

RETALIATION

November 3, 1979

#6

Meaningless Meanderings

Retaliation bursts forth upon the world but once every four weeks, without fail. Rain or shine, I still sit inside and type up this wonderful publication and then slave for hours over a hot Xerox machine. Sound like fun? I love it! If you're crazy enough to do something like this, then you must be crazy enough to enjoy it, right? Subs cost you \$3/10 issues, unless a trade of zines can be arranged (I'm always willing). As predicted last issue, game fees have tripled. If, however, you sign up soon, free openings are still available. Don't be shy!

This jumbo issue features the debut of the Retaliation Dungeons & Dragons campaign (starring guest gamesmaster Brian Conlon!), a revamped set of house rules for Diplomacy, Fall 02 of the action packed (to say the least!) game-in-progress: R1, the press releases for said game, Various Nonsense, and this month's feature article on positional Diplomacy.

POSITION IS NINE POINTS OF THE LAW (OLD ENGLISH PROVERB)

As every budding diplomat knows, where units are placed on the board dictates the course of every game and the eventual winners and losers of the game. If you have eighteen units scattered across the board you win, of course, but to what extent does the positioning of your units influence your diplomacizing before such a blessed occurrence? Below are two views of the subject.

JANE-- It is quite obvious that the position of the pieces at any one time totally controls the flow of the talks between players. The only way you can tell if you are being stabbed, lied to, etc. is by the movement of the units on the board. Thus, to have any meaning at all, an agreement must involve concrete tactical information. This is exactly why Turkey and Austria can never form an alliance to victory. The Turkish position, bottled behind Austria and unable to avoid his backdoor will never permit it, no matter how firmly allied they are. One should note the unit dispositions and diplomacize accordingly, the talks should just be used as a means to enhance the possibility of the tactics being successful. Tactics mold the game, and to be a success, each player should have a complete understanding of the rules, stalemate lines, and the map itself. Tactics, Dan, is the point of the game.

DAN-- Again you have proved to the world what an ignorant buffoon you are, Jane! Why do you think the game is named Diplomacy? Certainly not as an excuse to waste hours moving blocks across a piece of paper with 90% of the time taken up by mere filler! Of course tactics are important, but they are used only as a means of indicating the success of one's diplomacizing efforts. Stabbing your truest ally simply because he is the most vulnerable is foolishness, and soon leads to a friendless defeat. Discussions (with all players, at all times) should always include plans for the good of the "alliance" and not merely be a session of "I want this, I want that." When you have become able to anticipate your opponent's (and your ally's) every move then you know that you are a success. The ability to compromise is all important, to say the least. Turkey need not attack Austria so long as clear guidelines can be established, along with a division of responsibilities. Talk is the crux of the game, no dispute there!

ZE PRESS RELEASES (OR, CONTINUED FOLLY FROM ACROSS THE COUNTRY)

NAPLES (I-JOKE)- The King announced today that he was sending an elephant to the Czar of Russia. His Royal Highness was overheard saying, "At least now he will have someone to remember important facts for him. He doesn't even remember that his sister is my 12th wife. He can't say that he doesn't remember that she is blind."

ROME (I-JOKE)- The Italian Code commission today announced that they have broken the Russian code. "It's really quite simple," explained one code expert, "all you have to do is hold the paper upside-down and read it through a mirror."

BERLIN to EVERYBODY - via DON (Deutsch Offenlich Nachricht - for you non-Germans (poor souls), that's German Public News) **Fall 02**

The Kaiser announced today that Herr D.L. Sigwalt, the noted expert on fortune telling and doer of strange things, has been appointed Minister of Foreign Affairs, Minister of Internal Affairs, Commander in Chief of the German Armed Forces and Organizer of the Kaiser's Birthday Party.

It is widely rumored that Herr Sigwalt has been running the Empire since late last year. It is believed that he came to power when his predecessor (whose name has been stricken from German history books) left office in disgrace after the successful Italian invasion of Munich.

That invasion (which has been labeled "an unforgivable act") sparked a panic that spread from the Fatherland's southernmost province and eventually gripped the whole empire. Fortunately, with the help of French and Russian troops, Herr Sigwalt has succeeded in relieving the German people of their fears and anxieties.

The Kaiser wishes to express his thanks to these two glorious Powers and has decided to help Russia out (of Sweden, that is) and to send France his autograph.

