

# the Great War in Modern Memory

September 18, 1981  
(combined issues)



Issues #17 & 18

## Crushing Deefeet

At this writing not everyone signed up for GWMM's first fifteen-day game has responded, so the Gamestart announcement for the first game will probably be sent out later. This issue is another promotional mail out and increased size issue, which is dated in between the schedule of publication we normally have. Only this issue will be sent out for a month because we are printing four times our normal press run & mailing out so many for free to entice new gamers into the games through this sample. Included in this issue will be the new house rules, an announcement from the Orpahns Game Project & the U. S. Orphan service; a long and well-written quote from Thucydides on revolution which is apropos to the game of Diplomacy; a visit from David Manuel of The Chamber who sent in a short article he rewrote from TC #1; the usual trivia from the Great War, this time from our 'zine's namesake; plus the usual movie listings, quotes and cartoons. I may at this time add that the movie listings are in GWMM because we find the condensed plot listings humorous, and the quotes are here because we find them interesting.

Usual Information Department: (Publishers, please plug these game openings:

Game Openings are available in regular Diplomacy using either a fifteen day or thirty day deadline. Be sure to specify which deadline you'll play under.

Gamefees are \$6.00 per game; if you have paid the gamefee you need not sub; see HR #28.

Awards: A sole winner (18 centers) receives a refund of the gamefee; and for other levels of victory or survival we award four free issues.

Subscriptions are 50¢ per issue or some multiple thereof.

Gary L. Coughlan of Europa Express has mailed to us Allen Well's Dot Happy Diplomacy maps for use with our monarchical symbols when our games start. We have also heard from Mike Mills who publishes the 'zine directory who said he may use Libby's symbols in the directory also. Below are the maps Gary sent us:



★★ "Mothra" (1962) Franky Sakai, Hiroshi Koizumi. A horrible flying monster terrorizes Tokyo. (Joined In Progress)

★★ "Passport To China" (1961) Richard Basehart, Lisa Gastoni. A former pilot sets out for Red China in search of an American spy and a Formosan pilot. (Joined In Progress)

"It (chlorine gas) was novel and therefore labelled an atrocity by a world which condones abuses but detests innovations." - Liddel Hart

Once again, the Houserules have been updated!  
 These are G W M M houserules dated September 1, 1981.

- 1 All standard Diplomacy games will follow the 19-71/76 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 selected by the GM.
- 4 White press is press datelined from an area controlled by the player submitting the press.  
 Grey press is press datelined from an area not controlled by any player or from an area not on the board.  
 Black press is press datelined from an area not controlled by the player submitting the press, or is press written in such a way as to impute authorship to another player.  
 Because press is printed after the moves for a season have been adjudicated, grey press may become black press when an area a player is using as a neutral dateline is entered and thus controlled by another player. For example, Bulgaria may not be used as a press dateline for any player except the Turkish player in 1901 because Turkish units may not be prevented from entering Bulgaria in S 1901. Black press is not allowed.  
 The GM reserves the right to edit or delete any offensive press.  
 Press may be made conditional on the results of moves in the current season. Please be as specific as possible in the conditions.
- 5 There are five seasons in postal Diplomacy: Spring-moves, Summer-retreats, Fall-moves, Autumn-retreats and Winter-adjustments. Each deadline will consist of either spring & conditional summer retreats, or fall & conditional autumn retreats and conditional winter adjustments. Except Winter 1901 which will be a separate deadline. GM will separate winter (only) into a separate deadline if a majority of players so requests. This is known as a "separation of seasons" and must be requested each year to make winter a separate deadline. Conditional orders must be made specific on the results of previous seasons.
- 6 Preference lists will assign countries; players not submitting a list will receive a country from non-selected countries at random.
- 7 Players must write orders legibly on a postcard or larger sheet of paper, a separate sheet for each game. Orders should include: game ID, game year & season, country, submission date & signature.
- 8 Orders with the latest submission date not received after the deadline will be used.
- 9 Check current zine for the times when phone orders will be accepted.
- 10 All players desiring to phone in their orders must first submit a codeword in writing to validate their phone orders. No phone orders without a code will be accepted.
- 11 Orders must be explicit with separate orders for each unit. Units ordered ambiguously, implied, or not ordered will hold.
- 12 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 when reporting the moves.
- 13 In reporting games the GM will abbreviate as so:
 

