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Issue # 11

# Great War in Modern Memory



## The Great War in Modern Memory

is the Austin-based Diplomacy/multi-player games journal published by Guy R. & Elizabeth R. Hall 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 house rules.) 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 Great War in Modern Memory

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The Great War in Modern Memory is a Austin-area Diplomacy journal sent free to Austin-area residents interested in playing Multi-Player games such as The Sword and the Stars, Samurai, A Mighty Fortress, Third Reich, Machiavelli, Source of the Nile, Crusades, Extinction, Kingmaker, Junta, Cosmic Encounter, Empires of the Middle Ages & DIPLOMACY.

Allan B. Calhaver invented the game of DIPLOMACY. The Avalon Hill Co. now owns the copyright & publishes the game.

June 5, 1981

Crushing Deefect

Undergraduate Philosophy  
Association "Truth," 8  
p.m. Wednesday, Wed-  
gener Hall 216.

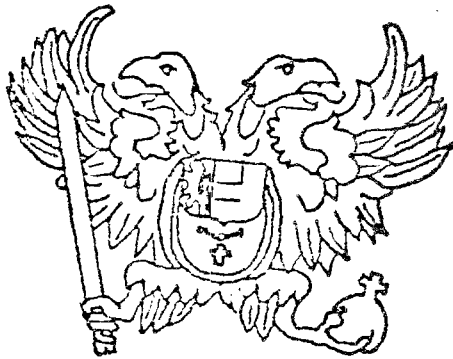
The fifteen day deadline?

A few gamers have asked me why I wanted to offer fifteen-day deadline games. A fifteen-day deadline will capture the rush, anxiety, and uncertainties of the ftf game. It has also been my experience with postal games that players do not write often anyway, and those four or five week deadlines are very far-off when important negotiations have already been concluded. For myself I like to play in both short and long deadline games, and many players prefer longer deadlines. For this reason I am opening thirty day deadline games too.



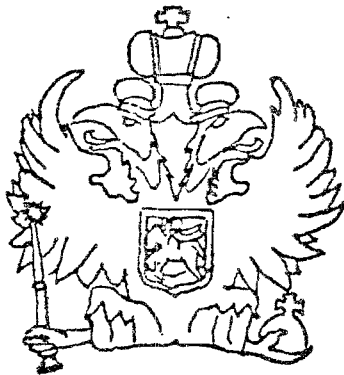
Rod Walker  
"Alcala"  
1273 Crest Dr  
Encinatas CA  
92024

Continuing from last issue are the nation-symbols GWMM will use in reporting its games. These symbols were specially drawn for us by Libby Dickson Hail.



Austria

The House of Hapsburg



Russia

The House of Romanov

Agnology: the branch of philosophy that investigates the nature and extent of human ignorance.

**The Great War**

Many gamers consider the Great War to be an awful tragedy and wail over the many deaths and destructions of empires. An ugly, bloody mess. Not to me. The era that preceeded WW I with its timid beliefs and "divinely" ordained social order is in my contempt. The two world wars and the Great War in particular brought about the destruction of much that was evil & the birth of much that is good. The anarchy, decline in respect for institutions, the modern art, and the "decay" caused by the war is all for the better I say.

To get a full view of that vanished civilization I recommend Paul Fussel's The Great War and Modern Memory, "The German Century", a chapter in Charles Fair's From the Jaws of Victory, Alistair Horne's The Price of Glory, and Herman Hesse's Steppenwolf (for the "alien nature" of the new world) and Stanely Kubrick's film, "Paths of Glory."

GWMM is looking for gamers who have a favorite game and can write with wit and style to do a column like Empirical Notes. If you would like to become a published "expert" on your favorite multi-player game, write GWMM and we will work out a special "regular contributor" arrangement in lieu of the payment for contributions listed on page one. For a list of games which will be acceptable material for writing a column on in GWMM look to page one, the return address. This list of suggested games is not meant to be exhaustive, and if yours isn't listed, write and we can discuss it.

by Garry Trudeau

DOONESBURY



## AUSTIN DIPLOMACY

### Delusions of Austin, part two

In starting a 'zine one has to be sure that a need and a desire for the 'zine exists. In Austin there is a need, to be sure. AH, SPI, & Yaquinto games are sold (and bought) everywhere in town, malls, bookstores, and hobby shops. In a town this size how does a buyer of a multi-player game (like Kingmaker or Diplomacy) find other gamers willing to play? I am sure I don't know.

