

the go-between

Vol. 2  
No. 7  
July, 84

# Reviews

\* STARTS  
THIS  
ISSUE \*

\* RETURNS \*



ATTENTION ALL AUSTRALIA POST EMPLOYEES

This publication has been banned in The Australian Capital Territory and is therefore safe and wholesome for delivery everywhere else.

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DEADLINES: Orders to G.M. is September 14. \* \* \* \*  
Results to Editor is September 21.  
Proposed mailing date is September 30.  
Will we make it?

Diplomacy 83A (The Original & Best)

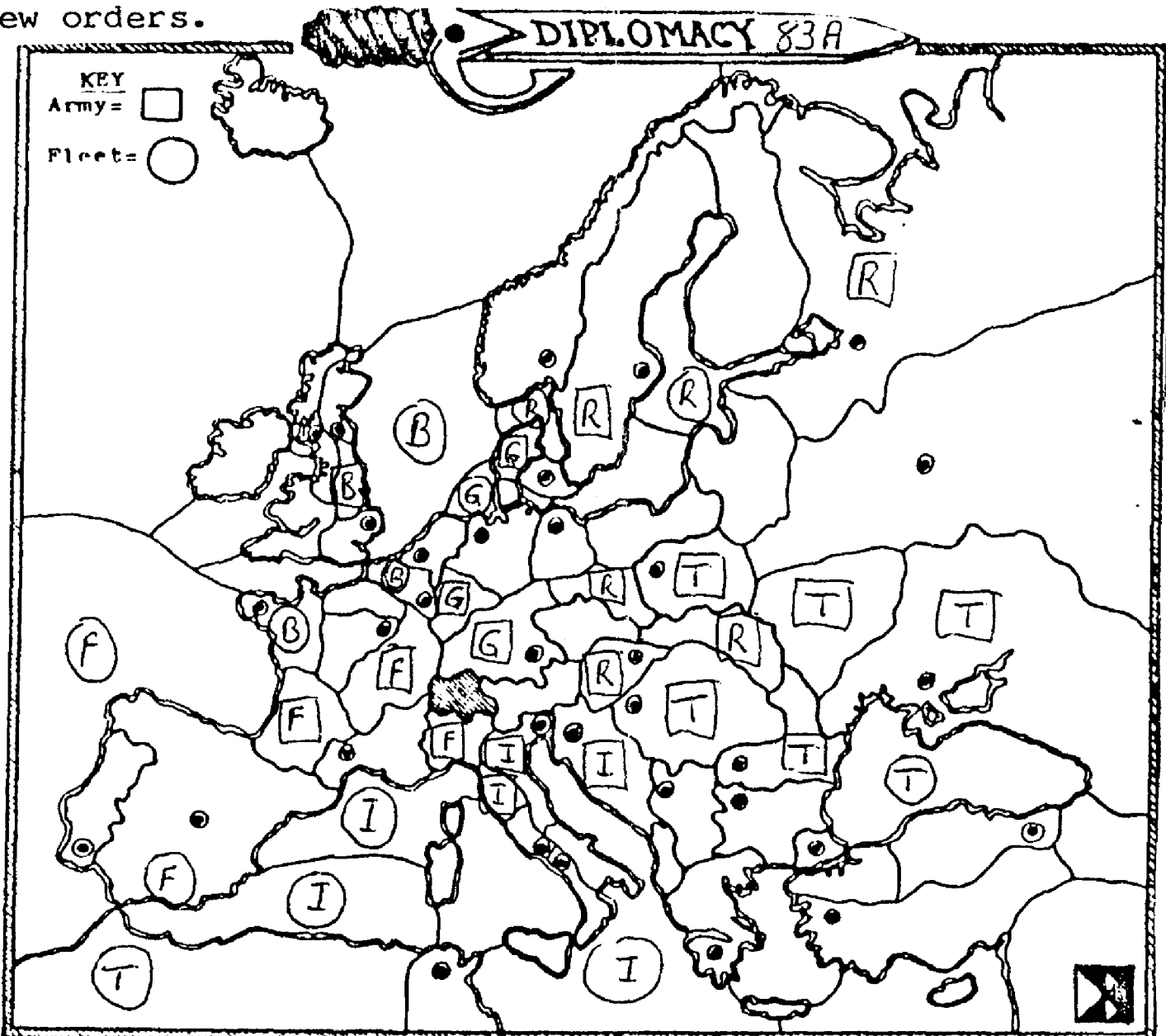
David Cox

'GOD GODFS AGAIN! GOD IS AN ENGLISHMAN - GERMANY GOES BUD-DIST'

It was pointed out to me after Fall 1904 that the German move A Bel-Rur should have succeeded as rules that are poorly written but have only one meaning must succeed. I checked in the rule book and found that the above interpretation is correct. Therefore Germany and Britain should each get one build.

Ten bonus points for the firwt person to correctly guess which player informed me of the rule interprtutation.

Next turn will be a repeat on Spring 1905. Please send in new orders.