S	supports	C	convoy	nc	north coast
A	army	F	fleet	ec	east coast
/	fails	r	retreats	u	unordered
H	holds	-	moves	sc	south coast
tyr	tyrolia	nwy	norway	hth	north sea
liv	livonia	rea	removed	naf	north africa
NBR	no builds received	tyh	tyrrhenian sea		
NVR	not moves received	NVR	no vote received		
COA	change of address	nso	not so ordered		
nsu	not such unit	GM	games master		
otm	ordered to move	mid	mid-atlantic		
bot	gulf of bothnia	nat	north atlantic		
nrg	norwegian sea	lyo	gulf of lyon		
lvp	liverpool	CD	civil disorder		
dsl	dislodged	dsb	disbands		
ann	annihilated	imp	impossible		
NCA	no conditional adjustments received				
NCR	no conditional retreats received				

14 In the case of NMR all units will hold.

- 15 Joint, combined, or perpetual orders will not be accepted.
- 16 Units which must retreat and are NCR are disbanded. If a player is NCA and entitled to a build the country will be played short a unit(s). IF NCA & a removal is necessary the GM will remove units according to rule XIV.4.
- 17 There will be no standbys for the 15 day deadline games & no matter how many times a player NMR the player will be able to submit orders for the current season (but see 18 & 19.)
- 18 There will be no neutral orders for S 1901. If a player NMRs in S 1901 the game will be delayed a deadline and a standby will replace the NMR player. A player who NMRs in S 1901 will not be allowed to submit orders for that game but may enter another game or request a refund of the gamefee (minus the 50% per issue sub cost for each issue received) & a player who NMRs in S 1901 will be dropped from the standby list.
- 19 In the case of four consecutive NMR a player in a 15 day game will be dropped from the game.
- 20 In the case of NMR in a 30 day game a standby will submit orders for the next season. Upon two consecutive NMR the player will be replaced by the standby.
- 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 or is removed from a game forfeits the gamefee and its subscription.
- 23 Deception of the GM is grounds for player removal.
- 24 Draw & concessions votes may be requested at any time. These votes must be unanimous to pass & individual votes will be kept secret. NVR is a vote for the proposal. Draw votes will be tabulated before concessions votes. Voting results will be implemented before orders are executed. All surviving players share in a draw, but players may concede to a single player or group of players. If several proposals pass in a single season the combination representing the most supply centers wins.
- 25 GM disclaims responsibility for outside interference in the course of the game. In certain cases the GM will delay the game.
- 26 In reporting moves the following notation system will be used:
 

Italy: A ROM/ven, F TUS S A pie-mar, A pie-MAR  
 ((fails)) ((succeeds)) ((succeeds))

The final location of a unit will be in CAPS. Order symbols with a slash through them fail
- 27 In reporting adjustments the following notation system will be used: a center in print was held last fall and this fall, a center in CAPS is newly acquired; a center in print & with slashes through it has been lost.
 

France: home spa POR ~~spa~~
- 28 The gamefee includes a subscription for the life of your country in the game (& see 17,18,19). If you have paid the gamefee you need not sub. Standbys receive free sub.
- 29 In these and similar situations the GM will adjudicate as shown:
 

France: F LON/eng, F IRI S F lon-eng  
 Germany: F WAL S english F eng  
 England: A BRE/wal, F ENG C A bre-wal  
 Russia: F NWY S F ska-nth, F ska-NTH  
 Germany: A hol-BEL  
 England: F nth (dsl,r) ~~german~~ A hol-bel  
 Germany: A BEL/lon, F NTH C A bel-lon  
 England: F eng (dsl,r) ~~german~~ A bel-lon  
 France: F BRE S F iri-eng, F iri-ENG  
 Turkey: F bla (dsl,r) ~~A con-sev~~, A CON/sev  
 Russia: F SEV S F rum-bla, F rum-BLA
- 30 Players in the 30 day games will only receive the issues their game is in unless they request otherwise.

