

DIPLOMANIA

INCLUDES HYDROPHOBIA

DIPLOMANIA Supplement ---- N3F Games Bureau Diplomacy Division ---- Issue Number 30

Editor and Publisher: Don Miller - - - - - 24 July 1968

This issue contains Postal Diplomacy Games:

<u>PEA</u> (1966K) (A/WO9) (pg 2)	<u>DJI</u> (1967Bah) (Su04) (pg 6)
<u>PFC</u> (1966T) (WO8) (pg 2)	<u>DKJ</u> (1967Cai) (WO3) (pg 6)
<u>PLC</u> (1967B) (A/WO6) (pg 2)	<u>DEE-B</u> (1966AMn) (pg 6) (Su07)
<u>PFC</u> (1967AC) (A/WO4) (pp 2,3)	<u>DAA</u> (1966Cf) (pp 6-8) (SO8)
<u>PRC</u> (1967AP) (FO4) (pg 3)	<u>DCA</u> (1966Hf) (pg 8) (FO6)
<u>PSC</u> (1967AQ) (FO4) (pp 3,4)	<u>DGA</u> (1966Wf) (FO6) (pp 8,9)
<u>PUC</u> (1968C) (FO2) (pp 4,5)	<u>DIH</u> (1967Aag) (FO4) (pp 9,10)
<u>PDE</u> (1966Eh) (draw) (pg 5)	<u>SAA</u> (1966Op) (GM error) (pg 10)
<u>PME</u> (1967Fv) (WO5) (pp 5,6)	

The Players -- Complete roster appeared in both DPBA #28 and 29. Add to roster Conrad Von Metzke (PME) and Don Miller (PME). And Bischoff is out of DKJ.

Replacement Players -- Needed for PME(A-H), DJI(FRA), DKJ(A-H, ENG), DEE(ITA, RUS), DGA(A-H), DHG(A-H, ITA), PJC(ENG), PVC(ENG), DFE(TUR); also may be needed for FJF(HARAD), DFE(U.K.), SEE(BEL/GRE, TUN/WAR), PKC(ITA, RUS), PCA(ENG), PQC(ENG), PYC(FRA), PZC(RUS), PRC(RUS). If interested, contact GM ASAP (see last issue of DPBA containing game in which interested for any special instructions).

The Gamesmasters -- For all games but DHG, Don Miller, 12315 Judson Rd., Wheaton, Md., 20906 (ph. 301-933-5417); call only between 8 & 10 p.m. EDT weekdays except Fri. For DHG, Terry Kuch, 1910 13th St., North, Apt. 204, Arlington, Va., 22201 (JA5-2169).

The "House-Rules" -- As published in DIPLOMANIA #18; read these very carefully -- they are mandatory. Also see voluntary "Golden Rules" in DPBA #28 or 29.

Miscellaneous -- Note that, eff. with DPBA #28, only the players in the games in a particular issue of DPBA will automatically receive that issue. If you wish to receive the issues containing games in which you are not a player, send a bunch of 6¢ stamps, and specify whether you want the issues via 1st-class mail as published, or 2-at-a-time via 3rd-class mail. Sub rates stated in DPBA #26 still apply for others.

Brooks, Gemignani, and Duffy: Some of your moves arrived today, one day late and after we had already typed 8 pages of this issue.... And Schelz: Your moves due Jul. 16 arrived Jul. 18 (postmarked Yonkers on 15th, and Ft. Meade, Md. on 17th!).

Hypereconomic Major Powers filled (McIntyre & Harrison still owe \$1 each); Major Neutrals (\$2 each) almost gone; Minor Neutrals (\$1 each) mostly still available. Send money and choice of countries when applying. AUX ARMES #1 (hopefully) out soon.

DIPLOMANIA
% D. Miller
12315 Judson Rd.
Wheaton, Md., 20906

TO:

FIRST CLASS MAIL

PEA (Variant-Regular Game #4) -- LAST TURKISH UNITS SURRENDER TO AUSTRIA! GRAND FIZAIR SEEKS EXILE IN PALESTINE!

The Players, Rules & Board -- See DPBA #'s 1, 2, 8, and 19.

AUTUMN, 1909 retreat -- FRA (Mazor): NMR: GM (Z) Retreating A Bel.

WINTER, 1909 builds/removals -- A-H (Lebling): (B) A Vie; GER (Latimer): (B) A Kie; TUR (Naus): (E) A Arm.

Positions at end of WINT '09 -- A-H: A's Ukr, Rum, Ank, Con, Vie, Tyo, Pie, Tus, Rom; F's Tun, WMe, Tyn, Nap, Ion (14); FRA: A's Bur, Mar, Lon; F's Lyo, Spa(SC), EnC (6); GER: A's Sev, Ber, Mun, Kie, Bel, Lvp; F's NtS, Hel, Nat; A Hol (10) (3 units short next year); TUR: None; OOG.

Propaganda -- Turkey -- Today on the plains of Gothia the last remnants of the Turkish 11th Brigade surrendered to the Austrian forces in Sevastopol. The Grand Fizair then fled into exile in Palestine.

Deadline for SPR '10 moves -- Noon, Tues., Aug. 6 (please try to anticipate SUMMER retreats and send them along with SPRING moves).

PFC (Regular Diplomacy Game #1) -- ITALY, RUSSIA, TURKEY CONTINUE RACE FOR SUPREMACY OF EUROPE!

The Players, Rules & Board -- See DPBA #'s 1, 2, 8, 14, 18, and 22.

WINTER, 1908 builds -- ITA (Huff): (B) A Ven; RUS (Schelz): (B) F StP(NG); (B) A War; TUR (Lebling): (B) A Con.

