

ARMAGEDDON

Volume 1, Number 3

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EDITORIAL

In a recent issue of Barad-dur, Jack Chalker ruled that an English attack on Denmark (with one support) was illegal, and a Russian attack (with one support) succeeded, all because the English player started out with a unit in Denmark.

We find ourselves in disagreement with this ruling. Here's why:

- 1) Had the unit in Denmark (which unsuccessfully attempted to move) been German, the Russian and English fleets would have stood each other off; on this everyone agrees.
- 2) Chalker argues that the English order was "conditional." That is, they attacked a province, occupied by one of their own units at the start of the turn, when it was possible the unit would remain there. If the Russians had not attacked Denmark with support, then, says Chalker, the English would have dislodged one of their own units by their attack, which is illegal. Therefore the order is illegal.
- 3) But this does not follow! The only thing which is illegal is to dislodge one of your own units. Therefore, the attack would be illegal only if, as a result, a unit would be dislodged (an English unit, that is), and such is not the case. If the Russians had not attacked, then the attack would have to be disallowed, and then only because of the restriction about dislodging one of one's own units. To prattle about an order being "conditional" employs the ambiguous use of the term in an attempt to beg the question. It might be added that we sympathize with the English player, who resigned in protest.

cmt
jjd

NOTICE

This issue is not late. It is being typed at the very time I previously set aside for this purpose on my calendar. The reason it may seem late is that J.J. Dygert, dear boy, went and set back the deadlines after I typed #2. And then he didn't tell everyone. Oh well. cmt

STATEMENT OF POLICY

1. As stated in #1, no more than two people from one area will be permitted in any one game.
2. We will not follow the "Chalker Rule" as state above.
3. There will be no replacement players. Exception: if a player resigns and supplies his own substitute.
4. Unordered pieces are annihilated if dislodged. This is equivalent to a country's government being in collapse.
5. Moves may always be made conditional on a rule interpretation of the gamemaster.
6. Units must be ordered to retreat, even if there is only one province to which they may retreat. If unordered, they are removed.

ARMA-1 (the Fidgety Foray)

Spring 1903

- AUSTRIA (Reinsel): A Vienna-Galicia; A Rumania-Sevastopol;
A Venice-Rome; A Serbia-Rumania; A Budapest (S) A Vienna-Galicia;
F Albania-Trieste.
- ENGLAND (Dygert): A St. Petersburg (S) GERMAN F Sweden-Finland;
F North Sea-Holland; F Norwegian Sea-North Sea; F Barents Sea-Norway.
- FRANCE (Curtiss): A Burgundy, A Spain, A Gascony, F Belgium,
F Marseilles, and A Paris all stand. NO ORDERS RECEIVED.
- GERMANY (Johnson): A Ruhr-Munich; A Kiel (S) A Ruhr-Munich;
F Sweden-Finland.
- ITALY (Tzudiker): A Munich-Kiel; A Berlin (S) A Munich-Kiel;
A Tyrolia-Venice; F North Africa-Mid Atlantic; F Ionian-Aegean.
- RUSSIA (von Metzke): A Warsaw (S) A Galicia; A Galicia twiddles
thumbs ((sic)); A Finland (S) F Norway-Sweden; F Norway-Sweden.
- TURKEY (Brannan): F Greece (S) ITALIAN F Ionian-Albania;
A Bulgaria (S) F Greece; F Aegean Sea (S) F Greece; A Constantinople
(S) A Bulgaria; A Smyrna-Armenia.

Underlined moves fail. The Russian A Finland is annihilated. The German A Kiel is dislodged and may retreat to the Ruhr, or to Denmark. The German player should include this retreat with his Fall 1903 orders. All others may make their orders conditional on the direction of the retreat. DEADLINE FOR FALL 1903 ORDERS IS THURSDAY, 3 NOVEMBER 1966 c/o Charles Turner, 843 Santa Fe, Albany, Calif. 94706.

Note to Roland Tzudiker: As of today I have received no orders for Italy, so I have used the ancient ones that you sent to von Metzke. cmt

VIENNA: Austria-Hungary today signed the (3 Power) Peace Treaty with Turkey and France. It was agreed that France gets England, while Austria and Turkey will split Italy! Except for Sevastopol, Russia and Germany will be helped against Italy and England. "War is Hell!"

SOME THOUGHTS ON CUTTING SUPPORT

A group of us here were once involved in a heated controversy over the following situation:

FRANCE: F Western Med-Ionian; F ^{Tunis!} ~~Western Med-Ionian~~ (S) F W Med-Ionian

ITALY: F Ionian-Tunis

Come to think of it, that wasn't the exact situation, but the same idea is involved. The Italian player maintained that, according to strict interpretation of the rules, F Ionian-Tunis cut F Tunis' support for the attack on the Ionian, and the attack was therefore a standoff. Well, this view did not prevail, and we play that the unit being attacked may not cut support for an attack directed against itself. But what if this is the situation???

FRANCE: F W Med-Ionian; F Tunis (S) F W Med-Ionian; F Mid At-W Med.
ITALY: F Tyrrhenian (S) F Gulf of Lyon-W Med; F Gulf-W Med.
Well, how would you rule in this situation? Reader opinion is solicited.

