

# EMHAIN MACHA

Emhain Macha  
#2

November 26  
1979

\* \* \* \* \*  
\* Game Openings In \*  
\* Diplomacy and \*  
\* Bhearna Baoghail \*  
\* \* \* \* \*

page one

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INSERT: Map for  
Bhearna Baoghail

The response to EM #1 was strong and positive. I want to thank you people out there who are turning this pubbing of EM into such a great experience. You're making it all worthwhile and with your support EM forges on...

Everyone should read EM Notes carefully. There's a ton of things concerning HRs and policy and all that.

We have one winner in the EM contest, but are still looking for another. And HIS 999 is yet another chance to win EM freebies.

Gypo is now in Syria with The Turk. I don't know what'll happen. He really seems stuck, but you can never be sure with this guy.

Bhearna Baoghail is EM's own variant. There's a lot of material on it inside, and I really would like to start up 2 games ASAP.

Some of the info here may be a repeat to some of you, but it's needed for the 80 or so who now have this as a sample.

5 people are now waiting for their game to start, and that's all covered on p 3.

The next official print date for EM will be Jan 5, 1980. All matters that can't wait will be handled with a little sub-zine, which will be used as needed.

I believe that the Oaklyn/Tretick thing has run out of ammo. Everyone did his part in spreading his facts and opinion. And for better or worse Bernie went through the ringer. All I can say is let's not have any repeats.

+ + + + +

Famous Diplomatic Lines

"I forgot..."

"That's not what I heard"

"be serious!"

"Gee, I thought..."

"Honestly..."

"If you can't trust me,  
who can you?"

"I'm moving from your  
SC in the Fall"

"I guess I wrote it  
wrong"

"I sympathize with  
you"

"He forged it"

"Oops!"

\* \* \* \* \*

The Scalawag 1978 PU

Fall 1905: The War Is Over!!

Franco-Germano Allies Conquer Europe!!

A:(Edwards) Died '03/E:(Andrews) Died '03/  
F:(Tretick) Home, Bel, Spa, Por, Edi, Lon, Lpl,  
Rom, Nap, Tun, Gre, Ank, Con, Smy, Sev/G:(Nixon)  
Home, Hol, Den, Nwy, Swe, Vie, Bud, Tri, Ven, Ser,  
Bul, Rum, Mos, War, StP/I:(Oaklyn) Died 1904/  
R:(Cofman) Died 1905/T:(Alan) Died 1905.

\* \* \* \* \*

	01	02	03	04	05
A	3	2	-	-	-
E	3	1	-	-	-
F	6	10	15	16	17
G	6	10	14	15	17
I	3	2	1	-	-
R	4	4	2	1	-
T	3	3	2	2	-

Endgame commentaries anyone?

## EM Notes:

The time between issue #1 and this edition was spent getting the House together, so to speak, and shaping up the 'zine. I've spent a good deal of time reading and re-reading your letters and other zines, writing changes to the HRs and corresponding to other GMs, etc... And now, the second installment of EM Notes...(in no particular order)

\*I hope that the last issue will continue to hold EM's record for typos and similiar goofs. As far as I can tell, there were forty-six of them. Part of the problem was my lack of stencil correction fluid, and another was my rush to print. You see, I contemplated saving up for a mimeo machine and buying one next March, but I found one for the incredible price of \$20.00. So, I forged ahead zealously, but with correction fluid in hand my typo problem has ended

\*If you have a subscription to EM, the number above your name and address is the issue your sub expires on. If I'm trading with you, a (t) appears after your name.

\*EM is scheduled to print every fourth Monday, but this would mean printing EM #3 on Christmas Eve, so I am moving #3 back till Monday January 7th 1980. This will give players time for preliminary negotiations, since we all know what happens to the Post Office at Christmas time.

\*Because several of you wrote concerning the HRs I have made a few rule changes or re-worded them for clarification. Because many of you were concerned enough to write and explain your viewpoints in a few cases I have been swayed and the changes are due to your feedback.

\*Revision of HR (D)

"1981 will have three seasons; Spring, Fall and Winter. From 1982 and onwards players will have the option of 2 or 3 season years. Players should indicate their choice when applying for a game."

\*Revision of HR (H)

"If a player resigns, he will be replaced from the standby list." ((he no longer forfeits his game deposit))

\*Additions to HR (O)

"no retreat received=NRR, no vote received=NVR, change of address=COA, house rules=HRs, Diplomacy rules=DRs, retreats=r, Builds=B."