Positions at end of WINT '08 -- A-H (Hoheisel): A's Gal, Vie, Bud, Ser (4); ENG (Gemignani): A Yor; F Edi (2); FRA (Latimer): F Lon (1); ITA: A's Tyo, Ven, Pie, Bur, Par; F's Iri, Bre, Ion, WMe (9); RUS: A's War, Lvn, Nwy, Sil, Mun, Ruh; F's StP(NG), Bel, Hol, EnC (10); TUR: A's Con, Smy, Bul, Rum, Sev; F's Bla, Aeg, Alb (8).

Propaganda -- Italy -- Austria-Hungary: The Army is going west.

Deadline for SPR '09 moves -- Noon, Tues., Aug. 13 (please try to anticipate SUMMER retreats and send them along with SPRING moves).

PLC (Regular Diplomacy Game #6) -- GERMAN LAND POWER GROWS AS ITALIAN, TURKISH ARMORIES ARE ALSO BUSY!

The Players, Rules & Board -- See DPBA #'s 7, 14, and 15.

AUTUMN, 1906 retreats -- A-H (Bryant): F Tri (R) Alb; ITA (Haramis): A Vie (R) Boh.

WINTER, 1906 builds/removals -- A-H: (E) F Alb; (E) A Gal; GER (Tretick): (B) A Mun; (B) A Ber; ITA: (B) A Rom; (B) F Nap; TUR (Naus): (B) A Con.

Positions at end of WINT '06 -- A-H: A's Ser, Gre; F Bul(SC) (3); ENG (Carcy): F's EnC, NtS, Nwg (3); FRA (Leitch): A's Bre, Par (2); GER: A's Sev, War, Ber, Mun, Tyo, Bur, Bel; F's Hol, Hel, Den, Nwy (11); ITA: A's Rom, Ven, Tri, Gas, Boh; F's Adr, Nap, Tyn (8); RUS (Mazor): A Mos (1); TUR: A's Ank, Con, Bud, Vie; F's Rum, Smy (6).

Propaganda -- Bonn -- The peoples of greater Germany, drunk from French vineyards, are demanding war on England, Italy, and Turkey. But troops who have become weary of giving support to its southern satellite are not likely to win such a war -- not in one season, anyway.

Deadline for SPRING, 1907 moves -- Noon, Tues., Aug. 13 (please try to anticipate SUMMER retreats and send them along with SPRING moves).

PPC (Regular Diplomacy Game #9) -- AUSTRIAN MIGHT MULTIPLIES! FRENCH, TURKISH UNITS LAY DOWN THEIR ARMS AND DISAPPEAR INTO THE HILLS!

The Players, Rules & Board -- See DPBA #'s 10, 11, 14, 22, 25, and 27.

AUTUMN, 1904 retreats -- FRA (Houghton): NMR: GM (E) Retreating A Bel; ITA (Schelz): A Ven (R) Adr (i.e., A Ven (E)); TUR (M.Miller): NMR: GM (E) Retreating A Mbs.

WINTER, 1904 builds -- A-H (Tretick): (B) F Tri; (B) A Vie; (B) A Bud; FRA: NMR; stands pat; TUR: NMR; stands pat.

PPC (Continued) --

Positions at end of WINT '04 -- A-H: A's Ven, Mar, Mun, Vie, Bud, War, Mos; F's Bul(SC), Adr, Tri, Apu ((11 -- 1 short next year)); ENG (Lebling): A StP: F's Nwg, Swe, Ska, NtS (5); FRA: A's Bur, Wal; F's Tyn, Lon, Nat (5 -- 1 short next year); GER (Haramis): A's Bel, Hol, Kie, Den; F Hel (5); ITA: A Rom (1); RUS (Beyerlein): None; OOG; TUR: A Sev; F's Nap, Aeg, Eme (4 -- 1 short next year).

Deadline for SPR '05 moves -- Noon, Tues., Aug. 13 (please try to anticipate SUMMER retreats and send them along with SPRING moves).

PRC (Regular Diplomacy Game #11) -- AUSTRIA-HUNGARY SHATTERED AS LEADERS OVERSLEEP!
ITALY, RUSSIA, TURKEY PICK UP THE PIECES!

The Players, Rules and Board -- See DPBA #'s 14, 21, 25, 27. Nemeth (RUS), are you still in game? If so, let GM know NLT 6 Aug (send along WINT '04 build); anyone else interested in taking over RUSSIA send in W'04 build NLT 6 August.

FALL, 1904 moves --

A-H (Stokely): A Sil (U); A Ber (U); A Gal (U); A Rum (U) (A); A Ser (U); F Gre (U) (D (Alb or o.b.)).

ENG (Birsan): F EnC-Lon; F NtS-Den.

FRA (Scholti): F Wal (S) F Mid-EnC; F Mid-EnC; F Spa(SC)-Mar; A Bre-Gas; A Par-Bur; A Bel (S) A Ruh-Hol; A Ruh-Hol.

GER (Beyerlein): A Swe (S) ENG F NtS-Nwy (ENG F NtS not so ordered); A Hol (S) ITA A Kie-Ruh (ITA A Kie not so ordered) (A Hol (A)); F Hel-Kie.

ITA (Tretick): A Kie-Den; A Mun-Kie; A Tyo-Tri; F Ion-Aeg; A Pie-Mar; F Lyo (S) A Pie-Tyo (impossible).

RUS (Nemeth??): moves by stand-by player LAW set of General Orders on file with GM):

A Sev-Rum; A Ukr-Gal; A War (H); A Bud (S) A Sev-Rum; F StP(NC)-Nwy; F Nwy-Swe.

