

The Diplomacy Tribune ©1990

July 1990

Number 16

House Rules

Because of a number of request as well as the recent rash of NMRs, this issue contains the most up-to-date printing of the House Rules.

They are fairly standard and based on several sets I've seen, so there should be no problem with their content.

Game Openings

Donna
Gunboat
Need 5 players

Ed
Perestroika
Need 6 players

When responding to game openings, you will be notified through the Trib when the game-fee is due, please do not send it before then.

The 1990 Runestone Poll

The results of the Runestone poll are in, the summary list is reprinted on the next page. You won't see the Trib listed, but we are on the main zine list ranked 65th, just above *Boast* and two below *Diplomacy World*. The Trib's score was 4.451 which was an average of 14 votes cast. Thanks to those of you that voted for the Trib.

Deadline
all games

July 31st, 1990

What is

The Diplomacy Tribune?

Way up on the top of the page it says, 'Dedicated to the postal play of Diplomacy and it's variants.' We play Diplomacy here. There are a large number of zines out there that cover about every style, or lack of, you can imagine. Some rant and rave about their pubber's political alignment, some have page upon page of letters about classical music, pro-wrestling, the environment, you name it; then way in back, in some tiny little corner, printed as small as the copier will reduce, are your game results.

Now this is fine, I get a few of these zines and find them very interesting, to read. They're like the newspaper, chock full of mish-mash events and happenings, wide ranges of topics and subject matter with very little in common. So what if you just want to play? What if you don't care about wether wrestling is phoney or not, or what team will take the pennant, what if all you want to know is "did the Turk support me into Rumania?" *That's* what the Trib is about.

In the past 16 months the Trib has gone through 16 issues, one a month, from the same address, for the same price, by the same person. No the Trib isn't laser-printed, but then again, it's not typed either. It's not full of letters, pictures, and articles for your reading pleasure, but it has "clear and concise game reports, punctual deadlines, and a high rate of reliability."

The Diplomacy Tribune is where we play Diplomacy.



The Trib is still looking for your face!

I know there are more than two of you out there!
Send in your photo today!

The 1990 Runestone Poll

Main List entries finishing at or above average

Zines (75 on main list)

Rk	Zine Name	Votes	Score
1	Northern Flame	40	8.716
2	Upstart	36	8.607
3	The Zine Register	72	8.488
4	Perelandra	31	8.392
5	Penguin Dip	30	8.310
6	Kathy's Korner	35	8.284
7	Been There, Done That	76	8.228
8	House of Lords	43	7.986
9	The Boob Report	22	7.808
10	ark	12	7.736
11	White House Mania	20	7.694
12	The Metadiplomat	25	7.674
13	Carolina Cmd & Cmnty	57	7.642
14	Excelsior	41	7.505
15	benzene	36	7.469
16	The Armchair Diplomat	15	7.452
17	Buckeye Rail Gazette	14	7.217
18	Moiré	36	7.184
19	Cheesecake	27	7.169
20	Graustark	15	7.134
21	Maniac's Paradise	18	7.133
22	The Canadian Diplomat	49	7.129
23	Passchendaele	38	7.058
24	Fol Si Fie	14	7.042
25	Fiat Bellum	32	6.815
26	Dipadeedoodah!	46	6.766
27	Hagalil Hamaarvi	38	6.735
28	TRAX	10	6.689
29	Comrades in Arms	40	6.668
30	A Sharp Mind	19	6.621
31	Bushwacker	55	6.514
32	Ohio Acres	21	6.487
33	The Abyssinian Prince	16	6.441
34	Megalomaniac	22	6.429
35	Rebel	59	6.336
36	Entropy	27	6.277
37	Angst United	14	6.269
38	Pilot Light	18	6.189

Subzines (30 on main list)