\*Revision of HR (Q)

"The following are UNACCEPTABLE and will not be allowed: the use of code or code words in the Press, Black Press, moves made conditional to the moves of an opponent (moves made conditional to the retreats, builds and annihilations of an opponents units ARE recommended), deception of the GM (deception of the GM results in being replaced).

\*Addition of HR (S)

"Moving an Army between NAF and Spa will require a convoy."

\*A few have asked that I explain HR (R) concerning The Canadian Diplomacy Organization's Code of Ethics for GMs. The code is too long to re-print in EM so I hope to do it justice by paraphrasing and points.

\*The code's first paragraph simply states that the GM will do his best to keep game adjudication error-free and will correct any mistakes as quickly, trying not to harm the game.

\*Paragraph two states that if a player and the GM have a difference of opinion, the GM will submit the matter to the Ombudsman, whose decision will be final. ((I'm still trying to find out who the Ombudsman is. I will, however, ask a reputable GM to serve as arbiter in any case.))

\*Paragraph three concerns the punctuality of the GM, who if he cannot maintain his standards will turn the game over to another GM.

\*Number four says that each player will have a copy of the HRs, changes in them will be made before play is seriously affected and so that no player is harmed by the change. The GM will submit copies of his zine to the Archivist, obtain Boardman or Miller numbers and keep accurate records for the Custodian. ((The last sentence is Paragraph five.))

\*Number six concerns replacement players to be used whenever necessary and to avoid irregular GM practices, so that games are ratable under current standards.

\*Lastly, number seven says the GM will not deceive players, be partial, or favor certain players. The GM will give the player the benefit of the doubt should problems arise and maintain good communications with players. And, lastly, the GM will

(continued on p 4)

As of today, Nov 19th, I have 5 people signed up for EM's first Diplomacy game; thus we are 2 short.

The 5 who are signed up and ready to go are: John Vielman of Houston, TX; Glenn Ledder from Buffalo, NY; Walter Aucott haling from Orlando, FL; Jake Walters from Natick, MA; and last but not least Charles Price stationed at Great Lakes, IL.

Gentlemen and I use the term loosely since you'll soon be cutting each other's throats, I will write you when your game is ready to go, which should be soon.

I'll print up a little sub-zine called "The Pike" to keep things moving in cases like this.

This issue is being mailed out to 80 non-GMs/publishers. Issue #1 went out to about 60 people. There were alot of fellow GMs on that list, who really don't have the additional time to start another game since they've got their own zines to put out and then there is the Postal Dippy Tourney and etc.

So, this issue should be reaching 80 potential gamers and that's why I think the games will start very soon and that's the reason for going to print a week early.

I have 3 people on Standby, and EM will be needing more as I will be taking in a few Orphans. Since they traditionally lose a few original players when the home zine folds, I have to be ready with the standbys. Here's a chance to pick up a game position without any cost. Standby play is indeed the toughest because you have to make due with what someone else abandoned and try to turn things around. The challenge is there, and EM is looking for a few good...

By the way, the standbys are: Jake Walters, John Vielman and Richard Martin.

To you lucky people seeing EM for the first time, there should be no doubt that there are plenty of openings in regular The Dippy. This issue has a few HR changes, since the HRs first appeared in #1. A complete copy of the HRs will come your way, when your game start is announced.

After I printed the EM Notes section, Mark Berch told me who the Ombudsmen are. For Canadian players, a player/GM difference of opinion will be settled by the CDO Ombudsman, John Leeder out in Calgary. For the rest of us North Americans, Fred Davis, IDO Ombudsman will have the last word.

#### \*\*A Matter of Opinion\*\*

This comment really dosen't need a title and a listing in the table of contents, but it's one way to be sure it's noted. Several, I guess I could say most zines have articles on Diplomacy Strategy. Well, I see them as matters of opinion, though some are better than others. EM will stay away from printing that type of material, but will instead "steal The Baltic Battler's" idea and print the facts about specific openings and success rates with various combinations. Torbjorn gets his info from Mick Bullock's "New Statsman" and Richard Sharp's "The Game of Diplomacy". Instead of "I think Italy should..." and all that, the facts are left to speak for themselves. I like it and I hope you will to. The first country to be covered is Austria, and those of you who would like to read the originals keep reading....