This season's prophecy:

The silent ones will be the first to go,
Then after that, you all must know,
The Beast will rise and start to grow.
The Beast will attack, but will find many a foe
And eventually die from a mighty blow!

MILAN (I-JOKE)- The Milanese are readying their town for the annual spaghetti festival. Expected to attend are the heads of state from many European countries.

ROCKVILLE (GMnews)- Will the spaghetti festival be in time for the Kaiser's birthday? What strange things does Herr Sigwalt do? Are they comparable to what the Fatherland is doing to the Motherland? Stay tuned while I focus the Crimson Crystal Ball!

THENODTHISISSUEGOESTOKONRADBAUMEISTERMASTERANDPATRONOFTHELINEARSEPERATOR

R1 Summer 02 THE TURKISH ANSWER TO THE LOST BATTALION
Turkey- NMR, A Bul disbands

Quick Comment- Needless to say, this blunts the Turkish beak considerably! Russia's F Bul no longer needs support, freeing Austria to do other things, not the least of which may be taking Bul for his own! We'll see!

QUOTE OF THE MONTH:

"Laws, not blood!" M. J. DE CHENIER (1792)
(Words of wisdom from another non-Diplomacy player....)

VARIOUS NONSENSE

Just a zine review in general....

- 1) VOLKERWANDERUNG - K. Arnett, 1500 Waterway Cir, Chesapeake, Va 23320
Interesting stuff, featuring a specimen Dippy game, history lesson, economics, and other worldly topics!!! A steal at any price!!! (I tend to back anyone who plays in my games with a plug or two.)
- 2) FLYING DUTCHMAN - Jack Brawner, 14906 N. Bayshore Dr, Madeira Beach, Fl 33708. Game-\$2, sub-10/\$3.
Another good, new zine. Features Dippy and Rail Baron, including a Diplomacy game for gamesmasters (Yours truly is Italy.). Worth your time, for sure. Jack is humble, courteous and kind (I should know)!
- 3) EGGNOG - Konrad Baumeister, 11416 Parkview Ln, Hales Corners, Wis 53130. Game-\$2, sub-10/\$3.50.
A big (lately) zine chock full of goodies. Primarily games and letters with a game analysis, trivia and humor. Konrad is trying to cook up a German language game of Dippy, for all you German speakers. Very good.
- 4) THE HOME OFFICE - Fred Hyatt, 400 State St, Brooklyn, NY 11217
Primarily variants, with some regular Diplomacy games thrown in for good measure. Very easy to read if you understand it at all. Very competently GMed games. Game-\$1, sub-10/\$2.50.
- 5) DIPLOMACY DIGEST - Mark Berch, 492 Naylor Pl, Alexandria, Va 22304.
Recently featured the groundbreaking dissection of the top board game at this years Dipcon, as recorded live on tape from Chester, Pa. I would like to see this done again in the future. Sub-10/\$2.50.
- 6) THE DOGS OF WAR - John Daly, 938 Fairmont Ave, Salisbury, NC 28144.
The merciful man has an orphanage containing all the old games from Brouhaha & Non Sequitur, not to mention a few new ones. Orders due every 24 days.... Game-\$3/\$2 refundable deposit, sub-10/\$2.50.
- 7) THE TETRACUSPID - Richard Kovalcik Jr., Apt 40, 1001 Murrietta Blvd, Livermore, Ca 94550. Game-?, sub-?
Only seen one so I can't say much. Diplomacy games, and my first encounter with a rating system. I couldn't figure it out, oh well.
- 8) THE VOICE OF DOOM, Bruce Linsey, 71 Hudson Terr Apts, Newburgh, NY 12550. Game-\$3/\$3 refundable deposit, sub-10/\$4.50.
Bruce is definitely excited about publishing a zine (he must be crazy) and is really willing to work. Issue #1 contained 12 pages of good material, and he didn't even have a game yet! Start at the top, Bruce!
- 9) ENVOY - Roy Hendricks, PO Box 34277, Richmond, Va 23234. Sub-12/\$5.
Basically a you-want-it-we-got-it typezine, leanin towards Avalon Hill and AHIKS (a recent review) with a healthy dose of Kingmaker, and Diplomacy openings to boot.
- 10) WHY ME?, Lee Kendter, 4347 Benner St, Philadelphia, Pa 19135.
A bunch of Dippy games backed by clear print, wacky humor (at best), and Philly area info are the prime ingredients here. Also included is an in depth strategy discussion on various obscure moves. Well done.
- 11) BRUTUS BULLETIN - John Michalski, Rt 10, Box 526q, Moore, OK 73165.
Features fast (10 day deadline) games and lots of nasty (I love it!) press...not for the faint hearted! John also is an entertaining writer when he tries to be. Game-\$2, sub-\$3/12.
- 12) LIBERTERREAN - Jim Bumpas, 948 Loraine Ave, Los Altos, Ca 94022.
Armored Barbarism and Dippy are the highlights (I haven't figured out A.B. yet). Two week deadlines here, so be ready for a fast moving game. Game-?, sub-11/\$4.
- 13) PASSCHENDAELE - Francois Cuerrier, 2210-160 Chapel St, Ottawa, Ont. K1N 8P5. Game-?, sub-?
Regrettably poor reproduction as this one would be a real winner. Still worth a stamp for a sample. Also has a prize fund for one game!