Rk	Subzine Name	Votes	Score
1	High Inertia	41	8.819
2	The Eccentric Diplomat	8	8.545
3	The Unabashed Bo(t)	5	8.529
4	Extremism in Defense...	20	7.596
5	Acropolis	13	7.394
6	Shut Up Jack!!!	21	6.948
7	Standard Deviation	8	6.887
8	Poll Talk	7	6.886
9	Asterion	12	6.803
10	CDO News	23	6.552
11	Tennessee Rails	21	6.365
12	Notes from the Bunker	21	6.206
13	Karmel's Panorama	23	5.946
14	War Correspondant	9	5.861
15	McKee Raves	18	5.656

GMs (48 on main list)

Rk	GM Name	Votes	Score
1	Russ Blau	6	9.022
2	Kathy Caruso	11	8.814
3	Andy Lischett	14	8.614
4	Randolph Smyth	5	8.413
5	Jim Benes	6	8.364
6	Jim Burgess	8	8.340
7	Garret Schenck	15	8.222
8	Fred Davis	17	7.791
9	Vince Lutterbie	10	7.699
10	Francois Cuerrier	9	7.677
11	Douglas Kent	7	7.593
12	Fred Hyatt	14	7.545
13	David Hood	9	7.461
14	Robert Cochran	5	7.426
15	Pete Gaughan	14	7.414
16	Ken Hill	5	7.413
17	Stephen Dorneman	11	7.397
18	Tom Swider	7	7.238
19	Phil Reynolds	13	7.235
20	Eric Klien	7	7.084
21	Marc Peters	9	7.056
22	Bob Given	7	6.902
23	Tim Moore	8	6.896
24	George Mann	7	6.584

To order the 1990 Runestone Poll publication, please send \$5.00 to Eric Brosius, 41 Hayward St., Milford MA 01757.
I expect to mail the publication sometime in August.

1990 Runestone Poll Results

July 1, 1990

Dear Postal Gamer,

Polling for the 1990 Runestone Poll is finished; here are the results. I'd like to thank everyone who voted—this year I received exactly 250 ballots. Thanks too to those who helped publicize the Poll by distributing ballots, and to all of you who sent me a donation to help cover expenses.

As usual, I enclose the three main lists in their entirety—those for zines, subzines, and GMs. This year, however, I also include a one-page Poll summary which lists only those main list entries which finished at or above average. If you're a publisher, I'd like you to consider publishing the one-page summary rather than the whole of the main lists; this may be a way to avoid focusing attention on those who finished near the bottom.

Let me remind you all again—don't take the Poll too seriously. This is a hobby, and our goal is to have fun. If you finished near the top, congratulations! But if your ranking is lower than you'd like, don't be too upset. I'd be delighted if you make some improvements as a result, but if you and your readers enjoy what you're doing don't stop just because of what happened in the Poll.

The Poll publication, which will include complete stats and a number of articles, should be out sometime in August. If you haven't ordered it yet, you may do so by sending me \$5.00.

Sincerely,

Eric Brosius
41 Hayward St.
Milford, MA 01757 USA

The Diplomacy Tribune
House Rules

July 1990

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 will also be printed near the game status as a reminder.
- B. Orders must be received by the deadline to be valid. Missed deadlines constitute a 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 #, TRI#, or name)
3. The Great Power you are playing
4. The season & year
5. Your orders, retreats, etc.

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

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

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, 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.

1001 500 7110

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.
- 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.

VIII. 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 voting players 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.

Note: A Non-Vote does not count, only votes received count.

The Diplomacy Tribune
House Rules

VII. 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.]

Winter 1904 Adjustments

Adjustments

England (Lachik): No change
 Germany (Armstrong): F Bal
 Russia (Green): No change
 Austria (Diehl): A Vie
 Italy (Santella): A Ven, A Rom, F Nap
 France (Sweeney): F Wal, A Bel

