



# DIPLOMAG

VOL III, No.12  
Jan-Feb, 1985

This is the bimonthly newsletter of the Postal Diplomacy SIG of American Mensa, bringing hobby and SIG news to Mensans interested in postal Diplomacy. The SIG arranges postal Diplomacy Games for its members; for SIG game openings, make inquiries to the Chairman. Membership dues are \$3.00 per year. Diplomacy is a copyrighted board game produced in the USA by Avalon Hill Game Co., Baltimore, MD. Any opinions expressed herein are not necessarily those of American Mensa, Limited.

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## MENSA #20 STILL UNFILLED

It has been a long time since a SIG game started up. This game has had six players signed up for it for so long that I can't remember when the last person signed up. I keep telling those people that any time now it'll start. Honestly, one of these days it'll get going, but I'm beginning to wonder when.

If it's any consolation to the players involved, the Mensa Bulletin that will come out in March is expected to list the SIGs. Unless there is a problem with our SIG listing, this publicity item will bring in a few new members, and we should be able to get #20 on the road finally. I hope.

"Alas! The way is wearisome and long." -- William Shakspeare  
in "Two Gentlemen of Verona"

## SIG GAME NEWS

Mensa # 14 (1981 AQ) GM: Steve Hutton zine: No Fixed Address

Only one season has been played since the last report, so no change in unit totals to comment on. This thing continues to look like a 3-way battle, with England and Italy in trouble. France (Dave Lincoln), Russia (Ralph Baty), and Turkey (Ken Hager) are the three at the top, but I don't see any indication yet on how it'll go from there.

My gut feeling is that two of them will get together to take care of the third, but that two-way alliance could become unstable. This writer predicts a two-way draw including two of those three.

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"I daresay you haven't had much practice," said the Queen....  
"Why sometimes I've believed as much as six impossible things  
before breakfast." --- Lewis Carroll

MENSA DIPLOMACY SIG BIOGRAPHY

New and used members can send this form to the chairman:  
 Bruce Poppe, 1204 Heartwood Court, Arnold, MD 21012 (USA)  
 Please indicate if it (wholly or partially) is not intended for  
 publication in Diplomag.

Biographical data:

1. Name: *Dodge, Paula Marie*
2. Telephone: *—*
3. Address: *Po Box 2510, Manassas, VA 22110*
4. Date of Birth: *11/31/39*
5. Marital Status: *M*
6. Occupation (or school if a student):
7. Year joined Mensa: *1979*
8. Are you active in your local group? *No*
9. Are you an Isolated M.? *No*
10. Year you began playing Diplomacy: *1982*
11. Year you began playing Postal Diplomacy: *1982*
12. How many games are you currently in? *5 or 6*
13. How did you learn about Diplomacy? *Three Sig news*
14. Other games you like to play:
15. Other major interests:

Remarks, comments, and all that stuff:

Would you be interested in attending a meeting of the Postal  
 Diplomacy SIG in connection with a Mensa Annual Gathering or  
 Regional Gathering or in connection with a Diplomacy tournament?

Yes  No  Maybe  Other

Are you planning to attend an upcoming Annual Gathering?

- '84 (Washington, DC)
- '85 (Milwaukee, WI)
- '86 (location=?)

Others? (such as Canadian AG's, Regional Gatherings, &c.)

More space for comments

THE DO'S AND DON'TS OF TWO COASTED PROVINCES

Since there are a number of new players in the SIG (and the old hands could probably use a good review too) I'd like to discuss the problems that often come up concerning coastlines and two coasted provinces.

While the water spaces are the sole possession of fleets and the inland provinces are the realm of armies, it is the coastal provinces that are where the two meet. Easily a majority of locations on the board is made up of coastal provinces, including all of England, Italy, and Turkey. So the handling of these places on the board becomes rather important.

First we have the places where anything goes. In Kiel, Constantinople, and Denmark, you can get away with almost anything. (Have you ever been to Denmark?) Fleets and armies can come and go pretty much as they please, and there are none of the problems that are associated with two coasted provinces. (We'll get to them in just a minute.) Note however, that fleets in these places are specifically prohibited from convoying armies. These are land spaces, they just happen to have water running through them.

Ah, now we get to all the troubles of the two coasted provinces. They are: Bulgaria, Spain, and St. Petersburg. Take a look at the map--it says right on there--"North Coast" or "South Coast" or "East Coast" which saves you the trouble of remembering. Like remembering that Sweden, for example, is not split into two coasts by Denmark. It's easy--it doesn't say anything on the map except "Sweden." Same thing goes for those other places that don't say anything except their names.

Two coasted provinces also seem to give people problems when it comes to writing support orders. Since a unit can give support in a space to which it could move, a fleet on the North Coast of Spain cannot support an action in Marseilles. The confusion arises because a fleet in Marseilles can support an action in Spain because it can move there, even if that action is support of a fleet ordered to the North Coast. So supports do not distinguish between coasts for the location of the supported action only.

No discussion of coastal provinces would be complete without including the infamous "coastal crawl." The rules specifically prohibit two units from trading places. The twist here is that, say you have an army in Portugal and a fleet in Spain (North Coast). You CAN NOT order that army into Spain and at the same time, order your fleet to move to Portugal. It can't be done. Don't ask, just take my word for it, ok? And don't even think about trying to order a fleet from Portugal to the South Coast of Spain in the same situation.

I've tried not to get into too much trivia here. Things like not being able to move a fleet from Rome to Venice should be pretty obvious. And then there's the one about two pieces being allowed to change places if at least one is convoyed. (Honest! It's the last rule listed in my rulebook. Something like that I couldn't even begin to make up!)

FIRST CLASS MAIL

Number of units in orders  
orders and units in orders  
and often come up for discussion



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SIG GAME NEWS (CONT.)

Mensa #17 (1983 V) GM: Steve Hutton zine: No Fixed Address

First of all, I'd like to congratulate the players in this game for finally having gotten three seasons of orders under their belts without missing one order. Maybe this game is going to straighten out and fly right after all.

Doesn't really look like there's been much action here, only one season was played since the last issue of Diplomag. Ron Brown (Germany) at 11 is still the strongest. He was the one who grabbed London the last time. Milewski (Turkey) is still strong at 9. Ellis (France) has 5 or so. Ehli (Austria) and Lincoln (Russia) each have 3. Kevin Brown (England) is hanging on with 2 it seems, while Dave Carter is apparently still in this game with an army in Venice.

Mensa #18 (1983 AV) GM: Scott Hanson zine: Big Hits of Mid-America

Shift in the balance?

Ron Brown's Russia and Kevin Brown's France are still in there battling, both above 10 units. All of the rest are at 6 or under. That 6 belongs to Turkey (Mark Keller), but I'm not ready to speculate on his future, one way or the other. There were 3 draw proposals and now there are 3 more, but I doubt this one'll be over very fast.

Mensa #19 (1984 CJ) GM: Konrad Baumeister zine: Give Me a Weapon

Russia (Givins) was knocked out in this third game year. One old hand (Lincoln--France) and one newer one (Addison--Germany) lead the way with 8 units each. Bassett (Turkey) stayed even at 6, Baty (Austria) was even at 5, and Brandt (Italy) was even at 4. Piper (England) lost Liverpool to France to drop back to 3 units. Looks like a France and Germany alliance is set up. Can the rest of the board get it together to work against this talented team?