

God Save The Zine

Issue 6

This is the www.diplomacyzines.co.uk house zine from Stephen Agar.

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DEADLINE FOR ISSUE 7

Friday 28th July 2023

There goes the Russian
F(ENG)....



My Bit

I really don't much like growing old - but I did feel very old indeed when Rebecca presented me with a plastic pill dispenser with little compartments labelled Monday through to Sunday. Each compartment is even a different colour in case I forget what "Monday" means (or which day it is). Has it really come to this already? Am I too unreliable to remember to take my diabetes medication and statins? It appears it has.

Today I received an email from Geoff Milewski. It reads *"I am Paul Milewski's oldest surviving son. It is with much sadness that I inform you of his passing yesterday. He had extensive surgery on Wednesday that left him weakened. We were hopeful for a recovery in 7-10 days, but fate had other plans."*

"Please feel free to pass along Paul's passing to your subscribers and to the greater Diplomacy community. Paul has been involved with Diplomacy for decades, we had the board game at home and played often when my siblings and I were kids, and it was one of his greatest pleasures in life. Please give our thanks to everyone in the community for their friendship, passion, and dedication."

That is so sad. I've never had a player die during a game before. Paul was playing in Blackstar and he had his orders in on time. We exchanged very friendly emails, what a shock that we should lose him so quickly. My heartfelt condolences to his family and friends.

Paul was also a player in **Last Orders**. **Late Orders** (formerly **Last Orders**) No. 49 is included as a subzine supplement to this issue - so you will find it at the end. Hello, to any **Last Orders** subscribers who are getting this for the first time. If, having seen **God Save The Zine** you really don't want to see another one, just drop me an email and I will take you off the mailing list.

More sad news from Ron Fisher who announced on Facebook that Steve Doubleday had died, Steve was the publisher of **Gallimaufry** (1976-79 and 1984 - 1993), as well as helping Richard Sharp with various issues of **The Numbers Game**. Ironically, I was trying to contact him only this week to see if he had copies of the missing issues. Steve couldn't have been that much older than me.

Yes, I've scanned a lot of old zines this month, so I am afraid that has got me in a nostalgic mood, so this issue has more hobby history

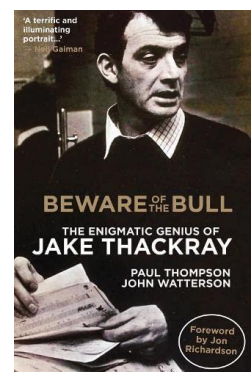
than some of you may like. Next issue I'll make it bit more strategy orientated, I promise. All this stuff about event from 50-odd years ago is a bit sad, but it amuses me. I wonder how many of these people are still with us? Anyway, kudos to anyone who can tell me which zine originally featured this cover picture - bonus points for the issue number and date. I remember it well because it was on the cover of the first Diplomacy zine that I ever saw. I read it avidly from cover to cover and understood very little.

I can't say I'm a copious reader, not like, say, Simon Langley-Evans who seems to get through a book a day and then be able to write interesting and concise reviews. I am a bit of a plodder and when I get to the end, I usually can't remember anything about the book at all, which makes writing reviews a bit of a challenge. However, this month I have surprised myself be reading not one, but two, books from cover to cover. That is very unusual and a tribute to both books.



The first is almost hobby related in that it is **The Devil's Finger** by Sandra Bond (an ex-editor of a Diplomacy zine). An amusing book with a lot of dry wit and an unusual plot line. I won't give the ending away, but I think I can say it is the story of a middle-aged comic and her PA who run into a cryptid (go on, google it) and have to get out of a tricky situation. It's an easy read (I read it over two days) and once I'd worked out in my head who all the characters were, I really enjoyed it. Reminded me a bit of **The Wimbledon Poisoner** by Nigel Williams. **The Devil's Finger** would make a great holiday read - buy it on Amazon today.

The other book I read was **Beware of the Bull - the enigmatic genius of Jake Thackray** by Paul Thompson and John Watterson. I have always admired Jake Thackray and was pleased I got a chance to see him live when I was at Oxford. For a brief time in the early 70s he was quite famous. If you don't know him, he was an English chansonnier, droll humour, tuneful songs all sung to a gentle nylon-stringed



folk guitar. Jake gave up school teaching for music and he started off quite well. He had a really creative period just before he left teaching when he basically wrote all the songs that would feature on his first two albums.

Gradually Jake's muse deserted him, and he wrote almost nothing after his 4th album in 1977. He toured for another 20 years, but with almost no new material and all the while his alcoholism was getting worse. Eventually his wife left him, the touring stopped (as he became less and less reliable at turning up) and HMRC made him bankrupt. He died on Christmas eve 2002 at the age of 63. A tragedy of sorts – but he left behind a wonderful treasure trove of funny thoughtful songs. Of course, he'd be cancelled today – who could get away with an opening line that goes *"I love a good bum on a woman, it makes my day"*. Trust me, he was no misogynist, he was as left-wing as they come. His albums are no longer available, but Amazon still has a greatest hits CD available if you are curious. If you are a Spotify person, try **The Jolly Captain, Bantam Cock, On Again! On Again!** and **Sister Josephine**. Perhaps his best song is **The Bull**.

Unfortunately, I couldn't get to the mini-reunion drinks of Diplomacy "Old Duffers" that happened on 30 May, as we had tickets to see **Hamilton**. A great musical, I wouldn't say I was a fan of rap, but it worked very well. Having an almost all-black cast certainly gave it an interesting angle as they were playing a bunch of white slave owners (and even though Hamilton himself thought that slavery should be phased out, his family still had a lot of slaves). As the British were positioned as the baddies, I was disappointed that the only white actor was playing George III (who never owned a slave). I think it would have been braver to have a black George III as well. Anyway, definitely recommended.

The next couple of months are starting to look quite busy. Next weekend we have 4 days at the Buxton Festival, at least one evening is going to see a musical called **The Land of Might-Have-Been** based on the early life of my wife's grandmother (set to the music of Ivor Novello). Should be "interesting". I think I am looking forward to a visit to see Mozart's **Il Re Pastore** with more anticipation. A couple of weeks after that we are off to Munich for a long weekend to see **Bruce Springsteen**. In August we are off to France for two weeks. And at the end of August we are having a long weekend in Trieste to celebrate our wedding anniversary. And yes, Rebecca does know my main motivation in

going to Trieste is because it is a supply centre. The odd deadline may have to move a week or so to fit all this in – we'll see,

This issue has been a bit rushed, as I was playing Diplomacy in London on the deadline weekend. Consequently, there is not much on other zines seen this month as I have just ran out of time. I'll try to make up for that in issue 7.

That said, I did want to mention issue 162 of **Diplomacy World** which just came out this weekend. If you like Diplomacy, you must read **Diplomacy World**. Doug Kent deserves our eternal gratitude for his fortitude in making sure that the flagship magazine of the Diplomacy hobby continues to flourish. This issue has far too much content to list in a couple of sentences – just download it now from: www.diplomacyworld.net

Wishing you all a nice summer. Until next time...



Staples

by Sandra Bond

Using a nail file
I very carefully unbent the staple,
Returning it to symmetry,
One perfect right angle either end.
Taking the next one,
I repeated the laborious procedure.
When I had a couple of dozen
I reached for my glue stick
And affixed one to the next
Until they sat in a tidy row,
Millimetre perfect and regimented,
Ready to load back into the stapler.
I sometimes think recycling
Is more trouble than it's worth.

Reviving The National Diplomacy Championship

A Proposal

I have been giving this some thought. These are my initial thoughts. I could really do with some feedback and even more importantly offers to help.

1. Is there enough demand for a relaunched NDC?

On balance I think there is. Local FtF groups do exist - e.g. the London Diplomacy Club have managed three games in London in recent months. At SpireCon last year, with minimal publicity, they managed a couple of boards. There are diplomacy players who yearn for a whole weekend playing Diplomacy and there are others with family commitments who might be persuaded to come for the day - particularly with an Old Duffers meal in the evening (even if they refuse to play the Dip or just act to make up the numbers). Enough to give it a go, I think - for this to be a success I think four boards is an absolute minimum.

2. When and where?

Geographically, somewhere in the middle of the country with good rail links. The midlands is historically the favourite place, though the best transport links would otherwise favour London. London is rather expensive though. As to when, probably in the Autumn, as it is far too late to think about the summer (so October earliest). And that may be too early - there is an argument to wait for the spring. Best to team up with other gamers at an established event if we can, but maybe not essential. MidCon may be a stretch too far, but a Con in October is a possibility if we get our skates on. One suggestion is a "pub crawl" Con (three pubs over three days) in Chesterfield over 13-15 October.

3. How do we get enough people to go?

I think we need a committee of enthusiastic people willing to encourage players from their corner of the Diplomacy hobby - online, zine, FtF, retired players who can be persuaded to come back. And we need a publicist to pull it all together - online advertising, leaflets at ManorCon etc.

3. How many rounds?

There are different opinions on this. Given the low base we are starting from, and the fact that I know several people who would come for one day but would not come for a weekend, I would favour a one-day tournament that doesn't require an overnight stay - but with the facility to stay over and play other games. I think this would probably maximise the number of players.

However, there are some who would find a multi-round Diplomacy tournament more attractive - particularly if we can attract players from the continent. So, perhaps we try for the best of both worlds? A weekend DipCon, with a Con Tournament Trophy for the whole event - but including a one round Open NDC on the Saturday (probably a 11am - 5pm timeslot to allow for those who want to travel on the day of just the NDC). Other games can be played too, of course. A compromise could be to just take the best score achieved by a player in a Diplomacy game over the course of the weekend and use that to determine the NDC Champion?

4. How do you score a one round tournament with only a few boards?

You use the official Short Game Winner criteria (SC count when the game end - say Autumn 1908). And then apply a tie breaker as it is quite possible there will be more than one board winners with the same number of SCs.

5. What would be the tie-breaker?

My suggestion would be to use an adjustment to the basic SC total. Assume that three players all win their games on X centres after A08. In order to tie-break, for each player let their adjusted score be $X + Y + Z$. Where:

X = number of SCs at the end of the game

Y = (17 - minus their penultimate (A07) Autumn SC score)

Z = (6 x (X - number of SCs owned by next biggest power))

That means a player gets more points for being further ahead of his rivals and on an upwards trajectory at the end of the game, as opposed to someone who is in the lead by a single centre and getting smaller. If you still have a tie, repeat using the A06 scores etc. etc. until one winner remains. Does anyone have a better idea? Or are we happy not to have a tie-breaker and risk the likelihood of not having an outright winner?

OK - views on all the above are solicited!

Letters

James Hardy

The Dip board - major cities for country SCs, areas for country provinces and country names for neutral areas. I always therefore felt Tunisia should be called Tunisia, but then what do you do with NAF? A historical map says the area is made up of French Algeria and Morocco, Algeria the biggest, or maybe a combo - Moria? Hmmm, heard that somewhere before...

SA: You are absolutely correct that it should be Tunisia (which was a French protectorate at the time).



Hey Toby - who doesn't have one of those shields? I actually remember that convention well - or at least the round Toby got his 18. I was Germany to Vick Hall's Austria and Thomas Franke's France. We were all doing well mid game and I expected to be jumped on any minute and sure enough Vick stabbed. Something however turned very sour between him and Thomas and when I retaliated, he put up little or no resistance concentrating on the Med instead. At game end I set up a stab on France, but TF talked me out of it (I know, I really am too nice to be playing diplomacy) and a hurried set of re-scribbled orders later I didn't stab but I had missed the order of Mun-Bur meaning I could walk unopposed into Par that

fall - I can't remember if I did! Anyhoo, I ended up with 16 and super thrilled I rushed to tell my second favourite Dip Icon (Toby - Steve is of course the first (Agar that is, not Jones). Sorry Neil, you're third at best) the news only to discover him in ultra smug mode dancing around his table howling "dixhiiiiit!" at anyone in earshot. I felt so crushed with only a paltry "seiiiiiiize!" to my name and sloped off to cry into whatever bottle of spirits Gihan had smuggled into the event that day. I don't think my self-confidence ever recovered from this, and it was rubbish to start with! Maybe it was payback for all those clap clinic cards I sent him?

I still have my Best England bottle of brandy from Vienna - unopened! Hopefully Gihan (who I roomed with at that convention not realising he'd bring hordes of other gamers back to the room at all hours to play games - at least they were only board games) won't see this else he'll be straight onto thetrainline.com so as to get his hands on a bottle of 16+ year old alcohol.



Hans Swift

I used to be a diplomat. At least that was my job title, although I was rarely diplomatic or a diplomat. But on one posting (Stockholm) I thought it might be fun to set up a lunchtime game of Diplomacy at my flat with real fellow, international diplomats. Apart from me, no one had played it before, so there was a little bit of explaining to do beforehand (over the pre-lunch drinks).

I could not match nationalities up perfectly, so there was an Iraqi 'diplomat' playing Austria, but otherwise it was quite close.

The Russian played with a lot of vigour, that might be recognisable in today's world. There were obvious moments when the players disappeared into separate rooms to discuss things. Which was fun to see in the real world of diplomacy.

We did not finish the game, as seemed a bit rude to after people were losing, and lunch intervened, but Italy and France had more wine, before we called it a day!

Will Haughan

Whilst searching in a box of very old stuff for something else, I discovered a single sheet of print which I will share.

It was a single page of an edition of **Howay the Lads**. I don't keep stuff, try to avoid nostalgia and try to live in the present. This felt like serendipity finding something from a zine circa 83/4.

On one side was a report of StabCon in Manchester by Martin (LeFevre) written in true Martin style. He went on the bus to Manchester with dear Keith Loveys. The games played were 1829, Acquire and Judge Dredd. A fine collection of hobby stalwarts are name checked, most seeming to catch Martin buying drinks at the bar.

*SA: Cons always seemed to revolve round the bar - I often spent more time there than playing games. Keith Loveys - there's a name from the past. Sadly, died too young, only 54. There's an online tribute to hm at www.ebu.co.uk/biographies/keith-loveys. Also **Greatest Hits** 264 has quite a bit in it about Keith (available in the Archive).*

The other side was hard to read having been printed on a dot matrix printer 40 years ago. I can't recall who the author was (apologies to that person). A games club in Liverpool is mentioned. Anyway, the page describes embryonic efforts to play diplomacy via computer -MBX - if that rings any bells (not to me). Communication is with a programme to GM with the need to "dial up a modem....and soon this should be possible from all computers". Wonder if it will catch on?

SA: Nah.

Jonathan Palfrey

I began my experience of computers at the end of 1971 by learning Fortran from an IBM manual at the University of Zambia -- an institution with which I had no formal connection, but friends of my parents worked there, and they allowed me to sit in their office and submit punched cards to an IBM 360. I remember that my first program resulted in printout with a very short and cryptic error message, and I was most surprised that it hadn't done what I told it to do.

In those days you submitted punched cards and waited, and later you got a printout with the output. That was also the way it worked when I was a university student from 1972 to 1975: we submitted punched cards and waited for printout. Only after I graduated was I allowed to

use a keyboard and screen to access the (mainframe) computer more directly.

I see that the ZX80 was released in 1980 and the ZX81 in 1981: hence the names, presumably. I never bought either of them, they seemed toy computers, and I was accustomed to use real computers at work. I eventually got my first home computer in 1983: an Epson QX10 running CP/M, with two floppy disk drives. At that time, hard disks were available but expensive, and with ridiculously low storage capacity from our point of view now.

