. Delighted with 22.

Playing two games (with a mini-bottleneck between) got simpler when the kindness & fair play of the other twelve players from the two games accommodated assistance like reading my orders first. This was a great help. Thank you.

The Russia game started slightly better than predicted, whilst the France game began reasonably well. There was much to-ing and fro-ing in both games but my Russia soon began to flag and was on its way South. It was 1905 when the Russia game was proposed as a draw, with me having no chance of table topping. So, I accepted.

The other game as France was then suddenly proposed as a draw too. It was a 7:7:7:7 shared top. Not quite enough for the top table, so I declined the draw.

But during the following turn it became swiftly evident I would not be the one to top this board if the game continued further. Strategically it was always a longshot. So, the game stopped there. A shared four-way top on 7.

Twelve Points

After round three ended, I was about 11 points short for the top table. Topping a table gets 38 bonus points. An equal top (with one other) gets 26. A difference of 12. So, I made a costly mistake in the second round by not paying full attention to the adjudication in the final turn. It is not a mistake I intend to make again.

C-Diplo is all about aiming for a clear table-top. I should have known better. I did win something though...



Legacy

EDC 2025 has a tremendous legacy. Like amazing organization, the most UK players abroad, the most long-distance travellers, a perfect proximity to refreshments, tasty lunches, great city and of course the excellent play throughout. Perfect.

My EDC Experience

by Hugh Edmonds

This was my first Dip Tournament abroad. It was a bit of a last-minute decision - due to an electrical malfunction I was likely to be staying in a hotel that week anyway, so I decided why not go to Leiden?

Getting there was quite easy - I took the cheap (long) way by flying from Stanstead to Eindhoven then catching trains the rest of the way (which took a few hours), but there were slightly more expensive flights that went straight to Rotterdam (which would probably only take an hour or so?). All pretty comfortable. The trains in the Netherlands are very nice.

I stayed at the Ibis. Lovely room, very comfortable, it was also nice to see lots of other Dip players in the mornings and to always have someone to walk home with. I was surprised by how many players I already knew, we had a huge contingent from the UK.

I played four games. It's really hard to pick which of the first three was the highlight. I'm very proud of my wins, but I think I'll focus on my second game, where I came 3rd.

I learned a lot in my second game. It was the first time I've ever got the Toby Harris Experience™. I played Russia, sandwiched between Toby in England and Isaac Jukes in Turkey. Early in the game, Isaac went straight for my back as I moved north, because I hadn't moved into Ukraine. That led me to form an alliance against him. While fighting off Isaac, I formed an alliance with Toby only to be repeatedly stabbed for centres here and there by Toby while he consistently gave me good advice for pushing my front into Turkey. As a result, I actually did quite well on centre count despite losing StP and Moscow to Toby! I learned a lot watching Toby and Isaac in action. Toby is very good at consuming a lot of your talking time

which is a diplomatic technique I'd never considered before. Isaac is a really smart tactical player - I can't hype him up enough! He's also really good at explaining tactics after the game.

The last game was probably the lowlight - I played Turkey and was on the receiving end of an AIR. I got suckered by an experienced Swiss player in Austria who successfully convinced me he was a new player! From what I could tell, he was working very closely with an energetic Italian player to his own detriment, as he finished without most of his home centres, though he seemed quite happy to have helped? I still don't quite understand how the Europeans play Diplomacy - I noticed over the tournament they do things very differently.

Writing about these, I realise I've still got a lot to learn - for one, I can't remember what was happening in the other theatre in any of them. I'm still building the mental capacity to keep track of everything on the board, but that's just part of the Diplomacy journey! One thing I really loved about EDC was seeing that while it can seem intimidating when people talk about a lot of different aspects to Diplomacy, you don't have to be good at all of them to do well.

Of course, there was also a lot of socialising / drinking outside the games - and lots of restaurants. I think every single night, there was someone keen to go out to a restaurant and I had a lovely dinner with a different crew. It was nice to see a few faces I hadn't seen in a while from all parts of the UK and Europe! Seeing them again was the best part of the tournament. In general, I can't begin to explain how fun the social part of tournaments is - it's something you've got to experience yourself.

And it was great to get to meet new people as well. Everyone I played with was absolutely lovely. To the point where I tried to list everyone

I had a good time with only to realise the list was far far too long to publish! If I had to pick a highlight, it was getting to hang out with some of the American and Australian players on the last night. That night was so much fun and I can't wait to see everyone one of them again!

I quite liked the C-Diplo scoring system, it was easy to understand. I was really quite pleased with my final position in the Tournament. I came 14th overall, which was much better than I expected to do. We've got some really good teachers in the UK - I've learned so much from guys like Conrad Woodring, Dan Lester, Isaac Jukes, Bradley Grace and Darcy Morris. And that's just the people I've seen regularly - I that list would triple in size if I included the people I've played two or three games with.

I hope to go to WDC in Athens next year and I'd certainly encourage anyone who hasn't tried an overseas tournament to try one. Of course, I'd warn them that it's very different from informal games in the UK and the Diplomacy part is a sport, not a game. I didn't have as good an experience as I could at my first tournament because I didn't understand this.

But I'd still recommend going to a tournament to anyone at any level of experience because people there are absolutely wonderful and the dinners and drinks and discussion afterwards are a special kind of fun - something you can't get anywhere else!

There's almost a magic in the air; the camaraderie with people from the UK, the nervous joy over a chat with another first-timer coming from somewhere you've never been; the collective exhalation as the tournament ends and you suddenly feel pleasurably relaxed. I can't quite capture it but it's absolutely worth experiencing.



Deep In Thought



The Champion - Tanya Gill

EDC Final Results

Leiden, 7-9 November 2025



Massive congratulations to Tanya Gill!

Position	Player	Games in Round 1	Games in Round 2	Games in Round 3	Games in Round 4	Tournament
1st	Tanya Gill	60.00	60.00	49.00	3063.00	3183.00
2nd	Philipp Weissert	27.00	61.00	59.00	2036.00	2156.00
3rd	Mikalīs Kamarītis	62.00	65.00	42.67	1027.00	1154.00
4th	Andrew Yang	49.00	36.00	62.00	1.00	147.00
5th	Cyrille Sevin	15.00	35.00	51.00	60.00	146.00
6th	Conrad Woodring	48.00	59.00	35.00	6.00	142.00
7th	Francesco Conte	60.00	27.00	33.00	47.00	140.00
8th	Nicolas Sahuguet	40.67	1.00	64.00	35.00	139.67
9th	Brandan Austin	15.00	68.00	49.00 + 10.00	10.00	132.00
10th	Marcus Olsen	40.67	26.00	60.00	13.00	126.67

[The Full Results of the EDC can be found here.](#)

Thanks to Jelte Kuiper and Maaïke Blom for organising a great EDC

EVENING POST Saturday, March 4, 1972

This is war!