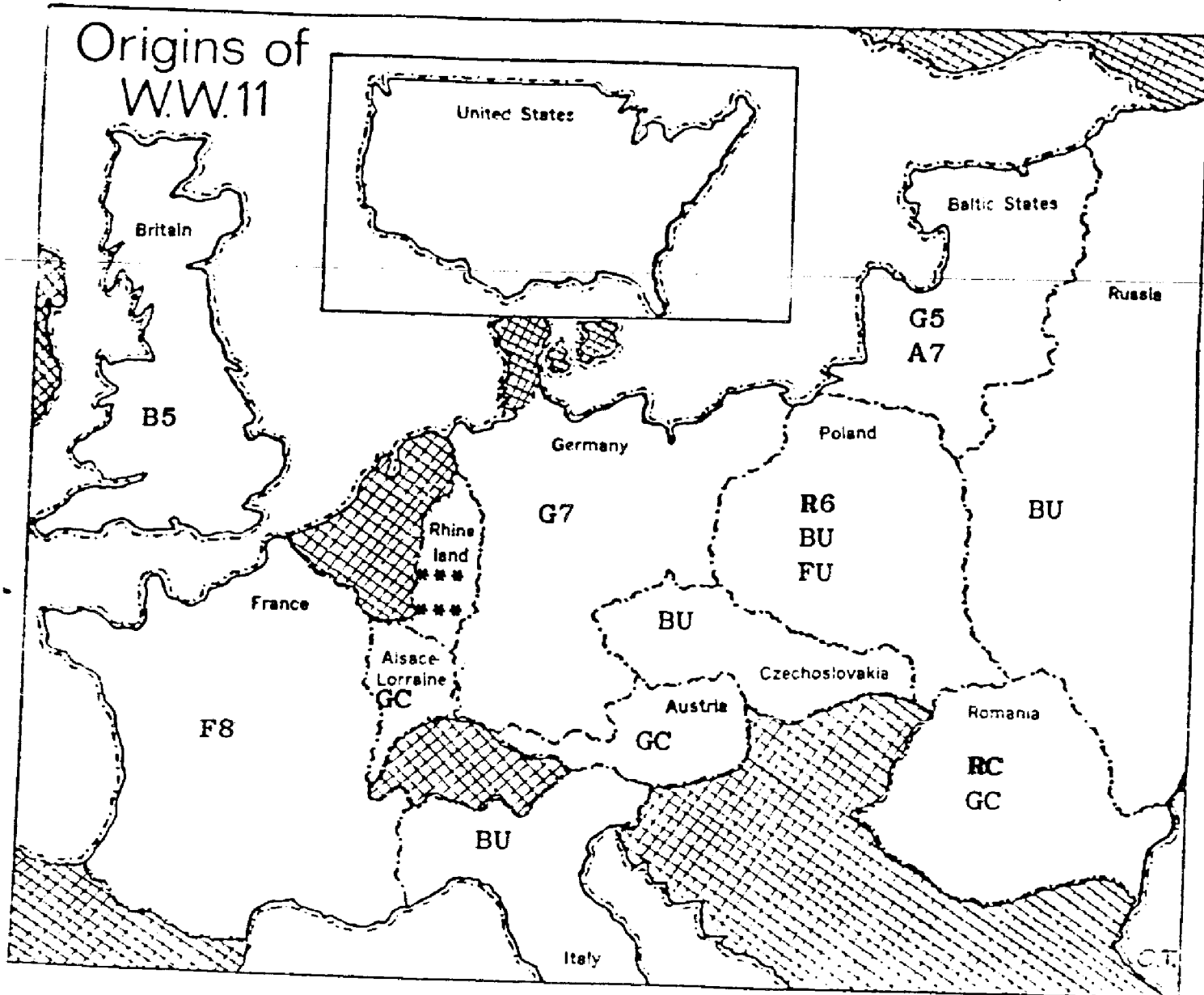


# OUTBREAK

YEAR: 1937

PHASE: TWO

BY: DARYL KIBBLE



**code:**

A = USA (SELFE)	U = UNDERSTANDING
(Replacement) F = FRANCE (MELLOR)	C = CONTROL
B = BRITAIN (HOPKINS)	
R = RUSSIA (THOMAS)	A Single Number
G = GERMANY (COX, D.)	= POLITICAL FACTORS

\*\*\* IN RHINELAND

A5

G9

REPLACEMENT PLAYER: PAUL MELLOR (FRANCE)  
 149 Hurstville Rd  
 Oatley 2223



FIRST BLOOD SPILLS

Hitler's warm welcome to the British in 1935 became too hot to handle. **ODD**olph Cox's 2-1 attack on the British Embassy has sent shock waves through India, Ceylon, and other major sea growing nations. Ceylon has officially declared WAR on Germany and is sending its fleet of 43 fishing ships to the coasts of Denmark immediately. India has also been supportive and has sent 150 elephants to England to be at the King's disposal.

DICE RESULT = 3 = X B - U  
G - 5

**ODD**olph's destruction of Alsace-Lorraine obviously was not enough to satisfy his perverted mind and has once again cowardly slaughtered the brainless Frogs of France who were unarmed on a peace-keeping mission in the Rhineland. This 2-1 attack was watched by the USA who disliked having to eat frogslegs day in day out and cheered the German victory and the German BEER that followed.

DICE RESULT = 4 = X F-U  
G-5

**MRUIN** Stalin's Cossacks brilliantly charged and destroyed the largest Army ever positioned in the Baltic States. The Cossacks were amazed at the friendliness and cheers they were greeted with before utterly destroying the "enemy". Meanwhile, back at Moscow headquarters, still no communication has been made with the RUSSIAN NORTHERN ARMY.

Stalin's Russian Attack on USA in Baltic  
11 odds Dice Result = 6 = A  
R-13

An examination of Hitler's HOUSE shows that all is in order. →

NEXT ORDERS DUE: 23rd August  
(Placement Orders)



MACHIAVELLI

Gamemaster: David (

King of France

Daryl Kibble  
11 Victory Street  
Raceview 4305

Duke of Florence

Steven Clarkin  
764 Jilliby Road  
Jilliby 2259

Doge of Venice

Bob Benton  
P.O. Box 16  
Kurrajong Heights 2758

Emperor of Austria

Peter Cox  
24 Curringa Road  
Kariiong 2251

Duke of Milan

Greg Barnsley  
7 Beggs Street  
Lakemba 2195

Duke of Naples

Darryl Davis  
RMB 5403 Manor Hill Close  
Holgate 2250

The Pope (no bull!)

Andrew Schacht  
5 Pentland Avenue  
Punchbowl 2196

The Infidel

Terry Bradley  
18 Cook Street  
Satur via Scone

Victory: Ultimate Victory - Advanced Game Rule IID.

Substantial Victory - Advanced Game Rule IIC

Defensive Victory - control your own country,  
have at least four military units and 60 ducats in the bank

Bank Balances will be sent with Fall orders.

Rules: Advanced Rules IV, V, VI; Optional Rules IIIB, IV,  
VB. Assassinations may be conducted against any other  
noble of your choice. Optional Rule X is also being used.

Scenario: B (Spring 1454)

Deadline for First Orders: September 14

# FINAL CONFLICT III

## GAME MASTER

DARYL R. KIBBLE  
11 VICTORY STREET  
RACEVIEW, QLD. 4305

The MAP for FC was published in last months Go-Between. What follows is the complete set of rules required for play.

I am looking for 7 competent Diplomacy/Machiavelli players who think they have the potential & ability to rule the World - NOT just Europe or Italy. If you don't like a challenge or are a person who NMR's, this is NOT a game for you.

The first 7 players to contact me will be the "MAGNIFICENT" 7.

**PLEASE** submit a Power preference list when applying.

**BRIEFING:** Final Conflict is a global nuclear variant of Diplomacy for 7 players. It is strongly recommended that you carefully read these rules and view them on occasion, since FC has some rule conventions which contradict what don't appear in the Diplomacy rulebook. The length of these rules is deceiving; FC is easier to learn than you may think. The rules have been written extensively so as to avoid the problems during play and to make learning FC easier. Although the board is about 1/3 larger than the standard game, FC takes no more time to play than standard Diplomacy, or even less, depending on how many nukes get thrown around.

