

EMHAIN MACHA

Emhain Macha
#1

October 29
1979

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After 15 Years...

...the NY Giants may finally be seeing the light at the end of the tunnel. QB Phil Simms, the 1st round draft pick, is the QB of the future NY has been looking for. Head Coach Perkins has the team on a solid re-building schedule, after they have aquired and dis-garded more of these plans then is kind to mention. The Giants' superb Defense has improved its secondary and with a solid offense on the horizon, this time the light at the end of the tunnel isn't another train.

Welsome fellow Diplomacy player to the premier issue of Emhain Macha, Since this is the 1st edition, there is plenty of "get acquainted material in these ten pages. I hope you'll read it over carefully and consider subbing & playing a game in EM.

"EM Notes & General Policy" contains the hard facts and aspirations of EM and the methods that I'll use to build a solid magazine.

EM features a short episode of Gypo Nash: Diary of A Apy in this issue. It's Gypo's intro to his many adventures as an international interloper in the era before the big war.

The Soapbox features the opinion of an anonymous player about France's overall strategy. The Soapbox will be a regular feature and is open to all.

The EM House Rules and Ranking System should be read carefully by all those contemplating an EM game. The Ranking System will be used to match players for the games. Be honest...

On p. 9 I have included a sub app & game entry form. This will cut down on the tedious work and speed things up for all of us, so please use it...

The Etc Dept is EM's regular garb-bag dept, and anyone who needs to use it is welcome.

Lastly, EM is running a contest. The two winners will receive a free 6 issue EM sub, so be sure to check it out on p.5.

page one will be my column for news, views and comments, but now that the intro is over...

EM Notes & General Policy

I hope to announce game starts in EM #2, which could be coming your way if... (hint) Be sure to sign up now and you won't miss a single issue. And why not start a new game for a new decade in a new zine?

At present, I plan to run only regular Diplomacy games, but I am planning to carry a variant or to, after EM gets its feet wet. In this vein, EM will print the rules and map for a Diplomacy game variant called Bhearna Baoghail. Set in 12th century Ireland, 6 Irish chieftains battle for the High-Kingship, while the Normans prepare for their invasion of Erin. Since there are no neutral SCs in BB, there will be little room for niceties or politeness among players. So, variant fanatics keep posted... more details later on...

Probably the most frustrating thing for every Diplomacy zine subber, is a zine folding, when you're paid up for six more issues. It's a consumer rip-off that can only have bad side-effects. As far as EM is concerned, I can only make you the following promise: The balance of your sub fee will be refunded to you if EM folds during your sub.

It may sound like some nebulous promise, but it isn't. But there is very little that I can do to prove my sound intentions and sincerity. I am starting what I hope is a solid reputation in Diplomacy zine publishing, and for me honesty is the most important asset anyone has to offer another person.

I hope you'll vote your confidence and approval of EM with a sub -- And why not a game?

As a potential subber, you'll want to know what sort of zine I'll be editing. And what will you get out of EM?

You'll get variety, accuracy, consistency, maybe some running arguments and debates, some puzzling questions and in each issue I am sure that you'll read and re-read and ponder many times. And, in the long run, you'll get exactly what you helped put into EM.

EM's subbers should be its most prolific writers. As editor, I'll steer the content to the topics and issues that you want to read about, and the topics you'll read about and discuss in EM will be those you're writing about.

As editor, I'll be writing for EM, steering EM into your interest areas, soliciting contributions for each issue and making sure that each issue gets to you on time. What I need from you is your faith and input.

At present, I would like to see each subber submit an article during his sub. Am I asking too much? You can tell us "how you see things" from the Soapbox or keep us informed with a feature article. This hobby is as good as the people in it, and here's your chance to show us just how good we all are.

I'll keep my opinions confined to page one and an occasional side-bar, though I'm sure I won't let you subbers hog the limelight on the Soapbox or in the features.

On paper this looks like a pretty solid idea, but its success will be a measure of my tenacity and your willingness to share your ideas. I'm tenacious, and if you'll send in your vote (sub), we'll get this ball rolling.

(continued on p. 3)

The Soapbox:

is ready and waiting for anyone with a point to make or an axe to grind. Naturally, it ought to concern the sphere of Diplomacy activity or some related topic, but it's your soapbox: you tell me what needs to be said! "Who will defend Italy as the slumbering Bull of the Mediterranean?" "Does the gentle art of persuasion or do boxing gloves win Diplomacy games?" These are just two ideas...and don't refrain from throwing a few jabs at EM, if you think it needs it. Remember it's your streetcorner. (Writers will receive one free issue of EM for each piece used.)