MORE VARIOUS NONSENSE (IT MUST BE IN SEASON....)

- 14) GRAUSTARK - John Boardman, 234 E 19th St, Brooklyn, NY 11226
The oldest and one of the best zines around. John presently has several games worth of openings (a rarity), newsworthy notes, and a book review series going about various pro Viet Nam War I books. At least he gives the other side a chance to set themselves up before shooting them down. Very outspoken. Game \$12 (includes sub fee), sub-12/\$5 (first class), 20/\$5 (third class mailed every three issues).
- 15) EHAINE MACHA - Michael Mills, 3457 Makyes Rd, Nedrow, NY 13120.
Issue #1 just fell into my hot little hands today, making it the newest (and most obscurely titled) zine around. The bug is really out in central NY, isn't it (see: #8)? Good repro, but too many typos. Basically leaning toward reader input and Dippy. Pretty good for a first effort. Game-\$2, \$1 deposit, sub-12/\$4.80.
- 16) RETALIATION - Dick Martin, 26 Orchard Way N, Rockville, Md 20854.
Features Dippy with emphasis on the press releases, and D & D. Interesting reading, competent GMing, and low prices. Good deal! Sub-10/\$3, Dippy free, D & D 40¢/month.

Whew! There's a complete review of all the zines I have received to date. The blurb about VOLKERWANDERUNG was only partly in jest, as it is a fine zine with lots of enjoyable material! Game-\$3½, sub-10/\$4.

I have been putting out conflicting rumors about the status of the D&D campaign, ignore them all. The real truth is that Brian Conlon (a good friend of mine, but don't hold that against him) will be the GM, starting ASAP. Dave and I have already signed up, as have several other schizoid lunatics, so you won't be lonely! Only human characters allowed at first, but there will be over 20 classes so don't worry about lack of variety. He is dependable, just like me! Enclosed this issue are the basic explanation of how he'll work things, some history, and his first rumor sheet. I've already picked out the rumor I'm going to check out.....

Surprisingly little feedback on the T*O*A*C article last issue. Maybe nobody really cares after all....

Correction: zine #15 is supposed to be EMHAINE MACHA, maybe I'll learn to read. Nah!

Does anybody out there have anything in particular that you'd like to hear about? I'm open to loose talk, suggestions, anything. I'd really like to hear from anything that can write, read, or fake either of the above with any degree of accuracy.

THE WAITING LIST

Diplomacy- Powell, Roney, Sigwalt, Kiser, Ostakovich (Daly?)(Kovalcik?)
Standbys- Roney (Rowell?)

Please, I need more players and standbys! All volunteers welcome! Please inform me if your status is other than what I have listed, as these may be a bit out of date. Thanks. I have enough for a second game if the maybes (or anybody else) are willing, able, and ready. How about it guys? Don't procrastinate, the world may end yesterday.

On the following couple pages, Brian delineates the ground rules for his world "Conlonius" (clever, eh?). Whatever comments or remarks you have should be addressed to him primarily, but I'm also willing to listen. To play you must maintain a sub to Retaliation in addition to the game fee, and be ready to use your imagination. Good enough? Next issue, I'll distribute the map for the city Wepeye (pronounced V-P-I) and the general description of said map. Stay tuned.