TUR (Schelz) -- F Eme-Ion; A Con-Gre; F Aeg (C) A Con-Gre; A Bul (S) A Con-Gre.

Supply Centers held at end of A'04 (retreat does not affect count) --

A-H -- ~~Bul, Adr, Ser, Tri~~, Vie, Ber (remove 2 units; 1 was dest. F'04). (3)

ENG -- Edi, Lon (stands pat). (2)

FRA -- Bel, Bre, Lvp, Mar, Par, Por, Spa, Hol (may build one unit). (8)

GER -- Den, ~~Adr~~, Swe (stands pat; 1 was dest. F'04). (2)

ITA -- Kie, Mun, Nap, Rom, Tun, Ven, Tri (may build one unit). (7)

RUS -- Mos, Nwy, Rum, StP, Sev, War, Bud (may build one unit). (7)

TUR -- Ank, Bul, Con, Smy, Gre (may build one unit). (5)

Propaganda --

Constantinople -- St. Petersburg: We could arrange something if I knew who the power behind the throne is.

France -- Italy: You have incurred the wrath of the mighty Charles De Gaulle and he will punch you in the shin!

Italy -- England: Around 1908 again?

Italy -- France: Having heard of Foreign invasion of the territories of our allies to the west, the government has dispatched some of its troops to drive out those invaders and restore the balance of power once dominant in our lands.

NSG -- A-H: How long are you going to play "patty-cake" with Italy?

NSG -- To Edi with love; like sorry Chuck, but bonds between the sexes and all that.

NSG -- STAB WHAT GGM?

Deadline for AUTUMN '04 retreat (A-H: F Gre) and WINT '04 builds/removals -- Noon, Tues., August 6 (please try to send SPRING moves along with WINTER orders).

PSC (Regular Diplomacy Game #12) -- ITALY DEVASTATED BY TURKEY! RUSSIA, TURKEY SCORE BIG GAINS!

The Players, Rules & Board -- See DPBA #'s 14, 18, 25, and 27.

FALL, 1904 moves --

A-H (Gemignani) -- A Vie (U).

ENG (Naus) -- F Iri-Mid; F EnC (S) F Iri-Mid; A Yor (U).

FRA (Houghton) -- A Bur-Bel; A Pic (S) A Bur-Bel (no A Pic); A Par-Bur; F Naf-Mid; F Bre (S) F Naf-Mid; F Tun (H); F Mar-Spa(SC).

PSC (Continued) --

GER (Greene) -- A Bel (S) A Ruh-Hol; A Ruh-Hol; A Mun-Bur (D (Tyo, Boh, o.b.)).
 ITA (Schelz) -- F WMe-Spa(SC); F Tyn-Rom; A Ven (H) (D (Tyo, Tus, o.b.)); A Pie (S)
A Ven.
 RUS (Tretick) -- A Kie-Ruh; F Bal-Den; A Ber-Mun; A Sil (S) A Ber-Mun; A Gal-Rum;
 A Ukr (S) A Gal-Rum; F Arm-Ank; F Bla (S) F Arm-Ank; A Sev-Arm.
 TUR (Harrison) -- A Con-Ank; F Ion-Nap; F Adr-Ven; A Apu (S) F Adr-Ven; F Tri (S)
 F Adr-Ven; A Ser-Rum; A Bud (S) A Ser-Rum.

Supply Centers held at end of AUTUMN '04 (retreats do not affect count) --

A-H -- Vie (stands pat). (1)
 ENG -- Edi, Lvp, Lon (stands pat). (3)
 FRA -- ~~Bel~~, Bre, Mar, Par, Por, Spa, Tun (stands pat; 1 unit dest. SUM '04). (6)
 GER -- Hol, Kie, ~~Mun~~, Bel (stands pat). (3)
 ITA -- ~~Nap~~, Rom, ~~Ven~~, ~~Tri~~ (remove three units). (1)
 RUS -- Ber, Den, Mos, Nwy, Rum, StP, Sev, Swe, War, Mun, Ank (may build 2). (11)
 TUR -- ~~Ank~~, Bul, Con, Gre, Bud, Smy, Ser, Nap, Ven, Tri (may build one, as has
 only one home supply center open). (9)

Propaganda -- Whitecastle -- Paris: The English Fleets are at your disposal.

A Correspondent -- Gemignani, you irk me.

Antwerp -- The German Government-in-exile set up headquarters in this land of siege.

The Kaiser promised Germany, his people, his homeland, "that no matter what the cost, liberation for my people must come or else the forces of Peery shall triumph. Such a monstrous disgrace to humanity can ill be afforded. The blighted foot of Peeryism will blot out all of Europe." All Victory Contributions to be sent care of Kaiser Wilhelm II, Antwerp.

Avignon -- I meant WESTERN Germany, you lout!

Italy -- Russia: Is it possible that the middleman between us is unsatisfactory?

London Press -- Peeristis.

NSG -- You just can't trust anyone anymore to do anything, can you, especially when they fail to put it in writing.

NSG -- Resentment is a hard thing to overcome.

Deadline for AUTUMN '04 retreats (GER: A Mun; ITA: A Ven) and WINT '04 builds/removals -- Noon, Tues., Aug. 6 (try to send SPR '05 moves along by WINT deadline).

PUC (Regular Diplomacy Game #14) -- WAR DELAYED FOR ITALY BUT ITALY REMAINS SILENT!
WAR CREAKS ALONG IN STATE OF CONFUSION!

The Players, Rules & Board -- See DIPLOPHOBIA #'s 18 and 20.