Features:

There are no holds barred for feature articles. All the article has to be is...interesting to EM subbers and clearly written. Give it a beginning, middle and an end. (Writers will receive one free issue of EM for each piece used.)

The Etc Dept:

I feel this is aptly named. This issue's column contains quotes, comments, observations, etc, that I thought ought to be promulgated. Now, if you want to promulgate something, you know where to go. Wait no more...Promulgate now...So if you're looking for a FTF in KC, LA or NYC or announcing a hard fought victory in Berlin, drop a line to the etc dept. (note: Press for EM games will appear with the games and cross-references will not be allowed.)

GMing:

I will be EM's GM and to speed you along in starting your game EM's House Rules and other information are included in this issue.

My own GM policy will be that as expressed in "THE CANADIAN DIPLOMACY ORGANIZATION'S CODE OF ETHICS FOR GMS", which appeared in Diplomacy World #3. (DW is a sine qua non of Diplomacy, and if you don't have a sub it costs \$5.00 a year. Write to Jerry Jones, 1854 Wagner St., Pasadena, CA, 91107.)

The EM rules are the rules, until a player can demonstrate a legitimate exception. If the need arises, I will discuss rule changes and the like through The Soapbox.

About Games:

Since this is EM's first issue, there are plenty of openings, I will carry as many games, as I can fill, but don't procrastinate -- I want to get EM moving. For my convenience I've included a game entry form on page 9. On it you should check your country preferences, fill in your EM Rank (deal with that later--ed.) and include the necessary info.

After some thought, I have decided to request a \$1.00 refundable game deposit. To me, it just isn't right to NMR from a game, and if the buck keeps your interest we'll all enjoy the game better.

WHO AM I ?

I'm Michael Mills -- no middle name. I'm 24 years old. I've played FTF Diplomacy since I was 18, but only recently PEM. I'm married, and my wife and I live in a suburb of Syracuse, NY. I received a BA from Syracuse University in film and an MS from the same in Mass Communications. As time goes on, you'll get to know me better, but right now there are more important matters at hand...

Gypo Nash: Diary of A Spy.

I'm Gypo Nash. You never heard of me, and that's how I wanted it to be. I used to conduct business for some of the most powerful countries in Europe. Actually, I worked for all seven of them at one time or another. But now I'm getting out of the business. You see, I've been at the old game for some time. I was there in the old days in Algeria--my base of operations. Now you call it NAF. But I remember the old days when the Italian King and the Frenchman used to fight over Switzerland. Yea, things were a little hectic in those days.

Most of you people in the Foreign Ministry Offices probably saw me once or twice when you were learning to file orders and you probably thought I was some courier from the Army on the frontier, but that's how I wanted it to be. You see I came and went where and when I pleased. Every Prime Minister and King knew about me, but I was too valuable or powerful to stop. Now, I can hear you paper diplomats wanting to know why I'm moving on...That's a fair question, but what makes you think you're entitled to an answer. I would if I could, but there is a small matter of international importance that makes disclosing my reason less than advisable.

Now, one of you reading this will end up doing what I did, but I doubt if you'll be as successful.

Well, let me get on with my story. I got involved in the world of high-level negotiations quite by accident, actually it was someone else's accident. I was living in Paris at the time. I was born in Holland, but got into trouble with the local police when I was around 16 and had to leave.

I liked Paris. Problem was I couldn't make my way with those stinking wages those French are used to paying, so I drifted into petty thievery quite naturally. Nothing big mind you. I never had more than 3 francs in my pocket. I just took what I needed for a few days from some high-living rich man on a street corner or I clobbered some foolish countryboy too drunk on cheap wine, city lights and loose women to care.

Well one evening during one of Paris' dreary winters I was crossing through the Champ de Mars when I saw this high-stepping guy, who looked like an Austrian though something about him seemed too crude. He was carrying a briefcase in one hand and an umbrella in the other. He seemed nervous like when people are carrying more money than they are used to, so I decided to follow this queer looking geek. By the time we were on De la Motte in front of the Military School, I was about to forget about him. He seemed like he was about to enter one of those school doors cause he walked more relaxed. When he got to the Avenue de Suffren, however, he panicked. I couldn't see what he saw, but he was doing a poor job of keeping his head. He started to dash across the Avenue, when a cab driver yelled at him, at least that's what he thought because he stopped and gripped the briefcase with both hands to his chest. That's when this other horse-drawn lurched into him.

