

Dedicated to the postal play of Diplomacy and its variants

# The Diplomacy Tribune

January 1991

Number 22

## 1991!

1991, already? I only just got used to writing 1990 on things! Ok, as we complete yet another stint around the sun the time comes for change. Last year this time the Trib went through some minor changes. That tenth issue saw the first use of the game reports and maps in the format you all know today. The daggers in the banner first debuted in the November '89 issue now became a permanent fixture. The Trib's "motto" first appeared a year ago;

"Dedicated to the Postal Play of Diplomacy and its Variants." The Trib was still using that Volume X, Number X stuff then which changed to the current format of just issue numbers in April 1990.

So, what's in store for this year? You mean you haven't noticed yet?! The Trib is now being produced with the aid of a piece of software called "Publish It Lite!", a scaled down version of Timeworks "Publish It!" It's easy to use, will import text and graphics, and most importantly, it prints what I believe to be a much improved copy to the "Newsmaster" software I've used since June of 89. Right now the Trib looks a

little spartan but as I grow more accustomed to this new software things will pick up.

But wait! That's not all!

Did you notice the return address on the outside of this issue? No, I haven't moved, I've simply acquired a Post Office box just for your use. This is something I've intended to do from the start, but I just never got a round tuit, well I got one, and now the address for all Trib business, moves, etc. is;

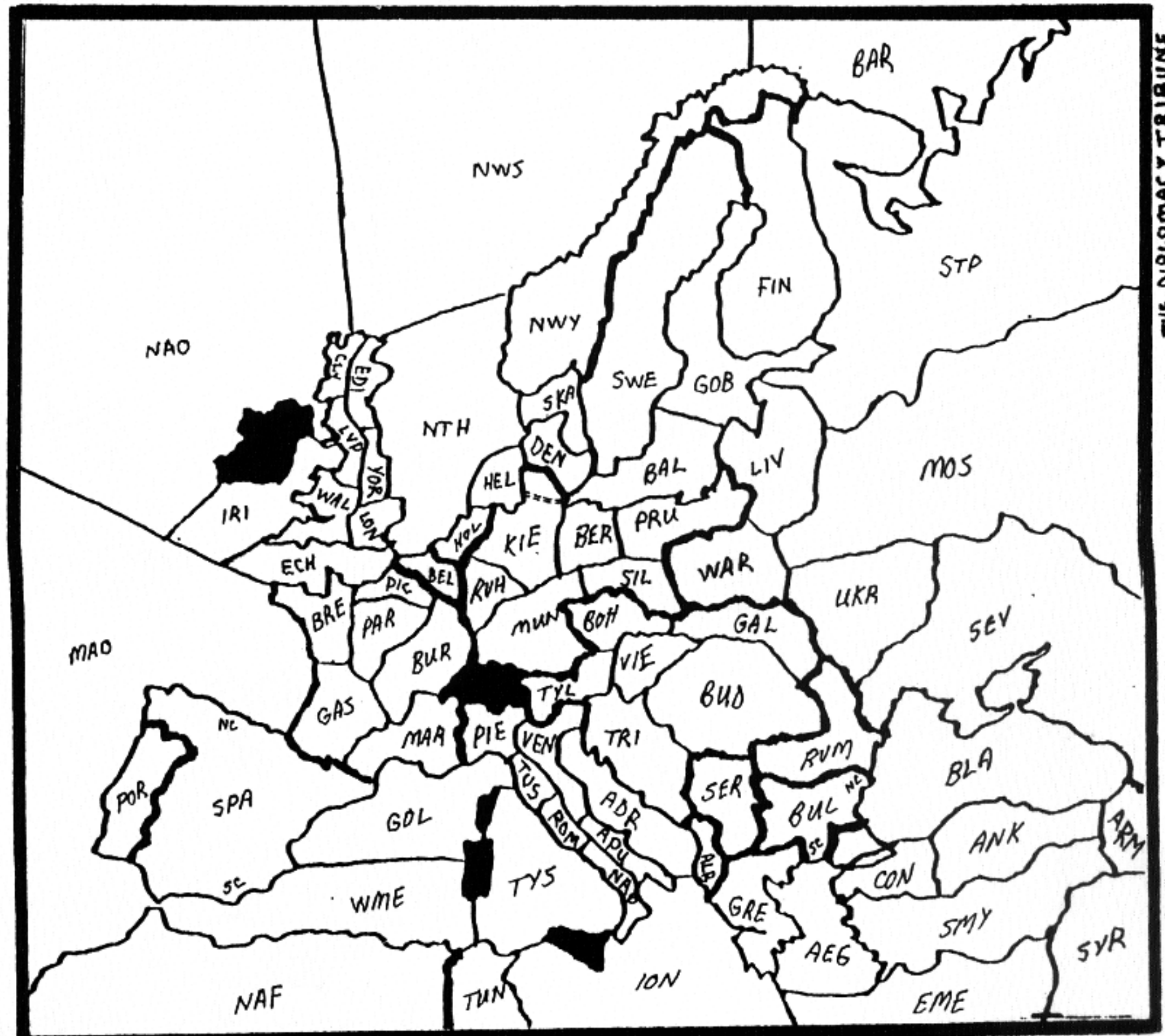
The Diplomacy Tribune  
P.O. Box 375  
Pasadena, MD 21122-0375

