

A C E L D A M A

"Behold I will deliver thee to the men of the east for  
a possession."

Aceldama #12

1967AT

28 January 1969

Aceldama is published and edited by John McCallum, Ralston, Alberta, Canada. It chronicles postal Diplomacy games 1967AT and 1967AY. The subscription price is one dollar for all issues.

Game 1967AT, Arma-7:

R U S S I A E S W E E P !

C Z A R R O B E R T V I C T O R I O U S ! !

K I N N E Y W I N S F I R S T G A M E ! ! !

1907 Fall Retreat:

Turkey (Reinsel): Fleet Smyrna to Aegean Sea.

1907 Builds and removals:

Russia (Kinney): Build army Moscow. Build army Warsaw. Build fleet St. Petersburg (north coast).

Turkey (Reinsel): Remove fleet Constantinople.

With these moves Russia has 17 units on the board out of a total of 33. Thus the Majority Victory Criterion used in Aceldama, as in Armageddonia, has been reached. Robert Kinney, playing Russia is, therefore, declared the winner. Congratulations, Bob! It might be noted that about half of the people who have won games of postal Diplomacy won the first game they played. Kinney joins the illustrious group who did so, and Aceldama wishes him many more victories.

Press Release.

Moscow. To the peoples of Europe: "Let us rejoice together, for today we are entering a new millenium of peace and happiness for all. The armies of Russia and Germany have rid our continent forever of the scourges of war and oppression. No longer shall men lust after territory which is not theirs; for it is ours now, ours, the freedom loving people.

Yet now we must return to their rightful heirs the lands which were occupied for so long in the interest of gaining the peace, which is now realized. This we shall do forthwith.

Our eternal gratitude goes to our allies and friends, the Germans. May they rule fairly the lands which they choose to keep under their own protection and deal wisely with those they do not. May the peace between our two nations be everlasting.

We also thank the Turkish people for their support in the early

years of the war. Although given to imprudent action in the later years, they are to be admired for their courageous deeds and their friendship, which we hope to renew now that sanity has been restored.

Let us all unite in the cause of peace. Together we shall prosper; divided we shall be the worse for it."

Game 1967AT

Zine: Armageddonia #'s 23 - 37, Aceldama #'s 1 - 12. Gamesmasters: Charles Turner from beginning to Spring 1905, John McCallum from Fall 1905 to end. Players: England, Roland Izudiker. France, Jack Greene. Germany, Hal Maus. Austria, John Koning. Russia, Bob Kinney. Turkey, Charles Reinsel. Italy, Steve Gordon.

	<u>1901</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>
England	3	3	3	3	2	1	Out
France	5	5	5	5	5	5/4	5/4
Germany	6	6	6	6	8	9	9
Italy	3	4	3/2	Out			
Austria	3	2	1	2/1	1	1	1
Russia	7	8	10	11	12	15/14	17 and wins!
Turkey	4	6	6	6	6	3	2

As far as this observer is concerned the early progress of this game is obscure, a situation made worse by the fact that there were several issues of Armageddonia which I didn't receive, and two of those which I did receive have missing pages. Spring 1901 seems to have been fairly normal with a joint Russo-Italian attack on Austrian territory, and the arming of the Western Front between Germany and France. However, Fall of that year was anything but normal. England failed to submit moves. While this had no immediate effect on the game, as England was at war with nobody, it meant that Russian expansion into Scandinavia in the immediately following years was virtually unopposed. There was also an apparent Austro-Italo-French plan for an attack on Germany; the first and the last of these gave their support but the Italian forces failed to move. Both Russia and Germany were able to make 3 builds the first year, giving them formidable strength as compared with their neighbours.

England now really had no future. It defended itself ably, and in 1904 even captured Denmark for a season. But it was reduced for the most part to warding off German and later Russian attacks. Successfully in the early years but it eventually succumbed before heavy attack in the final year of the war. Italy, meanwhile, having let down the Austrians and French, was attacked by them. Austrian forces, driven out of their homeland and their normal acquisitions of Greece and Serbia, by the Russians in the north, co-operating with the Turks in the south, fought backward into Italy, assisted by France. The Austrians did once regain Trieste but were speedily deprived of it again. They spent most of the war as a government in exile in Italy depending on the French.