I ran out and rushed to him and made like I was comforting him. He was a mess. The cab had gone right over him, but he managed to say a word. God knows if it were a word. The sound just kind of drooled over his lips. For the first time in my life I was afraid. By now, a crowd of people were pressed around us and the gendarmerie were making their way through the people.

(continued on p.6)

"Emhain Macha is an anagram!"

... No it's not, but who or what was or is Emhain Macha? If you know, or even if you don't you stand a pretty good chance of winning a 6 issue subscription to EM.

EM will give a 6 issue sub to the person with the first* correct explanation of our name and another 6 issue sub to the person with the most creative, imaginative or humorous explanation of EM.

EM will print the two winning letters in the third issue, and if space permits EM will print the more curious replies.

In the event that a winner already has a sub, EM will enter him in a game for free.

(* determined by postmark)

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THE SOAPBOX

(This issue's anonymous is against F-E alliances and has a very interesting strategy for a French victory: pull Russia ~~East~~ and push Italy East.--ed)
West

I am amazed by the amount of credence given to a French alliance with England! While France must be polite to England in 1901 to gain POR and SPA without losing its strong defensive posture, there is no reason to placate England over the eventual English Channel issue that usually arises in 1902. Indeed, if France forces a confrontation over ENG in 1902, France will not be weakened, but England actually weakened.

France's solid ally in this venture is Russia. If France can forge an agreement with Russia concerning the splitting of England's naval power, England will be forced to play a defensive game to the bitter end. Seven-eighths of the time Russia will support the plan. The lure of a secure northern border and the pillage of Scandinavian SCs is nearly as good as a gallon of vodka to the Russian.

Naturally, Germany will have a say in this matter, but the real Russian threat to Denmark and his hinderlands should lead him to an agreement with France, concerning Belgium and their frontier. To Germany, England will be stymied with France preoccupied in SCs other than Munich and Holland. Germany with a quiet Western front can then turn his attention East and North to the Russian. Since Germany cannot fight two fronts in 1902, France may well test his power by "Insisting!" the Ruhr be a DMZ. Ruffle your feathers and make noises, but keep focused on the English target.

Now where is Italy? Italy has gone East. Everyone in the West has told her thr grass is greener in the Balkans, and Italy usually follows that advice. For both France and Italy, mutual benefits are quickly realized if they agree on their spheres of operation.

Thus, Austria is met with an early Italian attack and a restless Turk at her back door. When Russia offers neutrality and token assistance, so that Russia can gear up for the West, Austria agrees.

France's clear cut strategy for victory is to urge Italy East and pull Russia West. If successful France will bid the Limey a fond adieu! France must KO England first, if

(continued on p.9)

Gypo Nash continued from p. 4

Now, ploice and me naturally just don't get along, so I got away and filtered out of view. When I stopped and brushed the dirt off my pants, there was the old geezers briefcase in my hand. I don't remember snatching it, but I guess my natural instincts saw 30 francs at a pawn shop and my body just reacted.

I took it back to my room in Gobelins. This wasn't ~~kk~~ the type of briefcase you usually saw in Paris shops. It was very heavy with stell butt supports. But what was inside? I wanted to know what this foreigner was carrying that made him so nervous. For two hours I tried to pick the lock, but it was one that I had never seen before. I didn't want to damage the thing. It was worth 30 francs for sure, maybe 50 with a good pitch to the right person. What was inside just might not be worth a thing...

... Well...I let myself into the conceirge's kitchen and borrowed one of her knives. The one she cut up chickens with for those big black pots of soup of hers. I squeezed and felt the contours of the contents, and then slowly ripped through the side of the briefcase with the knife.

I held the newly cut flap back with one hand and with the other fished out wads and ~~XXX~~ wads of paper--documents, actually.

I had ruined a good briefcase for papers and lost my 30 francs, but when dawn came and I finished reading most of the papers 30 francs were not important. At first, it was way above me. It took me two weeks to piece together the old guy's papers.

In the next weeks, I made friends with the cab drivers along Rue Honorie and the Champs de Elysee. I got to be a regular, sort of, I just wanted to listen to the gossip these drivers had about the people around Paris' embassy district. I became friends with this old cabbie from Lyon, and my chance came when he contracted the flu and asked if I would like to drive his cab for a few nights.