...But the battle is over the rules



OMINOUS war-clouds gathered once more in Europe's troubled skies.

The mighty Austria-Hungary Empire flexed its muscles and nations trembled.

Russia had been crushed and humiliated in a series of devastating battles and her armies had retreated to Finland.

Great Britain, her sea power dwindling, was busily occupied fighting the French who had landed in Edinburgh.

Mania

Germany, fearful for its safety, frantically sought an alliance with France.

France meanwhile tried vainly to sign a peace treaty with expansionist Italy.

Remember that little episode in the history books?

No? It isn't surprising because it's the crazy kind of situation that can only exist in a game which has suddenly become a country-wide mania among those who like their games a little more complicated than Ludo.

Aggro

It's called Diplomacy. And it's a form of intellectual aggro.

■ **Baffled** journalists control the fate of Europe.

By Paul Mann

Based on the simple premise that most people are power mad, it consists of a map of Europe in 1901. Each country has armies and fleets and the general idea is to dominate Europe by treachery, stealth, ruthlessness, duplicity, connivance, genocide and pillage.

As you can see, it draws on the most predominant human instincts. And every night in drawing rooms around the country, petty despots, dictators and autocrats engage in mortal combat.

There is, however, a slight hitch.

The game is by no means new. It has been around for years and until now has been ignored in favour of more perennial favourites like Monopoly.

But it seems that no-one quite understands the rules.

The rules are, in fact, highly complicated, frequently ambiguous, and everyone tends to make their own interpretation.

It all adds to the carnage.

Battle

At a recent game in Reading among Diplomacy-addicted members of the Evening Post editorial staff the carnage almost strayed beyond the confines of the board.

A dispute arose over a proposed highly aggressive — and slightly unethical — manoeuvre. But recourse to the rule book failed to supply a solution acceptable to everyone.

And the protagonists — boasting among them a clutch of professional qualifications including two degrees in politics, one in law, one in English and one in psychology — were stumped for a correct translation of the rules.

Which is where the real battle began.

With the game at an impasse, the players divided into two hostile camps of opinion and play was discontinued pending decision from 'Above'.

'Above' in this case being the manufacturers.

But finding the manufacturers wasn't easy.

According to the rule book they are Intellectual Diversions Ltd. But it proved impossible to turn up any address for Intellectual Diversions Ltd in this country.

Abashed

An urgent call to the games department of Harrods in London finally supplied the manufacturers' in the United Kingdom which turned out to be a firm in London East End called Philmar.

Philmar usually specialise in indoor sports games like carpet golf. Diplomacy is something of a departure for them.

"We've stocked it for years," said a spokesman "and it never sold well until this year. Sales have just rocketed for some reason."

The solution seemed near until the spokesman, slightly abashed, said: "We don't really understand the rule either."

Peace

'The Word' apparently must come from 'The Creator'.

Of the game that is. And 'The Creator' is mysterious American with penchant for anonymity.

Thus, at this moment, a urgent despatch from the war zone is speeding its way to 'The Creator' somewhere in the USA.

Meanwhile... on the western front... an uneasy peace has settled...

[FOR A LARGER IMAGE JUST CLICK](#)

UK Diplomacy Sets

Part 2 – Philmar Ltd

(1969? – 1982?)

Originally best known for its jigsaw puzzles, Philmar Ltd was established around 1937 by Philip Marx. Ariel Productions Ltd was a division of Philmar which started producing card and board games from around 1954. Sometime in the mid-late 60s, Philmar Ltd, through Ariel, acquired the licence to produce Diplomacy in the UK. Whether Intellectual Diversions only had a short licence and thus Philmar licensed it directly from Games Research Inc, I do not know.

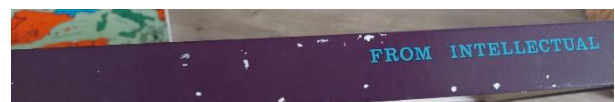
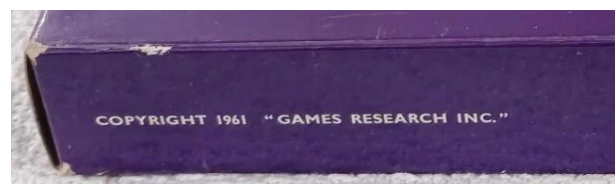
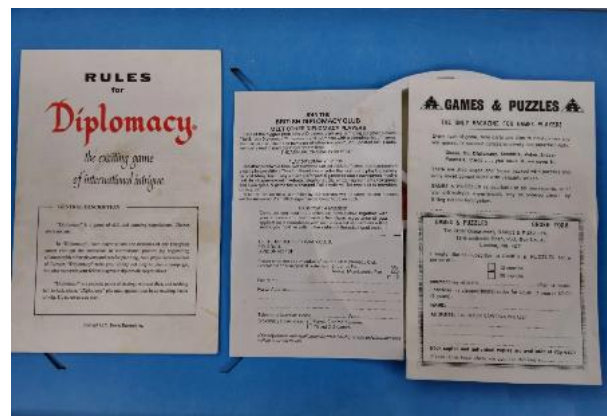
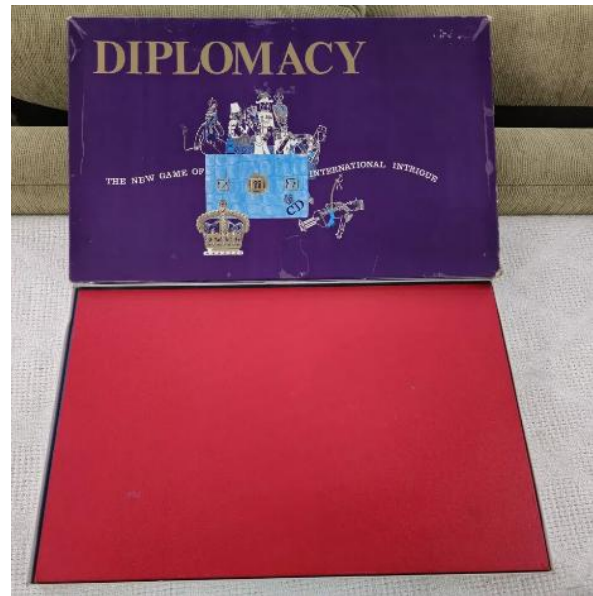
I have been unable to ascertain whether Philmar took over the rights to Diplomacy before the introduction of the 1971 Rulebook or shortly thereafter. It is always difficult to work these things out from the sets themselves, as it was common practice when the rights to produce games moved, for the existing stock to be transferred to the new rights holder and sold by them until the stock was exhausted. That means a box with Intellectual Diversions on the side could (and was) sold by Philmar.

What I can say is that so far, I have been unable to find a Philmar/Ariel edition of the game with anything other than the 1971 Rulebook. I have seen copies of a Philmar edition of the game with the 1971 rulebook (which didn't reach the UK until 1972) with inserts for the British Diplomacy Club which was only active in 1972. So, my tentative conclusion is that when the rulebook was reprinted, the game had already moved to Philmar.

