

# RETALIATION

Dec. 1, 1979

MERRY CHRISTMAS & HAPPY HANUKUH

#7

Meaningless Meanderings

Retaliation is wrenched from my typewriter once every four weeks, and is known (at least by me) for its punctuality and punctuation. Also, the typing is faultless. Really. Subs are \$3/10 issues, and there is no additional charge to play Diplomacy. D&D will run you an additional \$40 per month with a \$1.20 minimum, if you're daring enough to try it.

Three Diplomacy games are now filled, and I think I'll limit my total to five games, all told. Game #4 will be ordinary Diplomacy, but #5 will feature Black Press (heh, heh)! Players should tell me which game they prefer, otherwise I'll just put you into the ordinary game. Black Press is a totally wide open, no holds barred, confusing, fun type of press system (permitted are snide remarks datelined from an opponents country to his ally, etc.). If, when all(all) of the present openings are filled and the games get under way, I discover that I can handle more, then more games will open. Until then, it's first come, first served.

This issue features Spring 03 of the game-in-progress: R1, and its press; a D&D update from Brian Conlon; two new game starts; Various Non-sense; and this month's feature article on tournament scoring.

## JUST WHERE IS THE TOP OF THE HILL? AND HOW FAR TO GO TO FIND IT?

Recently, there has been a running debate on the merits of one tournament scoring system versus another, and which one would be used at the next Dipcon. Prime candidates are the "Rocamora System", the "Berch System", and at least one other that I am not familiar with. I'd like to toss my own my own system into the fray.

The problems with the older systems were that they did not accurately represent the goals of the game (Rocamora), or that they altered the flow of the game too much (Berch). Hopefully, this system will be a proper blend of the previous two, yielding a sort of divine median. I'll refer to it as SIMPLE, a catchy little acronym, but better left unexplained.

SIMPLE's objective is to provide an ample incentive to win, while de-emphasizing cross-game influences, previous round results, false premises that the object of the game is to eliminate the other powers. Reduce, yes, but not necessarily eliminate. Diplomacy is basically a "king-of-the-hill" type game, with the top of the hill being the man (or woman) with the most centers, plain and simple. A minimum number<sup>of</sup> centers is not necessary in a game not played to a natural (18 center) conclusion. Also, there should be some reward for those who last the entire game, it is not fair to make someone survive for three hours for next to nothing. As it turns out, to reward all survivors is merely another way to punish those that are eliminated. Any player scoring the "best of country" in a round will also be rewarded in some small manner for his (her) outstanding play. If this means a certain amount of cross-gaming remember that a player doesn't really get interested in that sort of thing unless he's doing well already. This is not to say that talent gets the privilege of cheating, just that it is assumed that all players will be keeping tabs on as many games as they wish, at the penalty to their own efforts. This assumes that deadlines will be kept strictly enforced, especially as the games near conclusion. Sure, you can check the other boards, but the season you miss, diplomacy-wise, can really hurt.

Draws are possible, but only in the case of exact ties in centers. You can bet that it will get very hairy down near the end in a close game! This is the ace in the hole for the minor powers, offer help to the highest bidder. The points normally awarded to the victor alone are

split equally between all players sharing in the draw. Thus, in a 13-13-5-3 draw, the 13's would share the victory points, in addition to survival and center bonuses, while the 5 & 3 players would get only survival and center points.

Ideally, this would be at least a three round tournament, with at least a 1908 ending date in each round, preferably longer. The third round would have seeded play and a reduced victory bonus, as supposedly all the places would be relatively set.

Exactly, the scoring goes like this:

1 point per center (none if an 18 center victory occurs) (for losers)  
5 points for having any centers at the games conclusion (none if an 18 center victory occurs) (for losers)

18 points for a victory in a preliminary round game

12 points for a victory in a final round game

6 points for a best of country as determined separately for each round

Victory points are divided equally between all players sharing in a draw as explained above. Best of country points are divided equally among all players sharing that honor for that country for that round. All fractions are dropped.