When the cabs were lining up for the evening near the English Embassy, I walked down the line and chatted to the driver at the head. The embassy doors opened and the English Ambassador, a short, powdery looking man, came out. The doorman called the cab over. I went over to the Ambassador and in my best English explained this note was given to me to hand to him personally. I left quickly to see, as I rounded the corner, the Ambassador rush back inside and the doorman send the cab back to the line.

I won't bore you with the details, as they are still of some value to me in any dealings I would contemplate, but I can tell you that several British industrialists from the Midlands had some explaining to do in the Court of St. James concerning steel products. With the money netted from the Ambassador and three other representatives in the next few weeks, I finally left the world of petty crime.

From that night in front of the Embassy to the recent debacle in Silesia, I plied my trade among the powerful of Europe and watched as their rulers plunged their armies headlong into the shadows of uncertainty. I could plant one small seed of doubt and then watch a swift cadence of betrayals sweep the Continent. As I learned more, I came to
(continued on p.9)

Emhain Macha's House Rules

- A) The Diplomacy rules in the 1971 rulebook will be followed except as noted.
- B) Players must submit the following information with their moves: player's name, country, game number or name, year and season, player's code, date sent and signature.
- C) Deadlines will be strictly adhered to.
- D) 1901 will have three seasons: Spring, Fall and Winter. All others will have two: Spring and Fall.
- E) If a player misses Spring 1901, the moves listed in Table A will be made for him by the GM.
- F) After Spring 1901 if a player misses a move, his units will hold, unsupported.
- G) If a player misses two consecutive seasons, he will be permanently replaced from the standby list and will forfeit his game deposit.
- H) If a player resigns, he will be replaced from the standby list and will forfeit his game deposit.
- I) Orders may be phoned in up till 12 noon of the deadline. If I am not home, be sure to give your name, player code, and game number or name to the person taking your moves. My phone number is (315) 469 - 3176.
- J) Draw or concession votes will not be allowed until Fall 1905. Votes must be unanimous among all players with units on the board. The votes are secret. The GM will only report the result.
- K) Submitting orders and failing to vote counts against a draw or concession. NMR is a vote in favor.
- L) If there is no change in the net number of SCs for 3 years, consecutively, the GM will call the game a draw among all players still on the board, unless a player can show a deadlock-breaking strategy.
- M) Requirements for playing a game in EM are: submitting a game fee and deposit (refundable), maintaining a subscription, submitting a complete game entry form. (If a player allows his sub to lapse, he will be replaced from the standby list.)
- N) In all cases EM will use the first three letters of a space's name as its abbreviation, except in the following:

(Bot) Gulf of Bothnia	(Nth) North Sea
(Lyo) Gulf of Lyon	(Nwy) Norway
(Lpl) Liverpool	(Nwg) Norwegian Sea
(MAO) Mid-Atlantic Ocean	(StP) St. Petersburg
(NAf) North Africa	(TyS) Tyrrhenian Sea
(NAO) North Atlantic Ocean	
- O) The GM will use the following abbreviations: Army=A, Fleet=F, Convoy=C, Support=S, Hold=H, dislodged=d, annihilated=a, impossible=i, no builds received=NBR, no moves received=NMR, no such order=nso, no such unit=nsu, off the board=OTB.

- P) Fleet movements to and from Bulgaria, Spain and St. Petersburg must specify coast.
- Q) The following are UNACCEPTABLE and will not be allowed: the use of code or code words in the Press, Black Press, deception of the GM, (players will be replaced for deceiving the GM), conditional moves.
- R) In general, I will follow the code of ethics written by the Canadian Diplomacy Organization, which appeared in Diplomacy World #23.

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Emhain Macha's House Ranking System

The purpose of the EM House Ranking System is to make each game as competitive as possible by pitting seven players with roughly the same degree of expertise and experience in the same PBM games.

The Ranking System has two components. Each player will have a Class and a Rating, which together are his Rank.

Class:

- Class N: for those who have not yet played a PBM game.
- Class 4: for those who have yet to complete one PBM game.
- Class 3: for those who have completed one to three PBM games.
- Class 2: for those who have completed four to nine PBM games.
- Class 1: for those who have completed ten or more PBM games.