UKPPL3a

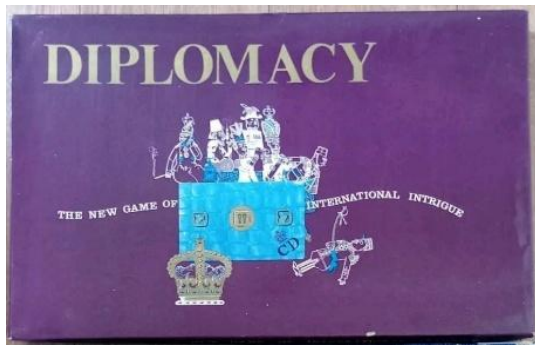
Black gameboard. 1963 pale blue Rulebook. Flat fleets. Probably with a pale blue or white circular tray. This edition may not exist, but I have given it a reference number just in case. My reason for suspecting that it may well exist is the fact that in a March 1972 newspaper article (which is around the time the new 1971 rulebook first appeared in the UK) when asked about the popularity of **Diplomacy**, a spokesman for Philmar Ltd is quoted as saying "We've stocked it for years and it never sold well until this year. Sales have just rocketed for some reason." This clearly doesn't sound like a game which had been recently acquired.

UKPPL4b



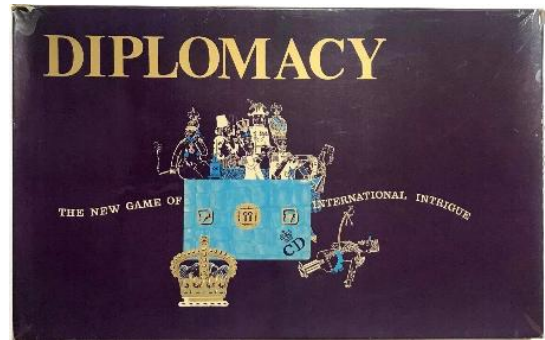
Red or Black gameboard. Rulebook with white cover and red lettering (1971 GRI); **blue cardboard inlay**; circular white plastic tray divided into seven for units with stapled lid. Circa 1972/73 due to presence of BDC flyers. "The NEW Game" on front. Copyright 1961 Games Research Inc and Intellectual Diversions on side of lid. Flat fleets. **This is the first UK edition to have the 1971 rulebook**, but it looks to me that it is an amended US rulebook. You

UKPPL4d



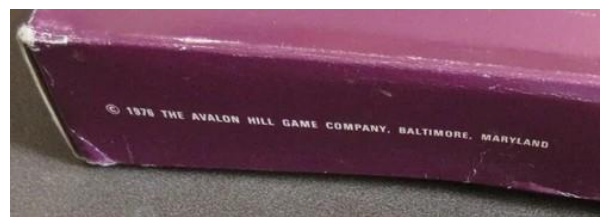
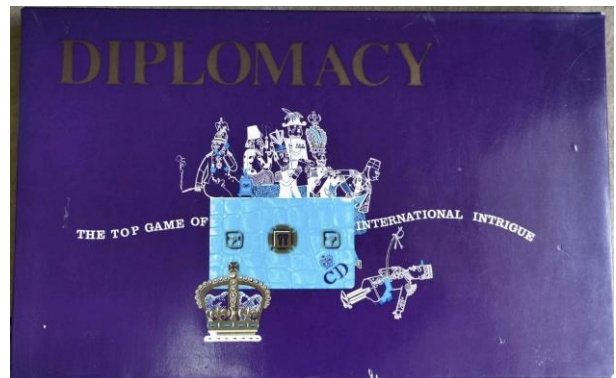
Black gameboard. Rulebook with white cover (1971 GRI); circular **white plastic tray** divided into seven for units with stapled lid. Flat fleet design. Circa 1973 due to presence of BDC flyers. Still has "The NEW Game" on the front of the box. This was the version of Diplomacy that I first had as a boy.

UKPPL4e



(1974-76) Black gameboard. Rulebook with white cover (1971 GRI); circular white plastic tray divided into seven for units with stapled lid. White cardboard inlay. Often with NGC flyer. "1961 Games Research Limited." An innovation was the introduction of **small ships instead of flat fleets**.

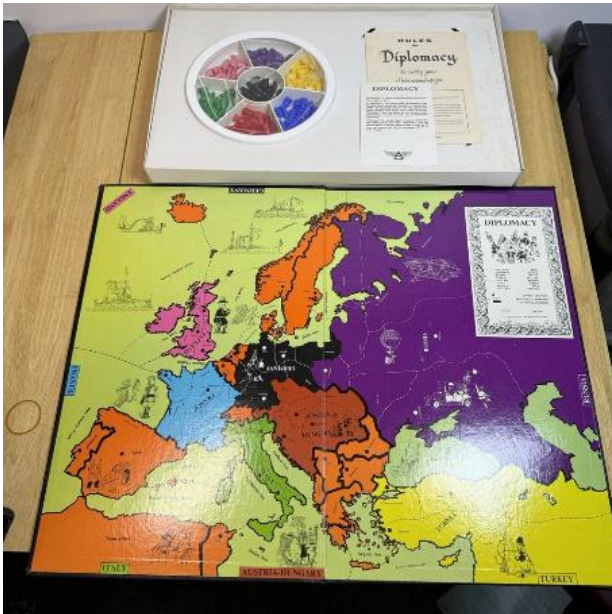
UKPPL4f



1976. Black gameboard. Rulebook with white cover (1971 GRI); circular white plastic tray

divided into seven for units with stapled lid. Avalon Hill (1976) TM on box. At long last it was admitted that the game had been around for a while and so **"The TOP Game of International Intrigue"** was put on the front of the box, instead of the "New Game". Small ship fleet design.

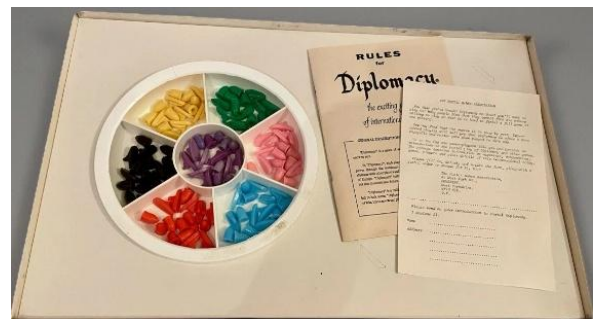
UKPPL4g



Post 1976. Black gameboard. Rulebook with white cover (1971 GRI); circular white plastic tray divided into **six with additional central compartment for units and reusable lid**. Avalon Hill (1976) TM on box. **"The TOP Game"** on front. Small ship fleet design.