Trades, personal mail and the like should still be sent to the Baltimore address. Pipe bombs and items of that sort should be sent to someone else's house; I'm a GM not a judge!

## Deadline

all games

January 28th



THE DIPLOMACY TRIBUNE

## Game Openings

6 players are needed for 'Ed', a game of regular Diplomacy. Only those not currently playing in 'Abe' or 'Barb' may play in 'Ed'. See the back page for game-fees, subscription rates, etc.

## Letters

Well, here's the first letter in the letter column, but be warned, I'm not that great a typist, so if you folks want this, I'm all for it, just don't make 'em too long or too many. I'm gonna have to grow into this...

## Inside

Since this is January, I thought it only proper to include the Trib's House Rules. We've had a few new subscribers since the last printing and some minor changes have been made to clean up the policy on Game-End-Voting.

Also, this being a new year, this issue also contains your Handy-Dandy Year-at-a-Glance Diplomacy Tribune Calendar, suitable for pinning up in any convenient place.

Jerry,

I'm sticking this in the mailbox on the 22nd. The mail is going to be crazy around here for awhile and I hope this doesn't turn out to be my first NMR ever. [it did] If it does I apologize. It was still my fault though. I failed to plan ahead. If I do NMR please throw a Turkey/World apology in the press for me.

I've thrown out some recommendations in letters to other players regarding your subscription drive. I hope it helps. I don't think the Trib will fall into oblivion as you suggest though. I've never heard a complaint from anyone in my game and for one I intend to continue my sub and join a game as soon as this one is ended.

I'm perfectly happy with your pub as I've stated before. A player couldn't ask more as far as timeliness and accuracy are concerned. I will tell you though that my favorite publication is *Upstart* where *Garrett Sherck* combine both the timeliness and accuracy that you have with an interesting letter column which *Dipadeedoodahl*, *BTDT*, and *Perelandra* have. The aforementioned however lack mostly the timeliness. Their accuracy is pretty good. As a matter of fact 'doodah' is almost as flawless as you. Although timeliness and accuracy are all I need from a publication, the letter column does make things a little more interesting in that you gain a lot of insight into the players with whom we bandy our little wars. You could try a couple letters an issue for a while and see what happens. Can't hurt...right?

Take care and whatever, you've got a faithful subscriber here.

John

## Plugs

**Hoodwink**  
Stven Carlberg

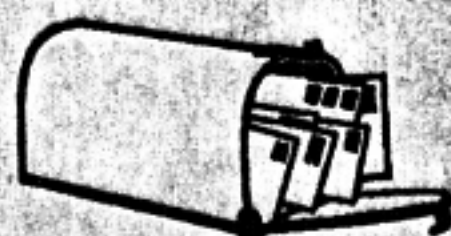
**Excelsior**  
Bruce Molyre

**Perelandra**  
Pete Gaughan

announcing

# THE 1991 MARCO POLL

Vote for what you believe are the five best **zines**. Rank them first to fifth (no ties).  
Do the same thing for the five best **players**. Send your votes to:



Pete Gaughan

Votes for the following Dipsters or their zines will not be counted: Dick Martin, Julie Martin, Pete Gaughan.  
Voting deadline is April Fool's Day 1991.