FALL, 1902 moves --

A-H (Wittman) -- F Gre (H); A Tri (S) A Vie; A Vie (S) A Tri; A Ser (S) A Tri.
 ENG (McConnell) -- A Lvp-Wal; F Iri-EnC; F Ska-Nwy.
 FRA (Sanderson) -- F Mid-Bre; A Gas (A) A Mar-Bur (A Mar not so ordered); F EnC (S)
A Bel-Hol (impossible support); A Pic (S) A Bel-Hol (impossible support); A Bel
 (U); A Mar (U).
 GER (Gemignani) -- A Kie-Den; A Ruh-Bur; F Hel (S) F Hol; F Hol (H).
 RUS (Hueston) -- A Nwy (S) F Swe; F Swe (S) A Nwy; A Mos-Sev; A Ukr (S) A Mos-Sev;
 F Rum-Bul (A).
 TUR (D.Reiter) -- F Aeg (H); F Bla (S) A Bul-Rum; A Bul-Rum; A Arm-Sev.
 ITA (Duffy) -- A Tyo (U); A Ven (U); A Apu (U); F Tun (U).

Supply Centers held at end of FALL '02 (no AUTUMN retreats) --

A-H -- Bud, Gre, Ser, Vie, Tri (may build one unit). (5)
 ENG -- Edi, Lvp, Lon (stands pat). (3)
 FRA -- Bel, Bre, Mar, Par, Por, Spa (stands pat). (6)
 GER -- Ber, Hol, Kie, Mun, Den (may build one unit). (5)
 ITA -- Nap, Rom, ~~Tri~~, Tun, Ven (stands pat; 1 unit dest. SUM '02). (4)
 RUS -- Mos, StP, Sev, Swe, War, Nwy (may build two units; was 1 short last yr.). (6)
 TUR -- Ank, Bul, Con, Smy, Rum (may build one unit). (5)

GM Note -- Rod, you must write a separate order for each unit involved. Also, you may only give support into a province to which the supporting itself could have moved on that turn.

PUC (Continued) --

Propaganda --

England -- Germany: My actions shall improve....

England -- Germany: I need neither your trade nor Holland.

England -- France: The Lowlands sounds like an excellent place for our interests. I am near.

England -- Germany: I too am interested in your situation; why do you choose to bring your tyrannical ways to a previously-peaceful country? Can't you keep your actions to yourself? Unite your own people before you try to unite the world. Remove your warships and troop from Holland and all shall be peaceful and you will continue to have Ubersicht as you say in your country....

France -- England: Sorry old chum, but the French government sorely needs all the strength she can gather for her own struggle. If you had supported France earlier you wouldn't be without help now. But when the present crisis is over help will be forthcoming.

France -- Germany: The French Premier Rosrednoix is greatly distressed that two such great powers and potential allies should find themselves at one another's throats, but since Rosrednoix has received neither official nor unofficial word from Germany and because of Germany's reprehensible, infamous, and unprovoked sneak attack on Burgundian soil (which constitutes an act of defilement of the meanest sort, you cannot be allowed to go unpunished.

Germany -- France: Let us be honest. Little nations have no rights. We big ones do. If you want Holland, we are willing to trade it to you since it matters little to a small nation who runs it. Let's work out an agreement so we may move on to other more pressing matters. Consider friend, I could have acted considerably less honorably with you.

NSG -- NEWSFLASH!! A large herd of German swine and swineherds (it being impossible to tell which was which) attempted to sneak into France recently in order to eat the justly famous Burgundian wine grapes, but ever-alert unarmed customs officials sensed the nefarious plot, and, after being issued gas masks, were able to successfully repulse the attempt without a single grape being lost.

NSG -- NEWSFLASH. Burgundian meatmarkets report the lowest price of pork seen in years. Some mention was made of "an unknown benefactor".

Deadline for WINT '02 builds -- Noon, Tues., Aug. 6 (please try to send SPRING moves along with WINT orders; otherwise, SPR '03 deadline Aug. 27).

FDB (3x3 Team Game) -- PEACE IN EUROPE AS TEAMS AGREE TO A DRAW! WAR BROUGHT TO AN END AT THE COMPLETION OF FALL, 1878!

The Players, Rules & Board -- See DPBA #'s 1-5, 18, 21, 27, & VARIOSO #2.

GM Note -- The Team Captains of the RAT's (Dave Lebling) and the FEG's (Alan Huff) have agreed to a draw; Jim Latimer, of the RAT's, has agreed to abide by the decision of the Team Captains. Wayne Hoheisel and Margaret Gemignani, both of the FEG's, have not been heard from; in lieu of a response, they will be officially recorded as "abstentions". The game is therefore declared a draw by the GM, and all hostilities will cease immediately. Any of the players with a bit of time on his hands is invited to submit a capsule synopsis of the game for DIPLOMANIA.

PME (Calhamer 5-Man Diplomacy) -- NEW LEADERS TAKE OVER IN AUSTRIA-HUNGARY, FRANCE! TURKEY'S POWER GROWS!

The Players, Rules & Board -- See DPBA #'s 8, 14, 15, & VARIOSO #1. Conrad Von Metzke is now playing FRANCE. Since this unbalances the situation by still leaving a power vacuum on the eastern side of the board, Don Miller will play AUSTRIA-HUNGARY until another player can be found. If anyone would like to take over A-H, send SPR '06 moves to GM NLT August 13.

WINTER, 1905 builds/removals -- A-H (D. Miller): (E) A War; (E) A Ukr; ENG (Brooks): (B) A Lvp; RUS (Naus): (E) A Mos; TUR (Tretick): (B) F Smy; (B) A Con; (B) A Ank.