CONLONIUS

STARTING OFF

To start off a player will need to tell me what type of character he would like to run in this campaign. I will roll up the characteristics and send the results back. This is the only feasible way to do this that I can think of. If you can think of a better way let me know. Each player will be allocated a certain amount of "free time" in which characters can purchase equipment and become familiar with the city. MU's can learn initial spells and enchant materials, fighters can get their equipment and maybe join the army, and clerical types "do their time" in their respective churches. This is the time to get organized and set up.

GAME PLAY

I plan to run two turns a month. Each turn will be two game weeks. Moves will be in my mailbox by the 1st and 3rd Saturdays each month. This should give me enough time to process each of your moves. Each turn I will send a personalized move. In addition I plan to send Dick Martin a Rumour Sheet. This sheet will provide information concerning activities that have or had taken place, rumours etc. Maps and other details that all players might want to know about will be published too. He publishes it once a month.

COSTS

The only costs will be to mail and photo copy moves. This will amount to .40¢ a month. I don't think this is asking too much. If it is let me know and I will try and work things out. The start off bill is \$1.20 which will include the first three months. If something happens that forces me out of business I will return the unused portion. Make checks payable to Brian Conlon.

THE MOVE

Basically, the situation will be set for the character and it will be up to the player to decide what to do. The input of the players is essential. The more detailed you are the more detailed I will be. Individual melees will not be run but I will determine the outcome of combat encounters. If individual melees were allowed the game would become too slow. I will try and make it as interesting and detailed as I can. However, as I said before, the more detailed you are about what you plan to do the more detailed I will be.

MY ADDRESS

Brian Conlon, 259 Brodie Hall, Blacksburg Va. 24061 (703) 552-6542
Office Hours: 0715-0800 M-F, 2300-2400 M-H (M-F means Monday thru Friday
M-H means Monday thru Thursday) Call at these times only please.

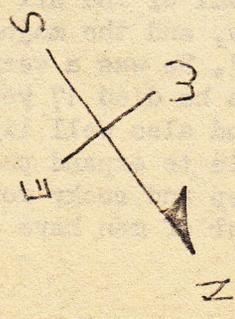
BRIEF HISTORY OF CONLONIUS

Close to 123 years ago the people of Rwet settled on Conlonius. They were fleeing the destruction of their island by the volcano Yout which at that time was erupting. They came to Conlonius to find cities and towns already existing but no inhabitants. Most of the Rwets' were too disrupted by the disaster to think much of it. Some, however, thought a lot about it. Eventually, all of the six inner cities were settled. These were Biln, Santor, Estir, Asal, Gloktow, and the major city of Wepeye. Ivory was the first king to rule the new Conlonius'. He was a very strong and powerful king and was well liked by his subjects. When he died 17 years ago his son Ajax took over. Even his son is a powerful king and also well liked by his subjects. However, neither Ivory nor Ajax have been able to expand past the Grunewald, the huge green forest, or the Krags, the very steep and rocky mountain. Men who wander into these places never return. Only a handful of men have ever returned.