It's not the most exact system in the world, but it gives a good general impression of who is doing the best. And, most importantly (besides its simplicity), I think that it will preserve the spirit of the game. Of course, much of this burden rests on the players. If they don't go all-out to win, no system is representative.

Now, before I get myself into this any deeper, I'll put this up for general discussion. Comments or questions, anyone? I figure that, since there are going to be tournaments, and there are going to be rating systems for those tourneys, they might as well be as good as possible. The more input, the better....

#### PRESCHIOUS RELEASES

BERLIN TO ANYBODY, SPRING !()# (1903 with the shift off) via DON- The Kaiser's birthday was held last January. It was a grand affair that lasted 5 days. A staff of over 1,000 was needed to cater the event. It was calculated that the amount of beer consumed would have filled the canal at Kiel and that the amount of food eaten would have fed the German army for a week. There was plenty of music - "Happy Birthday To You" was sung every hour, on the hour. Herr Sigwalt also invited women from all over Europe to attend (Mother Russia was not one of them). Even though the Kaiser had thousands to pick from, he seemed preoccupied with a young Polish girl and wondered out loud if he might have her for his own. The Kaiser vowed he would try to win her love - but she would give no hint as to what their fate might be.

When the party was all over, the Emperor congratulated Herr Sigwalt on doing such a good job, invited everyone to next year's party and then fainted when Herr Sigwalt presented him with the bill for the giant celebration.

THE PROPHECY! -- The silent ones are still here

But the Beast is very near.

Yes, the Beast is close but do not fear,  
He will not attack for another year.

Listen to the seer -

To him the future's clear.

(And remember I'm a prophet, not a poet!)

BERLIN TO MOSCOW - The valiantly struggling German forces thank the Czar for his recent declaration of support.

BERLIN (CCB)- Since the recent glorious celebration here, the Imperial Mint has been working round the clock. Is this why the predicted assault on the borders (well, the new borders anyway) has failed to material-

## PRESCIOUS (CONTINUED)

ize, or merely in response to the Kaiser's birthday party?

MOSCOW (WORLD'S)- The Czar returned, safe and sound from his trip abroad. He gratefully acknowledges the friendly reception afforded him by all but one of the governments of the countries he visited. Only in London was he almost taken hostage by an unfriendly mob, but was able to reach the Russian Embassy in time for refuge. At least in London, contrary to some other places, is the sanctity of an Embass still respected.

The Czar now wishes to devote his full attention to the conduct of the defense of Mother Russia, which will be carried out with malice towards none but a few: his Thanksgiving Turkey pleased the Czar so much, that he wants more of the same.

MILAN (I-JOKER)- King David of Italy, former Pope, was found dead from multiple stab wounds to the back. The investigation is progressing.

MILAN (CCB)- Mr. Scarlett in the Dining Room with the Knife?

## VARIOUS NONSENSE

John Zipper asks whether being so close (geographically) to Bernie Oaklyn has hurt me insofar as getting new subbers go. Well, if it has, nobody has told me about it. It may have caused some skeptics to think twice about subbing, but I'm doing all right. It is fairly obvious that I'm not Oaklyn to those who look, so I'm not going to worry about it.

Don Sigwalt also had something to say about the matter, mainly that it was wrong of me to bar Oaklyn and his pseudonyms from RETALIATION. Maybe, but I don't need any problems generated by someone this close to me. Hey, I wouldn't put it past him if he raided my mailbox! You are correct in stating that, as a player, he's no worse than the rest of us (Outside of his zine, of course.), to the best of my knowledge. But his behavior in the deception of Diplomacy players, past, present and future, in the management of his zine has given all GM's a black eye, and makes it very difficult for any DC area player or GM to get established. This is my "retaliation" I suppose. There are other zines that he can play in, just not this one. You are quite correct in your plan to avoid his zine, as the man has no credibility whatsoever, and cannot be trusted.

Boardman numbers have been applied for, and I hope to have them soon. I'm not such an anarchist that I'd turn the things down, easy to get as they are (now). Glad to hear that our illustrious BNC, Bernadette Agosta, is back in business.