Winter 1906 Adjustments

Adjustments

England (Lachik): Build: F Lvp  
 Germany (Armstrong): No Change  
 Russia (Green): No Change  
 Austria (Diehl): Disband: F Bul [No disband order received]  
 Italy (Kille): Build: A Rom, F Nap  
 France (Sweeney): Disband: A Mar, A Bur

Board Status

England: F Mao, F Ech, F Bel, F Lvp, A Wal  
 Germany: F Liv, A Kie, A Ber, A Mun, A Bur  
 Russia: A Stp, A Pru,  
 Austria: A War, A Sil, A Ukr, A Sev, A Boh, A Tyl, A Vie, A Gal  
 Italy: F Mar, F Gol, F Wme, F Gre, A Ven, A Tri, A Con, A Arm  
 France: F Por, F Bre, A Par

Press

Aus-Ita: We can march to a tidy Austro-Italian conclusion if you wish. However, if you wish to take advantage Austria will not resist so long as Austria can maintain it's solid front. Take Bulgaria if you so desire. Austria certainly has no need for a fleet.  
 Ber-Vie: Could we end this silly war that has only weakened both of us? Please pull back from my border and I will also move away.  
 Ber-Rom: Does Catholicism frown upon answering letters or what? We seem to share common enemies. Why don't you write?  
 Aus-Ita: We will vote 'YES' if so instructed.  
 Ber-Lon: Welcome to Europe! You get Brest & I get Paris. Sound fair?  
 Austria-Europe: The GM's claim of "apparent fighting" between Rome & Vienna is without foundation. How has Austria fought with Italy? Italy was just acting protectively and making adjustments for parity.  
 Ber-Par: I still await an explanation from you as to why you NMRed out of France in Global Diplomacy after telling me not to replace you. An apology would be nice if no good reason exist.  
 Ber-Stp: Hold your position in Prussia. My fleet will support you.

A Concession to Italy has been proposed, vote with your spring orders.

Due Next: Spring 1907 Moves

Winter 1905 Adjustments
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 Adjustments
 

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England (Sweeney): Disband: F Wal, F Ech  
 Germany (Diehl): Disband: A Yor  
 Russia (Renner): No Change  
 Turkey (Schultz): Build: F Con  
 Austria (Wiess): Build: A VIE, A TRI  
 Italy (Kirk): Disband: A Tun  
 France (Ried): Build: A Mar, A Par

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 Board Status
 

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England: F Edi  
 Germany: F Den, F Lon  
 Russia: F Nth, A Nwy, A Liv, A Mos  
 Turkey: F Ion, F Aeg, F Sev, F Nap, F Con, A Smy, A War, A Ukr  
 Austria: F Ven, A Pie, A Tyl, A Mun, A Ber, A Sil, A VIE, A TRI  
 Italy: F Tys, A Rom  
 France: F Lvp, F Mao, A Bre, A Bel, A Hol, A Ruh, A Kie, A Mar, A Par

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 Press
 

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Fra-Aus: What happened to our alliance!? None of my units has ever directly attacked you yet you wish to destroy me. As Pat Benatar says, "Hit me with your best shot!"

Fra-Tur: I thought you where moving into Greece?

Fra-Rus: Did you ever get my letter? I will write again.

Gossip: Turkey really wants Greece & Serbia.

Tur-World: My apologies to everyone for the NMR; my first ever! I'll watch my zip codes closer from now on, but 10 years ago Jerry would have received my orders anyway. The Post Office needs a little competition. Wadayasay?

GM-All: Speaking of zip codes, don't forget the Trib has a new address!