SA: The advances made between (say) 1980-2000 were nothing short of incredible. Not just in processing power, but also data storage and transmission. The world changed forever. Perhaps quantum computers will be the next revolution. However, I think I am nearing the age when I will stop adopting new technology because I can't be bothered. Am I alone in feeling like that?

Will Haughan

I was very envious that you had tickets for the Vermeer exhibition; fabulous to see most of what exists and something that will never be repeated. I share your irritation of people obsessively photographing the piece of art. Just look. Yes, only with your eyes. It's the same when sightseeing and nobody seems just to look. How many of these millions of photos ever be reviewed? Maybe I'm just irritated that they are blocking my view.

A similar irritant is people singing at a gig. Fine if the performer invites it or it's clearly sing-a-long stuff. Otherwise, shut the fuck up. A much better response which I have subsequently used we observed at a Mavericks concert. Raul Malo has a wonderful voice so a woman singing along, off key, three rows in front was "irritating". An anonymous voice "howay pet it's not karaoke" did the trick.

SA: I have never been a great fan of The Eagles, but the one time I did see them live, all I could here were the two women sitting behind singing along to every song. And no one could get them to shut up, they just didn't care. The death penalty is to good for people like that.

You and others have shared views on gigs and music. Arenas absolutely not for me, although I would have done so for **Sam Fender**. My sister recently took her granddaughter to see **Pink** which she enjoyed apart from the standing up for eight hours. My most recent big (for me) gig was just before the pandemic seeing **Airborne** in Newcastle; two hours of high energy AC/DC

style bombardment to a 700 or so largely young audience plus 5 old blokes just rolled out of the Irish Club on a half price Sunday. Magic and 2 hours when the decades receded.

SA: *For me, Airborne is an album by Curved Air. I don't know who Sam Fender is - let me google him/her ... ah, a Newcastle local lad. Any good?*

I try and avoid the rereading of 70's 80's bands. Excellent as the music may be (and I still play stuff from that era) the bands were of that time. I really don't get the tribute band thing. It's not them. A mate (whose son is called Rory) keeps trying to get me to go to the Rory Gallagher festival in Ireland that's almost all tribute bands. No there was only one Rory Gallagher.

SA: *Part of the problem is that many of the acts from the 70/80/90s have turned into their own tribute acts. Look at the Rolling Stones - one album of new material in the past 25 years. At least Bowie was releasing new material up until 2 days before he died.*

Thanks for reminding me that Van Der Graf Generator existed. I hadn't listened for years. I gave them a good blast whilst cooking (that's how rock and roll I am). It earned me a look of disdain combined with pity. Even more disdain than Yes but not as much as King Crimson. You and some of your readers spoke warmly of Leonard Cohen. I have never understood his music. When I was young, I didn't want to listen to an old bloke droning on. Now if I want to hear an old bloke droning on, I go to the pub with mates where I've got a selection to choose.

As a Sunderland fan you couldn't resist could you? Yes, I am a toon fan. I cannot and wouldn't want to defend the Saudis on anything. Ok, there's a but coming. But I don't see why as a fan of Newcastle United I am expected to do anything other than continue to be a fan because the ownership has changed. I am enjoying the restoration of hope that we did not have under the previous owner who was happy to leech off the club and do the minimum to stay in the Premier league.

Ok revolting, vile obnoxious excuse for a human being that Mike Ashley is, I don't recall him crucifying or beheading anyone at his stores. Saudi PIF own/invest in lots - Google/Uber/video game companies numerous banks and investment vehicles so they permeate our lives. They are welcome in Downing Street and Buckingham Palace. I'm sure if they offered Kier Starmer would take a donation. The issue here, is not with me as a

toon fan. It is with the Premier League for allowing many dubious and corrupt individuals (Abramovich!!!) and now governments, however it's disguised for NUFC and Man City (soon to be Manu?). In fact, lets go back to allowing Spurs to float on the stock market which is where the real rot set in. I'll stop on this topic as I'm heading to a rant at the current whole rotten corrupt UK shitness.

SA: *The German system, whereby football clubs have to be controlled by their fans (the 50%+1 rule) seems infinitely preferable. There is too much money in football these days.*

Onto games. I was interested in your trip to MidCon. I'm an active wargamer and we occasionally play boardgames. I'm interested in the sorts of games that were being played. The current trend seems to be games that whilst not exactly cooperative have limited interaction between the players you do your own thing and although competitive there aren't many chances to trip up your opponent never mind stomp on them.

SA: *That's absolutely true - one way or another, many games are really race games where you just take turns to accumulate a score. That's why I always loved croquet, where a major part of the game is foiling your opponent.*

I like games where most of the fun is stopping your opponent winning. My wife and I changed the rules of Carcassonne so that it is now vicious and highly competitive. We've happily played it all over the world when we used to make our full first world contribution to climate change. What's the point of a game where you don't have the chance to look slack jawed at your opponent and say "you bastard". Or better still see that from your opponent.

This brings me onto your idea for resurrecting the NDC at a convention. A splendid idea that I'm up for. My interest was piqued to attend a games con somewhere from your MidCon report. If one was to include diplomacy, so much the better. I was invited to a game of ftf diplomacy on Feb 14th 2020. As my wife would only want me to be whispering in her ear on that day, I declined but was up for another day. I forget what but some big thing meant it wasn't ever rescheduled. That's a thought how does FtF diplomacy work in a post pandemic world?

SA: *It's slowly coming back, but the hobby is now so fragmented, the various communities tend to talk to themselves, which reduced the numbers who will turn up. I would like to organise something which brings the groups together.*

I've enjoyed the diplomacy-based articles. I swear I can remember the Austrian hedgehog article the first time round. Your zine has brought back many fond memories. In my desire to live in the now I thought I'd try one of your reviewed zines. I thought **Last Orders** might be for me. Ha. It's folded. Let's hope **The Cunning Plan** doesn't go the same way.

SA: Don't worry. It won't.

Mark Nelson

My, my, my! You had a busy weekend scanning zines. But I am curious. Given the number of zines that you scanned in, and the number remaining to be scanned, and the number of weekends in a year when you have nothing better to do... when do you anticipate that you will have scanned all outstanding zines?

SA: Well, I'm not necessarily restricted to weekends... and once we manage to move to King's Lynn, I should have even more spare time. Three years maybe?

I was particularly pleased to see that you had scanned in **New Statsman**. I had hard copies of these many years ago, Richard Walkerdine must have given them to me. (I assume that he had duplicate copies). The amount of work that went into some of these issues, in the pre-computer age, is staggering. I suppose that the next stats zine in chronological order would have been Peter Calcraft's **Diplomacy Quarterly**. I was going to ask if you could scan in **The Numbers Game** instead. Having looked at your new page for it I see that I'd forgotten that several people used the name after Richard Walkerdine stopped publishing it. I've always had a particular fondness for issue 2 (July 1986), which was published before I had any interest in hobby history and might have started my interest in hobby history.

SA: For those interested, Issue 2 of The Numbers Game had a list of every Diplomacy zine published in the UK up to that time. It's available in the Archive.

I was going to suggest that what we need is someone with both a large supply of zines and spare time, maybe someone who is retired, to update this list. It is a sobering thought that twice as much time has passed since Richard published this issue, nearly 37 years (!), than had passed from the start of the UK Hobby when Richard published it, only 17 years.

SA: As it happens, I have an Archive catalogue which I compiled in 2003 which has all the information in Richard's table in issue 2 of TNG.

I based it on Richard's work and updated it, adding columns as to what I had and what was missing. So, bringing it up to date shouldn't be too hard because, let's face it, there haven't been many zines. Where I will need help is UK zines started (say) after 2003 and which folded before 2022. I don't have them and I don't even know what they were called. Even online zines have disappeared apparently for good. Can anyone help?

There is a box in the garage which contains a complete set of my own zines. Unfortunately, there are many boxes in the garage and they are not ordered in any systematic manner. We're hoping to move sometime next year into a bigger house. Hopefully sometime in the future, this box will both turn up.

I've been quite active over the last twelve hours, so I'll probably sink back to a state of non-communicativeness for another six months or so. However, at some point in time I do want to write to you about Mercator since there's at least one interesting historical article on Mercator that deserves to be reprinted... and you seem to be the person to reprint it.

SA: Interesting - I'm certainly up for an issue dedicated to just Mercator as it is an absolute classic variant - probably one of the best. If only I could find someone willing to GM a game...

Pete Birks

And here is **GH 270**. I scanned page 8 twice by mistake. Sorry. But I get so bored I make mistakes. It only took 20 minutes, but it seemed like forever. I don't know how (or, to be honest, why) you do it!

To clarify the "not sure why you do it" comment. It wasn't meant to say that it wasn't worthwhile. It's an incredible effort and I am sure that a number of people really appreciate it. I just wondered whether the reward that you got from it personally was worth the effort that you clearly put into it.

But I suppose that this question would apply to all zine editors. And there's no easy answer. When I look at the issues I put together, I am amazed at the work I put into each page. Not the writing (that's the easy part) but the layout and design. Surely (I think to myself now) there were better things that I could have been doing with my time!

SA: Yeah, it's weird, isn't it? I guess at some level we both enjoyed it.

I do enjoy organising and managing the archive - though it helps to have a document scanner

that can do a 48 page zine at a second a sheet, scanning both sides simultaneously. And it can handle A5 booklets and foolscap. Scanning and adding a zine to the website works out at about 1 min 30secs an issue. And trying to fill in the gaps scratches the collecting itch that many males have. Finally, I do get a lot of emails from people who read them - it's something that will exist in some form when I am not around anymore.

Nick Kinzett

Hi Stephen, thanks for **GSTZ 5**. Caught you up, temporarily! I don't know how long I'll be able to keep up these approx. 3-weekly deadlines but it's something a bit different in these latter days of zines. You reckoned that things like the By-Popular-Demand Tolkien game might be a tad elevated but it's turned out to be great fun. The D for "Concept" yielded Dark Lord, Death/Mortality, the distinctly Tolkienien Dwarves and even Daring, which I accepted for its sheer cheek.

SA: But what did you have in mind when you set the question - I think we should be told.

Austria, interestingly, came out strongest in terms of Wins in my older zine (Zeeby), and also did pretty well in terms of draws (several near-wins on 17, so was the one stopped and therefore Short Game Victor). This was certainly nothing freakish but just goes to show that you can do well with even the most vulnerable-seeming country - most of the winners wouldn't even have been what Toby conceives as "expert". As a matter of fact, in the sole Will This Wind game Austria (albeit this time played by the most experienced Dipper as far as I can tell) got off to a storming start with three builds in 1901 and then added another in 1902. Still earlyish days, but...

SA: But will it last... Austria still finds itself surrounded most of the time unable to build fleets and control the Mediterranean. Talking of Austria...

Jason Finch

Your feature on Austria-Hungary in **GSTZ 5** got me thinking about the number of times I've visited the territory of the former Dual Monarchy, as it was from 1867 to 1918 or in other words as it is on the Diplomacy board. For some reason, not particularly intentionally, it's quite a lot. In fact, the first time I went on a plane was to former Austro-Hungarian territory. That was in 1975. I was five and went with my parents and younger brother to Opatija in what was then Yugoslavia and is now Croatia. But

things really kicked off after 2001 and I thought I would list the trips and the places visited. Most of them appear on the neat, colourful maps you used.

September 2001 - in the aftermath of 9/11 via a very cheap Ryanair, then a train, to Trieste (now Italy) and Ljubljana (now Slovenia).

October 2003 - to Budapest, then by train to Pécs (also Hungary), near the Croatian border, and back again

June 2006 - to Kraków (Poland) then by train to Lviv (Ukraine; Lemberg in the Austro-Hungarian period) and back again, with a change of rail gauge at Przemyśl

October 2008 - to Vienna, then by train to Bratislava (Slovakia; Pressburg in German and Pozsony in Hungarian), and back again by boat along the Danube

July 2013 - as part of a car journey from Estonia to the Pyrenees, to Kraków again then Ostrava, Prague and, after Bavaria, Bregenz on Lake Constance in the far west of Austria

August 2014 - to Košice in Slovakia (Kassa in Hungarian) then by train to Čierna nad Tisou (Tiszacsernyő in Hungarian), close to the three-country border with Hungary and Ukraine

May 2017 - to Salzburg (Austria), by train from Munich

May 2019 - to Salzburg and Vienna again, with a train journey to and fro between them

October to November 2021 - by train from Sweden, Denmark and Germany to Prague and Budapest (passing through Brno and Bratislava), then on to Oradea (Hungarian: Nagyvárad) and Cluj-Napoca (Hungarian: Kolozsvár) in Romania

SA: Sounds great, but are you sure you are not some sort of spy?

As you say on the cover, 'from one empire to many nations'. I do feel drawn to places that were once in the Austro-Hungarian Empire, but I don't really know why. The multiple languages is one thing, but there's a sort of shared feeling I can't really put my finger on. What do western Ukraine, eastern Romania and southern Poland share that is different from the other parts of those countries, I wonder. So next it has to be Belgrade and Sarajevo I suppose.

Jonathan Palfrey

I regard books and music in much the same way: if I like it, I want to replay it. If I don't want to reread a novel, that means I didn't think much of it, and it wasn't worth buying.

If I like a novel the first time, I look forward with interest to reading it the second time, because it's a different experience: I now have more background knowledge of the characters and the situation. For this reason, I'll sometimes start reading a novel for the second time soon after finishing it for the first time.

*SA: I really can't relate to that at all. I can count the number of books I've read twice on the fingers of one hand - and in each case the gap between readings was 30+ years. However, unlike music, I don't really take pleasure in owning books as objects (of course, Richard Sharp's **Game of Diplomacy** being an honourable exception).*

Martin Davis

King's Lynn is a great little town, with a fascinating hinterland. (In the mid 90's, I lived in the market town of Swaffham for a year, 26 miles down the duelled A47 and got to know it well.)

Just one fact for now - it plays quite an important part in the latest Cormoran Strike book, **The Ink Black Heart**, written by J K Rowling under the pseudonym of Robert Galbraith. Amongst other things, the book recounts the story of Margaret Read, who was found guilty of witchcraft in 1590 and burned alive, over half a century before Matthew Hopkins, the Witchfinder General, began to terrorise East Anglia.

SA: Hopkins did get as far as Kings Lynn in 1646, but he had mixed success there, only managing to find 9 witches (8 female, 1 male). Eventually two of them were hung. He was paid £15 for his efforts. Burning witches was quite rare in England (though very common in Scotland), In England, we usually just used to hang them as it was regarded as a breach of the criminal law rather than heresy.

Her occult crimes were, to say the least, rather hard to substantiate - a neighbour's dog died with no obvious cause, and a shop owner found that mice had contaminated some of his sacks of flour - but then, for the prosecution, she was an elderly woman living alone, she had a spider's web in her window and, most tellingly, she had "a scrawny neck and wispy hair"! A dead give-away for a witch!

As she was being burned in the market square, some sort of explosion was heard, and many of the crowd of onlookers swore that her heart had burst out of her chest and hit the wall of a nearby house. Some maintained that the heart

rolled down an alley to the nearby River Ouse, where it bubbled and steamed as it sank beneath the waves. (No social media in those days, you had to make your own entertainment!)