Bruce Linsey, of Voice of Doom fame, is the new novice packet distributor. Just think, if the things were in existence when I started playing, I may have been one of the "established, reliable zines" by now. Oh, well, maybe next week!

maybe next week! ← This is not here.

The postal Diplomacy tournament is now accepting applications. The field is limited to the first 63 who sign up before the New Year. Write to Bob Sergeant, 3242 Lupine Dr, Indianapolis, IN 46224, for further info. Remember, you heard it here most recently. Personally, I view it as a mixed blessing: lots of new game openings and perhaps renewed interest in the hobby, but the new interest seems to be there already and the new zines will be the first to suffer. And players are sure to concentrate on the tournament at the expense of their other games. The tourney is in good hands for sure, but whatever happened to the other attempts at a postal tournament?

## MORE VARIOUS NONSENSE

I'm the only person I know of who commonly puts a Mozart album on the turntable sandwiched between Elvis Costello and Jethro Tull albums.

Last night I had a great time. First I was roasted by a chimera, then sunk into the Earth up to my chest, just so I could be pulped by an earth elemental. If I had survived (oh, I was turned to stone and back too), I would have been most of the way along to second level. I'll try again next weekend.

Jack Brawner, THE FLYING DUTCHMAN, 14906 N Bayshore Dr, Madeira Beach, FL 33708, currently has game openings in Rail Baron, Machiavelli, Diplomacy, and WWIII(B) a Diplomacy variant. WWIII(B) is very impressive. Send him a stamp for a sample.

Michael Mills is the publisher of EMHAİN MACHA, the new kid on the block. Send him a stamp for a sample at 3457 Makyes Rd, Nedrow, NY 13120. Subs are 6/\$2.50 or 12/\$4.80, with games of Diplomacy and BB (Michael's Irish variant) for \$2 and a \$1 deposit.

If it's not ~~asking~~ too much to ask, would all players please keep all their correspondence, and send it to me when the game ends? I will reimburse you for the postage, and if you wish, I'll even send the stuff back to you when I finish reading it. I hope to be able to really dig into these games as an "omniscient" analyzer when they finish, and hopefully come up with something interesting.

For the first time, I'll admit that I did not invent Diplomacy - Allan Calhamer did about twenty years ago. This fabulous addiction is published now by Avalon Hill. Too bad the new board is so ugly.

Dungeons and Dragons is a product of TSR Hobbies in Wisconsin.

Chivalry and Sorcery is a product of Fantasy Games Unlimited in New York.

I totally reccommend all of the new East Coast zines, there is a great deal of promise in them. Besides, none of the GMs have had the time to develop rampant ego problems yet. Lets just hope that none of us do a Chrysler, as I don't think the Feds will help any of us.

In the future, I plan to do a little bit of Washington area news, but so much Washington news is really National news that it gets tough.

VOLKERWANDERUNG is another personal favorite, but word is that they're just about full, and a very limited number of game openings are still available. That's okay though, as Volkerwanderung still has plenty to reccommend it. Try it, you'll like it! 1500 Waterway Circle, Chesapeake, Va 23320. Sub 10/\$4.

## R1 Winter 02            ITALY COMMITS TO THE MED

retreats: Italy- A Mun disbands

Russia- F Swe disbands

Turkey- B Bla disbands

Reevaluations: Austria- build A Vie, A Bud

Italy- remove A Tyr

England- build A Lon, A Edi

Russia- build A Sev

France- build F Mar, F Bre

Turkey- build A Smy

Germany- none

Quick Comments- The builds speak for themselves, nothing really exciting.

But, then again, which way will the French fleet go? And all those English armies.... Italy has gone onto the defensive instead of keeping two essentially useless armies, given the situation in the North.