### THE POWERS AND INITIAL DEPLOYMENT:

AUS (Commonwealth of Australia): f Brisbane, f Perth, f Melbourne,

p Sydney.  
BRA (United States of Brazil): a Amazonas, f BELEM, f SALVADOR, f RIO de Janeiro.  
CHI (People's Republic of China): f MANchuria, a PEKING, f SHANGHAI, a CANTON.  
PAL (Pan-Arab League): a TEHRAN, a BAGDAD, f EGYPT, p SAUDI ARABIA.  
RUS (Soviet Union): a MOSCOW, a OMSK, f ARKHANGELSK, f VLADIVOSTOK, p HUNGARY.  
SAF (South Africa): a RHODESIA, f NAMIBIA, f CAPE TOWN, f MOZAMBIQUE.  
USA (United States of America): a CHICAGO, f NEW YORK, f HAWAII\*, p ALASKA.

\*Note that the USA starts with 1 unit in a non-center; f Hawaii is supplied by the center in LOS ANGELES.

When playing face-to-face, use the following colors for each power: AUS=light blue; BRA=green; CHI=yellow; PAL=black; RUS=red; SAF=white; USA=dark blue.

### 3) THE BOARD:

A) The Final Conflict map is divided into 91 land spaces and 30 sea zones. A total of 46 of the land areas are supply centers. (Please note that names of supply centers begin with 3 capitals.)

B) Balkans, France, and MEXICO are treated as double-coasted provinces in standard Diplomacy.

(1) Coastal Crawl is permitted. As a review, the Coastal Crawl allows 2 fleets to exchange positions, but one of the fleets must be in a double-coasted province. Example: f Central America-MEXICO(EC); f MEXICO(WC)-Central America. If either move fails, both should.

(2) Fleets of 2 different powers are allowed to use the Coastal Crawl if both powers note "cc" along with each unit's order; otherwise both moves fail. Example: PAL orders =f France(SC)-IBERIA "cc". USA orders =f IBERIA-France(NC) "cc".

(3) Units may not retreat

USA orders =f MEXico(EC)-Central America/s p Dallas/. BRA orders =\*f Central America H. The dislodged f Central America may not retreat to MEXico(WC).

(4) Fleets built in a double-coasted province must have a coast designation or the build order fails.

C) Canals: Central America, EGYpt, GERmany, Scandinavia, and Tur-key all contain canals or interior waterways, and are treated as Constantinople, Denmark, and Kiel in the regular game.

D) Landbridges exist between the following pairs of land areas and are denoted with the symbol (—) on the map:

IBERIA and MORocco  
SAUdi Arabia and SOMalia  
SAUdi Arabia and TEHRan  
ENGLand and France  
Sumatra and MALaysia

A landbridge allows all units to cross a body of water in order to move to another land area, as if the two land areas were adjacent to one another. Example: a ENGLand-France is a legal order. Landbridges do not interfere with sea movement in any way. Example: a ENGLand-France; f Norwegian Sea-North Eastern Atlantic. Both moves succeed.

E) Areas marked with an "I" (and /or diagonal lines) are impassable. Planes may fly over impassable areas in order to get to their destinations, but may not land in such areas. Fleets may not exist on a coastline should the entire coastline border on an impassable sea zone. Example: f Siberia can never exist, but f ARKhangelsk is a legal unit.

F) Hawaii and Philippines are special islands. They are treated as normal land areas, with the exception that fleets occupying these areas may convoy (as if they occupied sea areas).

#### 4) GAME YEAR SEQUENCE AND VICTORY CRITERION.

A) The game begins in Spring 2101.

B) In a game year, activities are executed in the following order:

- (1) Spring nuclear attacks
- (2) Spring "conventional"

orders.

- (3) Spring retreats
- (4) Player elimination check
- (5) Fall nuclear attacks

ders

- (7) Fall retreats
- (8) Player elimination check
- (9) Victory check
- (10) Calculate player income
- (11) Execute Winter money

transactions

- (12) Pay maintenance/build

new units.

C) For postal play, it is strongly recommended that each and every Winter season be separated unless all powers also submit Spring orders. The numerous build and removal possibilities make conditional orders impractical.

D) Victory is achieved by controlling 24 centers at the end of any Fall season. However, for every 2 centers currently devastated by nuclear attack, this number is reduced by 1.

#### 5) UNIT DENSITY:

A) Within a land area, a player may have 1 army or fleet, one plane (p) unit, and any number of nukes (n).

B) Only 1 fleet may be in a given sea zone.

C) At no time may units of 2 or more powers occupy the same space.

#### 6) PLANES:

A) Movement:

(1) A plane can move only to a friendly controlled land area up to 2 spaces away. It cannot be ordered to move to a land area which is neutral or owned by another player, nor to a sea space.

(2) A plane may fly over water, enemy controlled land areas, and impassable areas, so long as its destination is a friendly land area.

(3) Planes, like armies, may be convoyed.

(4) Since planes have only supportive strength, they cannot stand off any enemy armies or fleets. A plane's move fails when an opponent's unit (A or F) also moves to the space the plane attempts to occupy, or if a conflict occurs which results in a standoff in that space involving an opponent's unit. Examples:

USA orders =pDallas.-MEXico

AUS orders =a Central America-MEXico  
(Planes can't stand off enemy attacks.)



Geles-MEXICO

AUS orders =a Central America-Xico

(standoff with the enemy prevents the plane's move.)

USA orders =p Dallas-MEXico; a LOS Geles-MEXico/s p LOS Angeles/

AUS orders =a Central America-Xico

(since the conflict did not result in a standoff and the side moving the plane was victorious, the move succeeds.)

USA orders =p Dallas-MEXico; a LOS Geles-MEXico; a Dallas-MEXico

(self-standoff does not prevent the plane's move.)

Of course, the above examples assume the USA owns MEXico at the beginning of the turn.

(5) A plane can't defend a space. If alone in an area, a plane is dislodged when an enemy unit successfully moves into the space. Planes can't be supported to hold and defend with a strength of zero. A plane is not affected by any standoff in the space it occupies. If dislodged, the plane can retreat to any friendly area up to 2 spaces away, or may be disbanded. Example:

SAF orders =\*p SOMalia h  
PAL orders =a Sudan-SOMalia  
(any attack on a plane without interference from other units succeeds; p Somalia is dislodged.)

(6) A plane does prevent an enemy unit from retreating into its space.

B) Supports:  
(1) A plane can support any unit to hold or move into the space it occupies, or any space up to 2 away. This does include sea zones and enemy controlled areas. Examples:

USA orders =p ENGLAND s (RUS) a Alkans-Italy.

(Using the landbridge, the plane supports into an area 2 spaces away.)