France made its usual sweep of Iberia and, in 1903-04 took

took over most of Italy as well. However, these gains were off set by its losses in northern France where it was under heavy German pressure from the opening of play; all of its metropolitan territory was occupied before the end of the game.

In the first three years of play then we find an alliance of Russia, Germany, and Turkey making gains everywhere. England is defending its own territory but poses no threat to the alliance. France is losing ground at home but compensating itself by neutral and Italian conquests. Austria is forced out of its home territory but found a foothold in Italy from which it attempts to fight back.

In 1904 came the first, and really only, break in the game. Russia attacked its erstwhile ally Turkey. From that point on the Russo-German alliance was fighting the board. However, it was fighting three separate wars, with little interaction between them. In the north there was the war against England, which was not being pushed very hard at that stage. In the centre was the war against France and its Austrian ally; for the most part, except on the Austrian frontier, this was a German war. And, in the south-east, Russia was waging a war against Turkey. Very little support was given by either English or Turkish wing to the centre, and little was given by the centre to the wings.

When I took over management of the game in mid-1905 the Russian steam-roller, under Kinney's control was rolling slowly ahead both against England in the north and against Turkey in the south. Faus' Germany was acting as outrider to it to make sure that no one interfered with its advance. In a sense, from that point on, nothing happened. The whole thing just rolled forward to its inevitable conclusion.

There were two places where I thought that the defence missed a bet, if we may use the term "defence" to describe the miscellaneous collection of powers that the Russo-German alliance was attacking. In Fall 1906 if the French army Venice had supported the Turkish fleet Albania to Trieste it would have made a considerable difference to Reinsel's ability to defend his home country, Turkey. He had a position where, on the next move he could not only dislodge, but annihilate, the Russian fleet in Constantinople. But he needed to keep one additional force in order to do so, a force which he would have had had the attack on Trieste been supported and so succeeded. This having been done, with his then superiority of fleets in the Euxine, it would have been 3 to 1, I think he would have been able to hold on to his home country forever. He would not have been able to maintain his Balkan conquests. But he would eventually have wound up with some such position as fleet in Constantinople, a fleet in the Black Sea, and an army in Armenia. Russia would probably have one fleet in harbour somewhere on the north-western shore of the Black Sea. But under these circumstances it would never build another there and, consequently, never be able to enter Anatolia. Throughout the two and a half years that I was associated with the game both the Turks and the Austro-French waged continual war on the Russo-German alliance; there was never the slightest indication that they were co-operating with one another in any way. Of course, I can't tell what private communications may have passed between Rome and Constantinople.

The other failure of co-operation was not from lack of

trying. In 1906 a French army was annihilated in northern France. For a season or two in advance it was apparent that the annihilation of that force would eventually occur. From that point on it had one more supply centre than forces but could not build due to the occupation of its home country. France's defence of Iberia would have been greatly strengthened by an additional unit in Portugal. By 1905 it was quite apparent that the conquest of England was only a matter of time and in one propaganda appeal after another France invited England to send a fleet south to take over Portugal. The loss of the supply centre would have cost nothing as it could not build for all its centres anyhow, and an allied fleet in Portugal would have been a considerable help. But Tzudiker, as England, turned a deaf ear to these appeals: he chose to die at home rather than in exile.

Perhaps wisely. If French co-operation had been forthcoming, Turkey could have held out forever, as indicated above. The co-operative action need have been for the one move only. A French unit in Venice and another in Piedmont, with support of an Austrian unit in Tuscany could have held Italy forever against an attack from the north, Tunis likewise. But even with English support the straits of Gibraltar could not have been bottled forever. A western power with three fleets can hold the straits forever as we all know. For a Mediterranean power, however, it requires four. There would only have been three, the English fleet, which didn't arrive, in Portugal, a French army in Spain, and a French fleet in the Western Mediterranean. The defence may, once or twice, guess the move that the Atlantic fleet will play to North Africa instead of continuing the attack on Spain. But sooner or later the guess will be wrong and then the whole Mediterranean position falls. The only hope for the defence would have been that in the long Gibraltar siege operation the Russo-German alliance might fall apart. There was certainly no indication that that was likely. That is, it is likely that these two ifs would only have delayed matters, they would not have changed the outcome of the game.