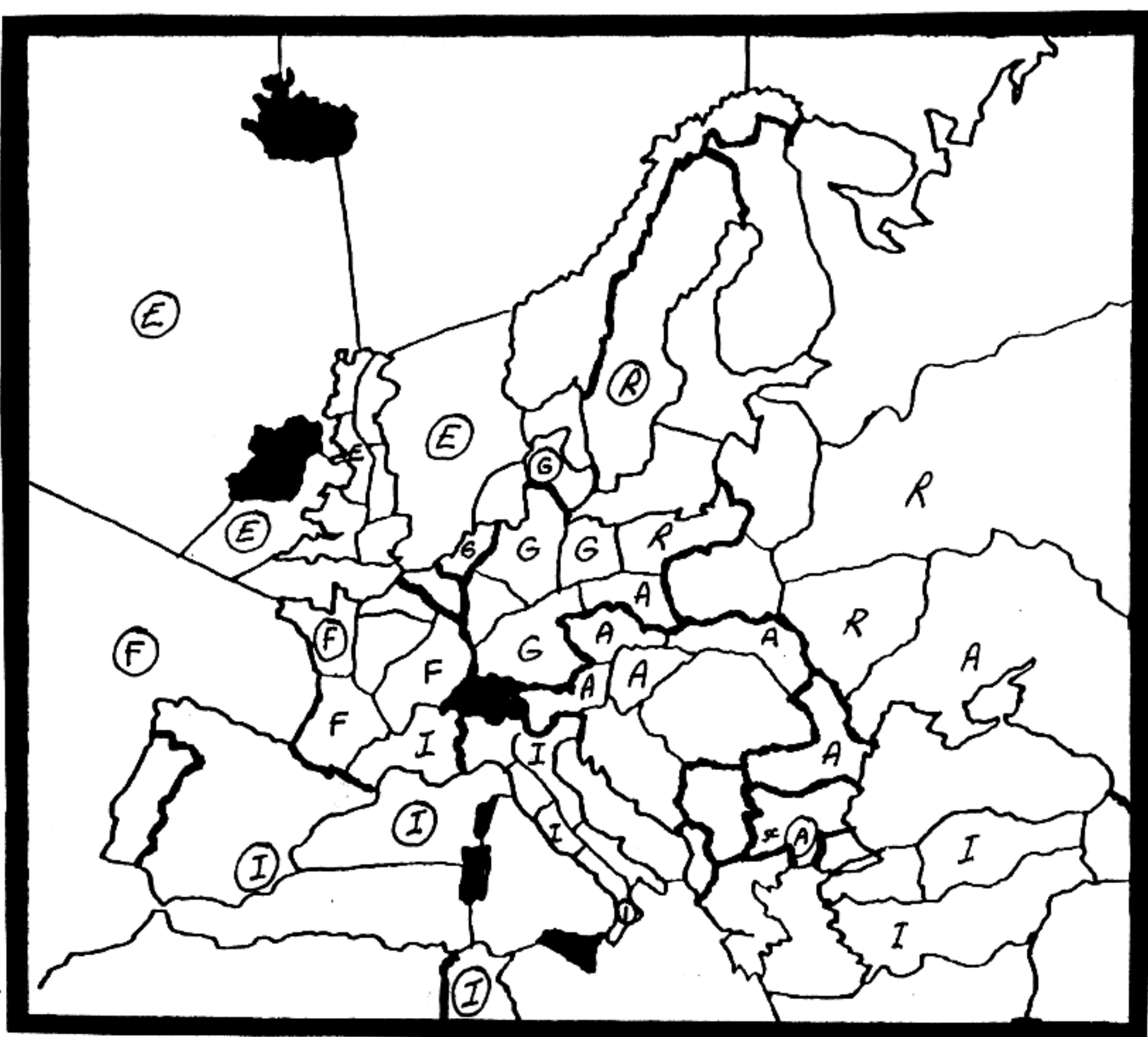
Board Status

England: F Nao, F Nth, F Iri, A Lvp
 Germany: F Den, A Hol, A Kie, A Mun, A Ber
 Russia: F Swe, A Pru, A Mos, A Ukr
 Austria: F Bul(sc), A Sev, A Rum, A Gal, A Boh, A Sil,
 A Tyl, A Vie
 Italy: F Spa(sc), F Gol, F Tun, F Nap, A Rom, A Ven, A Mar,
 A Ank, A Smy
 France: F Bre, F Mao, A Gas, A Bur