MAP OF CONLONIUS

TITLED NOBLES AND THEIR CASTLE

- RAMON - ARHAM
- CASTOR - ESHIDE
- GOLAN - OFTERV
- CHAMO - HASDRE
- OSTEN - TILTA
- TIRNT - JINBER INTIX



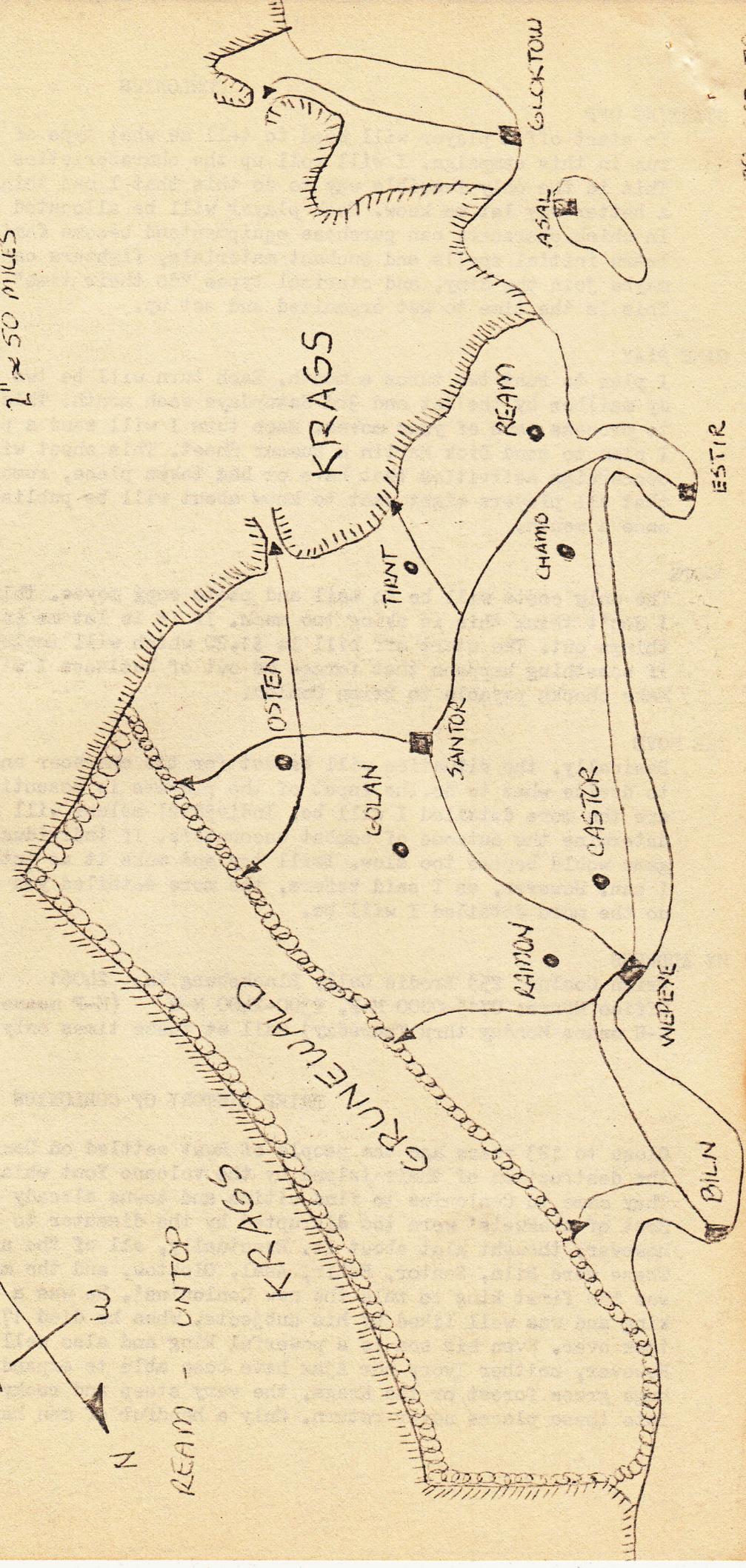
REAM - UNTOP

LEGEND

- - CITY
- ▨ - MOUNTAINS
- ▨▨ - WOODS
- - - ROADS
- - -> ROADS CONTINUE PAST THE ARROW HEAD
- - CASTLE

SCALE

2" = 50 MILES



A DETAILED HISTORY OF WEPEYE

Wepeye was founded in year 780 of the ole calendar. It was the first of the six inner cities to be founded. King Ivory, the first king of Conlonius, was appointed by the elder council of Rwet. Since the city was built when the Rwets^e landed all that had to be done was to organize the city. This took a few months. The people of Rwet had little difficulty moving into the new enviroment. After the first few weeks reports from scouts sent out by the king brought back reports of other cities that were in the same state Wepeye was in. People who weren't satisfied with the arrangements they had moved on to the other cities. After the first couple months charters were given to guilds to form and to reside in the inner wall of the city. The land around Wepeye was rich and farming was prosprou. After the first year the king created an army for the protection of the city. Each citizen was required to serve for two years or had to pay enough money so that another person could take their place. So all in all Wepeye was safe and secure. However, some people were not satisfied. These people left the city to go out into the wilderness and find out anwsers to questions about the curious nature of this pre-established country that had no inhabitants. Most people were satisfied to leave well enough aloje. Well, for about 35 years Wepeye prospoured. The other five inner cities were also in a good state. It was about this time that rumours started becoming popular. Stories about strange creatures that kill for no apparent reason exixted in the Grunewald and the Krag. The king sent scouting parties out to seek the truth to these rumours. Most of the parties returned without incident. There were some that returned with dead and wounded men, and still a few that didn't return at all. This disturbed the king greatly. It seemed that the dâscriptions of these monsters varied but that they did have one thing in common, that they were savage killers. The king sent out larger parties and the same results ocured. Finally, one day an officer took a pledge to the king to bring back some of the creatures alive. He went out with a small party and returned two months later. He had only three of his original party of 15 left. But he had two creatures with him. Stories and rumours spread like wild fire about these three men. Only one thing out of all the rumours was similar, what there were great treasures in the wilderness but most of the treasures cost hâs men their lives. He and his two companions were knighted and all thære were titled. Castor the lowest of all three in rank was made Baron of the Castle Eshide, Golan the second hand man of Ramon was also made Baron but of the Castle 6fterv, and lastly Ramon was made Duke and was given land north of Wepeye and also the title of Duke of the Northern Plains. Each built their own castle and started the feudal system in Conlonius. Four more titles were given to deserving knights: Baronship given to Tirnt, Chamo, and Ream with their castles Jinber Intix, Hasdre, and Untop; Earlship was given to 6sten and his title was Earl of the Trident. Each did their