USA orders =f Hawaii h/s p Hawaii/  
(Perfectly acceptable.)

(2) A plane's support is never cut, even when the plane is dislodged! Should a plane be destroyed by a nuclear attack (see rule 7C1), the support it normally would give is unaffected.

NUCLEAR WEAPONS:

(1) Nukes can be moved as if they were armies, with the provision that they may only enter areas which are friendly and remain friendly.

(2) Nukes have no attack, support, or defensive strength, and are captured if enemy units end the turn in their areas. A country capturing a nuke replaces it with one of the country's own color.

B) Launching Nukes:

(1) Nukes can be launched against any space on the board. Example:

USA orders =n NEW York-(1)-TEHran  
(This is the format of the launch order.)

(2) A nuke's order is written along with regular ("conventional") orders, but the effects of a nuclear attack are resolved before actual movement takes place.

C) Effects of a Nuclear Attack:

(1) On the turn of impact, all units in the area are destroyed. In addition, any units moving through or into the space are also destroyed. Planes which have no alternate route to their destinations other than through the province nuked are destroyed. Units may not retreat into or through areas nuked that turn. Example:

USA orders =p LOS Angeles-Central America; a Dallas-MEXico/s p Dallas & f Caribbean Sea/

BRA orders = n MATo Grosso-(1)-MEXico; f Mid Western Atlantic-Caribbean Sea.

(The nuclear attack destroys all American units. P Dallas & f Caribbean are destroyed because they supported an attack upon Mexico. P LOS Angeles is destroyed because the only route it has to Central America is through MEXico. Since the aftermath of a nuclear attack is computed prior to normal movement, the Brazilian fleet's move to the Caribbean succeeds since there is no unit in the space to oppose the move.)

A unit which is convoyed through or into a space which is nuked is also destroyed. Units may not retreat into or through an area nuked that turn.

There is an exception to this rule. A nuke which holds and is in an area hit by nuclear attack is not destroyed. Instead, it is allowed a retaliatory counterstrike. It can only

be ordered to launch; otherwise, it is destroyed. The retaliatory strike order is written along with the next season's orders. A nuke which moves into an area hit by a nuclear attack is destroyed and gets no counterstrike. The retaliating nuke does not necessarily have to launch on the player who launched on the retaliating player's nuke.

Needless to say, a nuke which is launched is removed from the board once used.

(2) A nuked area is considered impassable during the next movement season and may not be entered by any unit. Planes may traverse the area but may not end their moves in the nuked area.

(3) Economic impace: An area which has been devastated by nuclear attack is rendered valueless for the next 3 Winter income phases. On the 4th Winter phase, the province regains its economic value. Also, if the area happens to be a supply center, new units may no longer be raised there; although they may, once the economic value is regained.

(4) Effect on Victory Criterion: A center which is currently devastated does not count toward the number needed to win the game. Furthermore, for every 2 centers currently devastated, the number of centers needed to win is reduced by 1 from the original goal of 24. A center regaining its economic value during the upcoming Winter is no longer devastated and does count as a center for victory condition purposes. Note that nuclear devastation has no effect on ownership of any province whatsoever.

#### D) Limitations on Launching Nukes:

(1) A player may not nuke an area which he currently possesses.

(2) A player may never nuke any of his own home territories, regardless of ownership.

#### 8) CAPTURING PROVINCES:

A) Any land province (regardless of whether it is a center) can be captured by merely passing through it. This implies that areas can be captured on a Spring or Fall turn. Centers captured in the Spring may be built in during the upcoming Winter, provided that unit density (see rule 5) is not violated.

B) Control of an area takes effect immediately. Examples:

BRA: a IBERia-MORocco/s \*p IBERia

RUS: a France-IBERIA

Since Brazil captured MORocco during movement, p IBERia could legally retreat to MORocco.

BRA: \*a IBERia h/s \*p IBERia/

RUS: a France-IBERIA/s p ENGLAND & p France

Assuming that MORocco is open to a retreat and is unowned by Brazil (neutral or enemy owned), p IBERia could not retreat to MORocco since it isn't controlled prior to the retreat segment of the turn. The situation remains unchanged even if a IBERia retreats to MORocco.

C) Areas which a player controls are the only spaces which are considered "friendly" to him; an ally cannot allow his areas to be "friendly" to him. Control of an area gives its owner the right to land a plane in that area and gives him its economic value each Winter.

#### 9) ECONOMICS:

A) Supply centers produce \$3 a year for their owners.

B) Non-supply center land areas produce \$1 a year for their owners.

C) At the start of the game, each player owns all areas within the political boundaries of his country (shown in a dark black line on the map). These are the player's "home provinces". Note that the USA player does own ALaska and Hawaii.

D) Money can be saved from one season to the next, and can be transferred as seen fit to other players (see rule 12 for further clarifications).

#### 10) BUILDING AND MAINTAINING UNITS:

A) Units have the following costs:

Unit	Build	Maintain
Army, Fleet, Plane	\$3	\$3
Nuke	\$9	\$1

B) A player must pay maintenance on all units he currently has on the board, if he has the funds. If he does not have enough money to maintain all his units, he only maintains those which he does have the funds to maintain and removes all other units.

C) If, and only if, all units have been maintained, a player is allowed to use any remaining money to raise new units. A power which disbanded even 1 unit is not allowed to make any builds.

D) A player may build units in any undevastated center he controls, whether it is a home center or not.

E) By the end of the Winter season, a player must have an even cash balance (\$0) or a cash surplus; players may not go into debt or have a negative money balance.

F) In the case of a NMR, the country will pay all maintenance costs and keep any remaining money. If units need to be removed, the GM will remove plane units from provinces (in alphabetic order) until the deficit is paid. If this is not sufficient, the GM will begin removing armies and fleets (alphabetically) amongst those not occupying supply centers. Next, armies and fleets occupying supply centers will be removed. Lastly, any nukes will be removed until the budget deficit is paid up.

G) When a power is knocked out of the game, any of his units which go into civil disorder remain on the board (maintenance free) and are disbanded once dislodged.

#### 11) PLAYER ELIMINATION:

A) A player may be eliminated from the game when he no longer controls any of his home provinces, regardless of whether it is a supply center.

B) When a player has lost control of all his home provinces, he has one last movement season in which to capture at least one of his home territories. If he succeeds, he remains in the game. If not, he is eliminated; all funds in his treasury are considered null and void, and any remaining units his country has hold in civil disorder (maintenance free) and are disbanded once dislodged. Nukes in civil disorder are susceptible to capture (see rule 7A2).

#### 12) NEGOTIATIONS:

(A) In FTF, players may only negotiate during the Winter season.