Finally, to round the story off, about a week later a passerby noticed a new brick had appeared in the house struck by Margaret's heart, diamond shaped, with a heart carved in the centre. Whatever the truth of this macabre and unpleasant story, you can still see the brick today, at Number 15 in the Market Square.

*SA: Yes, I've seen it! If anyone is interested in the 17th century obsession with witches I can recommend my holiday reading from last year - **Witchfinders** by Malcolm Gaskill*



Additions to the Archive

This month I have been busy doing some scanning and uploading of really old Diplomacy zines into the Archive. As I think I may have explained before, the Archive is safe, but disorganised. When I moved house back in 2015, I had a removal company do the packing. They duly packed all the folders of zines into random boxes and now I don't know where anything is. On top of that, all the boxes look the same, are stacked on top of each other and each seems to weight the equivalent of a super massive Black Hole whenever I try to shift them.

So, I open a box and scan what I find. It is all very much a lucky dip. Scanning is fraught with many problems. First, I have to remove the bloody staple, which is often rusted. Sometimes there are two staples - from the tiny ones which you would think would come out easily but don't, to the ultra-massive staples that are so chunky they are impossible to get out at all. Then I have to work out what zine it is. Usually this is easy. Sometimes it is impossible. Then I have to work out what issue it is - similarly, usually easy, sometimes impossible. Finally, I try to ascertain the month and year of publication - often difficult because few editors thought to put the date on their zine. If you can find a deadline, you can make an informed guess. Then and only then do I get to scan it.

So, what's been going through the scanner this month?

Greatest Hits (Issues 91 - 272)

A lot of effort has been scanning Greatest Hits, a truly great Dippy zine from Pete Birks. I say "Dippy zine" even though it didn't carry any games of Diplomacy for the majority of its issues (Diplomacy games disappearing back in 1986). **GH**

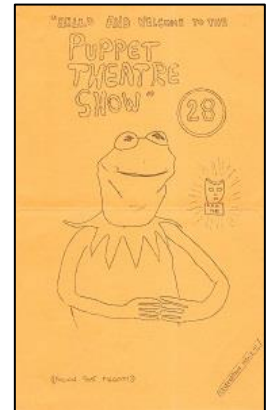
published more or less continuously from November 1974 until January 2006 (with only a couple of small gaps), winning the zine poll in 1979, 1980, 1981 and 1983.

Issues 1 - 70 were already in the Archive, so that only leaves me to find the box containing issues

71 - 90 and pretty much the whole run will be available. The Archive is missing issues 265-268 and 270-271, but Pete has said he will have a look for them. **GH** is very much a personal zine, but Pete writes entertainingly about a wide range of subject, both hobby and non-hobby related. It is a treasure trove of interesting articles - always informed and thoughtful. I have started to reprint an article from **GH** in this issue, but it may take a few installments.

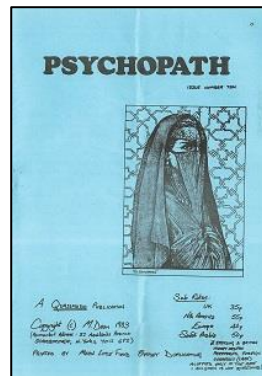
Puppet Theatre News (Issues 1 - 43)

I'd uploaded some of the latter issues of PTN earlier this year, so it was good to scan some of the earlier issues. Pete Mearns's **PTN** was a very reliable, traditional Dip zine with a bit of a D&D/En Garde bent and a good sense of humour. When I joined the hobby **GH** and **PTN** were both well established. Glancing through issue 29 (April 77) I noticed that Pete had published the results of a reader survey - the thing that caught my eye was that the average age of a **PTN** subscriber was only 24. I suspect that for **GSTZ** it would be more like 60.



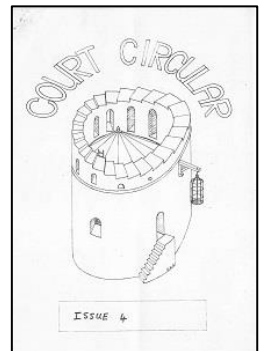
Psychopath (Issues 3 - 17)

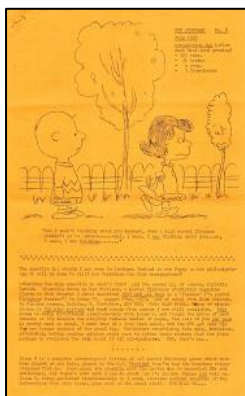
Not a zine I knew, but quite fun while it lasted. Edited by Mike Dean, the zine started as an En Garde! Zine, but branched into Diplomacy from issue 3. Apparently issues 1 and 2 were called **Paris Soir**.



Court Circular (Issues 0 - 20.25)

Now this is an old zine (May 74 - Oct 76) which I am fairly amazed to have copies of. Court Circular was an internal Durham University zine for the Durham University Games Society. As you would expect from a student society zine, it is all a bit chaotic (issue 20.25?)



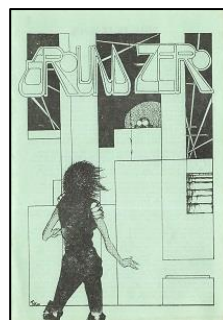
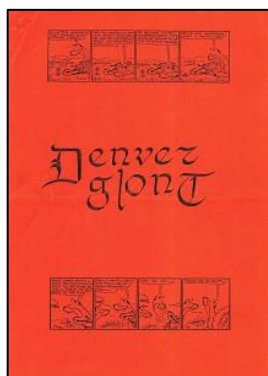


New Statsman (Issues 1 - 13)

The pre-eminent Diplomacy stats zine, an amazing achievement when you think all the records were on paper, no PC databases back in 1977. Mick Bullock gradually brought together various stats functions (such as **In The Beginning** (a record of game starts) and **The Finishing Touch** (a record of results)) under one roof. Mick also ran the Zine Poll. Mick loved stats so much that when he ran the 1977 Zine Poll (result in issue 4 - 151 people voted!) he produced different sets of results depending on the preferred methodology. The "official" results were based on a preference system rather than absolute votes for the first time and the Zine Poll was won by Richard Sharp's **Dolchstoss**.

Denver Glont (Issues 42 - 64; 85)

A legendary zine from Glover Rogerson - but one that was active in the hobby during a period when I was not, so I missed it at the time. I have been asked to upload copies of **Denver Glont** many times recently, but this is the first time I've been able to do comply. It was only this week after I mentioned in the Facebook group "UK Postal Gaming Zine Hobby Old Duffers (some of whom still like Diplomacy)" that I had uploaded some **DG's** that I discovered from a post on Facebook why **Denver Glont** was called **Denver Glont**. This is what Kim Dent-Brown said: "OMG this takes me back to a walk through a sunny Bristol street on the way to or from something - a street fair? Flower show? Carnival? In the space it took to walk home, Richard (Glover) and I had not only decided to start a 'zine but most importantly had mashed our names together to make the title. My most important and enduring contribution to the enterprise, obvs. Happy days. Nail varnish to correct the stencils and the monthly task of taking that pile of brown envelopes to the post office. Did we *really* play games that took three years to finish, at the speed of one move every few weeks?"

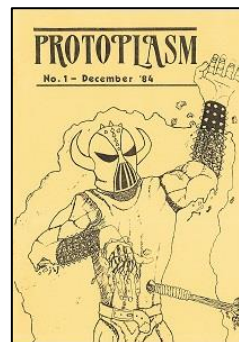


Ground Zero (Issues 1-5)

As far as I am aware, a short-lived "personal" zine from Neil Hopkins, who was more on the FRP side of the hobby. If there were issues after issue 5, I would welcome some info.

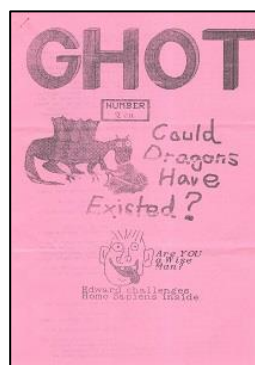
Protoplasm (Issues 1 - 9, 11)

Another zine with a FRP inclination (as you can probably guess from the title) from Ivan O'Brien and others. Unusually this zine is from Eire, Irish zines were relatively rare. Issue 10 is missing from the Archive.



Ghot (Issues 1 - 16, 21)

A zine from Paul Dunning (who I am now in contact with). Issues 17-20 are missing and I don't know if 21 was the last. A zine of its time (1987-88), printed on a dot matrix printer with lots of clip art, exotic fonts and computer talk which is now completely archaic.

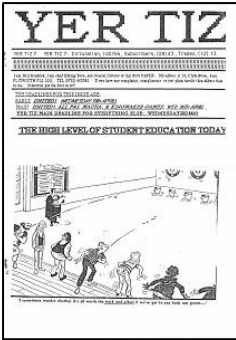


A reliable zine for the time it was going and quite fun.

Pigbutton (Various 95 - 142) Ratadan (130 - 135)

Another slice of Clive Palmer's **Pigbutton**. I'm slowly managing to get them all scanned and uploaded but lots of odd issues are missing, so if anyone has any let me know. Sadly, Clive doesn't have any issues himself. Missing issues are 50-52, 54, 72-75 77-82, 94, 112, 116-117, 119, 121, 123, 125. **Pigbutton** folded into **Ratadan**, previously a **Pigbutton** subzine. As far as I am aware **Ratadan** 135 was the last one. Anyone know for sure?





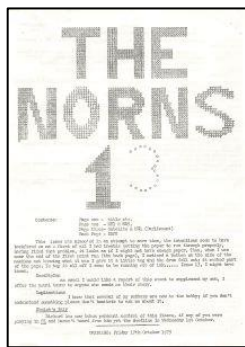
Yet Tiz (Issues 0 - 19)

Neil Kendrick is playing in **GSTZ** and I bet he's amazed to see his early work on display in the Archive. **Yet Tiz** was quite an impressive zine, which grew quickly. For a while, Neil handled it well, but when he passed the zine

on (as he was going to work abroad) the zine soon collapsed. A few years later Neil relaunched **Yet Tiz**, but it was not to last as Neil's circumstances changed.

The Norns (Issues 1 - 22)

When I was a newbie back in 1977, Dave Allen's zine **The Norns** was legendary, though not in a good way. Although it had charm, it was not exactly reliable. So here is a complete run of issues from 1974-1977.



Yggdarsil (Issues 1 - 15)

Phil Murphy's zine **Yggdrasil** was active 1975-76. As all geeks will know it is named after the Ash tree in Norse mythology which connects the 9 worlds. That gave rise to an interesting numbering system whereby each issue was a "branch" and each page a "twig".

Yggdarsil was quite a chunky mimeo zine, with good articles and quite punctual. Another zine whose editor sees **GSTZ**.

Watch Your Back (Issues 1-49, 51- 74)

John Wilman's zine **Watch Your Back!** Started life as a single game zine for a very small number of people. And so it remained for the first 36 or so issues. After that it went mainstream and turned into an excellent readable Dip zine, coming 6th in the 1982 Zine Poll. As bad luck would have it, issue 50 is missing - a great pity as you usually find that issues 50/100/150 etc. are particularly interesting as they usually have extra content. I haven't heard from John for quite a while, I hope he is OK.



The Numbers Game (Issues 1 - 9; 12-13, 15- 29)

After **New Statsman** there eventually arrived **The Numbers Game** from (in turn) Richard Walkerdine, Nick Kinzett, Richard Sharp and Steve Doubleday, I am missing issues 10-11 and 14. I'd



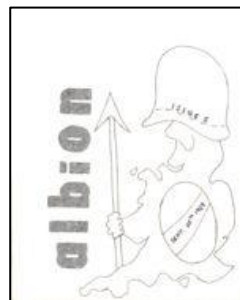
particularly like to find these issues as they are the true record of the hobby.

XL (Issues 1 -14)

Another oldie from 1972-73 from Colin Hemming. Some of it is spirit duplicated, which often doesn't last well - these are in surprisingly good condition. Amazing to have them when you think the circulation was originally in single figures. There are a very interesting articles in **XL** which might merit a reprint.



Albion (Issues 1 - 50)



Don Turnbull's **Albion** was the first Diplomacy zine in the UK, the first issue is dated 2nd July 1969. It ran for 50 issues, folding in January 1975. Don had contacts with the US hobby through his wargaming interests as so started **Albion** with a small readership taken from the Avalon Hill International Kriegspiel Society (AHIKS). After issue 21 Don put all the Diplomacy games into a separate zine called **Courier** and issue 23 carried the news that Don had finally discovered **War Bulletin**, the second Dip zine in the UK. Don planned the fold at issue 50, the final issue being 109 pages long with 17 separate articles and three complete games in separate supplements.

A History of Cons (Part 1)

by Pete Birks

First published in GH 200 (April 1996)

Although a Marxist theory of history has its adherents, few would claim that it can apply to the life of an individual. How different would my life had been if I had not bought an **Evening Standard** one Saturday in November 1972, and come across a news-clipping referring to a new games meeting at the Bedford Hotel, just off Tottenham Court Road? Although they only lasted until May 1973, when the Summer and a certain lack of organization brought the whole thing to a premature halt, it was here that I was introduced to Diplomacy, Richard Sharp, Les Pimley, Richard Walkerdine, and John Piggott.

And it was here that I first attended "face to face" meetings, later to become Cons. Contemporaneously another "hobby centre" was getting started. Brian Yare, Norman Melvin and Duncan Morris had a face-to-face game on 8th Dec 1972 at St. Andrews. The zines **Grafeti**, **Frigate**, and the likes of Ron Fisher and Tony Sturt would enter the hobby via this channel.

Meanwhile, although too stingy and poor to hold a Con, Piggott and Davidson were part of another group at Cambridge University. Finally, there was the Hartley Patterson faction, more based on wargames and Tolkien, and indeed it was Hartley who was one of the three who really brought postal Diplomacy to Britain in the late 1960s.

The first "real" con was probably **ScotDipCon 1**. As Brian Yare wrote in **Grafeti** No.2: "I have had several requests to organize FtF games. I tentatively suggest a solid weekend or day of Diplomacy in St Andrews. probably sometime in February (1973). All are welcome."

This one-day event took place on 18th Feb 1973, and 18 people turned up, including most of the future Scottish hobby stalwarts. Wink Thompson and his first wife Ruth, Gus Ferguson, Andrew Waldie, Gordon Neilson, Norman Melvin, Bob Harris, as well as Brian Yare himself. Two games of Diplomacy were played, plus three games of Origins, one of Blitzkrieg, 4000AD, and Decline & Fall.

The Summer of 1973 was a quiet time for Cons, but the folding of the National Games Club (face-to-face section) meant that a demand for a place where people could meet each other was building up. There was a small gathering at City University for a game one Wednesday evening,

but only five of us turned up, (including me and Sharp), and Andy Holt didn't buy a round.

Incidentally, did you know that face-to-face games were originally included in NGC Ratings?

SharpDipCon was held in late August 1973, attended by Richard, Barbi Sharp (now Burke), Adrien Baird, Hartley Patterson, Steve Doubleday, myself, Norman Nathan, one other (Jill Sharp?), and Roger Sandell, whom Hartley brought along unexpectedly like some obedient lapdog.

This was the first time I met Doubleday, then just married, the circumstances of which were bizarre to say the least. Neither of us could find 27 Elm Close, Amersham (rather ridiculous when one considers how easy it is to find!), and as I wandered around a non-descript Amersham street, I heard a plaintive voice at a front door saying, "Excuse me, is this 27 Elm Close? It wasn't, but it was Steve Doubleday.