service for the king and for their feudal lord. Eighty years after the founding the city of Wepeye had 7 Titled nobles and 30 knights. The inner city was totally composed of guilds and kings men. The year was 106 when the first raid ocured. Any of the settlers and serfs that were in the outskirts of the Grunewald weree wiped out. The king led the army and the nobles attacked too with their men. It sesawed for two weeks before the monsters fell back into the woods. However, it took its toâl. The king died the first week; Chamo and ~~Golan~~^{RAMON} died the last week; The army was cut to $\frac{1}{2}$ of its original size. Tirnt was enraged and went into the mountains with his men. What happened there no one knows but he is now the wealthiest noble. Ivory's son Ajax was crowned at the age of 16 after his father was killed. He followed in his father's footsteps and kept a strong army. He has had problems with Tirnt because of the influence that wealth has but has been able to keep him in line from the cooperation of the other loyal nobles. Upto now no other raids have ocured and no other major incidents worth recording in the history books.

Baron Tirnt is looking for able bodied men that would like to serve under his banner as Guards. If interested contact Hojo, Sergeant of Recruits, in the castle Jinber Intix.

There is a 500 g.p. reward for any information concerning the piracy of the King's ship Hindsight.

PUBLIC NOTICE

The 124th annual Tournament of the King will be held on 15 Dec. To enter any of the tournaments register by 30 Nov in the Office of the Chancellor of the Realm. Each tournament has an entry fee.

There will be a meeting of the Youngers from the city of Estir on the 12th of Nov in the Four Points.

Positions available in the King's army. Apply in person at Lane.

A band of bandits was reported on the highway to Santor. The King has sent a party to investigate.

Knight Inop is leading an expedition into the Kraggs on the 19th of Nov in search of the Copper Trident. Contact his squire Bijio in the castle Hasdre.

Sailors wanted for an expedition to the west. For more information contact Gilligan on the Moby.

Plant sale in Agnew in Two days.

200 Orcs were reported seen northeast of Santor.

The Glassblowers' Guild is holding another exhibition the 5th of Nov. It will run until the 15th of Nov.

Take me home. I don't belong. Soon. OJT

Unusual activity in the Kraggs has been reported. Many small lights have been seen at night. The King does not confirm this.

THE RULES OF THE GAME

1) First and foremost, your gamesmaster will be totally responsible for what does, or does not, get printed. All opinions will be my own unless otherwise noted. Press releases will get a high priority, as I happen to enjoy that aspect of the (postal) game as much, if not more than, any other. The GM assumes total responsibility for his zine and therefore total freedom to do as he chooses with said zine. (The fraud clause.) For example, the right to use discretion in the choice of players, etc. Comments are welcomed, if not expected, in certain instances.

2) Standard rules of Diplomacy as most recently published by Avalon Hill will be used, except where ammended for postal play.

A) A preference list for countries is requested from all players.

B) Orders will be valid only if written legibly, dated, game & season & country specified, and signed. Phoned in orders are valid only if sent in from your home phone, preventing phone phonies (very punny).