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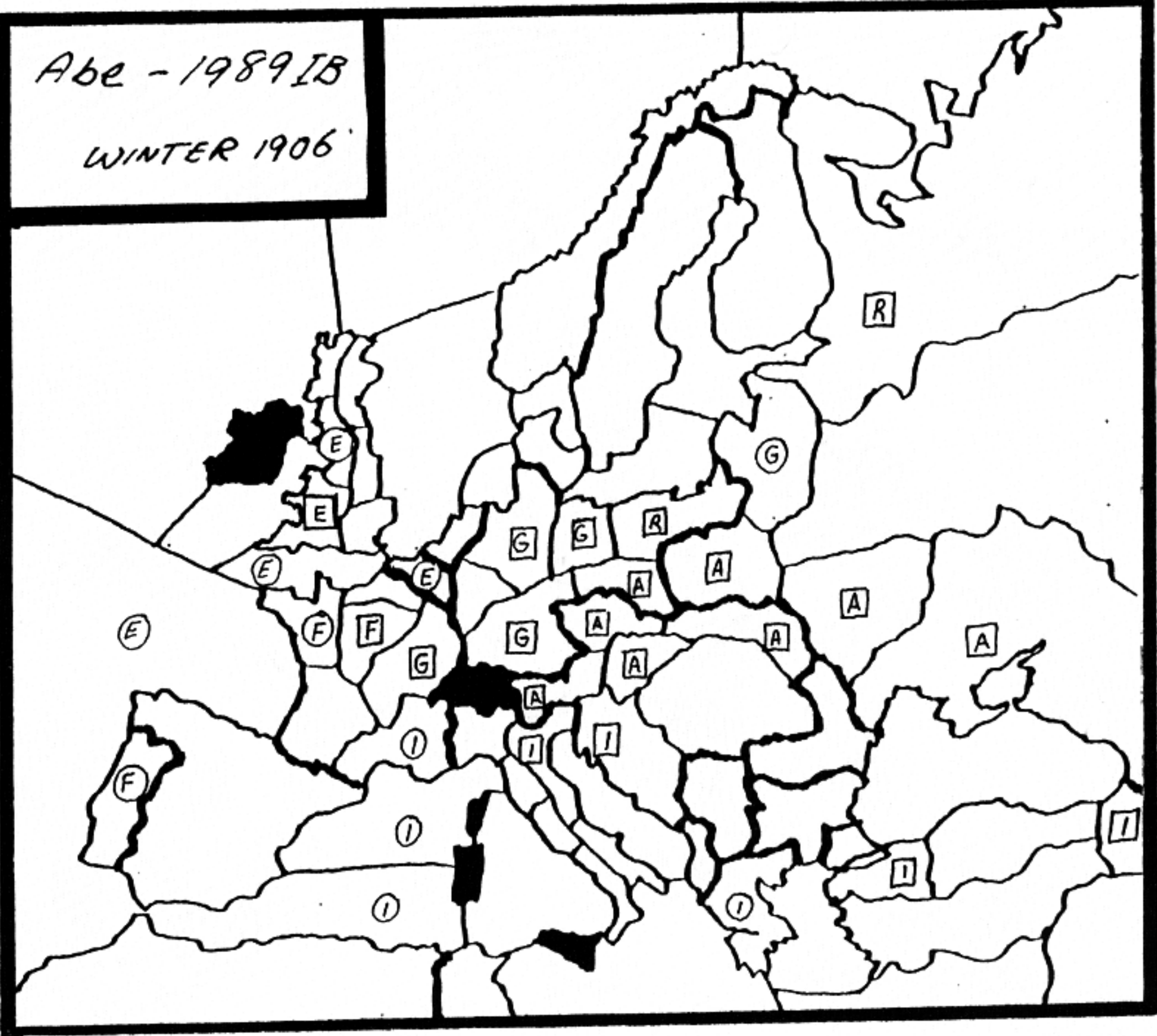