The Great War in Modern Memory is published by Guy & Elizabeth Hall at 1103-B Lorrain St., Austin, TX, 78703. 512-479-2642.

August 24, 1981

#3

This is the newsletter of the U.S. Orphan Service, which is dedicated to the rapid placement of orphaned Diplomacy games, both regular and variant. The Co-directors of the USOS are:

Kathy Byrne: 160-02 43rd Avenue, 2nd Fl., Flushing, N.Y. 11358

John Daly: Rt.2, Box 136-M5, Rockwell, N.C. 28138

The purpose of DOGHOUSE is to keep the hobby informed of the Service's activities and to request information about orphaned games and folded zines. Corrections and questions are welcome.

#### A NOTE FROM JOHN DALY

When Dick Martin resigned from the USOS, I was left in the position of being relatively unknown in the hobby, yet responsible for a project that needed to keep involved with hobby happenings. I was worried that zines would fold without me finding out or that folding publishers and orphaned players wouldn't know to contact me for help. Then one day Rod Walker wrote to invite me to join the North American Diplomacy Federation to be in charge of orphan games. The NADF coordinates and assists hobby service projects, so becoming part of it sounded good, especially since the USOS would remain completely independent. Next I heard from Kathy Byrne, who called one night to tell me that she was placing orphans from BORN TO DIP. We talked for a while and agreed that Kathy would join the USOS as Co-director, which is great for the USOS because Kathy is very well known throughout the hobby. I also received a letter from Robert Sacks inviting me to become Director of Orphan Games for the Orphan Games Project because Ray Heuer had resigned. After some negotiations to guarantee the independence of the USOS with the OGP, Kathy and I became Co-directors of the OGP. By joining the OGP and the NADF, Kathy and I became involved in a running feud between Robert Sacks and Rod Walker, but despite their differences, both Rod and Robert want the best for the orphan service.

Kathy and I will try to stay out of hobby politics. Political fights have ruined many people and projects, and it won't happen to us.

#### ORPHANS PICKED UP

This section includes all transferred games that we know of, and not necessarily ones we've placed ourselves.

<u>GAME</u>	<u>FORMER ZINE</u>	<u>PRESENT ZINE (GM)</u>
1979IO	The HOME OFFICE	WHITESTONIA (CARUSO)
1979IU	The HOME OFFICE	WHITESTONIA (COOPER)
1980G	RURITANIA	LIFE OF MONTY (DEL GRANDE)
1980H	RURITANIA	THE CHAMBER (DAVE MANUEL)
1980Q	BORN TO DIP	SNAKE PIT (MERCER)
1981R	BORN TO DIP	IRKSOME (HANSON)

#### FOLDED ZINES (Old Business)

LILAF (Tom Gould): Tom never answered our letter asking about the status of his games. We contacted Greg Costikyan of DYMPA who said, "Keepa you hands off," because Tom was still running his games, though slowly. That was more than a year ago. Lately, Ben Schilling, one of the players in 76IC, asked us to look into his game, but the Canadian postal strike has prevented us from contacting one of the players. All the other players have voted for a concession to Ben's 17 center Russia. Hopefully this game will be resolved by next issue.

BREW AND REEFER (Roy Smith): Richard Kovalcik reported in the February 1981 issue of TETRACUSPID that Roy is offering refunds to his former subbers. The last address we have for Roy is 64 Addicks Rd., Westwood, N.J. 07675

#### FOLDED ZINES (New Business)

BORN TO DIP (Brad Wilson): Kathy and I have placed all of Brad's games except one which never made it to Spring 1901. We're told there was a problem with Brad transferring his game records to the new GM's, but Brad has assured Kathy that he has now done so. If Keith or Scott need anymore information, contact us and we will be more then happy to try and get it.