(B) **Players may make loans and money transfers as parts of deals. Orders can't be made conditional upon the receipt of money, except in the case of Winter builds (allowing players to maintain/build additional units should they receive money from an outside source.)**

to other players. (ie \$3 per year).

#### RULE 4 for PBM      Sequence of Play

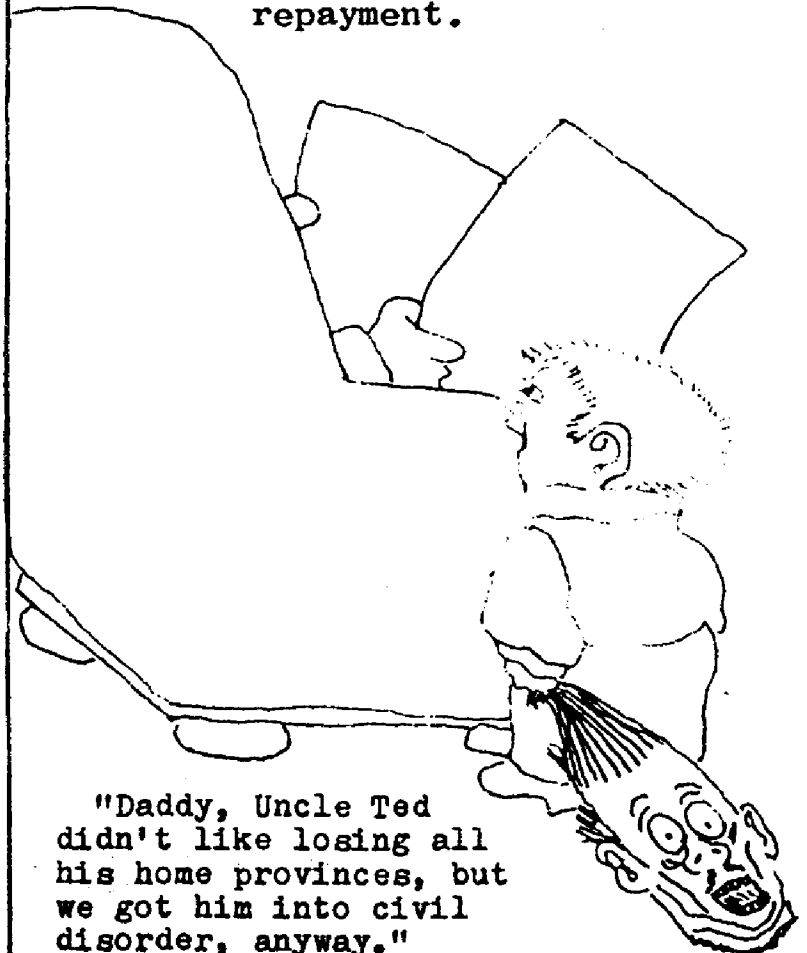
1. Spring 2101 - Nuclear & Conventional orders (resolved in the order stated by the rules). Retreats to be also submitted, otherwise they will be random.
2. Fall 2101 - As Above

(GM)- Calculates Player Income. This will be made public with results, including monies saved.

3. Spring 2102 - Pay maintenance/ Build new units. Money transfer to other players to be listed. Orders as for NO.1

THEN 2,3,2,3 etc.

NB. Money is lent on TRUST & GOODWILL  
There is NO rule to enforce repayment.



"Daddy, Uncle Ted didn't like losing all his home provinces, but we got him into civil disorder, anyway."

DIPLOMACY 84-A.

SPRING 1903.

\* Builds      ○ Failed Moves.

ENGLAND (???)

NMR

- F Nth hold
- F Bar disband
- F Nwg disband
- A Fin disband

FRANCE (B. BROWN)

- F Liv - Cly
- F Eng hold
- A Lon - Yor
- A Por - Spa
- \* A Piar - Pic
- \* A Mar hold
- \* F Bre - Mid

ITALY (G. LOCKWOOD)

- A Smy ⊆ (Aust.) A Ank - Arm
- F Ion hold
- F Eas - Syr
- A Ven - Apu.
- \* F Nap - Tyr

TURKEY (D. KIBBLE)

- F Aeg disband
- A Con disband
- F Bla ⊆ (Aust.) A Ank - Arm

AUSTRIA (D. DAVIS)

- A Gal - Rum
- A Ser ⊆ A Gal - Rum
- F Bul (s.c.) - Con
- A Ank - Arm
- A Bud - Gal
- \* A Vie ⊆ A Bud - Gal
- \* A Tri - Bud

GERMANY (R. HOPKINS)

- F Den - Swe
- A Hol - Bel
- A Bel - Ruh
- A Mun - Sil
- \* A Ber - Pru
- \* F kie - Bal

RUSSIA (S. CLARKIN)

- A St.P - Mos
- F Nor - Swe
- A Mos - Ukr
- A Sev - Rum
- F Arm - Sev → Disband
- A Syr - Arm
- \* A War ⊆ A Mos - Ukr

Paul Mellor 24/7/84

Public Comment (Turkey):

"In response to the Tsar's flattery re the Kaiser of A-H:-  
Dear Tsar, At least there'll be an Austrian to spit on."

Russia (Davis).

A Gal-Bud  
 A Rum S A Gal-Bud  
A War-Gal  
 F Sev S Rum  
 F Swe S F-Den  
 A Mos-Ukr

Austria (Haughey).

A Vie S Bud  
A Bud S Vie  
F Bul (s.c.) S F Sev-Bla (eliminated) A Gas-Bur  
 A Ser S Bul

Turkey (Mortenson).

A Con-Bul  
 F Bla S A Con-Bul  
 F Aeg S A Con-Bul  
 \*\*\* Build A Con

Italy (Closter).

A Tri H  
 A Ven S A Tri  
 F Ion-Gre  
 F Tyr-Tun  
 \*\*\* Build A Rom  
 F Nap

England (Bradley).

F Nor H  
 F Nth-Eng  
 F Wal S F Nth-Eng  
A Bel-Pic  
 \*\*\* Build F Lon

France (Baxter).

F Mid-Nth At.  
F Pic-Eng  
 A Par S A Gas-Bur  
 A Spa-Mar  
 F Pic retreats to Brest

Germany (Wilson).