When we finally found the house, we played Bolshevik (because of the arrival of the Patterson lapdog), an eight-player variant which, as Richard described it, "involved Adrien Baird in sitting around drinking for two hours. suddenly depositing large fistfuls of units all over Russia. losing them immediately and going home."

This night was also the first time I met Norman Nathan (soon to hold a con of his own). Adrien Baird (editor of **Filibuster**), and Dominic & Pippa Sharp (then 3 and 1 years of age respectively). My first experience of Dominic therefore is of him attempting to eat my F (NTH).

ScotDipCon 1 had been such a success that on 13/14 October Wink and Ruth Thompson held SDC2. I suspect that this was the first "weekend" Con to be held in Britain which was based on Diplomacy. The first Con had received a write-up in the newspaper.

Wink and Ruth lived in Rhu, just north of Helensburgh, and Wink had sent out a flier advertising the con. Richard commented that he was free that weekend but had no plans to drive 800 miles to get knocked out in 1901. Later, of course, he would do just that...

However, a week later Norman Nathan held his day long **BusheyCon**, in Bushey, Herts. Here I first met Doug Wakefield, Tony Ball, and Alan Sedgwick, as well as Dave Alien That evening in the pub we saw the mysterious sight of a fruit machine having a nervous breakdown, as it spewed money out at an embarrassed looking player who claimed that he hadn't done anything, honest!

PimliCons were meanwhile occurring monthly, although these Blackburn events (run by Les Pimley and his wife Pat) were not generally attended by many from outside the local area. **PimliCon III** took place from 16th -18th November 1973, and here another hobby nexus was developing. Pete Charlton, Colin Bennett, John Lettice, Allan Ovens were there, but the "Didsbury mob" made their first concerted appearance. The schoolboys Dave Pink, Vince & Dermot Dwyer, Andrew Herd and Geoff Challenger were soon to run a swathe through hobby traditionalism. **PimliCon IV** took place on 5-7 April 1974

Chris Harvey of Walsall was also running the occasional game, as was Geoff Nuttall in Sheffield, but these were more FtF meetings rather than "cons".

On 10/11 November 1973 the first **Chericon** was held, in Richard Walkerdine's tiny maisonette in Addlestone, Cheriton. Here I first met Greg Ward, Graham Jeffries and Pete Swanson, then known as Graham's "pet balloon". These then fifteen-year-olds were good fun, complementing the older Walkerdine, Yare, Sharp and Piggott.

February 22nd-24th 1974 was a notable weekend. Ward, Jeffries, Swanson and I agreed to take a nightcoach up to **HavenCon** in Preston - the first long-distance event I attended. On the coach, Greg said that if he ever started a zine, he would call it "**Greatest Hits**", because it was a name you kept seeing all over the place, and you could call it "volume 1, volume 2, etc." (needless to say, these albums were in vogue at the time). Greg was to drop out not long afterwards, so I nicked the name.

At this con I first met some more famous names, including many of the Scottish and Northern contingent. Andy Davidson was there (whom I at first mistook for Mike Sherrad!), John Lettice, Howell Davies, the Didsbury gang, and young Colin Walsh. Much time was spent playing games, playing pinball in the pub, looking at strange northern dartboards, eating potato and onion pasties, and trying to find a newsagent which sold something other than the Daily Express and the Daily Mirror.

The con itself was held in a minuscule flat above a junk shop which Will and his partner Roland ran. Tadek Jarski was there, playing Stalingrad against Wink Thompson with the dedication only a fanatical Pole could develop. He was found at six in the morning washing all over in cold water, preparing, no doubt, for the upcoming Russian Front.

A day meeting at Hartley Patterson's in Beaconsfield in July 1974 was attended by a number of people. I recall Hartley's attic room (he lived with his parents), which had a room off it, full of a duplicator and copies of duplicator stencils hanging from the ceiling. These were old copies of **War Bulletin** and **News from Bree**, Hartley's two zines. Apparently, he kept these sheets in case he needed to print more copies one day. I was fascinated by this samizdat world. Clearly, I was becoming hooked.

And at around the same time a "City Games Club" at City University (near the Angel) was beginning on Wednesday evenings, soon to be transferred to all day Saturday every other week. Here I first met tee-totaller Nicky Palmer, as he wandered round the Union Bar looking for a club rather less organized than he apparently expected.

But it was in the summer of 1974 that one of the most significant Cons took place. I refer of course to the first **DessCon**, run by Richard Scott at his parents' mansion near Henley-On-Thames on May 17th-19th. Here one of the first hobby poker games was played, and many long-term hobby stalwarts to be met for the first time. It had a snooker table, a croquet green, a nearby pub, and some great characters.

In Brussels the **European Wargames Championships** were held, and Richard won the European Diplomacy championship. Then again, there were only seven players....

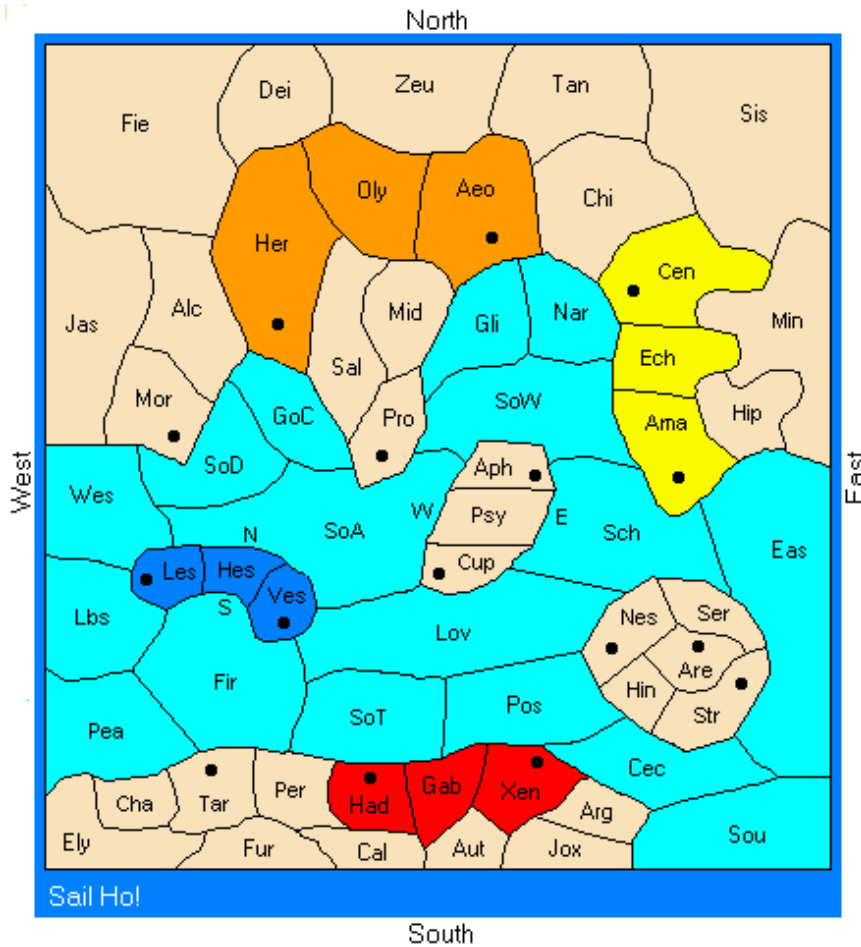
These included Hartley, Nicky Palmer, Michel Feron and Roland Prevot, the latter two becoming more closely linked with the British hobby as a result.

The poker at **DessCon** made us realize that a number of people in the hobby not only played Poker, but also didn't mind playing it for reasonable amounts of money (or, rather, would only play it for reasonable amounts of money). This was theoretically the "NGC Card Section", but I don't recall much bridge being played.

Leeds University also had a regular FtF meeting in 1974. Doug Wakefield turned up to the inaugural game.

After the ground-breaking **DessCon**, the other major event of 1974 (and the one which led me to start **Greatest Hits**) was **ScotDipCon IV**, held from 18th to 20th October 1974. Indeed, **GH 1** consists solely of an account of that con.

*[And next issue I will reprint the report from **GH 1** so you can see what happened next]*



Sail Ho! II

A 4 player Diplomacy variant.
by "Tarzan"

There are 4 powers in the Sail Ho! variant. Each power has 2 Home Supply Centers (SCs).

The Map contains a total of 16 SCs; half of these SCs are Home SCs and half are "neutral" SCs.

Victory is achieved when 9 SCs are controlled by a single power. The tricky part of Sail Ho! is that half of the total number of SCs are located on islands.

There are a total of 60 Provinces (43 Land Provinces and 17 Water Provinces). 11 of the Land Provinces are located on islands.

The 3 islands are named: the Isle of Women (Les, Hes, Ves); Cyprus (Aph, Psy, Cup); Dissentos (Nes, Are, Hin, Ser, Str). Two of the Land Provinces have "split coasts": Village of Psyche (Psy) - East and West coasts; Shrine to Hestia (Hes) - North and South coasts. There are 16 Supply Centers (SCs). Half of the SCs are

located on islands. 9 SCs are required for a solo victory.

There are 4 Powers, each with 2 Home SCs. Each Power starts with 2 units (one in each of his Home SCs).

Powers

There are 4 Powers, each with 2 Home SCs.

Each Power starts with 2 units (one in each of his Home SCs), as follows:

North: A (Hercules' Respite); A (Village of Aeolus)

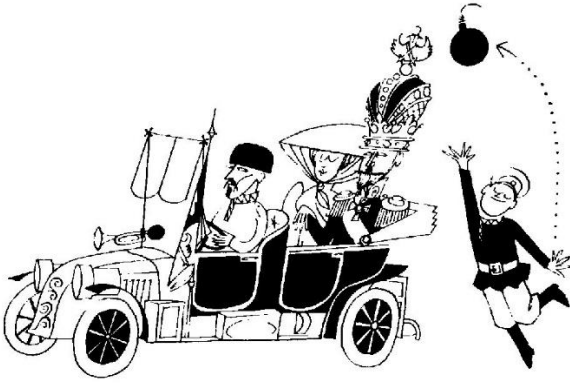
South: A (Depths of Hades); F (Xena's Rest)

East: A (Centaur Forest); F (amazon Village)

West: F (Isle of Lesbos); F (Convent of the Vestal Virgins)

Abbreviations

Aeo = Village of Aeolus; Alc = Alcmena's Village; Ama = Amazon Village; Aph = Aphrodite's Beach; Are = Palace of Ares; Arg = Argo's Pasture; Aut = Autolycus' Hideout; Cal = Callisto's Stronghold; Cec = Cecrops' Channel; Cen = Centaur Forest; Cha = Charon's Crossing; Chi = Chiron's Cave; Cup = Cupid's Cloud; Dei = Deianeira's Grave; Eas = Eastern Ocean; Ech = Echo's Glade; Ely = Elysian Fields; Fir = Sea of Fire; Fie = Field of the Golden Fleece; Fur = Realm of the 3 Furies; Gab = Gabrielle's Village; Gli = Glittering Gulf; GoC = Gulf of Chains; Had = Depths of Hades; Her = Hercules' Respite; Hes = Shrine to Hestia; Hin = Forest of the Golden Hind; Hip = Hippolyta's Girdle; Jas = Jason's Kingdom; Jox = Joxter's Retreat; Lbs = Lesbian Sea; Les = Isle of Lesbos; Lov = Lover's Lane; Mid = Realm of King Midas; Min = Minotaur's Labyrinth; Mor = Morpheus' Palace; Nar = Narcissus' Reflection; Nes = Nestor's Kingdom; Oly = Mount Olympus; Pea = Ocean of Peace; Per = Persephone's Garden; Pos = Poseidon's Curse; Pro = Prometheus' Cliff; Psy = Village of Psyche; Sal = Salmonius' Scheme; Sch = Scholars Channel; Ser = Serina's Village; Sis = Sisyphus' Hill; SoA = Sea of Arrows; SoD = Sea of Dreams; SoT = Sea of Tears; Sou = South Sea; SoW = Sea of Waves; Str = Strife's Cave; Tan = Tantalus' Pool; Tar = Tartarus; Ves = Convent of the Vestal Virgins; Wes = Western Ocean; Xen = Xena's Rest; Zeu = Temple of Zeus;



Bolshevik I

by Hartley Patterson

Published in War Bulletin 28 (March 1972) and as apparently played at SharpDipCon in August 1973

1. The normal rules of Diplomacy (1971) apply except as noted below.
2. In addition to the normal seven players, there is an eight, the revolutionary. He has the same duties and rights as other players, may submit propaganda, etc.
3. The Revolutionary may enter the game at any time from Spring 1902 onwards. At the beginning of the game, he controls neither units nor supply centres.
4. Revolt move/year = the move/year in which the Revolutionary enters the game. Old Regime = the player against whom the revolt is made. Rebel/Loyal units = units belonging to the Revolutionary / the Old Regime.
5. For any one move, the Revolutionary may submit a "revolt move". He specifies which in which Power he is launching his revolution, which units he is taking control over and what action they are to take. These units are immediately transferred to him, and the moves submitted for them by the Old Regime are cancelled. The units remaining under the control of the Old Regime follow their original orders.
6. The Revolutionary may send revolt orders for half of the Old Regime's units. If there is an odd number of units, one unit (the Revolutionary's choice) is disbanded and removed from the board. NB. Certain qualifications to the above could be made for historical or game-play reasons. Hartley suggests two amendments: the Revolutionary must first pick fleets within three spaces of the Old Regime's home country, up to

two in number and last any armies within the home country.

7. In the revolt move, the rebel units may only stand or support standing units. They may not attack, support an attack or convoy or be convoyed.

8. At the end of the revolt year, the supply centres that would normally belong to the Old Regime are divided between the Old Regime and the Revolutionary. Each supply centre goes to the nearer of the two. Thus, an occupied centre goes to the occupier. A centre with one loyal unit and two rebel units in adjacent provinces goes to the rebel. Both players must then build or remove units in the normal way.

9. The Revolutionary chooses three of the centres he holds as his "home" supply centres. If he controls less than three he must pick centres held at that time by the Old Regime or, failing that, another player. NB. It is possible for the Old Regime and the revolutionary to have home supply centres in common. In the case, either may build units there depending on which of the two is in control of the centre.

The Diplomacy Hit Parade

by Stephen Agar

All Diplomacy articles are to some extent subjective, and this is more subjective than most. I am going to discuss the spaces that I regard as the ten most crucial on the board and why (a kind of Diplomacy Top of the Pops). In writing this article I have ignored those spaces which are often the focus of much Diplomacy in the first couple of years, but which, once settled, often have little impact on the game (e.g. Belgium or Greece). Rather, I have tried to think about the value of spaces in the overall scheme of things. In true TOTP style we'll start with No.10 and work our way up to the No.1 space.

10. Norway

A traditional build for England this is another neutral whose fate is usually decided early on. The importance of Norway (as opposed to Sweden, Denmark or Finland) is that it provides the quickest East-West passage on the board due to the border with St. Petersburg. Thus, Norway either becomes the springboard for an attack on Russia, or conversely the way for Russia to break into the west. It follows

therefore that control of Norway is often important in the early mid-game, just as the eastern and western triangles are being resolved. That said, its strategic position is undoubtedly enhanced by the fact that it connects two even more important spaces, St Petersburg and the North Sea.