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Due Next: Spring 1906 Moves

Abe - 1989IB

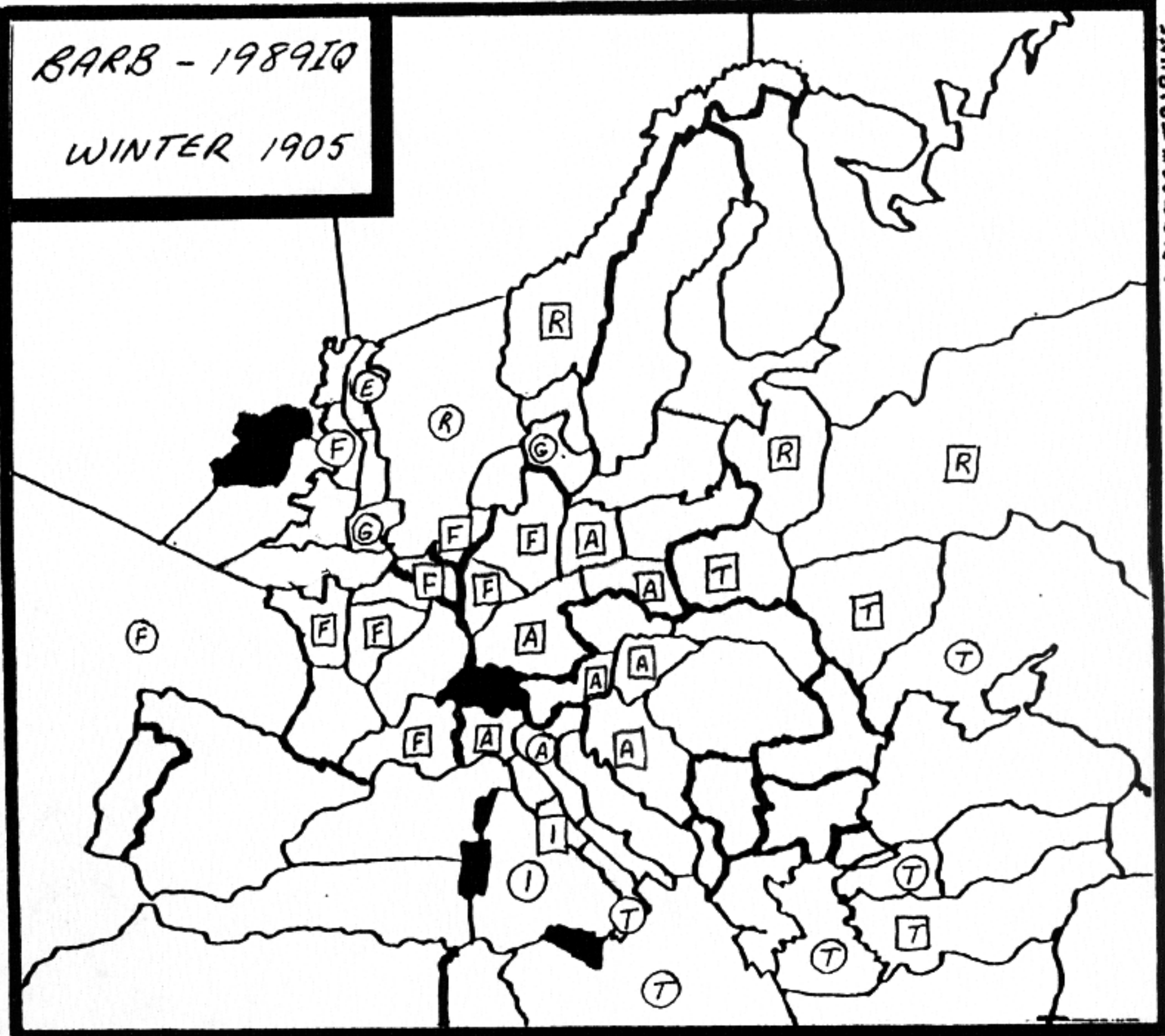
WINTER 1906



THE DIPLOMACY TRIBUNE

BARB - 1989IQ

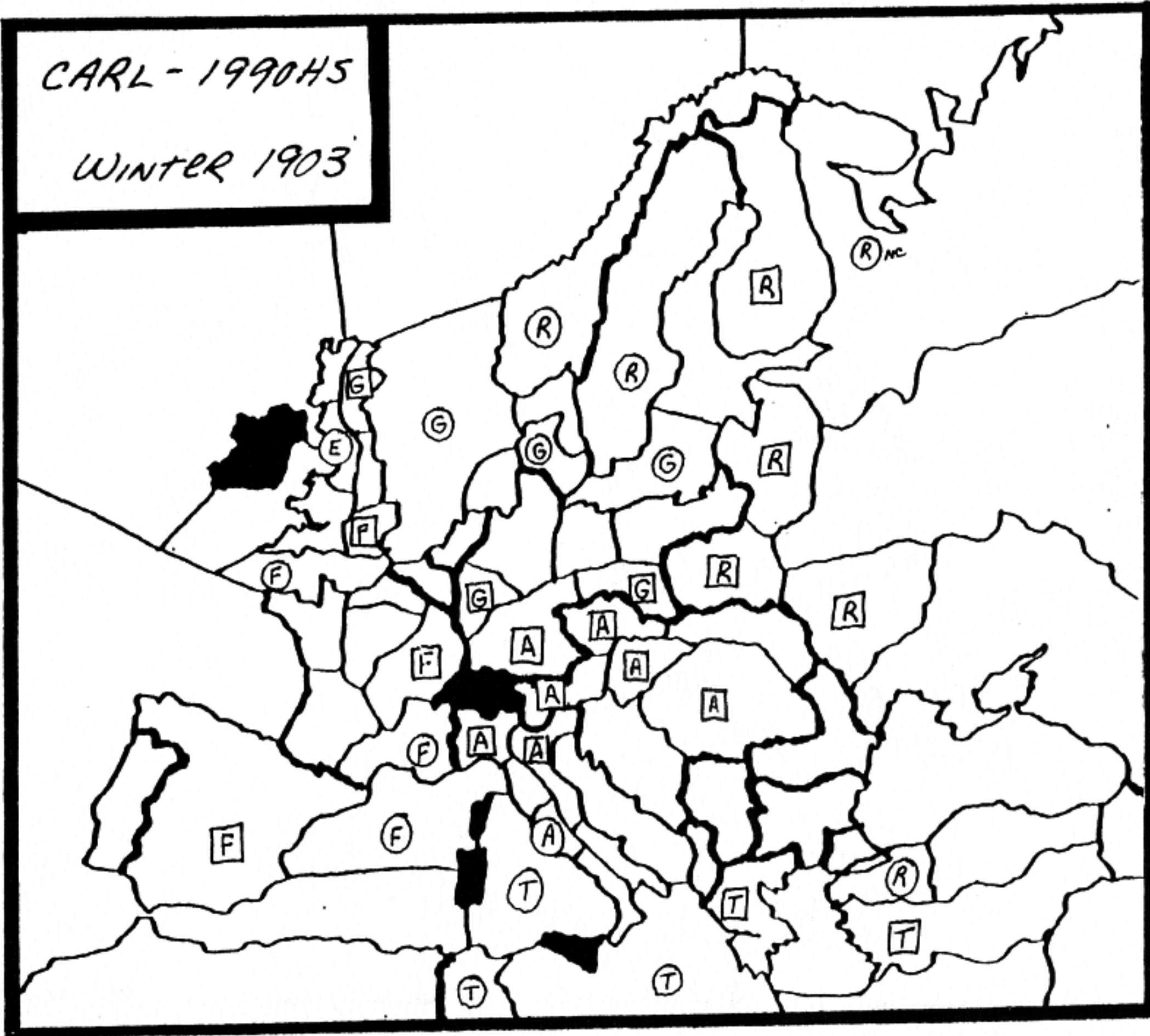
WINTER 1905



THE DIPLOMACY TRIBUNE

CARL - 1990HS

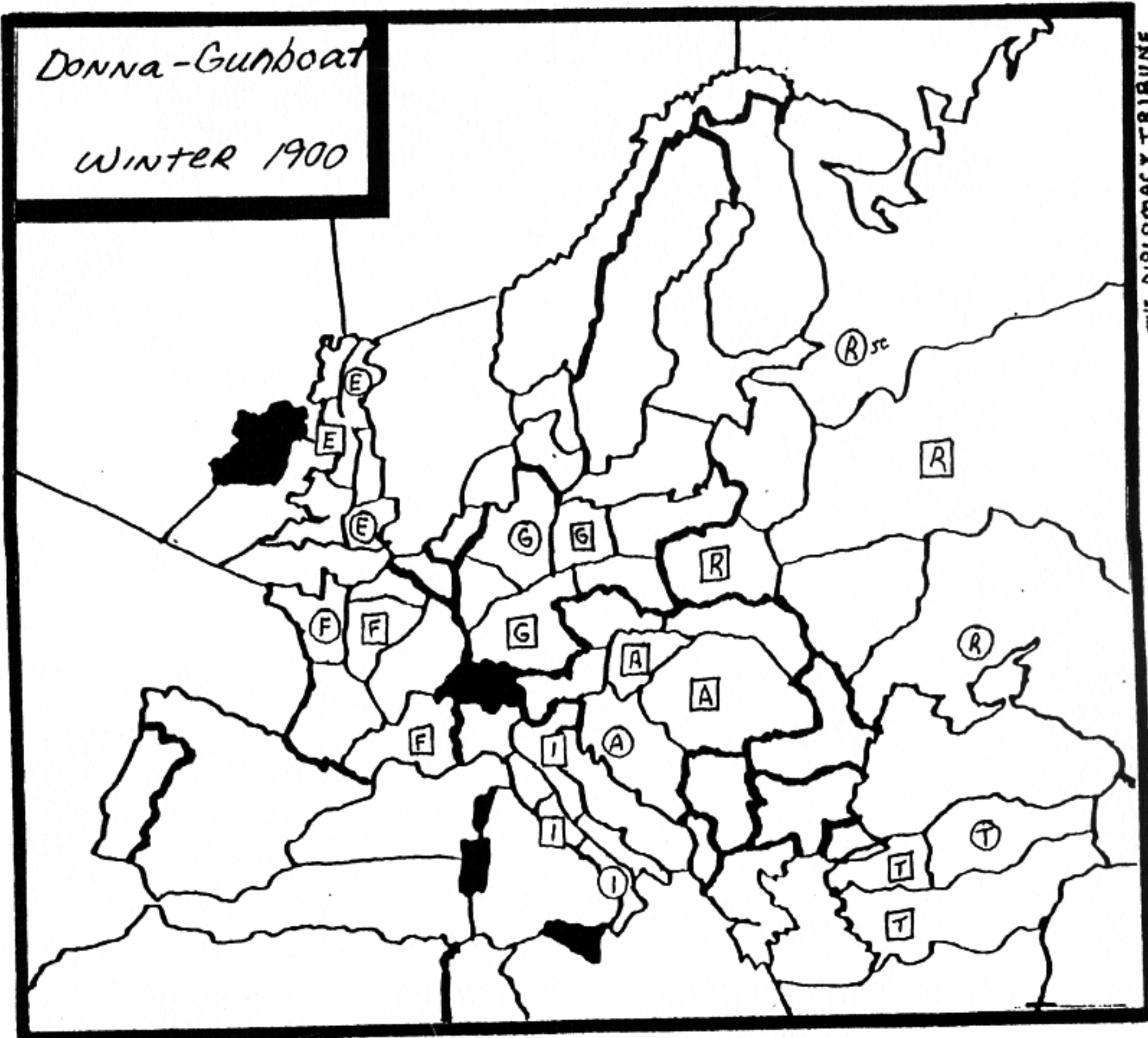
WINTER 1903



THE DIPLOMACY TRIBUNE

Donna-Gunboat

WINTER 1900



THE DIPLOMACY TRIBUNE

Winter 1903 Adjustments
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Adjustments

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**England** (VanDok): Disband: F Ska, F Nws  
**Germany** (Burgess): No Change  
**Russia** (Renner): Build: F Stp(nc)  
**Turkey** (Armstrong): No Change  
**Austria** (Johnson): Build: A Vie, A Bud  
**Italy** (None): Disband: A Apu  
**France** (Kirk): Build: F Mar

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Board Status

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**England:** F Lvp  
**Germany:** F Nth, F Den, F Bal, A Edi, A Ruh, A Sil  
**Russia:** F Nwy, F Swe, F Con, F Stp(nc), A War, A Liv, A Ukr, A Fin  
**Turkey:** F Tun, F Tys, F Ion, A Gre, A Smy  
**Austria:** F Rom, A Pie, A Ven, A Mun, A Tyl, A Boh, *A Vie, A