THE GENERAL STAB (Jack Dumas): We wrote to Jack to see if his games were continuing. Jack said that he had placed the games with someone who failed to restart them and that he just got the records back and was going to try to work with someone else to get the games going again. We told him we're available to help.

THE HOME OFFICE (Fred Hyatt): Fred turned his games over to John Caruso's WHITESTONIA.

RURITANIA (Tony Watson): We helped Tony place two of his games, one with Don Del Grande's LIFE OF MONTY and one with Dave Manuel's CHAMBER. Tony is continuing the rest of them himself in a warehouse zine.

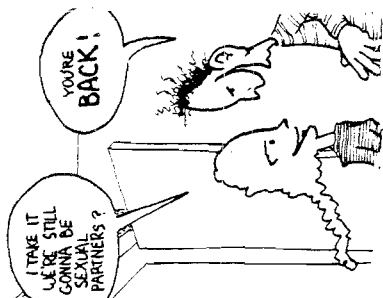
URF DURFAL (Greg Costikyan): Greg announced he was folding and asked for volunteer GM's to pick up his games. We wrote to him offering help but got no response.

#### CLOSING NOTES

Special thanks this issue go to Keith Mercer for the information he provided about general orphan activity. Thanks, too, go to Fred Hyatt and Tony Watson for folding with class.

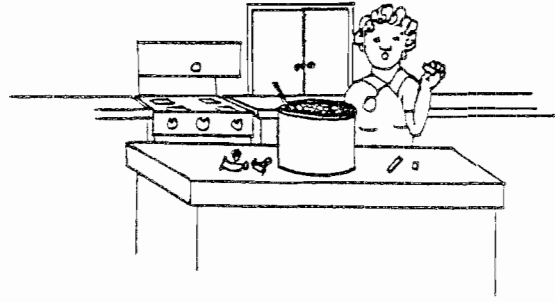
Publishers are asked to let their readers know that the U.S. Orphan Service exists and what it does. We can only do our job if people know about us and have enough confidence in us to take the time to contact us. We have a list of fourteen publishers who will run regular Diplomacy orphans and two of these kind souls will also run variants, so we can restart orphans as soon as we get enough information to do so.

That's all for this issue. Take care.



EYEBEAM  
by Sam Hurt

## Masters of Ancient Rhetoric



"...The sufferings which revolutions entailed upon the cities were many and terrible, such as have occurred and always will occur, as long as the nature of mankind remains the same; though in a severer or milder form, and varying in their symptoms, according to the variety of the particular cases. In peace and prosperity states and individuals have better sentiments, because they do not find themselves suddenly confronted with imperious necessities; but war takes away the easy supply of daily wants, and so proves a rough master, that brings most men's characters to a level with their fortunes. Revolution thus ran its course from city to city, and the places which it arrived at last, from having heard what had been done before, carried to a still greater excess the refinement of their inventions as manifested in the cunning of their enterprises and the atrocity of their reprisals. Words had to change their ordinary meaning and to take that which was no given them. Reckless audacity came to be considered the courage of a loyal ally; prudent hesitation, specious cowardice; moderation was held to be a cloak for unmanliness; ability to see all sides of a question, inaptness to act on any.

Frantic violence became the attribute of manliness; cautious plotting, a justifiable means of self-defense. The advocate of extreme measures was always trustworthy; his opponent a man to be suspected. To succeed in a plot was to have a shrewd head, to divine a plot still shrewdwer; but to try to provide against having to do either was to break up your party and to be afraid of your adversaries. In fine, to forestall an intending criminal, or to suggest the idea of a crime where it was wanting was equally commended until even blood became a weaker tie than party from the superior readiness of those united by the latter to dare everything without reserve; for such associations had not in view the blessings derivable from established institutions but were formed by ambition for their overthrow and the confidence of their members in each other rested less on any religious sanction than on complicity in a crime. The fair proposals of an adversary were met with jealous precautions by the stronger of the two, and not with a generous confidence. Revenge also was held of more account than self-preservation. Oaths of reconciliation, being only proffered on either side to meet an immediate difficulty, only held good so long as no other weapon was at hand; but when opportunity offered, he who first ventured to seize it and to take his enemy off his guard, thought this perfidious vengeance sweeter than an open one, since, considerations of safety apart success by treachery won him the palm of superior intelligence. Indeed it is generally the case that men are readier to call rogues clever than simpletons honest, and are ashamed of being the second as they are proud of being the first. The cause of all these evils was the lust for power arising from greed and ambition; and from these passions proceed the violence of parties once engaged in contention.