9. Warsaw

Not the most exciting of centres, Warsaw figures in my Top Ten because of its crucial role in most stalemate lines as an important gateway space. Bordering Livonia, Moscow, Ukraine, Galicia, Silesia and Prussia it is the launching pad of any Russian attack west, and yet often the first Russian centre to fall from a German attack. A prime target for any of the western powers seeking an outright victory.

8. Tunis

Tunis is not just a side-show in 1901, although it is of limited importance until the very end of a game. While eastern powers may be expected to secure Tunis sooner or later, for a western power Tunis is one centre across the stalemate line and so must be a prime goal. A difficult centre to hold from the east if pressed by superior numbers, it can be held more easily from the west and so can play a vital part in a western alliance stopping a Juggernaut.

7. Galicia

Even if Austria and Russia don't fight over Galicia from the first move, it's importance is far greater than the fact that it happens to border on a Russian and two Austrian home centres. Without doubt, neither Austria or Russia can feel comfortable when the other occupies this space and Galicia is a necessity for an attack in either direction. But it is also much more. Once the Balkans has been settled, Galicia becomes a corridor space, linking Rum (and through that Bul and Sev) with Germany (through Boh and Sil). In most mid-games you will see units using Galicia as a motorway to the front line - in that respects its role is similar to that of Norway, but in the east.

6. The North Sea

An obvious contender for the Top Ten is the North Sea, bordering as it does on six supply centres (Edi, Lon, Nwy, Den, Hol and Bel), as well as five other spaces (NWG, SKA, HEL, ENG, Yor). Control the North Sea and you control movement to and from England. If Russia gets as far as the North Sea, then 18 centres must be on the cards, while control of the North Sea by either Germany or France indicates that they will probably come out on top from the three

western powers. England can never afford to lose the North Sea if she is to stay in the running, while Germany and France can never, in the final analysis, permit England to stay in the running - and so the North Sea becomes vital for all of them. In the event of an Anglo-French or Anglo-German alliance flourishing late into the game, the North Sea becomes just as important if only for the need for both sides to respect its neutrality.

5. The Ionian Sea

A large sea space bordering three supply centres (Tun, Nap and Gre), but whose value lies in the fact that it seals off the Eastern Mediterranean completely. Control of ION is necessary for any eastern Power (especially Turkey) to move westwards in large numbers or for Italy to stay in the game. In games where there is a east-west clash with the game being decided around the central Mediterranean stalemate lines, ION becomes a key bottle neck, control of which can decide the game (though often the problem is how to pass fleets through it while maintaining control of it). An easy space to defend, a difficult space from which to launch an attack.

4. The Mid Atlantic Ocean

Vital due to the way it closes down access to the Mediterranean, the MAO is a common anchor in East-West stalemate lines, as it is easy to defend from behind. F(NAO) & F(IRI) & F(ENG) S F(MAO) seals up the board completely from fleets attacking from the Mediterranean (and any supporting fleet can be traded for a unit in Portugal). Although important in the early game for Anglo-French relations (it borders three supply centres and is the way into England's backdoor), it is the gateway nature of MAO around the straits of Gibraltar which put it in my top ten.

3. St. Petersburg

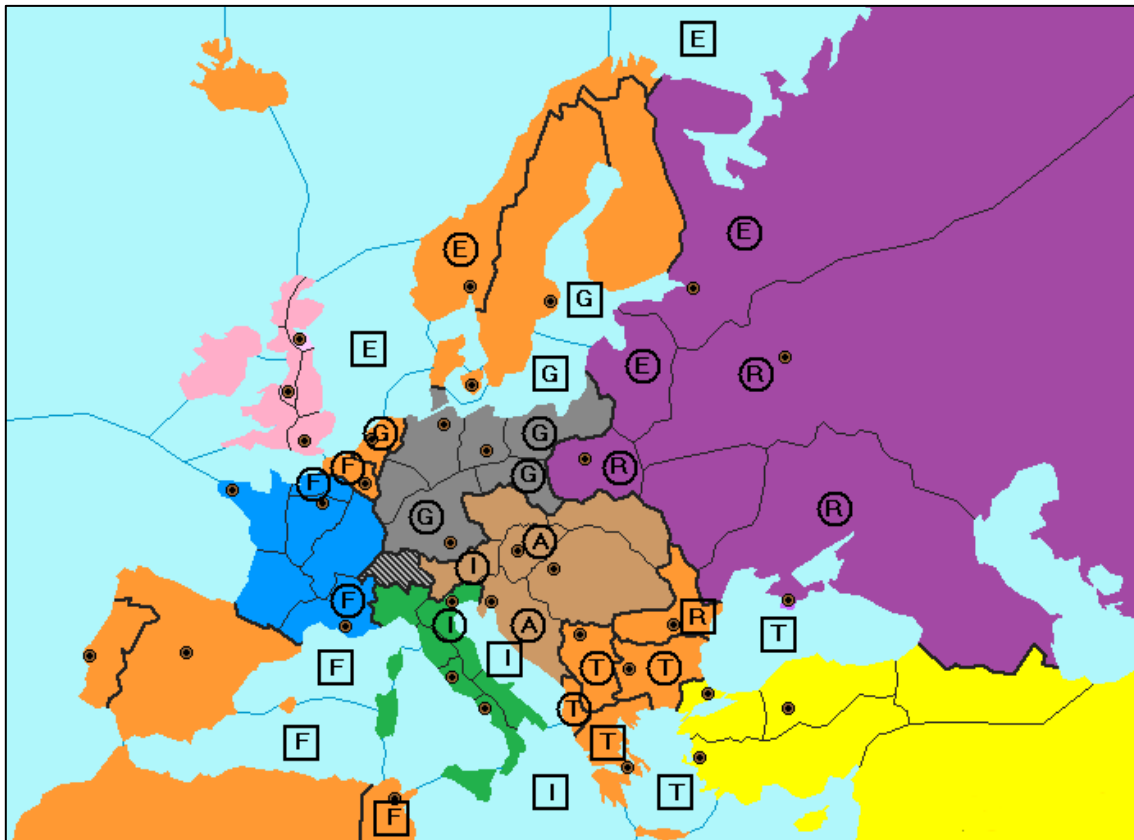
Another Russian home centre. Although often thought of as a dead-end sort of space, St. Petersburg ranks highly for exactly that reason. It is a dead-end. One way or another St.P is the anchor of practically all stalemate lines, its geography making it very easy to hold from Scandinavia with minimal support. For Powers such as Turkey, Austria and Italy taking StP is often vital for victory - it can only be attacked from the south-east by armies in Livonia and Moscow, and so is easily held with a single support from Norway or Finland.

2. Munich

A supply centre in the middle of the board, bordering seven spaces and adjacent to Switzerland, Munich is the fulcrum around which the board turns. The owner of this space has the ability to strike out in every direction - eastwards via Silesia, south via Tyrolia, north via Kiel or west via Burgundy. At this point from the Baltic to the Mediterranean is only four spaces wide, while from the Black Sea to the Atlantic is a mere six spaces Munich's strangely elongated shape make it the superhighway of east-west movement across the board and as most games of Diplomacy turn into an east-west conflict at some stage, control of Many games have been lost because the front runner couldn't get to Munich and no stalemate line can afford to ignore it.

1. Switzerland

No, I'm not joking. Switzerland is by far the most important strategic space on the board. Every stalemate line runs through Switzerland. It creates the Mar/Pie bottleneck which makes it so difficult for a Mediterranean power to break through into the Atlantic (and vice versa). North of Switzerland there is only a two space corridor (Mun-Kie) through which all east-west units may move. Switzerland is the fulcrum about which Diplomacy turns. Any Power which controls Switzerland (i.e. controls the spaces adjacent to it) can never be contained by a stalemate line. By being impassable, Switzerland divides the board into the familiar E/F/G/ western and I/A/R/T eastern blocs. It's effect on the game is out of all proportion to its size and so it must get my vote as No.1.



2023BB All The Madmen (Spring 1903)

23BB All The Madmen (Spring 1903)

AUSTRIA-HUNGARY (Neil Kendrick) **F(Alb)* s A(Bud) - Tri** (CUT, DISLODGED - DISBANDED NRP); A(Bud) - Tri; A(Tri) - Vie

ENGLAND (Lindsay Jackson) F(NTH) c A(Edi) - Nwy; A(Edi) - Nwy; A(StP) - Lvn; A(Nwy) - StP; F(BAR) s A(Nwy) - StP

FRANCE (Mike Benyon) F(NAf) - Tun; F(WMS) s F(NAf) - Tun; F(Mar) - GoL; A(Gas) - Mar; A(Pic) s A(Bel); A(Bel) Stands

GERMANY (Toby Harris) F(BAL) s ENGLISH A(StP) - Lvn; F(Swe) - GoB; **A(Hol) - Bel** (FAILED); A(Kie) - Mun; **A(Sil) - War** (FAILED); A(Ber) - Pru

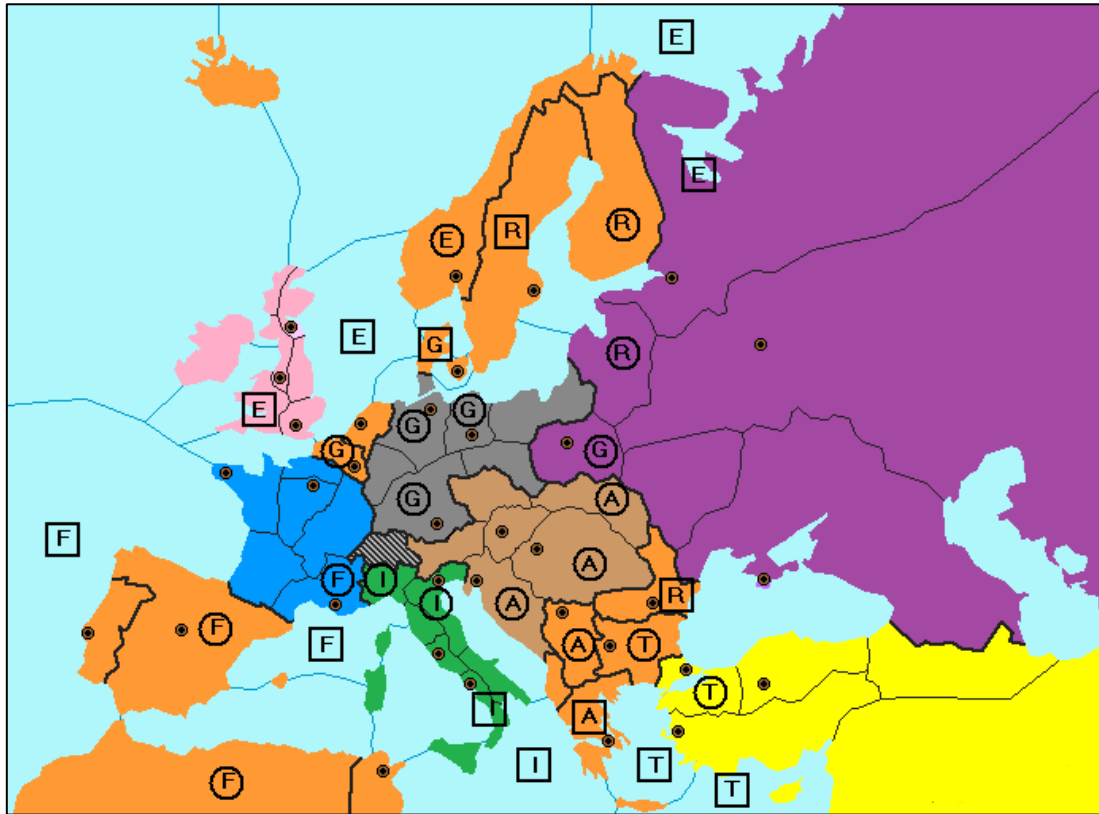
ITALY (Colin Smith) F(ION) - Alb (FAILED); F(ADS) - Vie (MISORDER); A(Tyr) s F(ADS) - Vie (MISORDER); A(Rom) s F(ADS) - Vie (NO SUCH UNIT); A(Ven) Stands unordered

RUSSIA (Simon Billenness) A(Mos) - StP (FAILED); A(War) - Sil (FAILED); F(Rum) Stands; A(Sev) s F(Rum)

TURKEY (Neil Duncan) A(Gre) - Alb; A(Ser) s A(Gre) - Alb; A(Bul) s A(Ser); F(BLA) s A(Bul); F(AEG) - Gre; F(Smy) - AEG

Italy to France: so much for the promise you had no interest in the south!

Italy to Germany: I can see you haven't lost your skills, how did you convince England & France to play around you?



2023BC Blackstar (Autumn 1902)

AUSTRIA-HUNGARY (Scott Camplin)
A(Bud) - Rum (FAILED); A(Gal) s GERMAN A(Pru)
- War; F(Gre) s A(Ser) (MISORDER); A(Ser) s F(Gre); A(Tyr) - Tri

ENGLAND (John Galt)
F(Nwy) - StP nc; F(NWG) - BAR; F(NTH) c A(Bel) - Nwy; A(Bel) - Nwy; F(Wal) Stands

FRANCE (Paul Milewski)
A(Mar) - Spa; A(Por) - NAF; F(Spa) sc - GoL;
F(MAO) c A(Por) - NAF; A(Gas) - Mar

GERMANY (Hans Swift)
F(Den) - Swe (FAILED); A(Pru) - War; A(Ber) - Sil (FAILED); A(Kie) - Mun; A(Hol) - Bel

ITALY (Derek De Rooy)
A(Ven) s A(Pie); A(Pie) Stands; F(Nap) s F(Tun) - ION; F(Tun) - ION

RUSSIA (Hugh Polley)

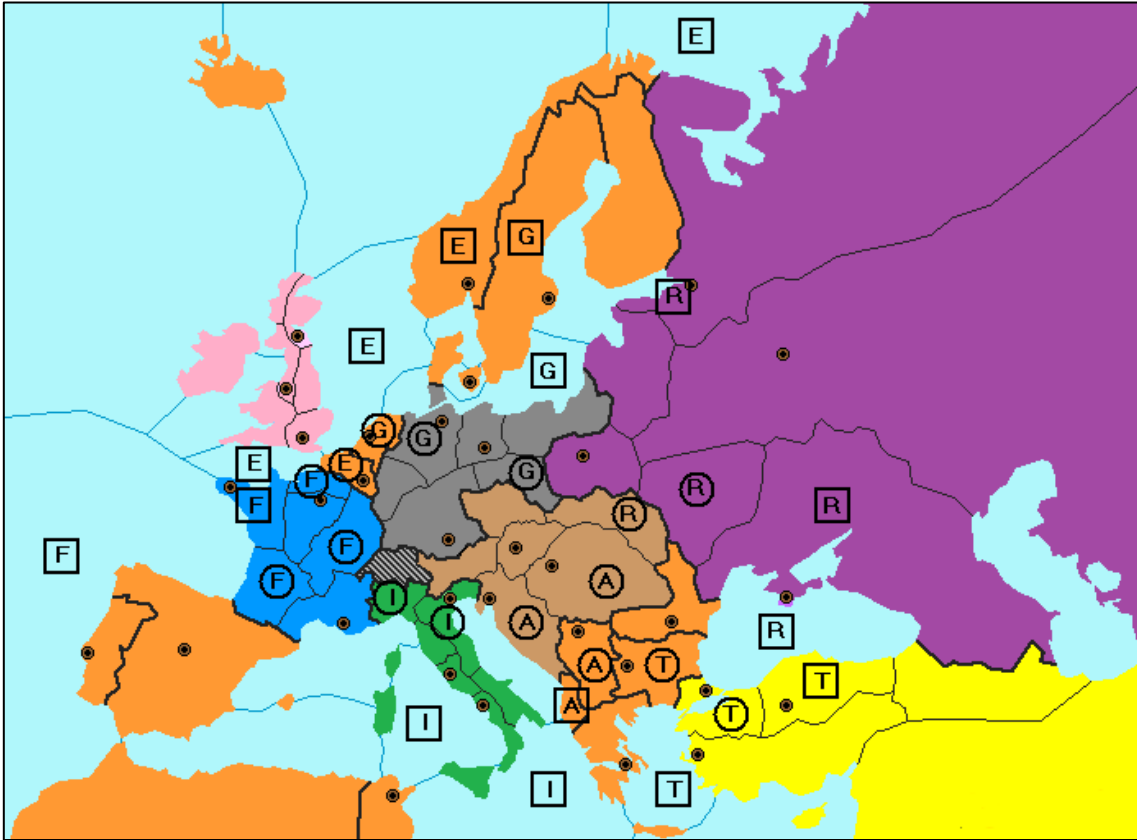
F(GoB) - Swe; F(Rum) s TURKISH A(Bul) (CUT);
A(War) - Lvn; A(Fin) s F(GoB) - Swe; A(Sil) - War (FAILED)