UKPPL4h

Black gameboard. **Rulebook with white cover (1971 Avalon Hill)**; circular white plastic tray divided into six with additional central compartment for units and reusable lid. Some came with an insert for the short-lived Postal Games Association. **"The TOP Game"** on front. French often light blue. **Avalon Hill (1976) TM is now on the box**, rather than GRI. Small ship fleet design.



Gibson's Games appear to have acquired the rights to Diplomacy and Kingmaker from Philmar Ltd, around 1981-82, the first Gibsons branded copies of Diplomacy and Kingmaker both date from 1983. More of that next time.



Mercator 5-Up

[The Core Mercator Rules Can Be Found Here.](#)

These are the amendments needed to play the 5-player version of Mercator.

Victory Criterion: 30 centres.

There are 36 Armed Neutrals. Each has a standing army, which needs to be dislodged to secure the centre. Adjacent armed neutrals do not support each other, but players may support them.

They are: Van, Bog, Vnz, Bra, Arg, San, Lim, Ire, Nwy, Swe, Fin, Den, Bel, Par, Mar, Spa, Ven, Nap, Pol, Yug, Bul, Gre, Tky, Nej, Mor, Egy, Rho, Mdg, Mdr, Han, Can, Sai, Pth, Wel, Cey, Bma.

The 22 normal neutrals. These have no defenders and once taken they can be used freely for builds (i.e. without premium) by their first and subsequent possessors. They are: Que, Ice, Cub, Por, Hol, Aus, Rom, Rum, Ira, Snk, Tun, Nig, Mog, Man, Pek, Shg, Kar, Phi, Tha, Jav, Syd, Bre.

Starting Positions and other home provinces.
(No specials).

England: F Lon, F Edi, F Lpl, F SAf, F Joh, A Del.
Cly, Wal, Ply, Yor. 6.

Germany: F Kie, F Tan, F Bmk, A Ber, A Nur-, A Mun. Pru, Sil, Ruh. 6.

Russia: F Ark, F Sev, F Vla, A Mos, A Min, A Oms, A Irk, A Len. Lvn, Ukr, Sib, Sak. 8

Japan: F Tok, F Osa, F Kob, F For, A Nii, A Seo. Fuj, Hir, Pyo. 6.

U.S.A.: F Haw, F Ney, F. Pue, F Clf, A Tex, A Kan. Ala, Ore, Chi, Flo. 6.

Special Rules:

Multiple fleets/army-fleets. There are relatively few sea spaces on the board. Players may order any number of Fs or A/Fs into a sea space (but only one per canal province) - but only one nation can occupy a space. Multiple fleets may not be built.

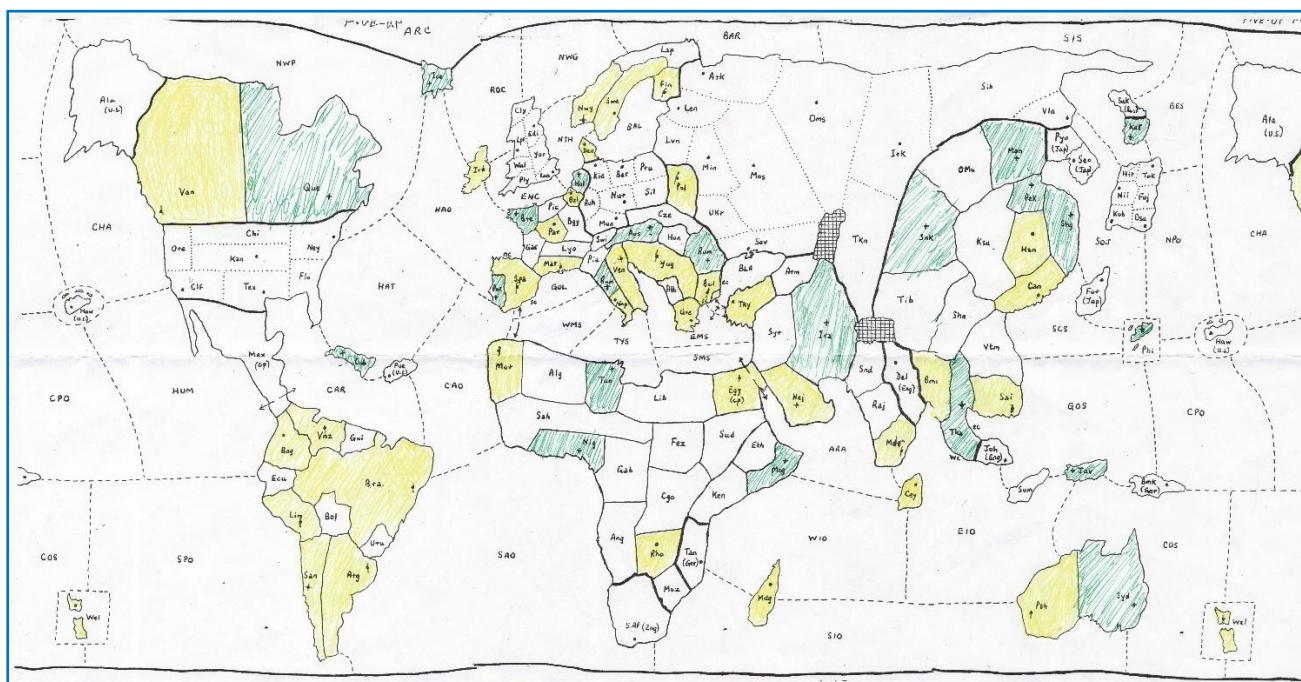
England: F-Edi, F Yor, F Lon - NTH (=3F NTH).
Germany: F NTH*; A/F NTH* Stand

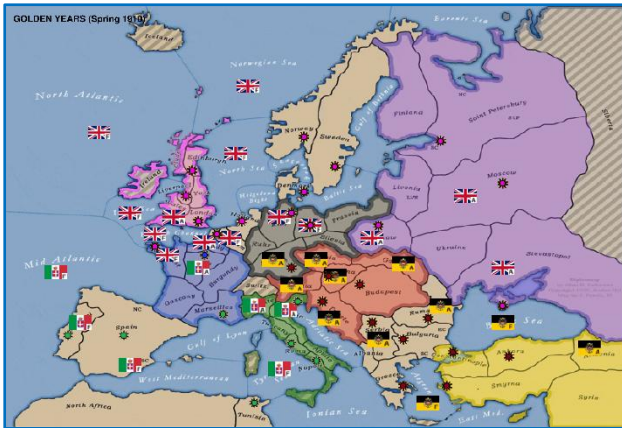
would entail the retreat of all three German units, none of which could retreat to Edi, Yor, or Lon.

Application of the Key Rule: Whether A/F X, Y, or Z rules are chosen, the Key Rule should be used. Thus, any unit ordered, unsuccessfully, to move is dislodged by an unsupported attack provided that attack is not from the province. unsuccessfully attacked.

Starting Year: 1940.