Note to THE BALTIC BATTLER, Torbjorn Strom (sorry, no umlauts on English typewriters): Instead of surface mail, I'd rather go air-mail, if it is OK with you. I don't think that I could wait that long for issue #3!

To the rest of the US Diplomacy community (and Canada--I'm sorry) Torbjorn's 'zine is an excellent choice if you are looking to broaden your horizons. Issue #2's 20 pages was jammed with Sci-Fi reviews, D&D info, Letters, a few features and of course Diplomacy. He dosen't mention how to get a sample. Subs are \$7/10. Games are \$3 and feature an international assortment of players. Let's see, his air-mail postage was Skr 1.90, so if you can convert that and send an international MO, I'm sure things will work out fine. And by the way, ask for the English version and tell 'em who sent you.

explain any decision that readily apparent.

\*In essence, that is the code. I would like to remind everyone that the above code was published in "Diplomacy World" #23. You can buy DW #23 as a backissue for \$1.25 or get a year's sub from Jerry Jones, 1854 Wagner St, Pasadena, CA, 91107.

\*If you received EM #1, you're probably wondering why EM #2 is on legal size paper. Fair question... Seems the local AB Dick supplier was having a sale, when I dropped in for supplies. This legal size paper was simply cheaper than regular size paper.

\*And, this will be the last issue of EM in the open-page format. Starting with EM #3, EM will adopt the booklet format used by such notable publications as McLendon's D&L and Volkerwanderung. So, don't be surprised. Symbolically, I guess, I could say that since we're entering a new decade... But, simply put, I like the booklet format more than the open-page one. And, I hope you will too.

\*The EM House Ranking System has been revised, as prophesised by John Michalski in The new Brutus Bulletin and as advised by Lee (Why Me?) Kendter. The rating component has been dropped, but the Class designations have been kept and remain the same. The reasons for doing this basically are, 1) the rating portion was too crude to do the job it was supposed to do and 2) because there are simply not a plethora of prospective players--I could not fill the games on the rating and class basis, as the range would be too wide. I am retaining the class designation since it is general enough to overcome #2 and several of you approved of filling games by experience.

\*If there is any doubt (could there be?), EM has plenty of game openings in regular Diplomacy. I am not putting a limit on the number of games I'll run, as the games are a *raison d'etre*, and EM might as well have a lot to live for--it makes everything much more exciting. So, as we embark upon the '80s, why not start a new game in a fresh new zine? I offer you punctuality, accuracy and concern.

\*Bhearna Baoghail pronounced "Bearna Bwaoil", is EM's own variant. It was devised by me over the last months. The inspirations came from two of my passions--Diplomacy and History, especially Irish History. I've included a brief scenario with the rules, so I won't repeat it here.

\*I'd like to start two BB games as soon as possible and see if it floats. If rule changes are necessary, they will be made just so long as an individual player isn't unduly harmed. I'd be glad to hear any and all of your comments, criticisms, suggestions and general input, so don't hold back.

\*If anyone wants an extra set of rules and a map just Xerox them or send me an SASE. Any other GM is welcome to reproduce them as he or she (is there one?) sees fit, but I'd like the credit for it.

\*As I see it, the Irish Kings are in a damning situation: battling each other in the Irish heartland, while harassed by King Henry II's invasions along the coast. How closely must the Irish Kings unite to hold off England? Or will they every agree on anything? For Ireland to win, one Irish King must rise above the rest, but can he? The O'Rourke of Breffni, the weakest player on the board, is faced with five enemies on his borders. He must ally, but that would make the alliance very strong. And the other Kings would be severely threatened. So, how do you go about winning? I hope to find out by starting two games and hopefully be able to compare two different strategies.

\*By the way, Bhearna Baoghail is Gaelic for "Gap of Danger". I think it's aptly named.

\*If Mr Tretick believes I have done him an injustice with the item on p 1, I will give him the space to reply.

\*And now, before I run out of space I'd like to thank (in no particular order) Bill LaFosse, Bruce Linsey, Mark Berch, Richard Martin, Glenn Ledder, John Michalski and Lee Kendter.

\*And with that...That's all folks...see you next year in EM #3!

The EM Contest...or"Was it an Anagram?"

Last issue, I asked, "Who or what was or is Emhain Macha?" Well, Rod Walker was the first person to put the correct answer in the mail, and so Rod finds himself the winner of a 6 issue subscription. Though I had written and told Rod, I would print his letter in EM #3, there really isn't any reason to hold back.