Rating:

To determine your rating, simply award yourself 3 points for each win, 2 points for each draw, -2 points for each elimination and -1 point for each time you had units left on the board (LOB), when another player claimed victory. Only consider completed PBM Diplomacy games in your calculations. Total your points and then divide by the total number of games for an average score. Lastly multiply by 100 and disregard all decimals. (Do not include standby play in your calculations.)

Games will be filled according to player ranks. I will try to narrow the range of ranks as much as possible so that a Class N player does not get thrown to the Class 1 players with 90-200 ratings. Nor will a seasoned vet be given an easy chair in a Class N game. Individual rankings will not be disclosed, but games will be designated by Rank.

In this system, Class is a measure of your experience, nothing more, while your rating shows how well you have performed. This is my intention and I urge all those with comments, etc to send me their ideas. I am sure that it can be improved and I'm sure some of you are already tinkering with it.

(Note Class N & 4 players do not have a rating as they have yet to start or complete a game.)

(Potential players: be sure to fill out your EM Rank on the entry form)

Table A of Rule E from the Houserules

A: F Tri-Alb/A Vie-Tri/A Bud-Ser// E: F Edi-Nwg/F Lon-Nth/
A Lpl-Edi// F: F Bre-MAO/A Par-Pic/A Mar H// G: F Kle-Den/
A Ber-Kie/ A Mun H// I: F Nap-Ion/ A Rom-Apu/ A Ver H// R: F StP-
Bot/ F Sev-Rum/ A War H/ A Mos H// T: A Con-Bul/ F Ank-Con/
A Smy H//.

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The Soapbox (continued from p. 5)

France is to count itself a contender. If France moves on Italy or Germany first, England can easily out-flank France. England is France's worst enemy because of its potential for a devastating stab. For these reasons no Frenchman should ever seriously consider an alliance with the English.

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Gypo Nash: Diary of A Spy (continued from p. 6)

regard myself as a conductor, leading my symphony orchestra through a frenzied and deadly performance.

Well, the editor of this thing told me not to give away too much or write more than a few pages. I had wanted to tell you about the Triangle Affair, which followed after one of my documents came to the attention of the Sultan, but that would take up too much space.

Well, now you high-class diplomatic couriers know why most of what you've tried to do never came off as planned. I've got your papers, and I sell them to the highest bidder, and though I may be getting into a different line of sales, I know these papers are my leverage and assets.

If the editor says he'll give me space I'll tell you about the Triangle Affair, and until then don't try to ferret me out. For your own sake just keep away from my venue.

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Subscription Application and Game Entry Form

EM #1

Name _____

_____ 12 issue sub for \$4.80

Address _____

_____ 6 issue sub for \$2.50

_____ Game fee of \$2.00

_____ Put me on the standby list

Game deposit fee of \$1.00 (refundable)

If entering a game place number next to countries in order of preference. A E F G

_____ Total amount enclosed

I R T

Make checks or MOs payable to Michael Mills, 3457 Makyes rd, Nedrow, NY, 13120

EM Rank (see p. 8)

Class _____ Rating _____

The balance of your sub fee will be refunded if EM folds during your sub. MM

The Etc Dept:

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- * The greatest accomplishment of the Federal Gov't has been to convince so many to pay so much for so little for so long. (paraphrased from Gore Vidal)
- * Any chess players out there in Diplomacy Land? If you'd like to play a game of chess by mail, send me your name and address, and I'll match you up with an opponent. Watch EM #2 for announcements...
- * Does anyone have any information on John Boyer's variant Scotice Scripti III. I am putting together another variant set in Ireland and would like to see what has been done before. I'd appreciate hearing from anyone with a set of his rules.
- * Murphy was an optimist.--O'Tool's Commentary On Murphy's Law.
- * To the subconscious Sherlock Holmes among us, the contest on p. 5 should be a simple case of deduction. There are a few clues scattered through the zine as to the roots of Emhain Macha. It still isn't an anagram.
- * Now, before I run out of space I want to thank my wife who has perservered through EM #1's production process. Without her, it would not have been possible.

Emhain Macha is a monthly journal of postal Diplomacy* available from Michael Mills, 3457 Makyes Rd., Nedrow, NY, 13120. See page 9 for sub rates and game fee information. (* Diplomacy is the registered trademark for the game invented by Alan Calhamer and owned by the Avalon Hill Games Company of Baltimore.)

Michael Mills
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Sample
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