[FOR A LARGE MAP JUST CLICK](#)





FOR A LARGE MAP JUST CLICK

Golden Years 2024BA (Spring 1910)

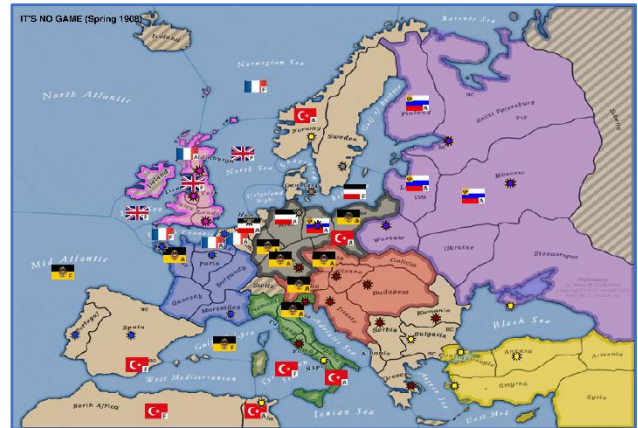
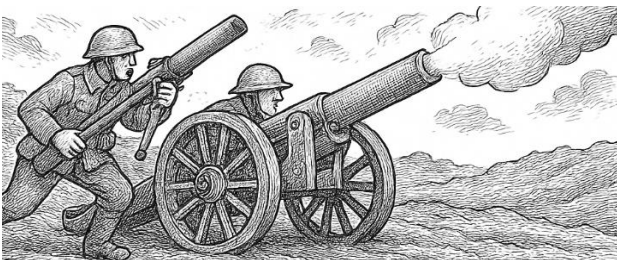
AUSTRIA-HUNGARY (Mike Pollard)
A(Boh) s A(Mun); A(Mun) s A(Boh); A(Bud) - Tri;
A(Bul) - Ser; F(BLA) s A(Ank) - Arm; A(Ank) - Arm;
F(Smy) - AEG; A(Rum) s A(Gal); A(Gal) s A(Rum);
A(Vie) s A(Tri) - Tyr; A(Tri) - Tyr

ENGLAND (Colin Smith)
A(Bel) - Pic; F(Lpl) - NAO; F(ENG) - IRI; F(Lon) -
ENG; F(Hol) - Bel; F(Kie) s F(Ber); F(Ber) s F(Kie);
F(Nwy) - NWG; A(War) s A(Mos); A(Mos) s A(Sev);
A(Sev) Stands; F(Bre) Stands; A(Wal) Stands;
F(NTH) Stands (UO)

ITALY (Ian Bond)
F(Nap) - TYS; A(Rom) - Ven; A(Ven) - Pie; F(Por) s
F(WMS) - MAO; F(WMS) - MAO; F(Spa) sc s F(WMS)
- MAO; A(Gas) - Par

Versailles:

Not really sure why I adjudicated that as a 3-way draw between A/E/I has been agreed. Congrats to you all for what has been a very hard-fought game. I know that Colin has been very unwell recently and hope he is feeling better soon. I would love to print some endgame reports next issue, so if you feel sufficiently motivated it would be great to know your feelings about the game (and that includes Hans and Martin).



FOR A LARGE MAP JUST CLICK

It's No Game 2024BB (Spring 1908)

AUSTRIA-HUNGARY (Edwin Hutton)
A(Gas) - Bre; A(Bur) - Ruh; A(Mun) s A(Bur) - Ruh;
A(Tri) - Ven; F(WMS) - MAO; F(TYS) - GoL; A(Boh) s
A(Mun); A(Tyr) s A(Mun); A(Pru) s RUSSIAN A(Ber)
(MISORDER)

ENGLAND (Sean Cable)
F(NWG) - NTH; F(Lpl) s F(Wal) - IRI (CUT); F(Wal) -
IRI

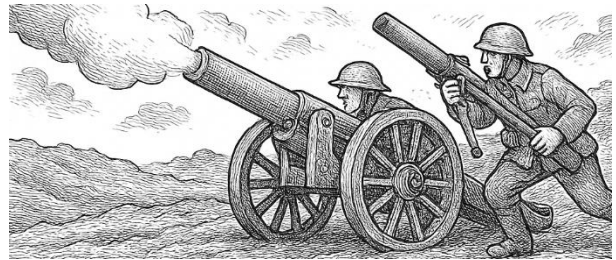
FRANCE (Will Haughan)
A(Cly) - Lpl (FAILED); F(NAO) - NWG; F(MAO) - ENG;
A(Bel) s AUSTRIAN A(Bur) - Ruh; A(Pic) s A(Bel)

GERMANY (Leif Kjetil Tviberg)
F(BAL) - Swe (FAILED); A(Hol) s A(Kie); A(Kie)
Stands; A(Ruh) - Bur* (FAILED, DISLODGED -
DISBANDED NRP)

RUSSIA (Gerry Bayer)
A(Ber) - Kie (FAILED); A(War) - Lvn; A(StP) - Fin;
A(Mos) Stands (UO)

TURKEY (Ron Fisher)
A(Nap) Stands; A(Tun) Stands; F(GoL) - Spa sc;
A(Sil) s RUSSIAN A(Ber) (MISORDER); A(Nwy) - Swe
(FAILED); F(ION) - TYS; F(NAF) s AUSTRIAN F(WMS)
- MAO

Versailles: No active endgame proposals.





FOR A LARGE MAP JUST CLICK

Kooks 2025BA (Spring 1905)

AUSTRIA-HUNGARY (Simon Hemsley)
A(Rum) - Ukr; A(Mos) s A(Rum) - Ukr (CUT);
A(Bud) - Gal; A(Vie) s A(Bud) - Gal; A(Tyr) - Boh
(FAILED); A(Ven) - Tyr (FAILED); F(ADS) s
TURKISH F(AEG) - ION

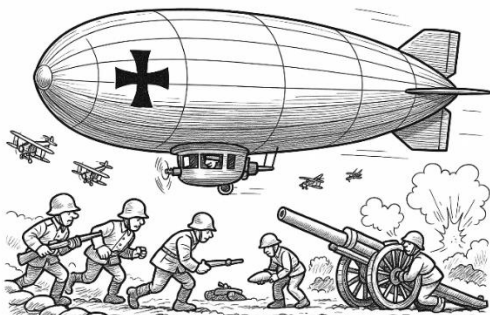
ENGLAND (Vick Hall)
F(Bre) s GERMAN A(Par) - Gas; F(NAO) - Lpl
(FAILED); A(StP) s GERMAN A(War) - Mos; A(Pic) -
Bel; F(Bel) - NTH; F(ENG) - MAO; F(NWG) - BAR;
F(Edi) Stands

FRANCE (Ron Fisher)
A(Mar) s A(Gas); A(Gas) Stands* (DISLODGED TO
Spa); F(Cly) - Lpl (FAILED)

GERMANY (Martin Davis)
A(Mun) s A(Sil) - Boh; A(Par) - Gas; A(Bur) s A(Par)
- Gas; A(War) - Mos (FAILED); A(Sil) - Boh; F(Den)
- BAL; A(Ber) Stands (UO)

ITALY (Elle Doerr)
F(TYS) s F(Nap); F(Nap) s F(TYS) (CUT)

TURKEY (Mike Benyon)
A(Sev) s AUSTRIAN A(Mos); F(BLA) c A(Ank) -
Rum; A(Ank) - Rum; A(Apu) - Nap (FAILED);
F(ION) - Tun; F(AEG) - ION; F(Tun) - WMS



FOR A LARGE MAP JUST CLICK

Lazarus – Gunboat Stab! (Spring 1905)

AUSTRIA-HUNGARY (Noris The Brain)
F(Tri) - ADS (FAILED); A(Rum) - Sev (FAILED);
A(Ukr) - War (FAILED)

FRANCE (Griffin) ???