TURKEY (Kevin Wilson)
A(Bul) s F(AEG) - Gre; F(AEG) - Gre (FAILED);
A(Con) s A(Bul); F(EMS) - ION (FAILED)

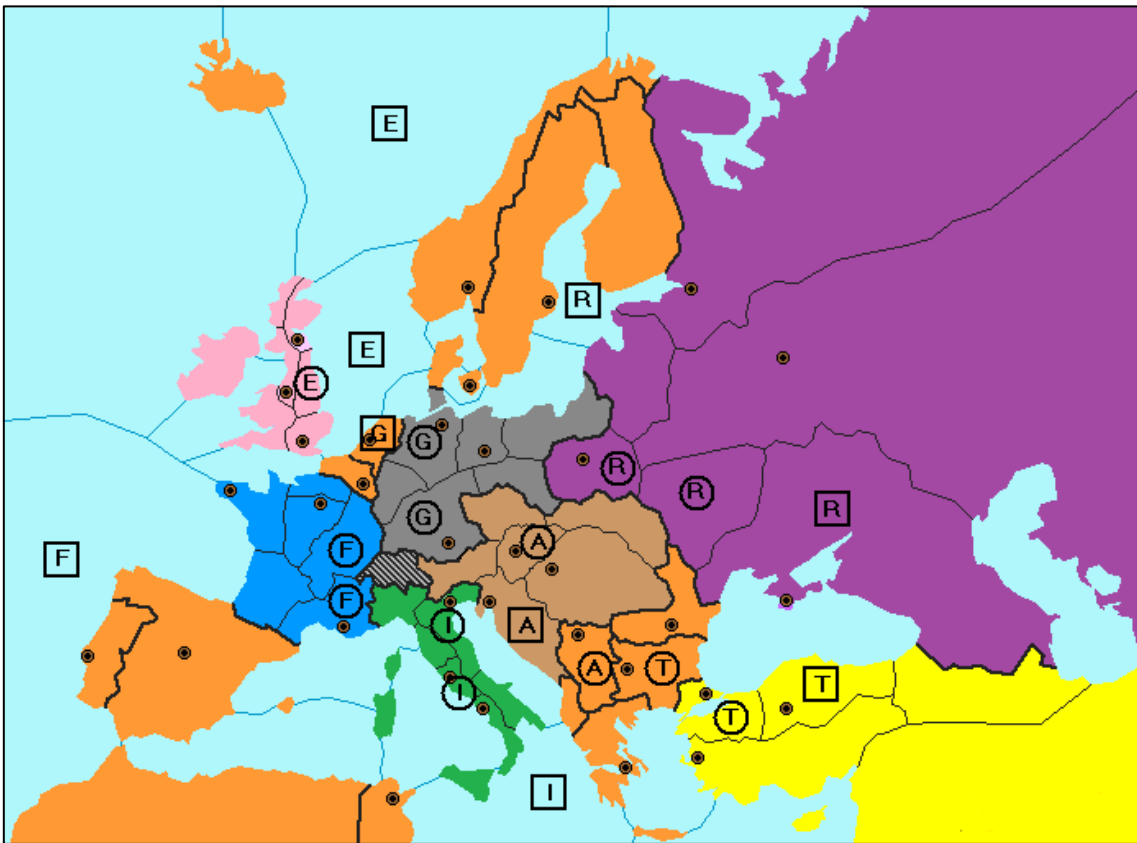
Autumn 1902 Adjustments:

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

Anon: Looks like a short game for Russia! Who will become victim number two?



2023 BE Candidate (Spring 1902)



2023BF Diamond Dogs (Spring 1901)

2023 BE Candidate (Spring 1902)

AUSTRIA-HUNGARY (Gavin Begbie)
A(Ser) s TURKISH A(Bul) - Rum; A(Bud) s A(Ser);
F(ADS) - Alb; A(Tri) s A(Bud)

ENGLAND (Paul Simpkins)
F(Lon) - ENG; **A(Bel) - Bur** (FAILED); F(Nwy) - BAR;
F(NTH) - Nwy; F(Edi) - NTH

FRANCE (Richard Jackson)
A(Mar) - Bur; A(Pic) s A(Mar) - Bur; A(Spa) - Gas;
F(Por) - MAO; F(Bre) Stands

GERMANY (Jason Finch)
F(Den) - Swe; F(Ber) - BAL; A(Hol) Stands; A(Kie)
s A(Hol); A(Mun) - Sil

ITALY (Dominic Braithwaite)
A(Ven) - Pie; A(Apu) - Ven; F(Tun) - TYS; F(Nap) -
ION

RUSSIA (Joseph Stark)
F(Rum) - BLA; F(Sev) s F(Rum) - BLA; **A(Ukr) -
Rum** (FAILED); A(Gal) s A(Ukr) - Rum; F(GoB) - StP
sc

TURKEY (Paraic Reddington)
F(Smy) - AEG; **A(Con) - Arm** (FAILED); **F(BLA)* c
A(Con) - Arm** (DISLODGED TO Ank); **A(Bul) -
Rum** (FAILED)

2023BF Diamond Dogs (Spring 1901)

AUSTRIA-HUNGARY (Hugh Polley)
A(Vie) - Gal (FAILED); A(Bud) - Ser; **F(Tri) - Ven**
(FAILED)

ENGLAND (Jack McHugh)
F(Lon) - NTH; A(Lpl) - Yor; F(Edi) - NWG

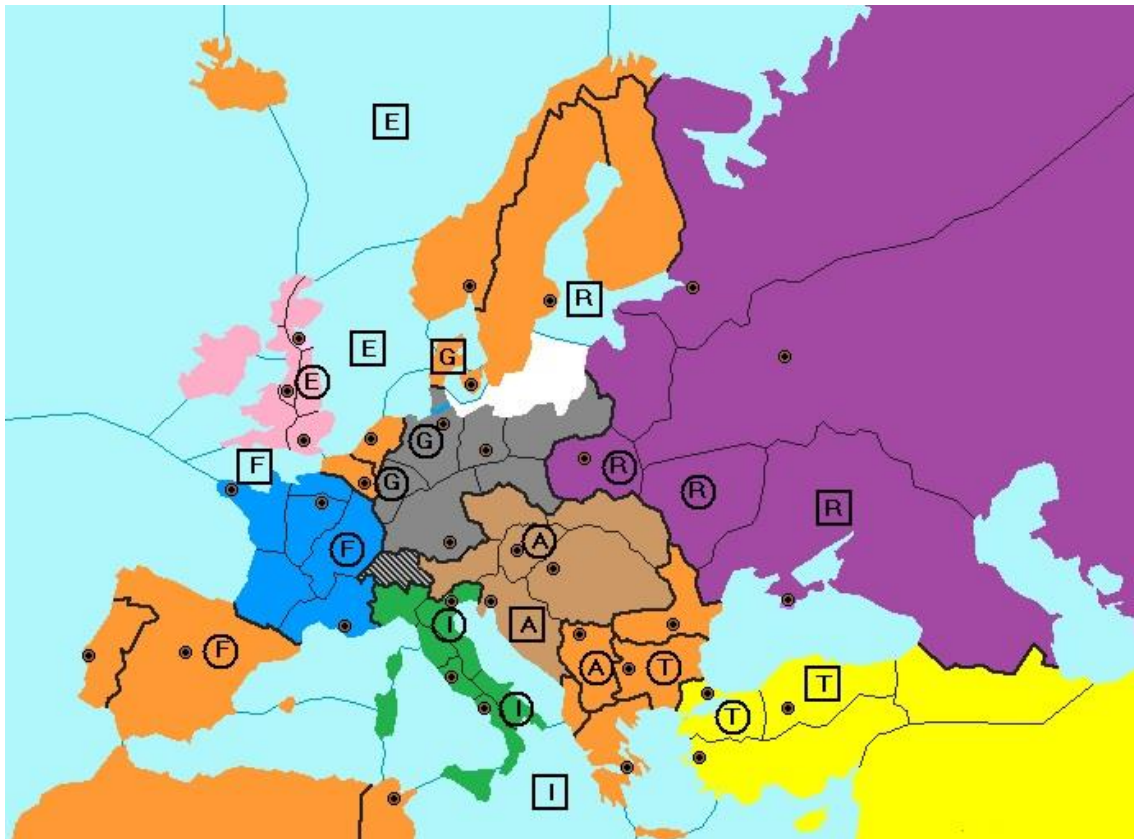
FRANCE (Martin Davis)
F(Bre) - MAO; A(Par) - Bur; A(Mar) s A(Par) - Bur

GERMANY (Alexandre Marcondes)
A(Mun) - Bur (FAILED); F(Kie) - Hol; A(Ber) - Kie

ITALY (Caetano Darwin)
A(Ven) - Tri (FAILED); **A(Rom) - Ven** (FAILED);
F(Nap) - ION

RUSSIA (Vick Hall)
F(Sev) - BLA (FAILED); **A(War) - Gal** (FAILED);
A(Mos) - Ukr; F(StP) sc - GoB

TURKEY (John Trevor-Allen)
A(Con) - Bul; **F(Ank) - BLA** (FAILED); A(Smy) -
Con



Black Hole Dip II - Everyone Says Hi! (Spring 1901)

Black Hole Dip II

Everyone Says Hi! (Spring 1901)

AUSTRIA-HUNGARY (John Tait)

F(Tri) - **Ven** (FAILED); **A(Vie)** - **Gal** (FAILED);
A(Bud) - Ser

ENGLAND (Christian Dreyer)

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

FRANCE (Alexandre Marcondes)

A(Mar) - Spa; F(Bre) - ENG; A(Par) - Bur

GERMANY (Kevin Wilson)

A(Ber) - Kie; A(Mun) - Ruh; F(Kie) - Den

ITALY (Mog Firth)

A(Ven) Stands; A(Rom) - Apu; F(Nap) - ION

RUSSIA (Philip Murphy)

F(StP) sc - GoB; A(Mos) - Ukr; **A(War)** - **Gal**
(FAILED); **F(Sev)** - **BLA** (FAILED)

TURKEY (David Partridge)

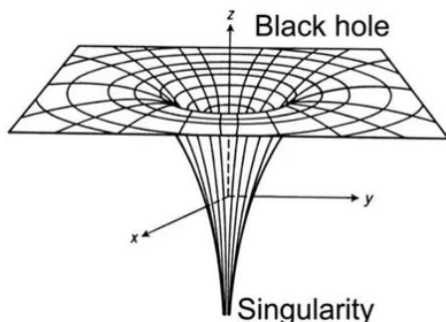
F(Ank) - **BLA** (FAILED); A(Con) - Bul; A(Smy) -
Con

RANDOM BLACK HOLE GENERATOR

True Random Number Generator	
Min:	<input type="text" value="1"/>
Max:	<input type="text" value="75"/>
<input type="button" value="Generate"/>	
Result:	
7	
Min: 1, Max: 75 2023-07-02 16:39:11 UTC	
Powered by RANDOM.ORG	

Space Number 7 in my list of all the spaces on the Diplomacy board in alphabetical order = **BALTIC SEA**. Paradoxically I will colour in all Black Holes as white on the map (as black really doesn't look good).

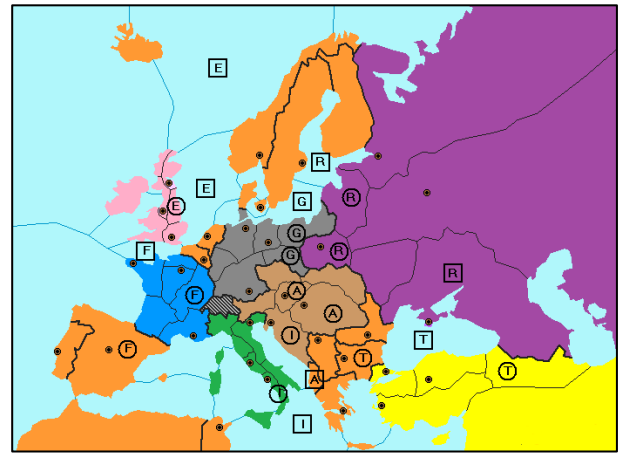
The following space are now deemed adjacent Swe / GoB / Lvn / Pru / Ber / Kie / Den and movement is possible between any of them.



The GSTZ Intimate Diplomacy Tournament

I will send an Intimate Diplomacy update to the players in the next couple of days with large maps for you to pour over. Let's set a deadline for **FRIDAY 14th JULY** - but if you can get your orders in early that will help. If anyone wants to follow the detail of these games, let me know and I'll add you to the ID Update mailing list as well.

In due course, the winner of Game One will play the winner of Game 3. Similarly, the winner of Game 2 will play the winner of Game 4.