BUT THERE IS STILL TIME for you to explain EM in your own peculiar way. EM will award a 6 issue sub for the most creative, imaginative or humorous explanation. Answer the question in your own way, and you could have EM for a half-year--free...Since there is no preference given to early postmarks, you still have as good a chance as any. The deadline will be Saturday January 5th (don't forget what Christmas does to the Post Office).

Well here's Rod's winning letter...

Nov 1, 1979

Dear Mike,

Emain (Emhain) Macha means "the fortress of (Queen) Macha". It is the site of the royal palace of Ulster, located about 2 miles W of Armagh. It was reportedly founded by Queen Macha. It was destroyed in 355 and only mounds and whatnot remain there.

Letter follows, but I wanted to get this to you right away. I can't resist an historical contest. (Of course, the complete index to my 1913 Encyclopedia Britannica helped...)

Best, Rod Walker

\* \* \* \* \*

+ HIS 999 +

Here's a quiz that should keep even the ardent History fanatic busy for a few hours. Some of the answers you'll remember from high school, some from current events, some from TV and films, but a few involve some brainwork. I will give the winner a free game in EM. In case of a tie, the earliest postmark takes the prize. Each question has a certain number of points assigned to it, and judgements will be made on the point basis. So, if your ready, the deadline is January 5th, 1980--that's in my mailbox. A perfect score is 50.

1. The name of Henry Hudson's ship? (3)
2. What was the guerrilla war in Ireland from 1919-1921 called? (3)
3. The first free press trial in North America involved what publisher? (3)
4. Chenaults air corp during World War II was known as? (4)
5. Where did Charles XII of Sweden defeat Peter the Great of Russia? (5)
6. In 1968 the Viet Cong and the North Vietnamese Army launched a major military offensive. What was it called? (5)
7. In what year and in what city is the mutiney of the battleship Potemkin most closely associated? (5)
8. What are the five tribes that make up The Iroquois Nation? (1 point for each, total of 5)
9. Lord Cornwallis once commanded the barracks of New Geneva. Where are they? (7)
10. Nazi dictator Adolf Hitler unknowingly employed the principles of Keyesian economics to lift Germany out of its depression in the 1930s. True or Flase? (10)

\* \* \* \* \*

(A man on vacation in Paris committed suicide by jumping into the river. The newspapers thought he was insane, but everyone knew he had been.)

(Cuba's strict import laws have made The Big 3 Car Makers mad. They say their autos are much better than the island's most popular model, the Castro Convertible.)



\*\* Gypo's Diary: The Triangle Affair \*\*

It was in April, when I learned the Tsar's ministers sought to employ my talents, that I first heard of The Turk. I was enjoying the sun and the women on the Adriatic near Trieste, when word was passed, and two weeks later I found myself in the still-thawing city of St. Petersburg.

The Tsar's inner council was obsessed with access to the Mediterranean. Hoping to strengthen the Pan-Slav Union, they wanted to slip a fleet through Istanbul over to the Adriatic. Naturally, Austria would have to be placated, but Turkey could not be.

With the crucial information committed to memory, I arrived in Paris to confer with a man from Lloyd George's office. With the right touch of blackmail and promises, I persuaded this bespeckled little man to assign me to the English Embassy in Istanbul. It's noteworthy to mention that this man was once a friend of many Midland Industrialists, before they fell from grace over foreign exports. It proved my point of only telling parts of a story.

From my briefing in St. Petersburg, I knew The Turk was an indomitable and very dangerous man at the zenith of his power and influence. He had the ability to conform to the unforeseen events and circumstances in diplomatic affairs to his own ends. Though his short-range goals varied, his ultimate goal--supremacy among European diplomats--became more evident with each encounter.

Attached to the consular service in Istanbul, I spent the days checking the paperwork on visas and Commonwealth passports. The task at hand was to penetrate the offices of The Turk. On my success or failure hinged the fate of the Russian offensive. And with my cover, I thought I was safe.

In early June with the strike just four weeks away a dapper Prussian handed me a visa application with the words "I've come for the Paris briefcase" written across the top. I wrote "9:30 La Blanca Vaca" on it and handed it back. He left without a glance or a word.

I dispatched a courier with a message among some routine documents to the Russian compound. The dapper Prussian was never seen again. The "snuffing", as I call such dirtywork was not overlooked and was, what we call "noisey".