Thucydides. The Peloponnesian War

Remind you of any games?

...then you dip the English fleet  
into the white paint...

## Definitions

### fungible

being of such nature as to be replaceable in whole or part for another

### gallimaufre

a hodge-podge, jumble, confused medley

### contumely

insulting display of contempt in words or actions

### paronomasia

the use of a word in different senses or the use of words similar in sound to achieve a desired effect; punnings

### jejune

lacking knowledge or experience; without interest; dull, insipid; juvenile, immature, childish

### contretremps

an inopportune occurrence; an embarrassing mischance

### syzygy

any two related things either alike or opposite

### prosopoeia

representation of an imaginary, absent, or deceased person as speaking or acting

### calumniate

to make false and malicious statements about

★★★ "The Kid From Brooklyn" (1946) Danny Kaye, Virginia Mayo. By a strange twist of fate, a milkman becomes a boxer.

★★½ "The Badge Or The Cross" (1971) George Kennedy, Ricardo Montalban. The murder of his wife drives a detective into a religious order.

# the Great War

"...on June 7 there was something new, something finally exploiting the tactic of surprise. Near Messines, south of Ypres, British miners had been tunneling for a year under the German front lines, and by early June they had dug twenty-one horizontal mineshafts stuffed with a million pounds of high explosive a hundred feet below crucial points in the German defense system. At 3:10 in the morning these mines were set off all at once. Nineteen of them went up and the shock waves jolted Lloyd George in Downing Street 130 miles away. Two failed to explode. One of these went off in July 1955 injuring no one but forcibly reminding citizens of the nearby rebuilt town of Ploegsteert of the appalling persistence of the Great War."

from The Great War and Modern Memory  
by Paul Fussell, page 14

★★ "The Maids" (1975) Glenda Jackson, Susannah York. Based on the play by Jean Genet. Two maids who despise their female employer act out their fantasies about her behind her back.

... belligerency would benefit only the class of people who will be made prosperous should we become entangled in the present war, who have already made millions of dollars, & who will make many hundreds of millions more if we get into the war. To whom does the war bring prosperity...? Not to the soldier... not to the broken-hearted widow... not to the mother who weeps at the death of her brave boy... War brings no prosperity to the great masses of common patriotic citizens. It increases the cost of living of those who toil & those who already must strain every effort to keep body and soul together.

We are going into war upon the command of gold... I feel that we are about to put the dollar sign on the American flag.

— U.S. Senator George W. Norris of Nebraska  
from Over Here by David M Kennedy, p.21  
The Great War

"I had thought that in a republic like ours where the public sentiment was supposed to control, a cause for war must be so plain and so just and so necessary that the people would rise as one man and volunteer their lives to support the cause. Do you find any such proposition suggested in the United States Senate or in Congress today? No! We must, in order to raise and arm troops, adopt this same militarism that we have denounced and decried."

— from Over Here by David M Kennedy, p.22

★★ "The Wild Heart" (1952) Jennifer Jones, David Farrar. A lusty and lovely gypsy girl from Wales lets her heart rule her head when a handsome stranger comes to town.

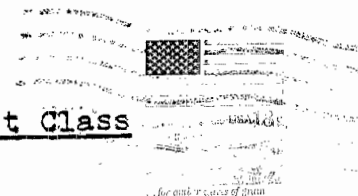
## The Great War in Modern Memory

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The Great War in Modern Memory is an Austin-based Diplomacy/multi-player games journal published every 15 days by Guy & Libby.

Congratulations! I am sure Diplomacy World will be much improved under your & Peery's editorship; by the way, I subbed in March, but never received an issue from Jerry.

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