A Bur S A Bel-Pic  
 A Ruh S A Bur  
 A Kie-Mun  
A Hol-Bel  
 F Den H

DIPLOMACY: 84-B/Jul'84

\*\*\*\*\*

DATE: Spring 1903

RUSSIA:

- : A RUM-SEP - (FAILS)
- : F SEV- BLA SEA
- : A WAR- GAL
- : A UKR Supp A WAR- GAL
- : A GAL- BOR
- : F SWE Supp Ger F DEN

ITALY:

- : A TRI Supp A VEN
- : A VEN Supp A TRI
- : A ROME- TUS
- : F TUN- Supp F NAP- ION
- : F GRE Supp F NAP- ION \*\*F, \*R\*
- : F NAP- ION

F GREECE RESTRICTS - ALBANIA

GERMANY:

- : A BUR Supp A Belg - Pic (FAILS)
- : A MUN Supp A Burg
- : A RUHR Supp A Burg
- : A Holl - Belg (FAILS)
- : F Den Hold

TURKEY:

- : A BUL- GRE
- : A CON- BUL
- : F BLA SEA- CON
- : F AEG SEA Supp A B

AUSTRIA:

: NO ORDERS RECEIVED

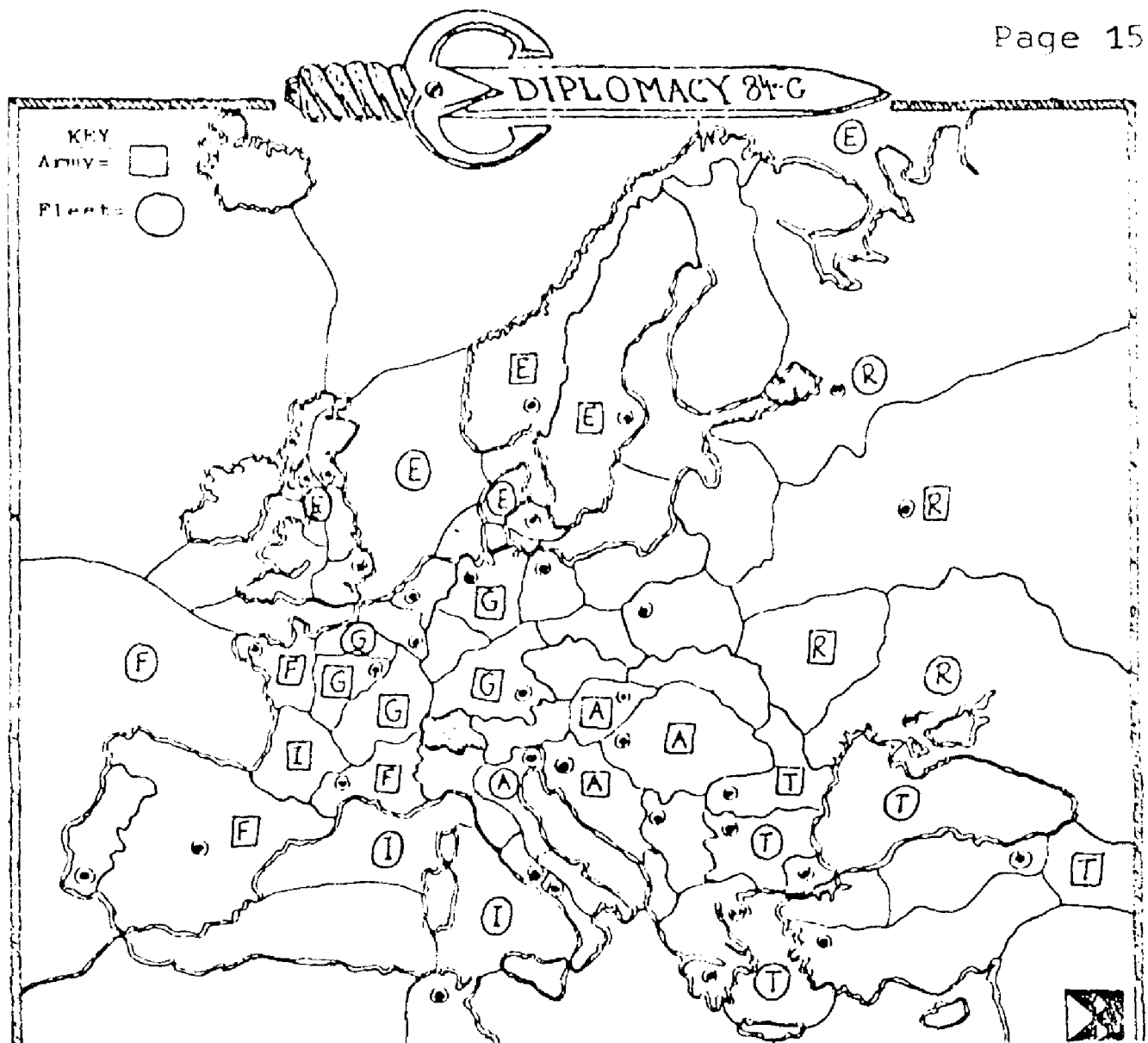
ENGLAND:

- : F ENG CHANNEL -MID ATL.
- : F WAL - LIV
- : F LON - ENG CH
- : F NORW - NORW SEA
- : A BELG -PIC (FAILS)

FRANCE:

- : F NTH ATL - IRESH SEA
- : F PIC -BEL (FAILS)
- : A PARIS Supp A MAK -BURG
- : A GAS -BURG
- : A MAK -BURG

Alexander Glebov



### FALL 1902

Austria: A VIE-H, A BUD-S A VIE-H, F VEN-H

England: F NWY-BAR, A YOR-NWY, F NTH-C A YOR-NWY, F SKA-DEN, R SWE-S F SKA-DEN

France: F MID-H, A PIC-BRE, A SPA-S A MAR, A MAR-S A SPA

Germany: A BUR-PAR, A RUH-BUR, A MUN-S A RUH-BUR, A KIE-DEN, F BEL-PIC

Italy: A GAS-S German A BUR-PAR, A TUS-VEN, F TYR-S SPA?, F WES-LYO

Russia: F BOT-STP, F SEV-H, A UKR-S F SEV, A MOS-S F SEV, A GAL-VIE, A BOH-S A GAL-VIE

Turkey: F BLA-S A RUM-SEV, F BUL-RUM, F CON-AEG, A ARM-S A RUM-SEV. A RUM-SEV

### BUILDS

Austria: VIE, BUD, TRI, VEN (A TRI)

England: EDI, LIV, LON, NWY, SWE, DEN (F LIV)

France: BRE, MAR, SPA, POK

Germany: KIE, BER, MUN, HOL, BEL, PAR (A BER)

Italy: ROM, NAP, TUN (Disband A TUS)

Russia: STP, WAK, MOS, SEV (Disband A BOH, A GAL)

Turkey: CON, ANK, SMY, RUM, BUL

NEXT DEADLINE August 24<sup>th</sup>

SPRING 1902

ENGLAND (Collister)

F Nwg - Bar  
A Nor - StP  
F Lon - Eng  
F Bel S F Lon - Eng  
F Edi - Nth

ITALY (P. Cox)

A Tri S Turkish A Bul-Ser  
(retreat Tyrolia)  
A Ven S A Tri  
F Tun - Ion  
F Nap - Apu  
F Tyn Hold

GERMANY (Mortensen)

A Ber - Pru  
A Mun - Sil  
A Hol - Ruh  
A Kie - Mun  
F Den - Swe

TURKEY (Bedlington)

NMR: F Bla Hold, A Bul Hold, A Ank Hold, A Con Hold

Turkish Postal Strike hits again.....