The English vice-Ambassador interviewed me and demanded answers. A carbon of the visa request had been on file--I had a lot to learn. Neither convinced of my innocence, nor able to relieve me of my post, he gave me a temporary, but mandatory, leave. My mission seemed to be deteriorating.

Later that same day, I noticed I was being followed while I was in the city bazaar. Was he from The Turk? Another Prussian? From the vice-Ambassador? Or a Russian? There was only one way to find out.

As I walked away, towards the alleys and backwaters of the city, I made sure my tracker kept to the trail. The snuff confirmed my suspicions: The Turk was ready to claim check-mate.

I mailed a letter, went south to Syria, and waited for a reply. It came on the next dawn. A squad of Turkey's elite corp surrounded the small hotel, where I was staying. Downstairs they cleared the patrons from the cafe. I was escorted by the guards to a table. Drinks were set up, and The Turk arrived, whisking servile assistants aside as he approached.

"I find a German consular envoy with Tsarist bullets in his head...I lose an agent, who we will find dead--of that I am sure...I am getting distressing news from Sevastapol... I have suspected the English, and now you offer a deal?"

I leaned back and sighed. The Turk was about to strengthen the Pan-Slav Union...

(continued Next Month)

\* \* \* \* \*

Oh no! Here comes The Voice of Doom! It could be coming your way every month if you sub to Bruce Linsey's new and growing zine. His sub rate is 10/\$4.50, and though there are no game openings at the moment, VOD is has enough in it to keep your attention without playing. The address is 71 Hudson Terrace Apts, Newburgh, NY, 12550. A 15¢ stamp will get you a sample...

I. Kingdoms and Supply Centers:

- A) Bhearna Baoghail is a seven player Diplomacy variant set in 12th century Ireland. The 1971 Diplomacy Rulebook and the EM House Rules will be followed, except as noted.
- B) There are six Irish Kings and one English King, and their home supply centers are as follows:
  - 1. The O'Rourke of Breffni; (2 SCs) Lon & Mcl
  - 2. The O'Connor of Connacht; (3 SCs) Err & Gal-2
  - 3. The MacLochlainn of Leinster; (3 SCs) Dub, Kik & Wex
  - 4. The O'Brien of Munster; (3 SCs) Cor, Lim & Orm
  - 5. The O'Donnell of Tirconnell; (3 SCs) Rap, Tyr & Fgh
  - 6. The MacDonlevy of Ulaidh; (3 SCs) Ant, Dow & Lou
  - 7. King Henry II of England; (5 SCs) all off-the-board (OTB)

II. Conditions for Victories and Draws:

- A) The victory conditions for the Irish Kings are: 1) possession of nine SCs, and 2) the English King has less than four Irish SCs.
- B) The victory conditions for the English King are: 1) possession of nine Irish SCs, and 2) no Irish King has five or more SCs.
- C) The conditions for a draw are: 1) the Irish Kings participating in the draw possess thirteen or more SCs, and/or 2) if the English King participates, he have four or more Irish SCs.

III. Seasons and Years:

- A) There are four seasons per game year; spring, summer, fall and winter. Units are moved in the first three, and builds are made in winter.
- B) Play begins in Winter 1169 with the initial deployment of units. 1170 is the first full year of play.

IV. Initial Deployment:

- A) Each Irish King has three units at Winter 1169, except The O'Rourke of Breffni, who has two. Henry II has five units: three fleets and two armies.
- B) Each Irish King, except The O'Rourke has the option to substitute one fleet for an army in Winter 1169. Irish fleets must start at a coastal SC in Winter 1169
- C) Each Irish King has the option to start his armies in any space within his Kingdom in Winter 1169.
- D) King Henry II may deploy his fleets in the following spaces at Winter 1169; AOs, StG, Iri, Nor, AOs. (His armies remain off-the-board until Spring 1171.)

V. Builds:

- A) Builds are made in the winter of the year.
- B) Every player may build new units in any SC in his possession.
- C) The English King may build his armies in Irish SCs or OTB. All English fleets are built OTB.