Once again, congratulations to Bob Kinney on a well deserved win. My apologies to Hal Maus, who played Germany. Once, in another game, he offered me a win in return for a second place for himself. I turned down the offer. If he had done half as well by me as he has done here by Bob, I missed an opportunity. And hopes for more encouraging situations, in their other games, for the defenders, Greene, Reinsel, Koning, and Tzudiker. I would like to thank all of the players for their co-operation. In the last move or two Tzudiker's England was down to a "h old and hope" situation and he did not submit explicit moves. With this very minor exception all players in the game submitted their moves; they not only submitted them, they submitted them on time. This was all the more welcome as it was in such refreshing contrast to the action in the companion game. Many thanks, and come back again.

Then the first game of postal Diplomacy, Game 1963A, ended in Graustark just over five years ago, its winner, Derek Nelson, wrote an account of his grand strategy which was published in the

in the issue of Grau following the win. The tradition of the winner making a victory statement, so begun, was almost invariably followed in the early years. More recently it has been less general but it is still continued in many zines. If Bob Kinney wishes to make such a statement it will be published here. Also, as I only took over management of the game in its final stages my summary is far from complete - it would be interesting to read Charles Turner's impressions of the earlier years of play. Commentary from other players in the game and from spectators is also invited. Most of the players in this game have great experience and their comments would be of more than ordinary interest. There is no official deadline for such material but I would like to publish it within a few weeks while the game is fresh in our minds.

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Subscription Policy.

With the ending of game 1967AF its players' subscriptions would normally end. Several of the players in this game are gamesmasters with whom I have all-for-all trade agreements. If any of the other players in it have special interest in the companion game, or for other reasons should they like to continue to receive Aeldama, they should let me know; if I don't hear I will assume that interest ended with the game.

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Calhamer Point Count Rating List (61).

4.3333	John Smythe	1.2	Dan Barrows Dave Lebling
4.0	Charles Wells Monte Zelazny		Mehran Thomson Conrad von Metzke
3.0	James Dygert John Koning Don Miller Jerry Pournelle	1.0333 1.0	Rod Walker John Beshara Tom Griffin Ed Hälle
2.2	Eugene Prosnitz		<u>Robert Kinney</u> Paul Leitch
2.0	Derek Nelson Bud Fendergrass		James MacKenzie James Munroe Harold Fech
1.5333	Charles Turner		Bruce Pelz Buddy Tretick
1.5	James Latimer Harold Maus	0.75	Frank Clark Terry Huch Banks Lebane
1.3333	Larry Feery John McCallum Charles Reinsel	0.5 0.5	Rick Brooks Ken Davidson
1.25	Alan Huff		

O.3333 Don Berman  
Ken Levinson  
Chris Wagner

0.2

Hugh Anderson  
Doug Beyerlein  
Sherry Heap

Underlining represents a change since the last edition of the listing.

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New Blood.

Well, somebody wrote but all I can find are letters from Miller and Peery, and people of that ilk, who will hardly qualify.

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New Leeches

David R. Lindsay, 3245 Fairmont Parkway, Erie, Penna., 16510, writes to say that he will be running a game by Kerox copy. Game fee, nothing.

Autosutramentis, Nlemming, 624 East Green, Champaign, Ill., 61820, is a new zine with openings. Write for details

Attaquer, Donald Cowan, 1605 8th Ave., S. W., Decatur, Alabama, 35601, also has openings.

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Old Leeches

In the very early days Boardman would offer a game. After a gap of some months, McDaniel would offer a game, then, after 3 or 4 more months, Boardman again. Then Smythe. Then in November of 1964 Wild 'n Woolly appeared on the scene, since which time games have been continuously available somewhere or other. In the six months after Wild 'n Woolly's appearance there were many new zines. From then until now I don't believe I've seen so many new zines and so few old ones doing so, as is the case at present. However, there are still a few old timers offering games. Among them,

Ragnarok, John Moning, 318 South Bella Vista, Youngstown, Ohio, 44509.

ADAG, Hal Maus, 1424 National Ave., Space 9, Chula Vista, Calif., 92010.

The Diplomat, Eric Just, P. O. Box 131, Pooli, Okla., 73074

The Voice, Jeff Key, P. O. Box 251, Matontown, N. J., 07724

Brobdingnag, Ed Halle, Box 903, Gainesville, Florida, 32601