GERMANY (Fraternal Order of Belligerent
Pacifists)
A(Sil) - War (FAILED)

ITALY (The Ugly)
A(Ven) Stands; F(ADS) s A(Ven) (CUT)

RUSSIA (Mangelwurzel)
A(Sev) - Ukr (FAILED); A(Mos) - War (FAILED)

TURKEY (Bismarck) ???

Press:

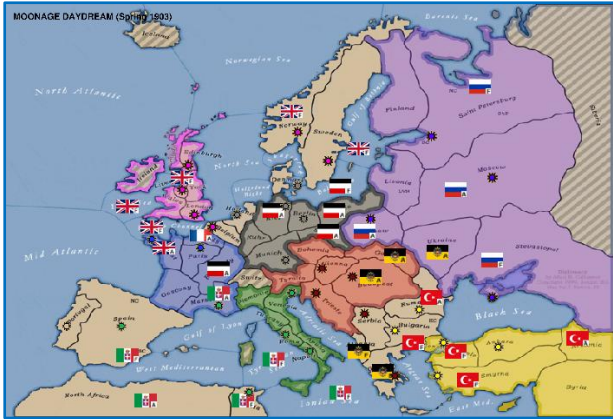
Italy - Turkey: That's a shame. I was hoping we
might be friends again.

Turkey: What remains of the Turkish forces
concedes Bul and Rumania to Austria! We will
never attempt to take it back or cut said units
support! Good luck in your battle with Italy! Any
time you can send support to F Con to hold, or
Support of Arm to Sev, it would be appreciated
and reciprocated.

The Ugly - Griffin: I'll be keeping this door shut,
leaving you free to conquer the North. I wouldn't
object if you put a lone army in Pie to help out.

The Ugly - Noris: I thought there was plenty for
everyone but apparently not.





FOR A LARGE MAP JUST CLICK

Moonage Daydream 2025BE (Spring 1903)

AUSTRIA-HUNGARY (Lindsay Jackson)
A(Gal) - Ukr; A(Bud) - Gal; A(Ser) - Bud; F(Alb) s
F(Gre); F(Gre) s TURKISH F(Con) - Bul ec
(MISORDER)

ENGLAND (Edwin Hutton)
F(IRI) - MAO (FAILED); F(Lpl) - IRI (FAILED); F(ENG)
c A(Lon) - Bre; F(Nwy) - StP nc (FAILED); F(Swe) -
GoB; A(Lon) - Bre

FRANCE (Anarchy ex-Gracen Shepherd)
A(Pic) Stands (U/O)

GERMANY (Patrick Lafontaine)
F(Den) - BAL; A(Hol) - Kie; A(Ber) - Pru; A(Sil) s
A(Ber) - Pru; A(Bur) - Mar (FAILED)

ITALY (Mike Elliott)
F(Nap) - ION; F(ION) - Tun; A(Tun) - Naf; F(Rom)
- TYS; F(Spa) sc - MAO (FAILED); A(Mar) - Bur
(FAILED)

RUSSIA (Paul Simpkins)
F(BLA) - Sev; F(StP) nc Stands; A(Mos) s A(War);
A(War) Stands

TURKEY (Gerry Bayer)
A(Rum) s AUSTRIAN A(Gal) - Ukr; A(Ank) - Arm;
F(Con) s F(Bul) sc; F(Bul) sc Stands; F(Smy)
Stands

Versailles: We have two endgame proposals:

1. A 5-way A/E/G/I/T draw, Russia 6th.
2. A 6-way A/E/G/I/T/R.

Votes please, unanimity required, abstention =
no.



FOR A LARGE MAP JUST CLICK

No Plan 2025BE (Autumn 1901)

AUSTRIA-HUNGARY (Ron Fisher)
A(Tri) - Vie; A(Rum) - Ser; F(Alb) - Gre (FAILED)

ENGLAND (John Langley)
A(Yor) - Lon; F(NTH) - Bel (FAILED); F(NWG) - Nwy

FRANCE (Leif Kjetil Tviberg)
A(Pic) - Bel (FAILED); A(Gas) - Spa; F(MAO) - Por

GERMANY (Mike Pollard)
A(Bur) - Mun; A(Kie) - Hol; F(Den) Stands

ITALY (Geoff Wilde)
F(ION) - Gre (FAILED); A(Ven) - Tri; A(Tyr) s A(Ven)
- Tri

RUSSIA (Charles Welsh)
F(GoB) - Swe; F(BLA) - Con; A(Ukr) - Sev; A(Gal) -
Bud

TURKEY (Martin Davis)
F(Con) - AEG; A(Bul) Stands; A(Smy) - Ank

Autumn 1901 Adjustments:

A: Vie, +Ser -Bud, -Tri = 2; Loses 1. GM removes
F(Alb).

E: Lon, +Nwy, Edi, Lpl = 4; Gains 1. Builds A(Lpl).
F: +Spa, +Por, Bre, Mar, Par = 5; Gains 2. Builds
A(Par), A(Mar).

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

I: +Tri, Nap, Rom, Ven = 4; Gains 1. Builds A(Ven).
R: +Swe, +Con, Sev, +Bud, Mos, StP, War = 7;
Gains 3. Builds A(Mos), A(War), (No build
ordered).

T: +Bul, Ank, Smy, -Con = 3; No change.