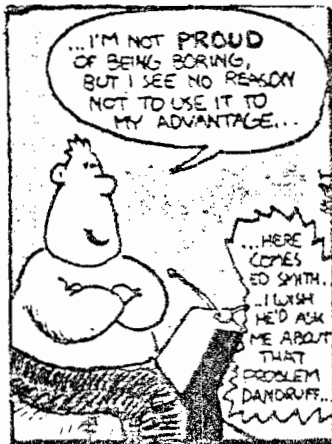
I recall the last time there were enough gamers in one place to play a ftf game of Diplomacy. I called twenty-eight people in advance to play one weekend. Seventeen (including me & my wife) agreed to show up; six (including me & my wife) actually did. Last week I tried again with similar results: 0 out of nine showed up. I will never attempt to organize a FTF game of any multi-player game again until I know of 50 gamers whom I can call on to play.

I met nearly everyone I know now through a General ad or through Mike Conner. I only knew Conner because he posted LSD in a local shop. I tried that too. I posted GWMM in three (sometimes more, the owners/managers of the stores would change their minds frequently about allowing me the use of their walls) stores for five months. It sank without a trace. No one ever called because of a posted 'zine.

In the end I can only conclude no one ever reads this (so no one can get angry about this column); otherwise someone (besides me) would respond to John Sartin's idea of meeting once a week to play two or three years of Diplomacy. Another idea that sank without a trace. Before this weekend I was only going to drop a few from the mailing list. Now I don't know. (look for part three!)



by Sam Hurt!



### Defend?

In SPI's After the Holocaust the Player's Notes & Designer's Notes sections make an unusual comment for PSI: "belligerents often end up in worse shape than when they began the game." This statement could almost equally well apply to Empires.

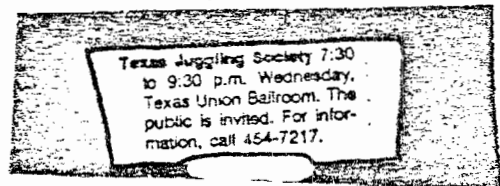
In Empires there are six endeavors; the conquest and fortification endeavors are the most expensive in terms of golds, the ruling & diplomacy the next most, and finally the pillage and defend. Now these last two are the two I use the least. Pillage, because I always seem to play a country surrounded by my fellow christians, and the odds of being entirely successful at pillaging others of my church is poor, and I rarely use the defense endeavor because it is near uselessness. An example will suffice:

In one game the French and English players were at war. And the English rather than reconquering Aquitaine, Brittany, or Normandy for a fifth time decided to strike for the heart. A campaign through Champagne to the Ile De France from wealthy (high social state) Flanders. Not from Wessex through Normandy because of the danger of reducing the court area and because of Normandy's low social state & unrest.

Even with spending three additional gold marks (above the sea & conquest cost) to insure success against Champagne, the English player was broke at the end of the round. True, he conquered Champagne, and eliminated the French threat to Flanders (for a time), but the French player did not defend! Flanders was reduced by one, Champagne was in unrest and in ruins (its social state was reduced by two.) To use Champagne as a base to conquer the Ile De France from a richer player would have entailed putting down the unrest, boosting the social state, and if Champagne were to be held, the cost for a tie & a fort!

Meanwhile the French still had a tie and a claim to Champagne, and could play a "Dynastic Inheritance" card to regain the province & by not owning it, have only lost 2 gold marks in taxes. A pyrrhic English victory without the French defending.

This (perhaps too late?) is the point of this column. Defending non-crucial areas is a waste of year cards and money. Crucial areas worth defending are zero population areas that supply two or more gold marks in taxes (Normandy); your court; areas which are your sole connection to a large part of your empire (that is Aragon connecting Spain to France, or Normandy connecting overseas provinces to the court) and sea-faring areas. It is not worth defending an area with population two or three, for an enemy to attempt to conquer such an area in a single round could destroy your enemy. Which brings us to Conquest (next time.)



The new, improved, and final 'zine printing of  
 GWMM 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, conveying 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	/	falls
otm	ordered to move	ann	annihilated
rem	removed	f	fleet
u	unordered	r	retreats
a	array	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	tyd	tyrrhenian sea
naf	north africa	mhd	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.

GWMM HOUSERULES

- 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 game fee 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 rpm - 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, ~~ØAY~~, VEN

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