Last issue a minor error was made where Italy's centers was concerned. Italy actually has 9 centers, rather than 8, seems I overlooked Tunis. That is why Italy has built 3 units this winter. GT

Due Next: Spring 1905 Moves

TR10589
 "ABE" WINTER '04
 19891B



Winter 1903 Adjustments

Adjustments

England (Sweeney): F Bar
 Germany (Diehl): A Ruh
 Russia (Renner): No change
 Turkey (Schultz): F Smy
 Austria (Wiess): A Vie
 Italy (Kirk): No change
 France (Ried): F Bre, **A PAR**

Board Status

England: units: F Ech, F Nth, F Nwg
 Germany: units: F Ska, F Den, F Hel, A Hol
 Russia: units: F Nwy, A Stp, A Liv, A Mos
 Turkey: units: F Rum, F Eme, F Ion, F Smy, A Sev, A Ukr
 Austria: units: F Gre, A Vie, A Tri, A Ser, A Gal, A War
 Italy: units: F Adr, F Nap, A Ven, A Tun
 France: units: F Bre, F Mao, A Bur, A Bel, A Pic, A Mun, **A PAR**

Press

Aus-Tur: Let's hear that chorus again, "Catch a falling tsar, and put it in your pocket..."

Emperor to Pope: God guided your moves. I'm an atheist. My partner is a decendant of allah. Good-luck at the next crap shoot!

Tur-World: I'm sorry to those of you whom I should have written and didn't and those to whom I was late responding. I'm recovering from Bronchial pneumonia and I became a 38 year-old grand-dad. Boy! do I feel old suddenly!

Tur-GM: Gulp?

GM: Congratulations John, see guys, all that and he get's his moves in on time too!!!

Due Next: Spring 1905 Moves

Winter 1901 Adjustments

Adjustments

England (Oaklyn): F Lvp
 Germany (Burgess): F Kie, A Mun
 Russia (Renner): A Mos, A War
 Turkey (Armstrong): F Smy
 Austria (Johnson): A Bud, A Vie
 Italy (Webster): A Nap
 France (Kirk): A Par, F Bre

Board Status

England: units: F Nth, F Nwg, F Lvp, A Bel
 Germany: units: F Den, F Kie, A Hol, A Ruh, A Mun
 Russia: units: F Swe, F Sev, A Rum, A Stp, A Mos, A War
 Turkey: units: F Con, F Smy, A Bul, A Ank
 Austria: units: F Gre, A Ser, A Tri, A Bud, A Vie
 Italy: units: F Ion, A Tun, A Ven, A Nap
 France: units: F Iri, F Bre, A Spa, A Por, A Par

Press

Vie: Yes, the Czar's sincerity has been confirmed to the archduke as well. He shall join the Sultan in incorporating with him.

(Southampton, a stones throw from Brest) Yes! It seems that lies emanate from French soil after all. Gee, I hope you can find someone that will ally with you in the future. Sorry, Sir! Trust is something I cherish in the life. I will not waste it on the likes of you.

(Gravenhage, almost scraping the Kaiser's boots) An effigy of James Burgess has manifested itself into the face and being of the Kaiser. We know who you are! A pseudonym will not secure your true identity Jim.

(Istanbul, almost scraping the Czar's boots) A lone figure stood on the wind swept dunes in the hot desert sun. Clad in white sheets, he held his scimitar firmly in his hand and looked out over the shore where gunboats silently crept closer. "Do they come for me or each other?" he thought. It was a difficult question to answer as his radio was picking up only static. A newspaper blew by. It's front page reported that migrating frogs had found a new pond in which to sing, much to the delight of the codiac and the chagrin of the witch....His eyes blazing with the intensity of the overhead sun, the figure heaved a battle cry and charged the shore hoping to meet the enemy.

A piano was heard playing near-by...

Pope-Fra: Your foolishness and double talk has angered me for the last time. My crusaders shall crush your puny heathen country!