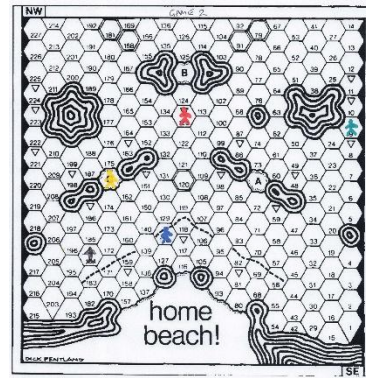
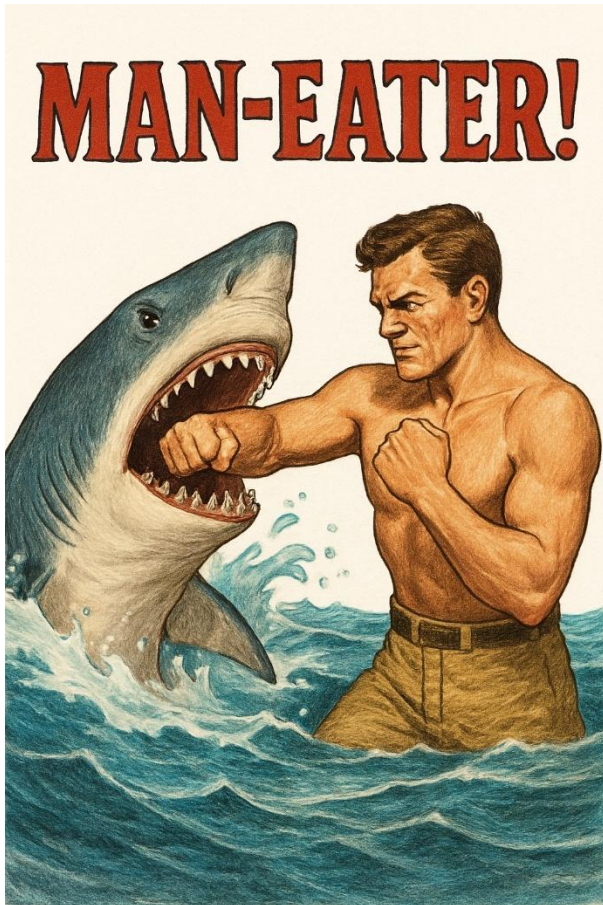
Versailles: Well, that was an interesting opening
year. Possibly one that Ron may wish to forget...



FOR A LARGE MAP JUST CLICK

BRITISH (Brian Frew): A(Lincoln) Holds*
[DISLODGED NRP]; A(Deira) Holds* [DISLODGED
NRP]:

Camelot: Is this shaping up to be the Scots and Picts vs. the Anglo-Saxons?



[FOR A LARGE MAP JUST CLICK](#)

Game 2

Red (1 leg) (Patrick): (123) - Cramped.

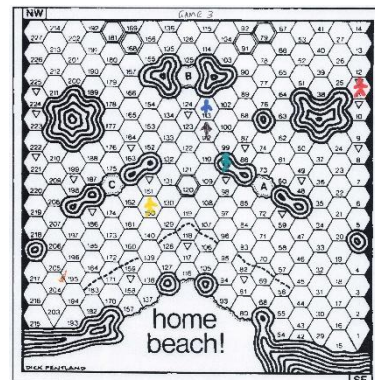
Blue (1 leg) (Patrick): (140) - 128

Green (Mark): (10) - 9

Yellow (Mark): (Beach C) - continues to snooze

Shark (Jed) (150) - 184

Shark = 2 points.



[FOR A LARGE MAP JUST CLICK](#)

Game 3

Red (Jed): (11) Jellyfished

Blue (1 leg) (Jed): (112) - 113. **Loses remaining leg! 0 Legs left.**

Green (0 legs) (Patrick): (99) - stuck on rocks

Yellow (Patrick): (175)-Beach C - 150

Shark (Mark): (86) - 112. **Chomp! Eats Blue's other leg!**

Shark = 4 points.

The Shark may not attack the same Swimmer two turns in a row.



[FOR A LARGE MAP JUST CLICK](#)

Game 1

Red (Mark): (10) - Jellyfished

Blue (Mark): RIP

Green (Jed): (113) - 87

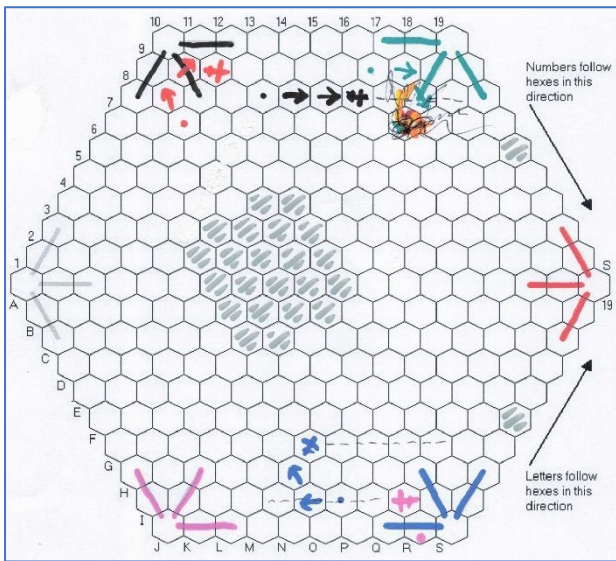
Yellow (Jed): (200) - 180

Shark (Patrick) (221) - 223

Shark = 3 points.



SOPWITH



[FOR A LARGE MAP JUST CLICK](#)

Turn 17

I cocked this up last time. Cliu Petre ordered LT and I adjudicated it as a RT, which produces a very different result! Biggles is sadly no more. Here is the re-adjudication.

Cliu Petre (Mog Firth)

Starts: E12 (facing F12)

Ammo = 13; Damage = 8; Points = 12

Turn 1: LT

Turn 2: A (Fires Ahead) Shoots down Biggles for 5 points

Turn 3: A

Ends: H15 (facing I16)

Ammo = 12; Damage Left = 8; Points = 17

Biggles (Martin Davis) is shot down!

Starts: H16 (facing H17)

Ammo = 16; Damage = 1; Points = 5

Turn 1: RT

Turn 2: RT (Hit by Cliu Petre - 2 damage)

Turn 3: Crashes!

Ends: J16 (in bits and pieces)

Ammo = 16; Damage Left = -1 (Crashes); Points = 5 - 5 for being shot down = 0.

The Red Byron (Alex Richardson)

Starts: C9 (facing B8)

Ammo = 10; Damage = 3; Points = 12

Turn 1: RT

Turn 2: RT

Turn 3: RT

Ends: C11 (facing D12)

Ammo = 10; Damage Left = 3; Points = 12

Baron Von Stinkhoven (John Langley)

Starts: O7 (Facing O6)

Ammo = 14; Damage = 5; Points = 9

Turn 1: RT. Hit by Carrion for 2 damage.

Turn 2: RT

Turn 3: RT (Fires Right)

Ends: M7 (facing M8)

Ammo = 13; Damage Left = 3; Points = 9

Carrion (John Tait)

Starts: R9 (facing Q8)

Ammo = 2; Damage = 11; Points = 10

Turn 1: RS (Fires Ahead) Hits Stinkhoven for 2 points

Turn 2: Stands Still (Fires Left)

Turn 3: Stands Still

Ends: Q9 (facing P8)

Ammo = 0; Damage Left = 11; Points = 12

Ground Control: The giant storm cloud continues to push east. Two small clouds start to push in from the East... Remember, for every full move (3 turns) spent at an airbase you repair 2 damage points. Visiting an airbase allows you to replace all used Ammo. Staying on an Airbase can make you a sitting duck... but if you don't stay long enough, you don't get repaired. Carrion is out of ammo and Biggles has crashed (it is unknown if he bailed out in time). Orders on file from Alex, John L and John T, which may be changed.