PME (Continued) --

Positions at end of WINT '05 -- A-H: A's Tyo, Ven; F Apu (3); ENG: A's Lvp, Kie; F's Por, Mid, Iri, Lon, NtS, Hel (8); FRA (Von Metzke): A's Ruh, Hol, Tus; F's Lyo, Bel, Bre (6); GER (NEUTRAL): None; OOG; ITA (NEUTRAL): A Rom (1); RUS: A's Mos, StP, Ber, Mun, Rum (5); TUR: A's Ank, Con, Ser, Alb, Vie; F's Sev, Bla, Smy, Ion, Tun, Tyn (11).

Deadline for SPR '06 moves -- Noon, Tues., Aug. 13 (please try to anticipate SUMMER retreats and send them along with SPRING moves).

(Oops!) Propaganda --

Turkey -- Forgive me Andy, for I know not what I do. Besides, somebody has to stop England. Mojave, indeed!

NSG -- Won't somebody tell me what a Worldcon is! (signed: TURKEY).

DJI (3x3 Team Game with Wild-Card Player II) -- ITALIAN ARMY APULIA LOST AS TIDAL WAVE SWEEPS OVER APULIA!

The Players, Rules & Board -- See DPSA #'s 7,16, LIMBO #1, & DPBA #25. A replacement is needed for FRANCE; if interested, send GM confirmation NLT Aug. 6 (and get FALL '04 moves in to Alan Huff, your Team Capt., by about Aug. 2).

SUMMER, 1904 retreat -- Team A -- ITA (Brooks): NMR; GM (E) Retreating A Apu.

Deadline for FALL, 1904 moves -- Noon, Tues., 6 Aug. (please try to anticipate AUTUMN retreats and WINTER builds/removals and include them with your FALL moves). (Remember to send your moves to your Team Capts. prior to deadline (about Aug. 2))

DKJ (Lebling Variant) -- AUSTRIA-HUNGARY, ENGLAND IN ANARCHY! FRANCE, GERMANY ASLEEP! RUSSIAN MIGHT GROWS!

The Players, Rules & Board -- See DPSA #'s 7 & 10, & VARIOSO #1. Replacements are needed for A-H and ENG; if interested, contact GM NLT Aug. 13, including SPR moves.

WINTER, 1903 builds/removals -- A-H (Open): NMR; GM (E) A Gal; ENG (Open): NMR; GM (E) F NtS; FRA (Brooks): NMR; stands pat; GER (Gemignani): NMR; stands pat; ITA (Huff): (B) F Nap; RUS (Latimer): (B) A StP; (B) A Mos; TUR (Lebling): (E) F EMe.

Positions at end of WINT '03 -- A-H: A Tyo (1); ENG: F's EnC, Lvp (2); FRA: A's Bre, Pic; F's Lon, Spa(SC), Por (5 -- 1 short next year); GER: A's Bel, Mun; F Den (3 -- 1 short next year); ITA: A's Ven, Ser; F's Trim Apu, Ion, Nap (6); RUS: A's Mos, War, StP, Sil, Vie, Rum, Bul; F's Ber, Bot (9); TUR: A Gre; F's Aeg, Smy, Bla (4); NEUTRAL: A's Hol, Nwy (2).

Deadline for SPRING '04 moves -- Noon, Tues., Aug. 13 (please try to anticipate SUMMER retreats and send them along with SPRING moves).

DEE (Game of Chaos) -- RETREATING GERMAN ARMY TAKES REFUGE IN SILESIA! RUSSIA CONTINUES LEADERLESS!

The Players, Rules & Board -- See DPSA #'s 1-4,9, CHAOS #2, & DPBA #27. Replacements still needed for ITA & RUS; if interested, send F'07 moves to GM NLT 6 Aug.

SUMMER, 1907 retreat -- GER (Huff) (by Von Metzke): A War (R) Sil.

GM Note -- Only players submitting SUMMER orders were Huff, Von Metzke, & Miller.

Deadline for FALL, 1907 orders (both Alternate Worlds) -- Noon, Tues., Aug. 6 (please try to anticipate AUT retreats & WINT builds/removals & send with FALL orders).

DAA (Game of Anonymity #1) -- PROPAGANDA WARFARE CONTINUES AS GROUND WAR HOTS UP!

WHO WILL SHIFT SIDES NEXT! TUNE IN AUG 20 AND SEE!

The Players, Rules & Board -- See DIPSO MANIA #'s 1, 6, 8, and 13.

SPRING, 1908 moves --

ENG -- F StP(NC)-Nwy; F Nwg (S) F StP(NC)-Nwy; F Ska-Swe; F NtS-Den.

FRA -- A Bel-Ruh; A Hol-Kie; A Bur (S) A Bel-Ruh; A Mar (H); F Lyo (S) F Tyn; F WMe-Tun; F Tun-Ion; F Tyn (S) F Tun-Ion.

ITA -- A Tyo-Mun; A Boh (S) A Tyo-Mun; F Pie-Tus; F Tus-Rom; F Nap-Apu; F Ion-Aeg; F Bul(SC)-Con; A Rum-Sev (D (Ser, Bud, o.b.)); A Gal-War; Dove Rom-Par (maybe so).

DAA (Continued) --

RUS -- F Bar (S) A Nwy-StP; A Nwy-StP; A Swe (S) A Den; A Den (S) A Kie; A Kie (S) A Mun-Ruh; A Mun-Ruh (D (Ber or o.b.)); A Ank-Smy; A Con-Bul; A Mos-Ukr; A Sev-Rum; A War-Sil.