Bud*  
**Italy:** None  
**France:** F Gol, F Ech, F Mar, A Lon, A Bur, A Spa

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The proposal to concede the game to the Austria/Russia/Turkey alliance, which currently controls 21 centers between them, received 3 votes for and 2 against. The notion FAILS.

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Press

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The Turkish Observer: TURKEY DECLARES WAR ON FRANCE (now maybe we'll get to fight someone)

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Due Next: Spring 1904 Moves

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A Note about last turn's moves:

1. Russia's F Swe was ordered to support the English Fleet in Ska to Den. The F designation was an omission on my part, for which, considering the situation in that region of the map, I apologize profusely.
2. Germany's orders specifically specified "(ENG)-A-SKA -> SWE" for both F Den & F Bal. The orders were type written so there was no handwriting mistake. The moves failed as there was no ARMY in the Skaggarak.

As the GM, it is not my duty to assume what a player may have meant, and it is not for me to call him up and clarify any questions concerning the content of his orders. Equally so, it is not for me to "fix" the error on my own considering the orders may have been deliberately mis-typed as part of the player's strategy, I would then have been interfering with the play of the game.

Winter 1900 Press

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Press

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Press! What Press!? Several request were made for a Winter 1900 season just for pre-game press, and here's what I got...

Austria requests a mutual tranquility pact with Italy, Russia, & Turkey; Germany can go to hell -  
Long live the Little Kaiser!

Do you believe this? I hope I havn't signed up seven anonymous, apathetic wet towels for this game.

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**Due Next: Spring 1901 Moves & PRESS**

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Note: Most of you are new to the Trib, so please go over the house rules, especially the part about phoned orders & press.



The Diplomacy Tribune  
House Rules

I. Rules Edition

- A. Games will follow the rules for Diplomacy as found in the Second Edition Rule book, dated February 1982, by Avalon Hill.

