

ARMAGEDDON

Volume One, Number Two

Sept. 27, 1966

SPECIAL ANNOUNCEMENT: By arrangement with Conrad von Metzke, we are taking over 1966-M (formerly appearing in Fidgely, T.S., and Costaguana). This game has had a rough time of it, and we hope that it has at last found a permanent home. It will be known herein as ARMA-1. Since the last time any moves were published was 9 July, we shall refresh everyone's memories:

The positions:

- AUSTRIA (Reinsel): A Vienna, A Rumania, A Venice, A Serbia,
F Albania.
- ENGLAND (Dygart): A St. Petersburg, F North Sea, F Norwegian Sea,
F Barents Sea.
- FRANCE (Curtiss): A Burgundy, A Spain, A Gascony, F Belgium,
F Marseilles.
- GERMANY (Johnson): A Ruhr, A Kiel, F Sweden.
- ITALY (Tzudiker): A Munich, A Berlin, A Tyrolia, F North Africa,
F Ionian Sea.
- RUSSIA (von Metzke): A Warsaw, A Galicia, A Finland, F Norway.
- TURKEY (Brannan): A Constantinople, A Bulgaria, F Greece,
F Aegean Sea.

Note that Conrad has replaced Jack Chalker in Russia. Also note that there is no English army in Moscow as was erroneously reported in the last Costaguana.

At the end of Fall 1902, the supply centers were distributed among the great powers as follows:

- AUSTRIA: Vienna, Budapest, Trieste, Serbia, Rumania, & Venice.
ENGLAND: London, Edinburgh, Liverpool, St. Petersburg.
FRANCE: Paris, Brest, Marseilles, Spain, Portugal, Belgium.
GERMANY: Kiel, Denmark, Sweden, Holland.
ITALY: Rome, Naples, Tunis, Berlin, Munich.
RUSSIA: Moscow, Warsaw, Sevastopol, Norway.
TURKEY: Constantinople, Ankara, Smyrna, Bulgaria, Greece.

So...

1966-M

Winter 1902

- AUSTRIA: Build A Budapest
FRANCE: Build A Paris
TURKEY: Build A Smyrna
RUSSIA: Remove the fleet dislodged from Rumania.

Germany has no place to build the unit to which it is entitled.

Since Jim Dygert is entered in this game, he cannot be gamemaster ((yes, I know everyone else spells it "gamesmaster)). This brings out another advantage of a three-man publication, i.e. we can get away with playing in our own mag. Thus your editor hereby appoints himself gamemaster of 1966-M. DEADLINE FOR SPRING 1903 MOVES IS THURSDAY 13 OCTOBER, 1966, c/o Charles Turner, 843 Santa Fe Ave., Albany, Calif.

ANNOUNCING ARMA-2!

The following persons have ventured to bare their backs in the presence of their fellows:

- AUSTRIA-HUNGARY: Conrad F. von Metzke
5327 Hilltop Drive
San Diego, Calif.
- ENGLAND: Steve Powsland & R. James Maddux
Box 408 Walker Hall
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- FRANCE: Derek Nelson
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DPI Service Co., Service Bn., HDQ Regt.
MCB Camp Pendleton, Calif. 92055
- ITALY: Charles G. Brannan
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- RUSSIA: Clyde W. Johnson
2050 Monument Blvd.
Pleasant Hill, Calif. 94523
- TURKEY: Charles P. Alexander
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Ann Arbor, Mich. 48103
- DEADLINE FOR SPRING 1901 IS THURSDAY 13 OCTOBER, 1966. Find allies quickly!!! Gamemaster: James J. Dygert, 2090 Blackwood, Walnut Creek, Calif. 94596.
- I can personally attest to the untrustworthy nature of a good number of the people in this game. The one who wins this game will have to be the Sgt. Bilko of postal Diplomacy. cmt
- This issue is being mailed to all persons who have signed up for OMNIBUS, to a few people we missed on the first issue, to people who for some strange reason didn't reply to our appeal for players the first time around, and to those directly concerned. Please note: ARMAGEDDCONIA is not for trade. Subscriptions are 10/\$1. Game fee: \$2.50. Omnibus: \$4. Write Dygert.
- ARMAGEDDCONIA IS PUBLISHED BY THE LAFAYETTE TACTICS ASSOCIATION.