TUR -- F Bla (S) RUS A Sev-Rum; F Ven-Tri.

Propaganda --

Moscow -- I had a notion that the large supply center count for Russia might cause France to change sides. But I wonder if the French player just isn't being clever... If he succeeds in getting Italy to go along with him he should put himself in quite a position. I hope the other players in the game will look at my analysis of the situation, which follows, and reconsider their alliances....

My position is untenable in the north. At best, I can continue the stalemate with England, but I expect that the French and Italian attack will weaken my position so that I will lose a number of supply centers quite soon. In any case, my units are tied up in that area and I cannot make any progress.

I cannot hold Germany. I will lose Munich this Spring and with that, the rest of my German holdings will be lost. My position in Central Europe is hardly better, and although I am trying to reinforce that area, I do not expect to be able to advance, and only hope to keep what I have.

So you see, Russia has reached the limit of her expansion. I have been stalemated in the north for several years, have had only garrison forces in Germany, and have a quite clumsy position in the south.

Now, let's look at the French player. He should be able to move through Germany very quickly and already has control of the Western Mediterranean and should move farther into it this turn. In fact, France has potential control of the entire Mediterranean and will soon realize it.

Now, with England stalemating me in the north, and with Italian pressure in Central Europe, he should be able to advance through Germany. So Italy is going to find himself surrounded by French units...and what is going to happen then? "We will move our strength eastward, but pledge not to attack the Italian mainland!" You bet! Once France surrounds Italy he will crush him. In fact, he would be a fool not to do so.

I don't know if it's possible for Russia and Italy to reach an alliance. If the Italian player has any ideas we would certainly be receptive to them. I would certainly hope that he does not sheepishly allow France to use him against me to the French player's advantage. Italy was the one who attacked me, and I'm sure that we can reach an agreement as I'm willing to work with you.

Moscow -- England: Is there any possibility that we can trade Norway for St. Petersburg and call this war off?? You could always attack France....

Moscow -- Turkey: Your position is somewhat interesting. Italy does not have the forces to take back Venice for some time... I realize I said that I would allow you to keep Constantinople, but I changed plans at the last minute. I am occupying Smyrna this time because I will need all the strength I can maintain. It looks to me as though I can successfully support you into Bulgaria this Fall. If the positions after Spring allow this, I will make the move, and invite you to move your fleet Black Sea to the East Coast of Bulgaria.

Rome -- We are not pleased with the French terms of alliance; however, we trust that King Louis is as honorable as he claims he is. These moves will tell. Let him know that if the alliance is broken by his troops, the forces of the Kingdom of Italy will withdraw from the Danube basin in its entirety, and that a peace with Russia will be concluded. ##### However, assuming that Frenchmen speak sooth, this is our proposal for fall:

The combination of Italian and French fleets should prove unstoppable in Turkey. Russia cannot hold these areas long. You will move F Ion-EME, F Tyn-Ion, and Tyn shall not be garrisoned any longer. You may, however, keep as many units as you like in Tunis and west of Sardinia.

DAA (Continued) --

Italy will aid your unit in Holland in gaining Kiel, and if such support is necessary, your unit in Burgundy shall give it to the Italian Army in Munich.

I might point out at this time, friend Louis, that the combined navies of our powers are more than sufficient to overcome Russia in the south. Thus, I do not think it overly demanding that I should request the withdrawal of your fleet in the Gulf of Lyon to Spain, and of that in the Western Mediterranean to either Tunis or North Africa. There is no need for a force as large as ours to share the Mediterranean.

In closing, let me remind you that up until now you have made nothing but demands, and to show good faith I have accepted them. It might now be said that it is your turn.

----Humbert, Rex, Imperator

Deadline for SUMMER, 1908 propaganda and retreats (ITA: A Rum; RUS: A Mun) -- Noon, Tues., Aug. 6.

DCA (Game of Anonymity #2) -- FRANCE PULLS AHEAD AS POWERS MIX IT UP IN EUROPE!

The Players, Rules & Board -- See DPSA #'s 1,2,5-7,13, LIMBO #'s 2,4, & DPBA #'s 26, 27.

FALL, 1906 moves --

- A-H -- A War-Sil; A Ukr-Gal; A Tri-Bud; F Aeg-Bul(SC); A Ser (S) F Aeg-Bul(SC).
- ENG -- A Lvn (S) F Nwy-StP(NC); F Nwy-StP(NC); F Bar (S) F Nwy-StP(NC); F EnC-Mid; F NtS-Nwy; F Swe-Bal; A Den (H).
- FRA -- A Par-Bre; A Bur-Bel; A Mun-Kie; A Ber-Kie; F WMe-Tun; F Lyo-Tyn; A Spa (H).
- ITA -- A Tyo-Boh; A Ven-Tyo; A Tus-Rom; F Por-Spa(SC).
- RUS -- A Sev-Rum; A Arm-Sev; A Mos-War; F StP(NC)-Nwy (A).
- TUR -- A Bud (S) RUS A Sev-Rum; A Bul (H) (D (Gre, o.b.)); F Smy-Aeg; F Ank-Con.

Supply Centers held at end of AUTUMN '06 (retreat may affect count) --

- A-H -- ~~Bud~~, Bul, Gre(?), ~~Tri~~, Vie, ~~War~~, Ser (stands pat, unless TUR A Bul (R) Gre, in which case remove one -- so send removal order). (5 or 4)
- ENG -- ~~Bar~~, Den, Edi, Hol, Lvp, Lon, StP, Nwy (stands pat). (7)
- FRA -- Ber, Bre, Kie, Mar, Mun, Par, Spa, Bel, Tun (may build two units). (9)
- ITA -- Nap, Por, Rom, ~~Tus~~, Ven (stands pat; only 4 units on board). (4)
- RUS -- Mos, ~~Arm~~, Sev, Swe, Rum, War (may build two units; 1 dest FO6). (5)
- TUR -- Ank, Con, ~~Bar~~, Smy, Bud, (Gre?) (stands pat, unless A Bul (R) Gre, in which case may build one unit -- so send one build order, to be sure). (4 or 5)

Note: A-H had only five units on board at end of FO6.