II. Seasons

- A. Separate seasons for retreats will be used as deemed necessary by the GM in order to keep the players as up to date as possible on the board status.
- B. If all players that are entitled to build, or required to disband units have sent in provisional adjustment orders with their Fall moves, those orders will be honored and the Winter season will be dispensed with. Otherwise, unless no Great Power has adjustments to make, there will always be a "Winter Adjustments" season.

The board status will be shown for the Spring, Fall and Winter seasons, unless a major change due to retreat orders and/or conflicting retreats merits a separate Summer or Autumn board status.

III. Deadlines

- A. The deadline for all games each month will be the last day of that month, unless otherwise stated in The Diplomacy Tribune. Deadlines may also be printed near the game status as a reminder.
- B. Orders must be received by the deadline to be valid. Missed deadlines constitute an NMR (No Moves Received) and count against the player under HR VI.
- C. In the event of a missed deadline the player's units will be handled as outlined under HR VI.
- D. The latest dated set of orders received by the deadline are those that will be acted upon, unless stated otherwise by the controlling player.

IV. Orders

- A. Written orders must contain;
1. Your name
  2. The game i.d. (Boardman Number or Game Name)
  3. Your orders, retreats, etc.

If your orders are machine printed (ie typewriter, printer, fax, etc.) they must also contain your Account-Code as shown on your mailing label.

The Diplomacy Tribune  
House Rules

B. Orders that do not contain the above information will be considered invalid and treated as an NMR unless a prior or later set of orders are received that meet the requirements of A. above.

[ Basically, if I can't tell whose orders they are, what game they are for, or what they say; they will be trashed and what ever is missing at the deadline is an NMR. ]

C. Abbreviations in orders accepted are those outlined in the Second Edition Rules, those on page 3 of The Gamer's Guide to Computer Diplomacy, those shown in the map on the front page of this issue, or the full-name of the space in question.

D. In all other respects, orders submitted must conform to rule VII,7 of the Second Edition Rules.

E. Orders may be submitted by telephone between 6pm and 10pm week-nights, and between 9am and 11pm week-ends. The GM is not responsible for orders not spoken directly to him. No collect calls will be accepted.



F. No "press" will be accepted by phone, only moves & adjustments.

#### V. Move Results

A. Move results will be shown in the following general format:

Country (Player): Moves, <u>Failed Moves</u>
Country - The name of the Country (Player) - The player's name Moves - Successful moves <u>Failed Moves</u> - Unsuccessful moves

B. Move results will be printed in The Diplomacy Tribune.

#### VI. NMRs

A. If a player fails to meet a deadline or to submit orders at all, his units will stand-in-place. A standby will be notified to submit orders for the next move if one can be found.

The Diplomacy Tribune  
House Rules

- B. If a player NMRs a second time, the standby will permanently take over the country in question. If no standby is available the country will remain in civil-disorder until a standby is found or the country is eliminated from play.
- C. If the player does not respond by the third posted deadline, then his/her subscription is forfeit and it's remainder and all game fees paid are lost.

VII. Game Ending

- A. A game will end when one of the following is met;
  - 1. One player controls 18 supply centers at the end of any Fall turn.
  - 2. A vote to concede the game to player/players passes.
  - 3. A vote to draw the game among remaining players passes.
- B. A request for a vote must be made in writing, and will be published with the following issue's game results. Players will send their votes with their orders. A non-vote will not count either way. If all players remaining unanimously vote in favor of the concession/draw then the game will end appropriately. The results of the vote, either way, will be announced in the next issue of The Diplomacy Tribune.

VIII. Game-Fees

- A. Game-Fees act as a deterrent to players dropping-out as well as covering the cost of possible extra mailings. Game-Fees are not part of the Subscription Fee, you do not get a subscription because you are in a game, or vice-versa.
- B. Players that finish their game or are eliminated will be refunded their game-fee in the form of a subscription extension.
- C. Standby players will receive the game-fee refund of the person that they replaced IF they complete the game and do not themselves NMR out.
- D. Any player that was replaced by a standby because of NMRing out of his/her game is not eligible to a game-fee refund extension. [See HR VI.]

January 1991

# 1991

## The Diplomacy Tribune

January

S	M	T	W	T	F	S
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6	7	8	9	10	11	12
13	14	15	16	17	18	19
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27	28	29	30	31		

February

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March

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April

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26	27	28	29	30	31	

June

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July

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August

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25	26	27	28	29	30	31

September

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October

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November

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17	18	19	20	21	22	23
24	25	26	27	28	29	30

December

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22	23	24	25	26	27	28
29	30	31				