

the

Great War

in

Modern Memory

GWMM no issue this is a special supplement to LSD. Thanks to Mike Conner.

Young Fascists of Texas "The Old New Conservatism," by Albert Speer Jr., 3 p.m. Wednesday, auditorium in the Texas Union Building.

In reporting each season's moves and adjustments GWMM uses, in place of the national names, the country symbols that follow. They were drawn by Libby Hail.



Russia



Germany

Italy



Austria-Hungary



France



Turkey



Great Britain

The Great War in Modern Memory

is the Austin-based Diplomacy/multi-player game Journal published by Guy R. & Elizabeth R. Hail of 1103-B Lorrain St., Austin, TX, 78703.

Game Openings: There are currently game openings in regular Diplomacy using either a thirty day or fifteen day deadline. When you sign up for a game be sure to indicate which deadline you desire. Any players sending in game fees without requesting a specific deadline length will be entered in a fifteen day game if any fifteen day games are open.

Game Fees: \$6.00 (includes a subscription for the life of your country - H.R. 30)

Subscriptions: Free to Austin-area residents & players in its games; for non-players the sub price is 50¢ per issue or some multiple of same. Free sample with SASE (includes the houserules.) A few trades are welcome

Awards: A sole winner (18 centers) receives the refund of the gamefee. For lesser levels of victory, draw, or concessions, the surviving players receive four free issues.

Contributions: Are very Welcome! GWMM will give sub credit or gamefee discounts for printed submissions.

The new, improved, and final 'zine printing of
G W M M Houserules: June 1, 1981

- 1) All standard Diplomacy Games will follow the 1971/76 rulebook except as modified by these Houserules;
- 2) Suspected GM error should be reported before the next deadline;
- 3) Player-GM disputes will be settled by an ombudsman;
- 4) Black Press is not allowed.
- 5) There are five seasons in postal Diplomacy: Spring-moves, Summer-retreats, Fall-moves, Autumn-retreats; Winter-adjustment. Each turn will consist of either spring & conditional summer retreats, or fall and conditional autumn retreats & conditional winter adjustments. Except winter 1901 which will be a separate turn. GM will separate winter adjustments (only) into a separate turn if a majority of players so requests;
- 6) Preference lists will assign countries & players not submitting a preference list will receive a country at random from the non-selected countries;
- 7) Players must write orders legibly on a postcard or larger sheet of paper, a separate sheet for each game;
- 8) Orders must include: a) game ID, b) year c) season, d) country, e) submission date, and f) signature;
- 9) Orders with the latest submission date will be used;
- 10) Phone Orders will only be accepted between 8:30 am & 11:00 am Austin time;
- 11) All players desiring to phone in their orders should first submit a codeword in writing to validate phone orders;
- 12) Orders must be explicit with separate orders for each unit. Ambiguous orders & unordered units will be treated as holds,
- 13) Players should spell out in its entirety the name of provinces and areas their units are occupying, moving to, ordered to support into, convoying across; etc. and allow the GM to abbreviate in reporting moves
- 14) In reporting games the GM will use the following abbreviations:

NBR	no builds received	CD	civil disorder
NMR	no moves received	S	supports
NVR	no vote received	C	convoy
COA	change of address	dsl	dislodged
nso	not so ordered	H	holds
GM	games master	-	moves
imp	impossible	dsb	disbands
nsu	no such unit	/	fails
otm	ordered to move	ann	annihilated
rem	removed	f	fleet
u	unordered	r	retreats
a	army	ec	east coast
sc	south coast	nc	north coast
bot	gulf of bothnia	tyr	tyrolia
nat	north atlantic	nwy	norway
nrg	norwegian sea	nth	north sea
lyo	gulf of lyon	liv	livonia
lvp	liverpool	tyh	tyrrhenian sea
naf	north africa	mid	mid-atlantic
NCR	no conditional retreats received		
NCA	no conditional adjustments received		
SASE	self-addressed, stamped envelope		
- 15) Orders conditional upon the results of previous seasons will be accepted. Joint or combined orders will not. Codeword orders are acceptable.
- 16) In the case of NMR all units will hold.

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- 17) Units which must retreat and have no conditional retreat orders submitted are annihilated. If no conditional adjustments orders are submitted and a player is entitled to a build, the country will be played short a unit(s). If NCA and a removal is necessary the GM will remove units according to rule XIV.4.
 - 18) There will be no standbys for the fifteen day deadline games and no matter how many seasons a player has NMR'd the player will always be able to submit orders for the current season (but see below).
 - 19) In the case of four consecutive NMRs the player in a fifteen day deadline game will be dropped from the mailing list and the country declared as CD.
 - 20) In the case of NMR in a thirty-day deadline game a standby will submit orders for the next season. Upon two consecutive NMR the player will be replaced and be dropped from the mailing list.
 - 21) If the GM cannot find a replacement player or if the country has only one or two units, the GM will declare CD.
 - 22) A player who drops out (via NMRs) or is removed forfeits the game fee and its attendant subscription.
 - 23) Draw or concession proposals will be accepted after winter 1904. All active players may vote; NVR is a vote for the draw or concession proposal(s).
 - 24) Deception of the GM is grounds for removal from the game.
 - 25) Draw votes will be tabulated before concession votes. Voting Results will be implemented before any orders are executed.
 - 26) Draw & concession votes must be unanimous and the individual votes will be kept secret. If several draw or concession proposals pass in a single season the combination representing the most supply centers wins.
 - 27) All surviving players share equally in a draw (rule II). Players may concede to a single player or group of players.
 - 28) GM disclaims responsibility for outside interference in the course of a game. But in certain cases the GM may delay the game
 - 29) Players in the thirty-day deadline games will only receive the issues their game is in unless they request otherwise.
 - 30) The gamefee includes a subscription for the life of your country. When your country is eliminated you will be sent two issues before being dropped from the mailing list.
 - 31) In reporting moves the following notation system will be used: Final Location of a unit will be in CAPS; order symbols with a slash through them fail. Thus:
A Rom & A Ven fails, and
A rom - VEN succeeds.
 - 32) In reporting adjustments the following notation system will be used:
a center in print was held last fall and has been retained;
a center in CAPS is newly acquired;
a center in print & with slashes through it was held last fall and has been lost.
Thus: Austria; home, gre, ser, ~~hdx~~, VEN
- The Great War in Modern Memory is the Austin area Diplomacy journal printed bi-weekly by Guy R. and Elizabeth R. Hall of 1103-B Lorrain St., Austin, TX, 78703. 512-479-8642.