Propaganda --

London -- Paris: If I can get into the Mid-Atlantic I should be able to support you back into Portugal. After 1906 I would propose that there be no fleets built in either Brest or London. This will assure our continued friendship. Ok? I'd like to have Kiel and Berlin as my supply centers. That's a fair division of the board. (I could have gotten Kiel this turn but I'd rather discuss it with you first.) Anyway, here's to our continued success.

St. Petersburg -- Turkey: After you are finished with A-H, remember who tried to be of help.

Deadline for AUTUMN, 1906 retreat (TUR: A Bul) and WINTER, 1906 builds/removals -- Noon, Tues., Aug. 6.

DGA (Game of Anonymity #3) -- AUSTRIA-HUNGARY STILL IN ANARCHY, BUT LAST FLEET DOGGEDLY HANGS ON! RUSSIA CREAKS FURTHER AHEAD!

The Players, Rules & Board -- See DPSA #'s 2,5,7,8,11,13, LIMBO #4, & DPBA #26. Replacement still needed for what's left of A-H; if interested, contact GI NLT Aug.6.

FALL, 1906 moves --

- A-H -- F Bul(SC) (U).
- ENG -- F Wal-Lvp; F Cly (S) F Wal-Lvp.

DCA (Continued) --

FRA -- F Lvp (H) (D (Nat, Iri, o,b.)); F EnC (C) A Pic-Lon; A Pic-Lon; a Gas-Mar; A Mar-Pie; F Spa(SC)-Mid; A Par-Pic.
 GER -- A Ruh-Bel; A Kie-Ber; F Hol-Kie; A Den (H); F Hel (S) A Den.
 ITA -- A Alb-Gre; F Ion (S) A Alb-Gre; A Tri-Alb; A Ven-Tri; F Adr (S) A Ven-Tri.
 RUS -- A Smy (H); F Sev-Bla; F Bal-Bot; A Swe (S) A Nwy; A Nwy (S) A Swe; A Rum-Bul; A Ser (S) A Rum-Bul; A Vie (H); A Bud (S) A Ser; A Gal-Rum.
 TUR -- F Aeg (S) A-H F Bul(SC); A Con-Arm; F Bla (C) A Con-Arm.

Supply Centers held at end of AUT '06 (retreat does not affect count) --

A-H -- Bul, ~~Bel~~ (stands pat; only one unit on board). (1)
 ENG -- Edi, ~~Lon~~, Lvp (stands pat). (2)
 FRA -- ~~Bel~~, Bre, ~~Lvp~~, Mar, Par, Por, Spa, Lon (remove one unit). (6)
 GER -- Ber, Den, Hol, Kie, Mun, Bel (may build one unit). (6)
 ITA -- Nap, Rom, Tri, Tun, Ven, Gre (may build one unit). (6)
 RUS -- Bud, Mos, Nwy, Rum, StP, Ser, Sev, Swe, Vie, War, Smy (may build one). (11)
 TUR -- Ank, Con, ~~Bel~~ (remove one unit). (2)

Propaganda --

Rome -- World: A crusade is hereby announced between 5/7 of the world's governments and their oppressor!

Rome -- Paris: Consolidate Western Europe and don't trouble my rear.

Rome -- Bulgaria and Constantinople: I'd advise you both to get together and look at what the North Wind is blowing in.

Rome -- Berlin: You hit him high and I'll hit him low.

Rome -- St. Petersburg: If I went west where would you go??? My aching back!

Deadline for AUTUMN, 1906 retreat (FRA: F Lvp) and WINTER, 1906 builds/removals -- Noon, Tues., Aug. 6. Note that SPR '07 deadline will be Aug. 20 (for DCA, too).

DIH (Economic Diplomacy II) -- RUNAWAY INFLATION HITS EUROPE! GM CONTEMPLATES ACTION TO COOL ECONOMY!

The Players, Rules & Board -- See DIPSOMANIA #'s 7, 8, 12, 15, & 20.

FALL, 1904 moves --

A-H (Ardersch) --- A Pru-Lvn (1); A Boh (H) (0); A Bud-Rum (2) (NEUT A Rum (A)); A Bul (S) A Bud-Rum (4); A Ser (S) A Bul (2); \$21 to FRA F.T. (21); \$24 to ITA F.T. (24); \$99 to RUS F.T. (99).
 ENG (Lebling) -- A Hol-Kie (4); F EnC-Iri (1); F Hel-Den (2); F NtS (S) F Hel-Den (2).
 FRA (Pournelle) -- A Por-Lvp (1); F Mid (C) A Por-Lvp (1); F Nat (C) A Por-Lvp (1); A Par (H) (0); A Bur (S) A Bel (1); A Bel (H) (0); F Spa(SC) (H) (0); A Bre (H) (0); \$15 to ITA F.T. (15); \$12 to RUS F.T. (12).
 GER (Hoheisel) -- A Ruh-Hol (2); A Den-Kie (4) (A); F Bal-Ber (1); F Bot-Swe (1); A StP-Nwy (1); A Mun (U) (0); \$9 to FRA F.T. (9).
 ITA (Brannan) -- A Apu (H) (0); F EMe-Ion (1); F Aeg-EMe (1); A Syr-Arm (1); \$12 to FRA F.T. (12); \$12 to GER F.T. (12); \$12 to A-H F.T. (12).
 RUS (Kanner) --- A Lvn-StP (1); A Fin (S) A Lvn-StP (1); A Mos (A) A Lvn-StP (1); A Sev (S) A-H A Bud-Rum (2).
 TUR (Huff) -- F Con-Bul(EC) (2); F Bla (S) F Con-Bul(EC) (2); A Ank (S) F Smy (1); F Smy (H) (0).