Apologies to those confused by the BO-GETWEEN,

T'was a joke....

Cameron.

FRANCE (Hallett)

A Bur - Ruh  
A Par - Bur  
F Bre - Pic  
A Spa - Gas  
F Por - Mid

AUSTRIA (Hudson)

A Bud - Tri  
A Vie S A Bud - Tri  
A Ser S A Bud - Tri  
F Gre - Alb

RUSSIA (S. Szabo)

F StP(nc) - Bar  
F Bot - Swe  
F Rum S A Sev  
A Sev S F Rum  
A Liv - Mos ???

-----  
( A Pru Hold)



- KEY - Ray Griffiths  
 52 Ocean View Drive  
 Terrigal 2260  
 N.S.W.
- This benign and gentle ruler loves sultanas; will the infidel massacre millions?
- ANCE - Andrew Schacht  
 5 Pentland Avenue  
 Punchbowl 2196  
 N.S.W.
- The frogs are fine but, by golly, they're hopping mad. Let Europe beware when France croaks.
- SSIA - Mark Haughey  
 8 Goodenia Street  
 Rivett 2611  
 A.C.T.
- He knows of the secret route to attack France via the United States - will he do it?
- RMANY - David Worgan  
 2/6 Botany Street  
 Randwick 2031  
 N.S.W.
- Will these viscious and belligerent teutons never learn that a little power can never dominate?
- ITAIN - Stephen Goldie  
 3/57-59 William Street  
 Bathurst 2795  
 N.S.W.
- Land of Hope and Glory. Is it any wonder that Stephen is now flogging British Government Bonds?
- ALY - Terry Bradley  
 18 Cook Street  
 Satur via Scone  
 N.S.W.
- He may look puny; he may act puny; but just remember, he IS Italian!!! What is his secret?
- STRIA - Robert Benton  
 P.O. Box 16  
 Kurrajong Heights 2578  
 N.S.W.
- Watch out! This guy has his own Post Office Box. He obviously means business.
- NTA CLAUS - Bill Brown  
 495 Camberwell Road  
 Camberwell 3124  
 Victoria  
 Ph. ) 2992913
- Deadline first orders - 14/9  
 Special Rules - each country can have armies or navies as they prefer except Rus. navy at St. P must be on W.C.).

DIPLOMACY 84 - E  
FALL 1901 Campaign Results

GERMANY (Szabo)

A KIE - DEN  
A RUH - BEL  
F HOL SUP A RUH - BEL

FRANCE (Snell) NMR

A BUR Holds  
A MAR Holds  
F BRE Holds

ENGLAND (Clarkin)

F LON - ENG  
F NTH - NWY  
A WAL Holds

ITALY (Thomas)

A ROM Holds  
A VEN Holds  
F ION - TUN

TURKEY (Cox)

A CON Holds  
\* A BUL SUP AUS A SER -RUM (nso)  
F ANK - BLA

AUSTRIA (Vilarino)

A VIE - TRI  
A SER SUP F ALB - GRE  
F ALB - GRE

RUSSIA (Kibble)

F SEV - RUM  
A UKR SUP F SEV - RUM  
A WAR - GAL  
F BOT - SWE

BUILDS:

GERMANY: Kie/Ber/Mun/Den/Bel/Hol = 3 builds  
Build F KIE - A MUN - A BER  
FRANCE : Par/Bre/Mar = 0 builds  
ENGLAND: Lon/Edi/Lpl/Nwy = 1 build  
Build F EDI  
TURKEY: Con/Ank/Smy/Bul = 1 build  
Build F SMY  
AUSTRIA: Vie/Bud/Tri/Ser/Gre = 2 builds  
Build A BUD - A VIE  
RUSSIA : StP/Mos/War/Sev/Swe/Rum = 2 builds  
Build F SEV - F STP (n.c.)  
ITALY : Rom/Ven/Nap/Tun = 1 build  
Build F NAP

SPRING ORDERS DUE :

SEPTEMBER 14



Officious German Public Statement: Germany, identifying her ancient link with the Spartans, sees the English as modern Athenians. The Oracle of Delphi states simply:  
 "Athena beware, the Spartans march."  
 The Germans are not as bold as the Turks - we merely invite others to join in if they wish. The long walls will be razed.

Dean Bedlington  
10 Langridge St. Wanniassa  
ACT. 2903

Dear Mr. Cox,

I read Duncan Baxter's letter in the last 'Go-Between' (Volume 2, #5) and, if there is space, would like to 'advertise' a game I would like to run. It would not need any further space once started. In short the game may be described as follows:

Each player takes the role of leader of a complete planetary civilization poised on the threshold of interstellar expansion.

Players conquer and exploit the resources of nearby star-systems (inhabited or uninhabited), use their revenue to develop merchant marine, shipyards, build warships (ie. spaceships), planetary defense, ground forces colonies, or to develop your race's level of technological achievement.

Play Mechanics: The players receive a report containing battle results, communications, technological breakthroughs, forces available etc. Movement and production orders are given, along with basic combat instructions (cautious, all out assault, skirmish, etc). Battles and other details are resolved, and a report sent back to each player for the next turn. Movement is secret, that is, players do not know the other's strength unless told (say, if 2 of their ships meet.) Jack Force Game's excellent 'Starfire' series with slight modifications and additions will be used as a basis. 6-8 players is optimum.

If anyone is interested, just write to me!

Yours,

Dean Bedlington.

PS. I hope you will be able to run this notice without any trouble. If there is a problem, do not worry about it.

## KINGMAKER I.

Well folks, it's finally happened. We now have five combatants to meddle in medieval meyhem, mayhap! The players are:

PAUL VILARINO: (Boars head faction)

12 Shiel st. North Melbourne. Vic 3051

BOUCHIER/Earl of Richmond/Chancellor of England/scots archers/Le Rose  
(of Plymouth). - Player 1.

MICHAEL GREEN: (Acorn faction)

Tin Soldier. 2nd Floor, Dymocks Building, 424 George st. Sydney 2000.

HOWARD/Archbishop of Canterbury/Le Swan (Berwick)/Newcastle/Coventry/  
Swansea. -Player 2.