C) Orders will be due by 1:00 PM of the deadline date, without fail! I take a very dim view of NMR's. To insure that no such thing happens in Retaliation, the GM (kind fellow that he is) is willing to make one (count it: 1) phone call (collect, of course) to the last known phone # of the offending player. Only one such call will be made per player per game, and only for spring or fall orders. Players may request additional calls if a problem is anticipated. It may be better to refuse the call and dial direct immediately, for you penny pinchers (me included). Calls will be made after the mail delivery, usually about 12:30. (Eastern time, natch.)

D) Standby players will be used, in the case of resignations or drops.

E) Maybe I should specify what a drop is: it's either two NMR's consecutively or three in a game. A standby will be requested to send in backup orders for the season following an NMR. The original player's orders will be followed if received. Orders delayed more than 4 days by the USPS (hah!): will not count towards the NMR total.

F) Deception of the GM by any player is a definite no-no and steps will be taken to insure that it doesn't happen again. (Whips & chains!)

3) Ending the game.

A) Victory- 18 centers or unanimous concession by all remaining players (you must vote for yourself if possible). No vote received counts as a yes vote.

B) Draw- no net center change for two consecutive years or unanimous vote to draw by all surviving powers. Draws must include all surviving powers. Again, no vote received counts as a yes vote.

C) Votes- may be proposed by any player any time after Winter 1904. All votes are due (Ballots, actually) in writing by the deadline after they are proposed.

4) The most recently dated set of orders will be considered the valid orders for that season. For builds, retreats and removals only the first orders received will be considered valid.

5) Summer and Winter orders are due within ten days after the day they are necessitated, and all players will then be notified.

6) Conditional builds, removals and retreats are strongly recommended.

7) Once a player is removed from a game, he may not re-enter the same game.

8) There is no game fee for Diplomacy, players need only keep up their sub. Trades are welcome, for those of you crazy enough to publish your own zine. Standby positions are always open, also at no charge. Guest GM's may charge a nominal fee to help defray their costs.

ITALY SUFFERS SLIGHT SETBACK

Austria (Lee): F Gre-Ion; A Ser-Tri; A Tri-Ven
 Italy (Martin): A Mun S FRENCH A Ruh-Kie; A Tyr S Mun; A Tun-Apu;
 F Ion C Tun-Apu; F Nap-Tys
 Turkey (Kiser): F Bla-Sev; A Ank S Bla-Sev; F Smy-Con
 Russia (van Alkemade): A Pru-Liv; A Ukr-Rum; F Sev-Bla; F Bul S Sev-Bla;
 F Swe-Nwy
 England (Mooney): F Nth C GERMAN A Hol-Den; F Stp H; A Nwy-Swe; F Lon-Yor
 France (Arnett): F Spa (SC)-Wme; A Mar-Pie; A Ruh-Mun; A Bur S Ruh-Mun
 A Pic-Bel
 Germany (Sigwalt): F Bal S ENGLISH A Nor-Swe; A Hol-Den; A Ber S Kie;
 A Kie S FRENCH A Ruh-Mun

Underlined moves do not succeed. The A Ank does not border Sev, thus invalidating it's support. Turkey must retreat F Bla to Arm, Russia may retreat the F Nwy to Fin, Gob, or Ska, Italy may retreat the A Mun to Sil or Boh. Of course, these units may be disbanded instead.

W02 supply centers look like this:

Austria- Bud, Vie, Tri, Ser, Gre, Ven (6)	Build 3 (only 2 possible)
Italy- Rom, Nap, Tun (3)	Remove 2
Turkey- Con, Smy, Ank (3)	Even
Russia- Mos, Sev, War, Rum, Bul (5)	Even
England- Lon, Lpl, Edi, Nwy, Stp, Swe (6)	Build 2
France- Bre, Par, Mar, Spa, Por, Mun, Bel (7)	Build 2
Germany- Ber, Kie, Hol, Den (4)	Even

Russia and Turkey will have a build if the dislodged pieces are disbanded instead of retreated, and Italy would only have one removal if he disbands the A Mun. These orders are due by Nov. 13 (retreats and adjustments, that is) if you wish to alter the conditional orders or didn't submit any. All players will be informed.

Spring 03 orders are due by 1:00 PM, Dec. 1.

The holiday season is coming up, but I don't plan to delay any issues at this point. Aren't I ~~in~~ dedicated? Take this into account over the next month or two. (The slower than usual mail, not my mental imbalances!)