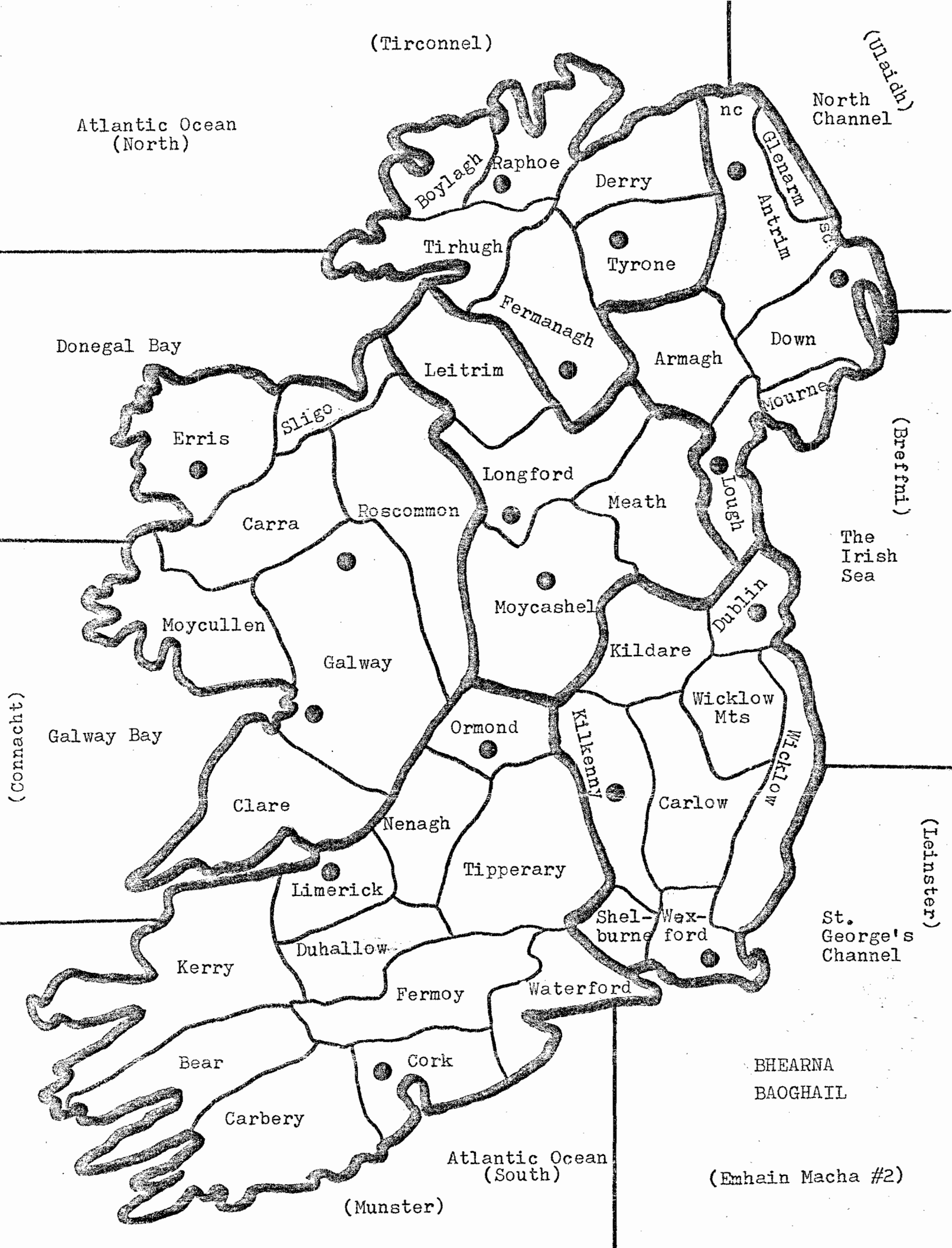
VI. Special Rules for England:

- A) English fleets are deployed in Winter 1169. Armies are held OTB until Spring 1171 (see IV D).
- B) English fleets may not occupy Irish SCs until Spring 1171, but they may occupy non-SC spaces starting in Spring 1170.
- C) English armies may land in Ireland starting in Spring 1171.
- D) OTB armies must be convoyed into Ireland. It is assumed that StG, Iri and Nor border England. Thus convoys of armies to spaces bordering AOs, Don, GwB and AOn involved two or three fleets
- E) English fleets may support the actions of Irish Kings starting in Spring 1170.

VII. Surrender:

- A) Any Irish King reduced to one unit may surrender to any other Irish King, who may claim that unit as his own if he or the surrendering King has the SC to support it.
- B) To accept surrender, the Irish King must have one more unit bordering the surrendering unit, than any other Irish King.