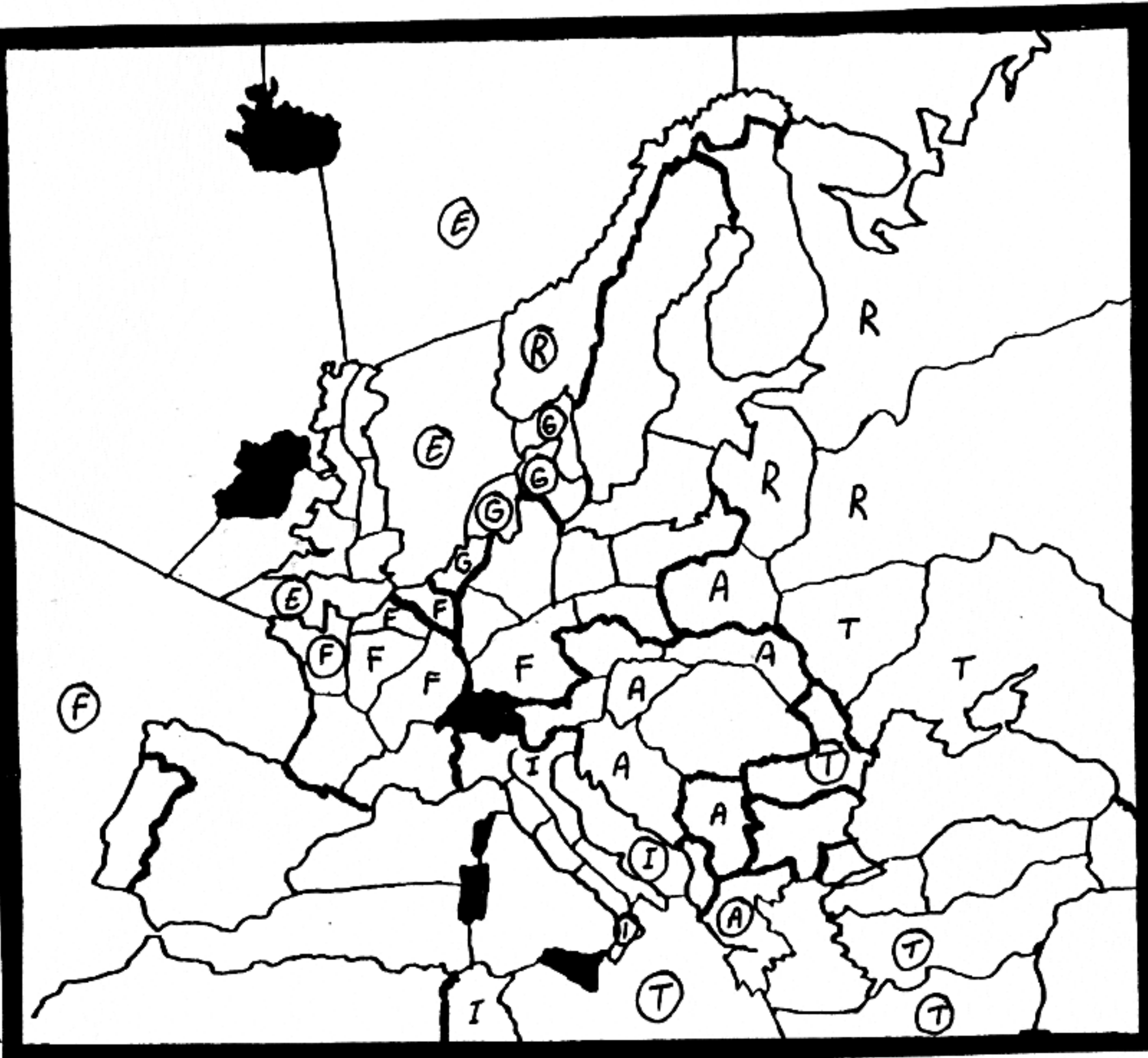
Pope-Kaiser: The deal is on, destroy the frog!

GM: It's been pointed out that it's Istanbul and not IstanBull, well I asked E. F. Hutton, and he said....

1989/9

"BARB" WINTER 1903

TR1089



"CARL" WINTER '01

TR10490