ID - Game One (Spring 1901)

Will Haughan vs. Alexandre Marcondes

AUSTRIA-HUNGARY (Mercenary - Controlled by Alexandre) F(Tri) - Alb; **A(Vie)** - **Gal** (FAILED);
A(Bud) - **Rum** (FAILED)

ENGLAND (Mercenary - Controlled by Alexandre) F(Lon) - NTH; F(Edi) - NWG; A(Lpl) - Yor

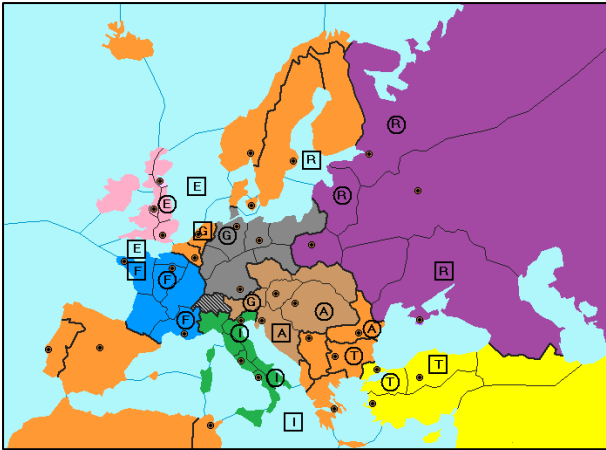
FRANCE (Alexandre Marcondes) A(Mar) - Spa; F(Bre) - ENG; A(Par) - Bur

GERMANY (Mercenary - Controlled by Alexandre) A(Mun) - Sil; F(Kie) - BAL; A(Ber) - Pru

ITALY (Mercenary - Controlled by Alexandre) F(Nap) - ION; A(Ven) - Tri; A(Rom) - Nap

RUSSIA (Mercenary - Controlled by Will) **F(Sev)** - **Rum** (FAILED); **A(War)** - **Gal** (FAILED); A(Mos) - Lvn; F(StP) sc - GoB

TURKEY (Will Haughan) F(Ank) - BLA; A(Con) - Bul; A(Smy) - Arm



ID - Game Two (Spring 1901)

James Hardy vs. Edward Richards

AUSTRIA-HUNGARY (James Hardy)
A(Bud) - Rum; A(Vie) - Bud; **F(Tri) - Ven** (FAILED)

ENGLAND (Edward Richards)
F(Edi) - NTH; F(Lon) - ENG; A(Lpl) - Yor

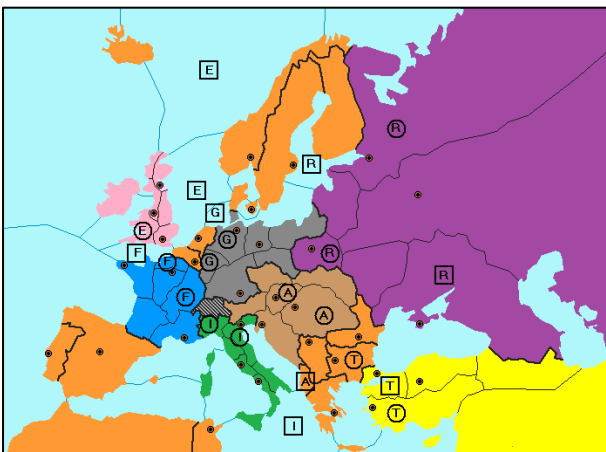
FRANCE (Mercenary - Not Controlled)
F(Bre) Stands ; A(Mar) Stands ; A(Par) Stands

GERMANY (Mercenary - Controlled by James)
A(Mun) - Tyr; F(Kie) - Hol; A(Ber) - Kie

ITALY (Mercenary - Controlled by Edward)
F(Nap) - ION; **A(Ven) - Tri** (FAILED); A(Rom) - Apu

RUSSIA (Mercenary - Controlled by James)
F(StP) sc - GoB; A(Mos) - StP; A(War) - Lvn; **F(Sev) - BLA** (FAILED)

TURKEY (Mercenary - Controlled by Turkey)
A(Con) - Bul; **F(Ank) - BLA** (FAILED); A(Smy) - Con



ID - Game Three (Spring 1901)

Richard Williams vs. Brian Frew

AUSTRIA-HUNGARY (Mercenary - controlled by Richard)
F(Tri) - Alb; **A(Bud) - Rum** (FAILED); **A(Vie) - Gal** (FAILED)

ENGLAND (Richard Williams)
F(Lon) - NTH; F(Edi) - NWG; A(Lpl) - Wal

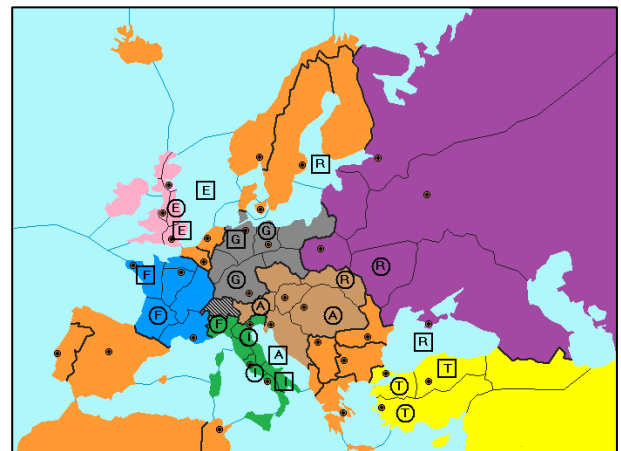
FRANCE (Mercenary - controlled by Richard)
F(Bre) - ENG; A(Mar) - Bur; A(Par) - Pic

GERMANY (Mercenary - controlled by Brian)
F(Kie) - HEL; A(Mun) - Ruh; A(Ber) - Kie

ITALY (Mercenary - controlled by Richard)
F(Nap) - ION; A(Ven) - Pie; A(Rom) - Ven

RUSSIA (Brian Frew) F(StP) sc - GoB; A(Mos) - StP; **F(Sev) - Rum** (FAILED); **A(War) - Gal** (FAILED)

TURKEY (Mercenary - controlled by Brian)
A(Con) - Bul; F(Ank) - Con; A(Smy) Stands



ID - Game Four (Spring 1901)

Mog Firth vs. Geoff Wilde

AUSTRIA-HUNGARY (Mercenary - Controlled by Geoff)
F(Tri) - ADS; A(Vie) - Tyr; **A(Bud) - Tri** (FAILED)

ENGLAND (Mercenary - Controlled by Geoff)
F(Edi) - NTH; **F(Lon) - ENG** (FAILED); A(Lpl) - Yor

FRANCE (Mog Firth)
F(Bre) - ENG (FAILED); A(Par) - Gas; A(Mar) - Pie

GERMANY (Mercenary - Not Controlled)
A(Ber) Stands ; F(Kie) Stands ; A(Mun) Stands

ITALY (Mercenary - Controlled by Mog)
F(Nap) - Apu; **A(Rom) - Ven** (FAILED); **A(Ven) - Tri** (FAILED)

RUSSIA (Geoff Wilde)
F(StP) sc - GoB; A(War) - Gal; F(Sev) - BLA; A(Mos) - Ukr

TURKEY (Mercenary - Not Controlled)
F(Ank) Stands ; A(Con) Stands ; A(Smy) Stands



The Soho Stabathon III

This gathering was held on Saturday 1 July near Covent Garden in London. We were aiming for a 11am kick-off, but things are never that simple. With one player coming from as far as Liverpool for the day, travel arrangements were always going to be a factor. We did get started before midday though, As we had 10 players, a couple of who needed to go early, we drew lots and three of the Powers were doubled up. I ended up sharing Turkey with Hans Swift.

I don't think I have played FtF Diplomacy for about 25 years, so to say I was a bit rusty is an understatement, I had forgotten how seriously good players take the game - which may be one reason why my FtF record is lukewarm. We were joined by Dan Lester, who is the reigning World Diplomacy Champion, so the standard was a touch high. Hans and I suffered from a clear R/A/I alliance very keen to wipe Turkey out as soon as possible. Our high-water mark as Turkey was 4 centres at the end of 1901 and it was all downhill from there. Twice we were down to 1 centre and twice we climbed back up to 2, on which we remained when the game ended. Dan didn't do that much better finishing on 3 as Austria, so maybe I shouldn't feel too ashamed.

All seven Powers were still in the game (just) when we called it a day around 4 to go to the pub. As Draws Include All Survivors, we all got a draw - though the moral winners were Bradley Grace (Italy) (who stabbed Dan) and Nick (France) (who stabbed Ian Wilson and Stephen Martin one after the other) - they both finished on 9 centres. Honourable mention to Dave Ainsworth for stabbing Dan as well. Many thanks to Conrad Woodring for organising it on the day and I will definitely try to come to the next one - though we should really push for 2 boards.

UK Conventions

ManorCon XXXIX (21st - 24th July)

Held at Leicester University - accommodation available and reasonably priced. Visit www.manorcon.org.uk for details. You'll have to move quick though. **Is there anyone going who would be willing to write a con report for me?**

TringCon - 7th October 2023

TringCon is a bi-annual one day board gaming convention, held in Marsworth, near Tring. All forms of board games, collectable card games and other similar tabletop pastimes are welcome. There will be hot and cold drinks and biscuits available throughout the day, and a buffet in the afternoon. You'll need to bring your own lunch. There is space to sell games that you no longer need or want, and the opportunity to buy such from others. Visit www.tringcon.org for details. I will be there if I can.

Waiting Lists

Regular Diplomacy (3 wanted): Doug Kent, Joseph Stark, Lars Huth, Pete Doubleday

1958 Original Diplomacy (5 wanted): Rules in issue 4. Martin Davis, Alexandre Marcondes. A rare opportunity to find out what the original game was like.

Sail Ho! II (3 wanted - rules inside): John Tait. This is a 4-player variant.



Email: godsavethezine@gmail.com

DEADLINE
Friday 28 July 2023

LATE ORDERS!

A sub-zine constituting
The last earthly remains of the zine
formerly known as Last Orders!

Compiled by Simon Langley-Evans
Email for all orders lastordersdip@gmail.com

Issue 49. July 2023

Next deadline: 2000 BST 24th July

Note that there will be no reminders sent out. Meeting the deadline is the responsibility of the players.

Here we go then. Waffle-free sub-zine time (sits on hands when so much could be said about Johnson, Trump, Mad Max in Russia and the world)...

Now, back in the old days, any GM mistakes were seamlessly corrected. Under the new regime, this is more difficult, but it's still the case that you should let me know if I've goofed. I will then send corrections out to the players involved. Do this ASAP please.

Standard Diplomacy Games

LO21 Warsaw (2022BC)

Austria 🇦🇹 John Langley cartesian.i@gmail.com
England 🇬🇧 Leif Tviberg leifkjetil@getmail.no
France 🇫🇷 Paul Milewski paul.milewski@hotmail.com
Germany 🇩🇪 Max Victory maxatrest@gmail.com
Italy 🇮🇹 Geoff Wilde geoff.wilde8@gmail.com
(Eliminated)
Russia 🇷🇺 Martin Davis martin_davis@ntlworld.com
Turkey 🇹🇷 Lauren Lloyd
Laurenllloydauthor@gmail.com

The game end proposal is rejected and so we play on (3 votes in favour, 2 against 1 abstention).

Fall 1907

Austria: A boh Supports A tyr -> mun, A gre Holds, F pie -> mar Failed because France: F mar -> lyo failed. A tyr -> mun Bounced with sil (2 against 1). A ven -> pie Failed because Austria: F pie -> mar failed. A vie -> gal Bounced with rum (1 against 1). A war Holds

England: F bar Supports A stp, F fin Supports F swe, F nwg Holds, A stp Holds, F swe Holds, F wal -> lon, A yor -> edi

France: A bre -> spa Bounced with lyo (2 against 1). Convoy path taken: bre -> mao -> spa. A gas Supports A bre -> spa, F mar -> lyo Failed because Turkey: F lyo -> spa/sc failed. F mao Convoys A bre -> spa, F por Supports F mao

Germany: F bal -> pru, A ber Supports A sil -> mun, F den Holds, A mun -> kie, A sil -> mun Bounced with tyr (1 against 1).

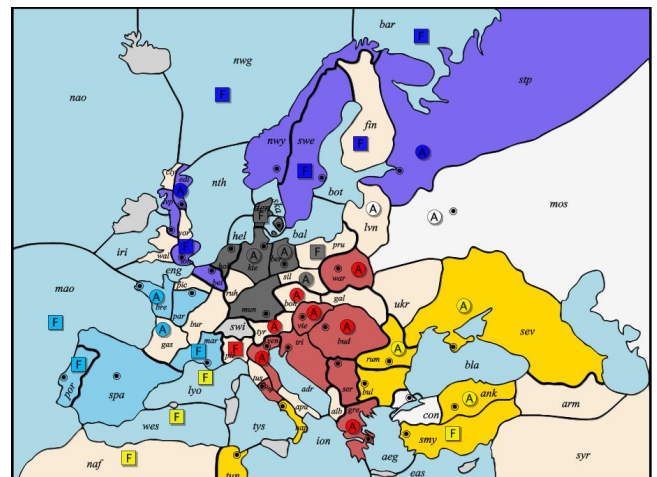
Russia: A lvn Supports A mos, A mos Supports A lvn

Turkey: F lyo -> spa/sc Bounced with bre (2 against 1). F naf -> mao Bounced with mao (1 against 2). A rum -> gal Bounced with vie (1 against 1). A sev Holds, F wes Supports F lyo -> spa/sc

Winter 1907




Austria: Builds A bud

Turkey: Builds A ank, F smy



LO24 Starless (2022BD)

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🇬🇧 England: Gerry Bayer starhop8@gmail.com
🇫🇷 France: Martin Davis martin_davis@ntlworld.com
🇩🇪 Germany: Charles Welsh welsh_stroud@msn.com

-  Italy: David Hood dhood@phd-law.com
-  Russia: Alexandre Marcondes alexandre@gentlemansclub.de (Eliminated)
-  Turkey: Paul Milewski paul.milewski@hotmail.com

Spring 1905

Austria: A bud -> vie Bounced with tyr (1 against 1). F gre Holds, A ser -> rum Bounced with rum (1 against 1). A sil -> gal Failed because Turkey: A gal -> bud failed. Dislodged from ber (3 against 1). A tyr -> vie Bounced with bud (1 against 1).

England: F eng Supports F nao -> mao, A gas -> bre, F iri Supports F nao -> mao, A lon Holds, A mos Supports A war, F nao -> mao, A nwy Supports F swe, F swe Holds

France: A mar -> gas, F mao Supports A mar -> gas Support cut by Move from North Atlantic Ocean. Dislodged from nao (3 against 2).

Germany: F bal -> pru, A bel -> bur Failed because Germany: A bur -> gas failed. A ber -> sil, A bur -> gas Bounced with spa (1 against 1). F den Holds, A mun Supports A ber -> sil, A ruh Supports A mun, A war Supports A ber -> sil

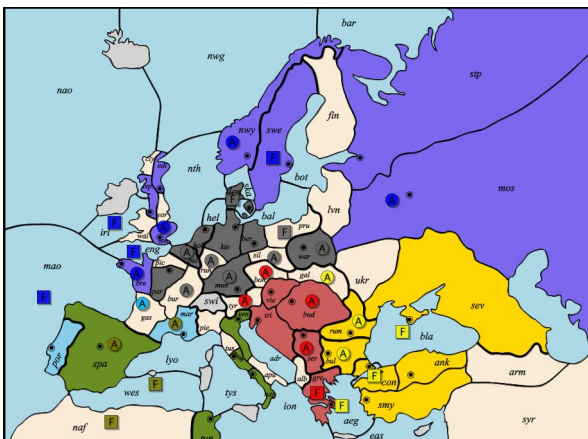
Italy: A pie -> mar, A spa Supports A mar -> gas, F tun -> naf, F wes Supports F mao

Turkey: F bla Convoys A sev -> bul, F bul/sc -> aeg, F con Supports A sev -> bul, A gal -> bud Failed because Austria: A bud -> vie failed. A rum -> ser Bounced with ser (1 against 1). A sev -> bul Convoy path taken: sev -> bla -> bul.

Summer 1905

Austria: A sil -> boh

France: F mao Disbands NRO



David has indicated that he would quite like to hand his position over to a new player. If anyone would like to take over the Italian position, please let me know via email.

Intimate Diplomacy Games

LO22 A Scarcity of Miracles

Brian Frew (Russia) plays Leif Tviberg (England).