(continued on next page)



(Tirconnel)

Atlantic Ocean  
(North)

(Ulaidh)  
North Channel

Boylagh Raphoe

Derry

nc  
Glenarn  
Antrim

Tirhugh

Tyrone

Fermanagh

Armagh

Down

Donegal Bay

Leitrim

Mourne

Erris

Sligo

Longford

Meath

Lough

(Breifni)

Carra

Roscommon

The Irish Sea

Moycullen

Moycashel

Dublin

Moycullen

Galway

Kildare

(Connacht)

Galway Bay

Ormond

Kilkenny

Wicklow Mts

Clare

Nenagh

Carlow

(Leinster)

Limerick

Tipperary

Shelburne  
Wexford

St. George's Channel

Kerry

Duhallow

Fermoy

Waterford

Bear

Cork

BHEARNA  
BAOGHAIL

Carbery

Atlantic Ocean  
(South)

(Emhain Macha #2)

(Munster)



:FEATURES. This issue's feature article is "Gypo's Diary: The Triangle Affair. But since Gypo is constantly on the move, I'd like for EM's readers to send in some feature articles. (As a matter of fact, I may have or most probably will request one from you, personally.) There is a lot more to this hobby than playing the games. Writing about a topic related to Diplomacy is a benefit to us all. Unfortunately, the publishers usually are the ones called upon to write them. And so, you readers generally read the same material, re-hashed, over and over again. So, EM is asking that you help us all out and make us all look good by getting active. And writing about what you think is important is the best way. Writers will receive one free issue for each piece used. It may not be the big-time, but people will know you're alive and well.

:The Soapbox, which did not appear in this issue is open to anyone with a point to make, an axe to grind, Emil Zolas or Clarence Darrows. Of course, it should be related to the hobby, but generally, it a chance for you to say what's important--and if it isn't related to Diplomacy, I'll probably use it anyway. What I'd really like to see are clearly written arguments meant to convince readers. I won't solicit these personally, but why should anyone pass up the chance to be heard? Isn't there anything that bothers you?

:The Etc Dept is proving to be the most popular column by far. As you can see it's for announcements, requests for information, quotes, (plugs and all that. Just drop a line...  
 \*\*\*\*\* Emhain Macha's House Ranking System \*\*\*\*\*

The purpose of this Ranking System is to make each game as competitive as possible by pitting seven players with roughly the same degree of experience against each other in the same PBM game. Your individual Rank is determined by the Classes which follow:

1. Class N: for those who have not played a PBM game.
2. Class 4: for those who have yet to complete a PBM game.
3. Class 3: for those who have completed 1 to 3 PBM games.
4. Class 2: for those who have completed 4 to 9 PBM games.
5. Class 1: for those who have completed 10 or more PBM games.

All potential players are asked to submit their EM Rank with their game entry. If one is not submitted, you will be placed in a game with players who have done likewise.

\* \* \* \* \*

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 Subscription & Game Entry Form

EM#2

Name \_\_\_\_\_ 12 issue sub for \$4.80

Address \_\_\_\_\_ 6 issue sub for \$2.50

\_\_\_\_\_ Dip game fee of \$2.00

\_\_\_\_\_ BB game fee of \$2.00

\_\_\_\_\_ Put me on STANDBY for Dip/BB (circle) \$1.00/game refundable deposit

If entering a game place # next to country/Kingdom in order of preference. \_\_\_\_\_ Total Amount Enclosed

Make checks or MOs payable to Michael Mills.

\_\_\_\_\_ A \_\_\_\_\_ E \_\_\_\_\_ F \_\_\_\_\_ G \_\_\_\_\_ I \_\_\_\_\_ R

\*If entering a Dip game circle preference for 2 or 3 season years after 1901.

\_\_\_\_\_ T (Diplomacy)

\_\_\_\_\_ B \_\_\_\_\_ C \_\_\_\_\_ E \_\_\_\_\_ L \_\_\_\_\_ M \_\_\_\_\_ T

\*EM Rank: Class \_\_\_\_\_

\_\_\_\_\_ U (Bhearna Baoghail)

### VIII. Misc.:

- A) Galway (Gal) contains two SCs, though it is only one space.
- B) Limerick (Lim) is bordered by Galway Bay (GwB).
- C) Fleet movement to and from Antrim (Ant) must specify north coast (nc) or south coast (sc).