ARMA-2

Spring 1901

FLEET CLASH IN BLACK SEA; FROGS REPULSE TEUTONS; HELL FREEZES OVER.

AUSTRIA (von Metzke): F Trieste-Albania; A Budapest-Serbia;
A Vienna-Budapest.

ENGLAND (Powlesland): F Edinburgh-Norwegian Sea; F London-North Sea; A Liverpool-Yorkshire.

FRANCE (Nelson): A Marseilles-Burgundy; A Paris-Picardy;
F Brest-Mid Atlantic.

GERMANY (Celestre): F Kiel-Denmark; A Munich-Burgundy;
A Berlin-Kiel.

ITALY (Brannan): A Venice-Trieste; A Rome-Apulia; F Naples-Ionian.

RUSSIA (C. Johnson): ((Aargh, blast you, jj))
F St. Petersburg (s.c.)-Gulf of Bothnia; A Moscow-St. Petersburg;
A Warsaw-Ukraine; F Sevastopol-Black Sea.

TURKEY (Alexander): A Constantinople-Bulgaria; A Smyrna-Armenia;
F Ankara-Black Sea.

Underlined moves fail. There are no retreats (surprise!).

DEADLINE FOR FALL 1901 ORDERS IS THURSDAY, 3 NOVEMBER, 1966
c/o J.J. DYCERT, 2090 Blackwood Dr., Walnut Creek, Calif. 94596.

You might address your envelopes to "The European Concertmaster" since that's what he insists on calling himself.

SARAJEVO: An assassination attempt was made on the life of the Britannic Prime Minister, R.J. Maddux, today. A single shot, fired from the crowd, as Maddux was paraded through the streets, was believed to have originated from the gun of a Serbian anarchist. The only comment Maddux made was: "I hope Serbian security is tightened up considerably. In the troubled world which exists today, such an attempt, if successful, could start a major war." ((Serbia? Serajevo?))

LONDON: Foreign Minister Powlesland commented to reporters today that a major war was "unlikely at this time." He stated that British policy was "to prevent war; to act as mediaries in all conflicts. To, in short, strive at all costs for peace (a piece of this, a piece of that). We will stand behind all measures for peace 'til Hell freezes over."

GREENWICH, ENGLAND: Scientists reproted today, that the temperature has reached a record low for this year. It has been confirmed that this is due, in part, to the freezing over of Hell.

BERLIN: In accordance with the Anglo-German London Pact, the sovereign state of Germany, to promote world peace and the brotherhood of man, must stop Napoleonic aggression before it smarts. If the French nation is not planning to attack Germany then we will remove our army in Burgundy in the Fall and will pay all the reparations due. However, if the German nation has been lied to by our allies, however, then our sincere apologies to the French and our one-time allies will be forced to pay in kind.

ANNOUNCEMENT: The final game list for OMNIBUS will appear in the next issue. Game fee for those signed up, but unpaid: \$4. All those who have expressed an interest in the game will also be sent maps.

The rules of OMNIBUS are the same as those of regular Diplomacy with the following exceptions:

- 1) To win, a power must control 35 supply centers following a Fall move.
- 2) The starting positions are as follows:
 - Austria: F Trieste, armies at other 6 supply centers.
 - England: A Birmingham, A Dublin, A Cairo, F Gibraltar and fleets at other 4 home supply centers.
 - France: F Brest, F Marseilles, armies at other 6 supply centers.
 - Germany: F Kiel, F Hamburg, armies at other 9 supply centers.
 - Italy: F Venice, F Naples, armies at other 4 supply centers.
 - Russia: F Odessa, F St. Petersburg, armies at other 10 centers.
 - Turkey: F Trebizond, armies at other 3 supply centers.
- 3) The British player may construct units in Cairo, but not at Gibraltar.
- 4) Though it is not shown on the map, it is possible for units to enter the Arabian Sea. The Arabian Sea borders the Red Sea and the Persian Gulf.
- 5) Switzerland is impassable.
- 6) The map abbreviations "G" and "L" represent Gibraltar and Luxembourg.
- 7) The double coastline rule does not apply to Kiel, Suez, Constantinople, Denmark, or Naples.
- 8) The Balearic Islands and Malta are treated as sea provinces. Other islands may have armies conveyed onto them, but may not have armies conveyed thru them, i.e. a fleet in Sicily cannot be part of a convoy chain.
- 9) Armies may cross from Sicily to Naples and from Gibraltar to Sp. Morocco, or from Denmark to Sweden. They may not cross from Kuban to Crimea or from Dublin to Glasgow.
- 10) Un-labeled islands do not affect play.
- 11) Dalmatia does not border Trieste, Dygert.
- 12) Yes, the Russian player may build fleets at Astrakhan.
- 13) The game begins in Spring 1914.
- 14) For persons desiring pretexts for attacking people, the following should be helpful:

Owner	Territory
England	Sinai, Suez, Alexandria, Gibraltar, Malta, Crete, Cyprus
France	Morocco, Algeria, Corsica, Tunisia
Italy	Libya, Sardinia, Sicily
Denmark	Iceland
Spain	Balearic Islands, Spanish Morocco

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