Winter 1906 Bids

Brian bids 25 for France and Leif NMRs. Thus, Brian gets French support and retains 22 in the treasury. Leif has no mercenaries but retains a treasury of 18.

Spring 1906

England: F iri -> lvp, F lon Supports F nth, F nth Holds

Russia: A bel Holds, A ber Holds, F con -> aeg, A den Holds, A fin Holds, A hol Holds, F ion -> tun, A lvn Holds, A mos Holds, A mun -> kie, F nao -> cly, F nwy Supports F ska -> nth, A par -> pic, A pic -> wal Convoy path taken: pic -> eng -> wal. A pie Holds, A por Holds, A pru Holds, F sev -> bla, F ska -> nth

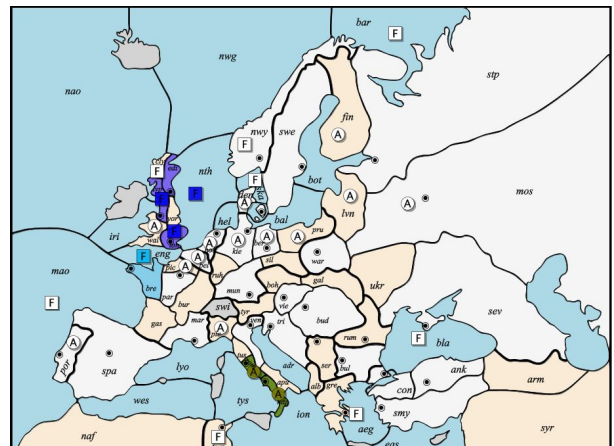
Bounced with nth (2 against 2). F stp/nc -> bar, F wes -> mao

Russian mercenaries

France: F eng Convoys A pic -> wal

Neutral power

Italy: A nap Holds, A rom Holds



LO23 Three of a Perfect Pair

Alexandre Marcondes (Germany) plays Leif Tviberg (Turkey).

Fall 1905

Germany: F bal -> den, A bul -> rum, A bur -> mar, A gas -> spa, A gre Holds, F hol -> nth, F nwy -> nwg, A rom Holds

Turkey: Turkey: A ank Supports F smy Support cut by Move from Armenia. A con Supports A ank, F smy Supports A con Support cut by Move from Eastern Mediterranean. Dislodged from eas (2 against 1). Unit destroyed.

German mercenaries

England: F ion -> aeg, A lvp -> naf Convoy path taken: lvp -> nao -> mao -> naf. F mao Convoys A lvp -> naf, F nao Convoys A lvp -> naf, A por Holds, A syr Supports F eas -> smy, F tun -> ion

Italy: F eas -> smy, A ser -> alb, A tus Holds

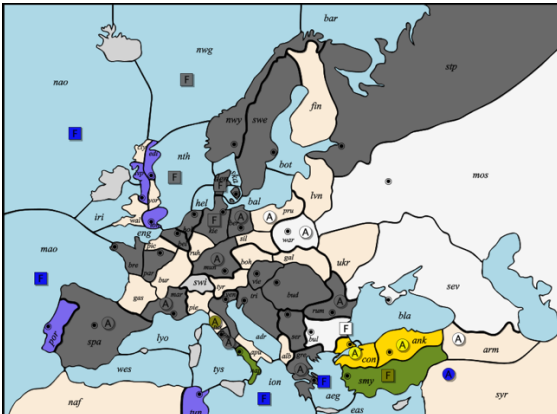
Russia: A arm -> ank Bounced with ank (1 against 2). F bla -> bul/ec, A ukr -> war, A war -> pru.

Winter 1905

England: Removes A naf and A por

Germany: Builds A ber, F kie and A mun

Italy: Removes A alb



The next phase is the Winter 1905 builds. The revised treasuries are Leif 6+2 sc=8 and Alexandre 0+22sc=22. Your bids will be due on **JULY 7th**.

GM comment, Alexandre missed the chance to win the game in the Fall moves. Constantinople was not defendable...

LO25 Groon

Geoff Wilde (Italy) plays Kevin Stokes (Turkey).

Fall 1903

Italy: F ion -> tun, A por Holds, A rom -> tus, A ser -> gre, F tys Supports F ion -> tun

Turkey: F aeg Supports F eas -> ion, A alb -> tri, F con -> bul/sc, F eas -> ion, A gre -> alb

Italian Mercenaries:

England: F eng Convoys A bel -> wal, F nth Holds, A yor -> lvp

France: F bal -> lvn, A bel -> wal

Convoy path taken: bel -> eng -> wal. A bur -> ruh, A gas -> bre, A hol Supports A ber -> kie, A pic Holds

Russia: A ber -> kie, F bla -> ank, F bot -> swe, A sil -> war

Neutral parties

Austria: A boh Holds, A bud Holds, A gal Holds, A rum Holds, F tun Holds Dislodged from ion (2 against 1).

Germany: F kie Holds Dislodged from ber (2 against 1). A mun Holds

Autumn 1903

Germany disbands Akie

Austria disbands Ftun

Winter 1903

France: Removes A pic,

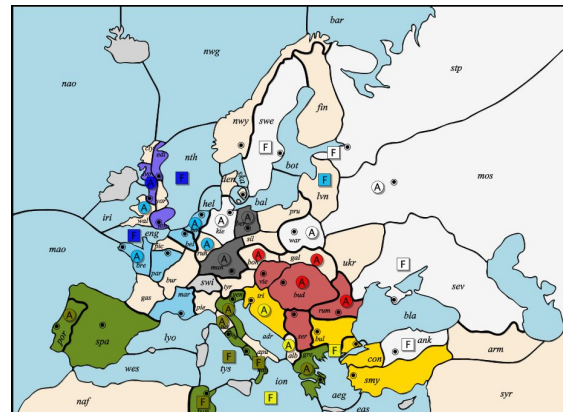
Germany: GM Builds A ber,

Italy: Builds F nap, Italy: Builds A ven,

Russia: Builds A mos, Russia: Builds F sev, Russia:

GM Builds F stp/sc,

Turkey: Removes F aeg



Your next step is to bid for the mercenaries for 1904. Both of you can still bid for any of the mercenary powers. Your bids will be due on **JULY 7th**. Geoff has a treasury of $5+7=12$. Kevin has $5+4=9$.

Ankara has fallen to the Russia mercenary. Geoff must capture Ankara with an Italian unit to win the game.

LO26 A Sailor's Tale

Mark Firth (Italy) plays Alexandre Marcondes (England).

Fall 1902

England: F eng Supports F iri -> mao, F iri -> mao, F nth -> den, A swe Supports F nth -> den
Italy: A bud Holds, A gas -> spa, A nap -> gre
Convoy path taken: nap→ion→gre. A tyr -> mun. F tys -> wes, F wes -> naf

Italian Mercenaries

Austria: F ion Convoys A nap -> gre, A ukr Supports F sev

France: A bre Holds, A ruh Supports A tyr -> mun

Turkey: A ank Holds, F arm Holds, A syr Holds

Neutral Powers

Germany: A ber Holds, F den Holds
Dislodged from nth (2 against 1). A hol Holds, A kie Holds, A mun Holds *Dislodged from tyr (2 against 1).*

Russia: A mos Holds, F sev Holds, F stp/sc Holds, A war Holds

Autumn 1902

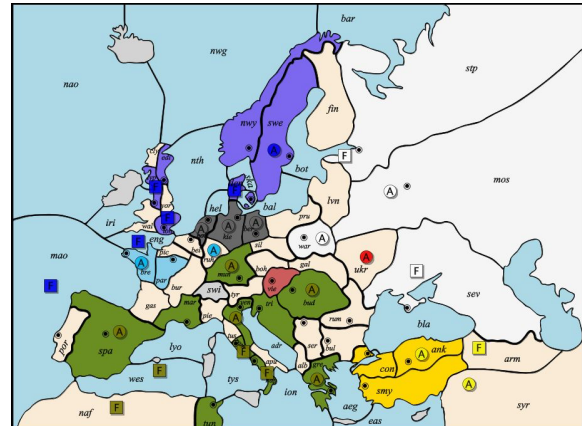
Germany: F den Disbands
 Germany: A mun Disbands

Winter 1902

Austria: Removes F ion
 England: Builds F lvp and F lon
 Italy: Builds F nap, F rom, A ven

Press

England (govt) - Italy (govt): This is what I call "The Intimate Diplomacy Big Reset" strategy ...



The next phase is the winter bidding phase. Alexandre has a treasury of $0+6=6$. Mark has $5+9sc=14$. Your bids will be due on **JULY 7th**.

Who Am I- Round 4 of 5

Round 4 Clues (answers for 2 points)

Person 1 Is in his eighties.

Person 2 Got her breakthrough role in a film about football. *Niall Litton and Andy Lischett guessed their identity.*

Person 3 Is a woman. *Mark Firth guessed her identity.*

Person 4 Is famous for writing about dystopian futures.

Person 5 Famously embraced Indian culture. *Mark Firth guessed their identity.*

So, **Mark Firth** has correctly identified all five of the mystery folks and is the winner. We shall play the final round though, just to see if you can all guess them and decide who holds on to second place.

Points

Mark Firth- 16
 Niall Litton- 14
 Andy Lischett- 13
 Paul Smith- 12
 Kevin Stokes-10

Final Round 5 clues (answers for 1 point)

Person 1 Everyone has already identified him as **David Hockney**

Person 2 Everyone has already identified her as **Keira Knightly**

Person 3 Received attention for having a baby whilst in office

Person 4 Everyone has already identified her as **Margaret Atwood**

Person 5 Was famously from Liverpool

Incorrect answers offered so far:

Person 1: Banksy, Rembrandt, Turner, Constable.

Person 2: Simon Pegg, William Shatner, Cate Blanchett, Benedict Cumberbatch, Sean Connery, Robert De Niro, Judi Dench, Jodi Comer, Glenda Jackson, Olivia Colman, Sally Hawkins.

Person 3: Joseph Stalin, Adolf Hitler, JFK, Mao Zedong, Donald Trump, Boris Johnson, Theresa May, Tony Blair, Gordon Brown, Nicola Sturgeon, Matteo Renzi, Sanna Marin, Nancy Pelosi, Queen Elizabeth II, Angela Merkel.

Person 4: Dean Koontz, Kazuo Ishiguro, Salman Rushdie, Tana French, John Irving, Hilary Mantel.

Person 5: David Bowie, John Lennon, Ian Curtis, Janis Joplin, Kurt Cobain, Chris Squire, Jimi Hendrix, Sting, Jeff Beck, Mick Jagger.

Round 1 (answers for 5 points)

Person 1. Is a painter. *Mark Firth guessed their identity.*

Person 2. Is an actor.

Person 3. Was a world leader.

Person 4. Is a novelist.

Person 5. Was a musician.

Round 2 (answers for 4 points)

Person 1. Is a British man. *Niall Litton and Andy Lischett guessed their identity.*

Person 2. Is a British woman. *Kevin Stokes guessed her identity.*

Person 3. Is still alive and in politics.

Person 4. Is a woman who has won the Booker Prize. *Niall Litton, Mark Firth, Andy Lischett and Paul Smith guessed their identity.*

Person 5. Played the guitar. *Niall Litton guessed their identity.*

Round 3 (answers for 3 points)

Person 1 Is generally associated with the north of England. *Kevin Stokes and Paul Smith guessed correctly.*

Person 2 Has had two nominations for Oscars but is yet to win. *Kevin Stokes and Mark Firth guessed correctly.*

Person 3 Is a centre-left politician.

Person 4 Invented a device for remote handwriting. *Kevin Stokes and Paul Smith guessed correctly.*

Person 5 Had a career with successful bands and as a solo artist. *Paul Smith and Andy Lischett guessed correctly.*

Election

The players and their parties are:

John Langley: leader of the Social Democrats (■ Home District 6).

Mark Firth: leader of the Green Party (■ Home District 10).

Andy Lischett: leader of the Angelic Upstarts (■ Home District 5).

Leif Tviberg: leader of the Free Lolanders (■ Home District 11).

Round 6

The Angelic Upstarts lead in the Approval Index as the Free Lolanders fall victim to an attack ad. The Greens fall foul of election rules and drop behind on the Index. The first campaigning takes place in Trussington, where the voters are yet to be convinced by the Social Democrats.

■ **SOCIAL DEMOCRATS** (John) Moves to District 5.

Plays and attack ad against the Free Lolanders in D8.

Places one standard voter in D5.

Takes one postal vote.

■ **ANGELIC UPSTARTS** (Andy) Stays in District 2.

Places two standard voters in D2.

Places one standard voter in D8.

■ **GREEN** (Mark) Stays in District 10.

Places one standard voter in D11. This is an invalid move as D11 is not adjacent to D10.

Places one postal voter in D6.

Places one postal voter in D10.

■ **FREE LOLANDERS** (Leif) Stays in District 11.

Place a standard voter in D7.

Place a standard voter in D8.

Places one postal voter in D12.

One voter removed from D8 due to SD attack.

The position is updated on the board.

Instructions For Next Round

1. At the start of the turn, the players select a District to be their Campaign Base. They can stay where they were on their last turn or move to any other District.

2. Perform 3 actions, which can be any combination of the following. Each of the actions is resolved by the GM in the order presented.

- Buy a new attack advert.
- Play an attack advert to remove voters in current or adjacent Districts.
- Place a standard voter in current or adjacent Districts.
- Take one postal voter from the pool.
- Place a postal voter in any District.

The GM will process attack adverts before voters are placed on the board. This allows a player to remove an opponent's voter and replace it with their own. A party which moves up to/or beyond points 10 or 5 on the Index can take postal voters as a bonus (4 votes at '5' and 2 votes at '10'). If they are knocked below the bonus points by an attack advert, they can claim the bonus again when they regain points 10 or 5 on

the chart. There is no bonus for landing on or crossing the bonus line when voters are removed by an attack advert.

Don't forget that if you are playing one of your two fake votes, you should let me know. I will otherwise assume that the 14th and 15th votes you place are the fakes.

The [full rules are here](#)

APPROVAL INDEX

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Start
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Start
2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Start
3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Start
4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	Start
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	Start
6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	Start
7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	Start
8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	Start
9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	Start
10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	Start
11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	Start
12	12	12	12	12	12	12	12	12	12	12	12	12	12	12	12	Start
13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	Start
14	14	14	14	14	14	14	14	14	14	14	14	14	14	14	14	Start
15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	Start

Rules:

- Buy a new attack advert.
- Play an attack advert to remove voters in current or adjacent Districts.
- Place a standard voter in current or adjacent Districts.
- Take one postal voter from the pool.
- Place a postal voter in any District.

Campaign base for turn

Party	Unused attacks	Attacks used	Postal votes unused	Postal votes used	Forces vote unused	Forces vote used
SD	2	3	3	6	1	1
AU	4	0	1	1	1	1
G	3	1	5	1	1	1
FL	5	0	2	1	1	1

Legend:

- ★ Campaign base for turn
- 1 District number
- 10 Postal votes remaining
- Home district bonus vote
- Postal vote slot
- Standard vote slot

Map Labels: Johnsonia, Trussington, East Orderham, East Trumpton, Lo City, North Loville, South Loville, West Orderham, West Trumpton, Little Italy, New London, New Moscow, Germania, Gold Coast.

Current Phase: CAMPAIGN ELECTION DAY

Election 3 Turn 5