### IX. Abbreviations:

A) In all cases the first three letters of a space's name will serve as its abbreviation, except for the following;

Atlantic Ocean (north): AOn	Galway Bay: GwB
Atlantic Ocean (south): AOs	Kildare: Kid
Carbery: Cbr	Kilkenny: Kik
Carlow: Clw	Moycashel: Mcl
Carra: Crr	Moycullen: Mcn
Fermoy: Fmy	Wicklow Mountains: WMt
Fermanagh: Fgh	

### Notes:

1. Draw or concession votes cannot be taken until Winter 1173.
2. In 1170 all four seasons are separated, but from 1171 onwards winter builds are combined with spring moves.

### Scenario:

The success of England's invasion of Ireland in the 12th century under Strongbow was partly Strongbow's military tactics, and mainly Ireland's lack of unity.

Unlike the rest of Europe, Ireland never had a "divine right of Kings", the resulting feudal system not the rights of primogeniture. The individual families of Ireland stood independent and the land was owned in-common.

Each region had a dominant family, whose chieftain was recognized as a sort of "king", but instead of "king" he was called "The (family name)", eg The O'Rourke.

Henry II saw Ireland as land to be granted to loyal subjects of the Crown--the first Charter colony. He realized that the traditional family rivalries would keep the Irish from opposing him united and so in 1171 he sent Strongbow, who established a firm English foothold in Leinster, called The Pale.

BB begins before Strongbow's landing to give the Irish the necessary time to secure and expand along their borders. BB ends when the English invasion is successful or with the emergence of a strong Irish King--Ard-Righ (High-King).

Several changes concerning the boundaries have been made with regards to actual 12th century kingdoms. Breffni was a tribal domain in the 1100s, but in BB it is merged with the Kingdom of Meath to form the Kingdom of Breffni.

The Kingdom of Connacht lost Breffni, but gained a part of Munster--the space named Clare. Except for the above, the kingdom of Munster has not changed. The kingdom of Leinster is the only unchanged kingdom.

The two BB kingdoms of Tirconnel and Ulaidh were actually two tribal domains of the same kingdom, but have been separated. They both contain several tribal domains within their borders. I separated them in order to minimize their strategic position and to make the game more exciting.

Anyone interested in pursuing the above further would do well to read "The Story of the Irish Race" by Seumas Mac Manus. It's very readable.

by Michael Mills

- \* Nothing lays itself open to the charge of exaggeration more than the language of naked truth. -- Joseph Conrad
- \* Dick Martin has a few questions about records. He wants to know "Who has the records for the longest/shortest games ending in a win/draw? What is the record for the most centres?" Anyone with the answers is encouraged to write to EM and the answers will be printed in #3.
- \* Empiri Con II : The NYC SF Con, including ConSpiracy : The NYC Diplomatic and Fantasizing Game Con will be held on July 4-6 in NYC at The Prince George Hotel (14 E 28th St) Fees will be \$6 until Feb 9, then \$7.50 till June 21 or \$9 at the door. The Diplomacy Tourney entry fee is \$1. For more info and signup write: Empiri Con II, PO Box 682, Church St Station, NYC, NY, 10008. (Specify DipTourney, if playing, and/or ConSpiracy for other games.)
- \* RETALIATION has game openings! It's published by Dick Martin, 26 Orchard Way N, Rockville, MD, 20854. Subs are 10/\$3 and game fees are \$0.00 (that isn't a typo)
- \* Are you Variant prone? If so, you'll want a copy of ARDA #1. Rod Walker has compiled a listing of 250 known variants and catalogued them for easy reference. It's \$1, and the address is 1273 Crest Dr, Encinitas, CA, 92024. Rod is Acting Custodian of NAVB and also keeps rules and maps of variants on file.



DEAR JERRY,

This copy of LM comes your way because I have a variant inside w/map. As editor of DW I am submitting this to you as a possible article in DW #24 or #25.

*Michael Mills*

Amhain Macha is a monthly journal of postal Diplomacy\* available from Michael Mills, 3457 Makyes Rd, Nedrow, 13120 and published every fourth Monday. See inside 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 Game Company of Baltimore, MD.)

Michael Mills  
3457 Makyes Rd  
Nedrow, NY, 13120

(Return Requested)



Sample ( )  
Trade ( )  
Standby for ( )

TO:

JERRY JONES  
1854 WAGNER STREET  
PASADENA, CA, 91107

\*FIRST CLASS\*