If you do notice any more mistakes, please let me know ASAP.



The Last Sighting of Biggles

Intimate Diplomacy Tournament

Game 3 Replay (Autumn 1903)



[FOR A LARGE MAP JUST CLICK](#)

**Richard Williams (Austria) vs.
Brian Frew (France)**

Bids for 1904

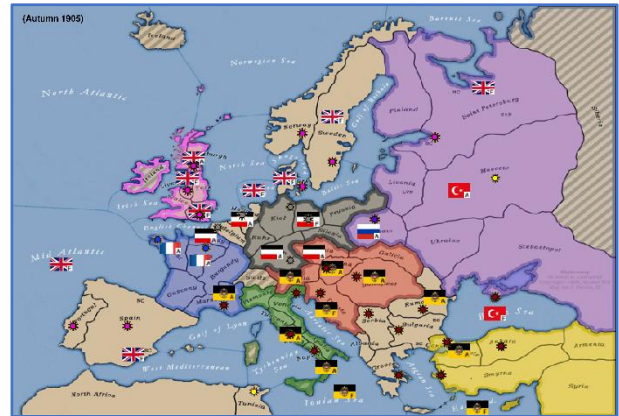
Richard has 10 + 14 points = 24.

Brian has 1 + 10 points = 11.

	Richard	Brian
England	6	0
Germany	6	11
Russia	11	0
Total Bid	23	11
Points Remaining	7	0

So, for 1904, Richard has England and Russia, while Brian has Germany.

The winner of this game will play James Hardy in the Final.



[FOR A LARGE MAP JUST CLICK](#)

Diplomacy Bingo (Autumn 1905)

AUSTRIA-HUNGARY (Kaiser Franz-Joseph)
A(Con) - Ank (FAILED); A(Rom) - Ven (FAILED);
A(Vie) - Boh (FAILED); A(Nap) - Rom (FAILED);
A(Pie) - Mar; A(Tyr) s A(Vie) - Boh (CUT); F(Syr) -
EMS; F(Alb) - ION; A(Sev) - Rum

ENGLAND (King Edward VOO)
F(Yor) - Lon; F(Por) - MAO; F(SKA) - Den; F(GoB) -
Swe; F(StP) nc Stands; F(NTH) - HEL; F(Spa) sc s
F(Por) - MAO

FRANCE (President Emile Loub)
A(Bre) s A(Par) (MISORDER); A(Par) - Bur (FAILED);
F(Wal) - IRI

GERMANY (Kaiser Wilhelm II)
A(Mun) - Tyr (FAILED); A(Boh) s A(Mun) - Tyr
(CUT); A(Hol) Stands; A(Pic) - Par (FAILED); F(Ber)
Stands

ITALY (King Vittorio-Emanue)
A(Bur) s AUSTRIAN A(Pie) - Mar (CUT); A(Tus) -
Ven (FAILED)

RUSSIA (Tsar Nicholas II)
F(Pru) - BAL; A(Mos) - War

TURKEY (Sultan Abdul Hamid I)
A(Lvn) - Mos; F(BLA) - Ank (FAILED); F(NAf) - MAO
(FAILED)

Autumn 1905 Adjustments:

A: Con, +Rom, Vie, Nap, +Mar, +Rum, Bud, Sev,
Tri, Smy, Ank, Ven, Gre, Bul, Ser = 15; Gains 3.
Builds A(Bud), F(Tri). 4 short.
E: +Lon, Den, Swe, +StP, Spa, Edi, Por, Nwy, Lpl =
9; Gains 2. Builds F(Lpl), A(Edi).
F: Bre, Par, -Lon = 2; Loses 1. Removes F(IRI).
G: Mun, Hol, Ber, Kie, Bel = 5; No change.

I: -Mar, -Rom = 0; Loses 2. Removes A(Bur), A(Tus). OUT!

R: War -StP = 1; Loses 1. Removes F(BAL).

T: Mos, Tun, -Rum = 2; Loses 1. Removes F(NAF).

BINGO – The Scores on the Doors

	Old Score/	This Turn	Total
Toby	170	20	190
Dane	164	20	184
Niall	158	20	178
Mark	155	17	172
Ian B	151	15	166
Kevin	143	20	163
James	143	20	163
Vick	142	20	162
Jed	142	20	162
Brian	155	5	160
Edwin	135	20	155
Richard W	136	14	150
Brad	119	20	139
Sandra	116	18	134
Ian W	121	10	131
Simon	108	20	128
Colin	110	10	120
Andy	101	18	119
Nick	102	16	118
Alex R	104	-	104
Eddy	98	-	98
Patrick	83	12	95
Neil	60	20	80
Conrad	58	20	78
Richard B	20	-	69
Peter	69	-	69
Alex L	40	20	60
Theo	20	20	40
Maaïke	20	20	40
Jeremy	20	20	40
George	20	20	40
Bernard	20	20	40
Thomas	-	20	20

Versailles: 29 sets of orders received (1 new player). No less than 20 players managed 20 points this round. The most popular votes with 25 votes were A(Rom)-Ven and A(Nap)-Rom and F(NAF)-MAO with 24 votes. No one submitted any orders for any German units! There were tied votes for F(NTH), F(Spa)sc and A(Mos). F(Syr) and F(Wal) were the most popular units to order with 26 votes, followed by A(ven), A(Rom) and F(NAF) with 25 votes. F(GoB) and F(BLA) only had one vote each.

Anyone can join (or rejoin) this game at any time. However, if you miss two votes in a row

your name will drop off the results table until you submit orders again. The winner is the first player to 200 points. The tiebreaker is the actual total of points after the season when the game ends. Looks like this game will end next season, unless things get really bizarre.



Waiting Lists

Regular Diplomacy – Game “O” – “Oh! You Pretty Things”: This game will NOT use standbys. Colin Smith (?), Theo Fox, Paraic Reddington, Simon Hemsley, Kevin Wilson (?), Mike Elliott. 1 or 2 or 3 needed!

Fokker: Diplomacy with Planes. Rules in issue 29. 4 needed. Mike Pollard, Ian Bull, John Langley. I won't give up on this one quite yet...

Star Wars: Order 66: Simon Hemsley. Rules in issue 30. 5 needed. Last call.

Mercator XIV (The Steve Jones Memorial Game): (9/17 – 8 more wanted): Brian Frew, John Strain, Brendan Whyte, Colin Smith, Edwin Hutton, Martin Davis, David Anderson, Vick Hall, Toby Harris. More than halfway!

Mercator 5-Up: Rules inside – 5 player version of Mercator. Edwin Hutton. 4 needed.

DEADLINE
Friday 23rd
January 2025

orders@godsavethezine.com