Supply Centers held at end of AUTUMN, 1904 (no AUTUMN retreats) (payoff value of each supply center is in parens; those of 21 or less than 20 are devastated centers)--

A-H -- Bud (20), Gre (20), Ser (20), Tri (20), Vie (22), Bul (15); Rum (16).

ENG -- Edi (20), Hol (18), Lon (22), Den (18), ~~Bel~~, ~~Lvp~~.

FRA -- Bre (20), Mar (20), Par (22), Por (20), Spa (20), Bel (19), Lvp (20).

GER -- Ber (22), Kie (16), Mun (20), Nwy (20), Swe (20), ~~Bel~~.

ITA -- Rom (22), Nap (20), Ven (20), Tun (20).

RUS -- Mos (20), StP (21), Sev (20), War (20).

TUR -- Ank (20), Con (22), Smy (15), ~~Bel~~.

GM Note -- The heavy Foreign Trade taking place between some countries these past two seasons is producing a distortion in the economic structure of the game which may already have rendered the economics of the game virtually meaningless.

DIH (Continued) --

The economics in DIH were supposed to be tight -- so tight that it might sometimes be necessary for a country to curtail military activity because of devastation to its supply centers, or an overcommitment to building military units, e.g. With uncurtailed and unlimited Foreign Trade, however, some countries are making a shambles out of the economic "tightness" built into the game. This is possible through an unfortunate loophole in the rules which neglected to limit the amount of payoff on a single "trade" between two nations in a single transaction. We therefore -- although it is probably too late for this game -- propose to establish a limit of 1/3 Foreign Trade payoff by the "bank" for any single transaction to 10 credits (or 5, if the players feel that is a better figure). Thus, if a player sent another player more than 30 credits in a single turn, the player on the receiving end could only receive a bonus of 10 credits (but he could receive 10 credits for each transaction that turn with a different player in which he received 30 or more credits in Foreign Trade). This new rule will take effect with the SPRING, 1906 orders, unless some very serious objections by the players persuade the GM to change his mind.

Financial Situation at end of AUTUMN, 1904 --

Country	A-H	ENG	FRA	GER	ITA	RUS	TUR
On hand at start of F'04	£169 cr	£13 po	£36 fr	£38 mk	£72 li	£9 ro	£18 pi
Unopposed move costs	-1	-1	-1	-3	-3	-1	-
Unused support costs	-	-	-1	-	-	-2	-1
Convoy costs	-	-	-2	-	-	-	-
Battle Costs	-8	-8	-	-6	-	-2	-4
Foreign Trade Out	-144	-	-27	-9	-36	-	-
Foreign Trade In	£12	-	£42	£12	£39	£112	-
Foreign Trade Bonus (1/3)	£4	-	£14	£4	£13	£37	-
On hand at end of F'04	£32 cr	£4 po	£61 fr	£36 mk	£85 li	£153 ro	£13 pi
Payoffs: Own capital	£22	£22	£22	£22	£22	£21	£22
Other supply ctrs.	£111	£56	£119	£76	£60	£60	£35
Maintenance costs:							
On home territory	-17	-34	-68	-51	-34	-68	-68
On foreign territory	-72	-36	-72	-36	-36	-	-
On hand at end of AUTUMN 1904	£76 cr	£12 po	£62 fr	£47 mk	£97 li	£166 ro	£2 pi

Propaganda --

Paris -- Dividends from the Bourse were greater than expected this season. Interest of three million francs, plus trading bonus, were sent to Italy to repay the loan extended by the Italians. In a complex trade agreement funds were sent to Russia in exchange for Austrian gold backing of the Franc.

Quai d'Orsay -- England: Au Contraire, you stop this nonsense immediately; in fact, we shall stop it for you. Did you really think that you could continue to hold the Channel in violation of the neutrality pact? Did you actually believe that your attacks on Normandy would go unpunished? ##### In seconde, how is trade and peace so much more profitable? We see how it might be so for you, but we fail to see how a bankrupt power can make anything profitable for us. ##### In finis, we assure you that Liverpool is more profitable for us than might be your trade. Remember this next time you are tempted to attack your trading partners. Your attack was intended to teach us a lesson, you have said. Ah, we have learned it well.

Versailles -- In retaliation for the repeated English attacks on French territory, King Pippin IV ordered the First Hussars augmented by units of the Foreign Legion and the Zouaves to occupy Liverpool. England will be forced from the Calais Channel before the hostilities cease. The future course of the war will be determined by many factors, His Majesty reported.

Deadline for WINT '04 builds/removals (if any) -- Noen, Tues., Aug. 6. (Note that SPRING, 1905 moves will be due Aug. 20).

SAA -- The GM goofed (and how he goofed!) and published the FALL, 1906 moves in this game a week before the deadline (groan). Although this may cause some problems, the only fair thing for the players who were thus "frozen" out is to replay the F06 moves. FALL, 1906 deadline is hereby extended to Aug. 6; moves already published may be revised, of course, and moves not already in are requested. Very sorry about this, folks!