QUICK COMMENTS

Italy was caught napping this turn, and paid the price. Much of his problem was caused by his army sitting in Tunis last turn, thus unable to defend the homeland in the fall. Certainly if the army had been relocated to Apulia, Austria would have been unable to steal Venice and the pressure would still be on Turkey. Turkey has gained a temporary reprieve now that he doesn't have to worry about his southern flank, and Austria cannot commit his lone navy to an assault of the Aeg. He has, however, lost his only tactical advantage: possession of the Bla. Austria has forced the game at this point, and has seemingly made a few mistakes, both tactical and strategic. He has given up his western ally for the price of one center, a questionable move. While he no longer has to worry about the Italian army, perched on his back door, he now has a much more serious concern: France. Tactically, he has taken the pressure off Turkey, and covered Trieste, making a fleet build impossible. To take out Italy those fleets are a necessity. The half-speed Italian move, while causing himself a bit of pain, has definitely left the Archduck in a bind for future gains.

The France/England machine continues to gain speed in the West, and will be extremely difficult to stop, given the German addition and the state of things to the East. France will probably fill the vacuum

in the Med caused by the Italian mishap, and look for England to keep pushing Germany eastward. German assistance in the quick attack on Russia is essential, but after that he will be merely an encumbrance. Unfortunately for him, the E/F duo is holding a cannon to his head as a persuader. Unless the alliance breaks up soon, Germany is in big trouble. Don't be too surprised if it happens, though, look where Herr Sigwalt started from. Next year should tell whether Germany is to become a full-fledged member of the alliance, or merely a puppet. Also up in the air is Italy's status. Which power he decides to resist could very well decide the course of the game; and whether he decides to become a puppet, or die fighting will be significant. Russia looks like he'll be trying to take up residence in Turkey, meanwhile hoping that the north holds out long enough for him to accomplish his goals. I'm sure that being out of the country will not help any, insofar as diplomatic efforts go. That just about covers it for now, more next issue.

As a matter of fact, that just about wraps up this issue. Don't miss the rest of the press on the back page. This issue turned out to be a bit bigger than I had originally planned, so if there is any problem with postage due, write me and I'll reimburse you or credit your account (wow). Its not that I'm dumb (well, maybe...), I've just never sent out anything this big before. The space below will be used for notes and other various uses, so don't be alarmed if yours is blank. Why, you ask? Because I am sending out a batch of samples, communicating with allies/enemies in the games I'm in, and just plain old writing letters on the stuff to those who may be interested! Nuff said!!

WHAT DOES A BASKETBALL COACH SAY WHEN HE'S LOSING? PRESS!!!

PARIS, September 2, 1902: NEWS FLASH- The French government has declared war on on the Italian government. CRAZY VICTOR MUST GO!

MOSCOW (WORLDS): From his temporary residence in the Kremlin, the Great Czar Peter Joseph denounced the rape of St. Petersburg by the English. "Only a perfidious and depraved race like the British would dare raping a Saint, and a male Saint for all that," the Czar declared indignantly. He emphasized however, that Mother Russia was alive, vibrant and well despite this momentary setback, and assured the Russian and other peoples of Europe that the British occupation of the historic Czarist Palace would be of very short duration. By a deft redeployment of available forces, plus the soon-expected addition of several Mongol brigades now in training in Siberia, we shall soon have the tables turned on the invader, and next Spring we shall have a picnic in Kensington Gardens, the Monarch said. The Czar then declared his support for the valiantly struggling German forces against the offshore invaders, pronouncing these immortal words: "Les ennemis de mes ennemis sont mes amis."

RACINE TO WORLD- The genius behind the Czar, effectively disguised as a mild mannered credit manager for a great metropolitan manufacturer, will be away from home and country for the period of November 5 thru 20. (Just for the curious - incurious may skip the remainder of the bracketed phrase - I shall be visiting Zurich, Athens, Cairo, Tripoli (maybe - they don't seem too keen on granting me a visa, and I can't really blame them), Algiers, Amsterdam, and London: just another whirlwind tour of airports and hotel rooms.) All mail received during my absence shall be carefully hidden from spying visitors, and shall be either discarded or answered over the Thanksgiving weekend, depending on the amount of diarrhea I bring home or will get upon my return. Meanwhile, may all who are not Canadians or any other kind of ingrates, celebrate this most noble of our Holy Days in a proper and fitting manner, such as in fasting and meditation on the viscissitudes of Diplomacy.

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FIRST CLASS