MAX SMALL: (Sun faction)

Box 6013, Coffs Harbour Plaza, Coffs Harbour. NSW 2450.

TALBOT/Marshal of England/scots archers/Bishop of Norwich/Ipswich  
- Player 3.

CAMERON THOMAS: (Rope faction)

16/34 Park ave. East Brisbane. QLD 4169.

FITZALAN/Admiral of England/Burgundian crossbowmen/Shrewsbury

GREYSTOKE/Earl of Westmorland/Steward of the Royal Household  
- Player 4.

BILL BROWN: (Log faction)

495 Camberwell rd. Camberwell. VIC 3124.

STANLEY/Earl of Worcester/Captain of Calais/Le Nicholas(London)/  
Le Lucas(Whitby)/Northampton - Player 5.

### CARDS IN CHANCERY:

Treasurer of England/Constable of Dover castle/Lieutenant of Ireland/  
Chancellor of Cornwall/Earl of Salisbury/Earl of Kent.

The exact locations of nobles with more than one home castle will not be known until orders for their movement are issued by owning players.

A communique will be released from the Herald with regard to the details of how parliament will be run, soon.(i.e. when he's figured it out!)

Any ships starting a turn in port owned by another player will have to have that players written permission before he can sail.(can be written as part of the owning players orders).

The Herald encourages inter-player communication and any medieval narrative forwarded for TG-B will be sent by the Herald for publication.

In keeping with the tradition of first turn new games, the deadline for publication of orders will be SEPTEMBERs issue of TG-B in order to give the players time to work out the system (and the Herald to have a breather!)

DIPLOMACY A.W.H.C

Spring 1906 Campaign Results.

RUSSIA (Cox) F Swe-Den; A Fin-Swe; A Nwy H;  
A Sev-Arm; F StP-Bot; A Mos-Sev;  
A Gal-Sil (Retreats War).

AUSTRIA (Reilly) A Mun-Ber (Disbands); A Tyr-Mun;  
A Boh-Sil; A Vie-Gal; F Con-Ank;  
A Bud S A Vie-Gal; A Rum S A Bul;  
A Bul S A Rum; F Age-Con.

FRANCE (Thomas) A Spa S A Mar; A Bur-Bel;  
A Gas-Bur; F Eng-Mid; F Lon-Nth;  
A Mar S A Gas-Bur.

ITALY (Mellor) A Naf H; F Wes-Mid; A Pie-Mar;  
A Ven-Tyr; F Eas-Ion.

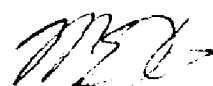
ENGLAND (Barnsley) F Nth-Lon; F Liv-Wal.

TURKEY (Kibble) F Bla-Con.

GERMANY (Andree) A Bel-Ruh; A Boh-Mun;  
A Kie S A Boh-Mun; A Ber S A Boh-Mun.

NB: The new German player is Hiram Andree, who can be contacted at 16 Primrose St., Wilston, Brisbane, 4051 and certainly represents a nasty skock for the Austrian gentleman!

21 July 1984

  
(Mark Haughey)

GM

LOCKWOODS COLUMN.

This column has gone away on holiday this month due to the nervous breakdown bought on by the BO- BETWEEN. In it's place I will endeavour to untangle the web of intrigue that this imposterous publication has caused. Firstly, this reporter is happy to say that the culprits have been apprehended and charged with impersonating a fanzine. In defence, the plaintiff's, one Cameron Thomas, aided and abetted by another one, Daryl Kibble, were heard to say that no one would play Dipconomy with them. They are shortly to be taken to a remedial centre where they will be sentenced to hard labour - eighteen sessions of Advanced D&D. In the meantime, for all those people who actually received this bogus buletin and stuffed all their games up, an alternative subscription has been provided to T.V. Week, a much safer publication. As a result, the grand inaugural opening of the Go - Between Competition No.1, together with its MEGAPRIZE, will be re-run as below in order that all subscribers may participate.

Next Issue : A Diplomacy Dissscussion "The photocopier is mightier than the sword" - your editor looks into it.

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THE GRAND INAUGURAL GO - BETWEEN COMPETITION NO.1 (2nd try).

\*\*\*\*\*MILLIONS OF PRIZES - well, one. \*\*\*\*\*  
\*\*\*\*\*WORTH MEGABUCKS - well, \$9.95 actualy \*\*\*\*\*  
\*\*\*\*\*GRAND PRIZE - ONE COPY OF STEVE JACKSONS \* CAR WARS \*\*

Rules:

1. Standard Squad Leader rules.
2. Entries already received will be automatically eligible and entered, both of them.
3. The results of the competition will be published in the August issue of The Go - Between.
4. Entries will be assessed on originality, stupidity, wit etc., by a panel of judge.
5. All brides to be sent to: a/c no.00734/862, Bank of Berne, Switzerland.

WHAT TO DO:

Complete the 'What the critics said' quotation below and send it to: COMPETITION No.1 (2nd try), 37 Derribong Drive, Cordeaux Hts NSW 2526.

WHAT THE SUBSCRIBERS SAID ABOUT CAMERON THOMAS & DARYL KIBBLE:

" \_\_\_\_\_ "

-----  
ENTRIES CLOSE : 29th AUGUST 1984. (DON'T FORGET TO ENCLOSE

C Y C L O P S

It's been a long, long time. It's not all my fault - honest. Since moving to Canberra many things have happened. I am now living in a caravan and living in a small space limits what you can do. Putting together a magazine takes space. I can organize myself to be able to put it together on a particular weekend and if I don't do it that weekend it may be a month before I can get myself organized. I am now working shifts at the local Pizza Hut and this shift work also makes it difficult to organize my time. A few weeks ago most G.M.s had their results to me on time (thanks fellows) but a couple were late. I made the decision of delaying publication until they eventually came in.

The Go-Between will no longer be a monthly magazine. It will be going to an approximate 6-7 week mailing schedule. I will list the following editions deadlines with the contents so take the time to look and see what is happening.

I am really surprised at the response to the Go-Between. We have arrived at the point where it is difficult to get all the games into each issue. This issue is 4 pages bigger than I had planned on. I am calling a moratorium on games until next year. At the bottom of this page you will notice two listed games with players. They are the only games that will be started in The Go-Between between now and 1985. First in - best dressed.

Enjoy your games - keep on communicating - don't give in.

FINAL CONFLICT (Daryl Kibble) David Cox wants 6 quality opponents to meet their fate.

DIPLOMACY 84-G (Wayne Closter) David Worgan, Victor Jarmusz Simon Johnson, John McPhee and Rick Snell require 2 politically naive dupes to form puppet governments.