## CONLONIUS

### ERRATA

First of all let me say I have been overwhelmed by the response so far. Therefore I am going to make a few changes. These changes will be more benifitil to everyone too. First, this incredible game will be done once a month instead of the previous two times a month. It will coincide with Dick's due dates. (i.e. read The Rules Of The Game part 2c) This will make it easier for everyone to keep track of due dates, especially ME! Now, those that have paid and are wondering if I am ripping them off don't worry! (Sure you say!!!) What I propose to do is make each move from 1 to 2 pages in length. So, the price will remain the same but you will get a larger amount in each move. Second, Office Hours have been changed. They are 0715-0800 M-H. This is for emergencies only. It is really hard for me to remember details. I even forgot my sister's birthday this year. Third, I go on vacations some times and forget to let people know. For example, I went home for the big Turkey day and received alot of mail while away. No I am not ignoring you but forgot to let you know when I will be away. I don't think I will be able to do moves during most of my school breaks so will make them up the following issue. Now for what most of you have been waiting for.....

### HOW TO PLAY D&D BY MAIL

It is my belief that D&D can be played by mail. However, there are some basic assumptions. 1) There exists a good communications system. This includes constantly writing your moves on time and that these moves are legible. 2) That both the players and the GM have a good imagination. The whole game of D&D is based on imagination. But to play by mail you have to have an imagination that is beyond the average D&D player. The average D&D player would pull out his Molotov cocktail made of flasks of oil whenever in trouble. How many adventures have you gone into the dungeons of some exotic place and during the encounter with your first set of orcs has everybody participated in the fight? Who was holding the torch? What I am getting at is the typicalness of a dungeon trip that you do the same ole thing. Might as well create EP monsters. In this game I want to try and get into details as much as possible. I will try and describe each room as accurately as possible. This is what you can expect from me: a good accurate account of what happened during the time period of the move; to meet the deadlines of returning moves; keep an accurate record of your character; and most of all make it interesting. What I expect from the players are: to send me moves on time; moves that are legible; a detailed description of what you plan to do. What does this all mean? Let me give you an example. Hans is a 1st level thief. He is with a group of four other characters. They have managed to pick the lock on the massive front door of an ancient temple. Hans found no difficulty with the lock because most of the timberlers had rusted with time. It took all five of the characters to move one of the double doors enough so that two people could get by. Inside the temple a musty smell is prominant. From the entrance the most prominant feature is the huge demon faced idol that is 30' from them in behind a stone archway. To everyones' surprise, there is a brillant yellow flame rising out of a bowl that the demon holds. The yellow flame lights the room enough to see that there are three doors in the room all open. There are two doors on either side of the archway and the third is on the right about 15' away. The room is about 30' square. Other features of the room are that it has some sort of design in the middle of the floor. There are places for torches but they are not lit. A couple of the fighters want to check this place out a little further. But the two magic users think the place is evil and might be best if the party should leave. This is the type of detail I am willing to put into each move. What type of response would I want. Here is an example. Hans as one member of the party thinks that though he agrees this place is evil he thinks it would be more benifitil to check it out. Well, the MUs decide that they will remain at the door and give any aid they can if trouble arises. (This is a good assumption since they had voice a negative intrest to begin with)

Now since you checked out this temple with the information provided by Bert at the thieves guild you know that this is the temple of Tynan a demon of the god HGAT. This was done through the previous letter. I suggest we each check one of the doors out. If anyone finds something let the rest know. I do this because I want to put poison on my sword and want to do it in private. I want to check out the room on the right of the archway. I draw my sword and move directly to the door. I listen inside for any noise. Then proceede in when I think it is safe. The GM's response to this might be. You make your way over to the door while the other two fighters make it over their respective ways. At the door you listen and hear nothing. Seeing that it is dark inside you take one of the torches off the wall and light it. With your sword in your left hand (Hans is left handed) you shine the torch into the room. Suddenly, a cry rings out from one of the other rooms. You immediately race out and over to the center of the temple. Out from one door comes one of the fighters looking to and fro. From the other door comes a huge mouth. In the mouth is the other fighter. The MU's let off a fireball each and take off. Deciding retreating is the better part of valor in this case, you try and pass the MU's. Unfortunately, you were only able to do a 10.7 in the 100 and they were able to do 10 flats. What the mouth was attached to you decide it would be better to check out later. MUCH! Herman, the other fighter made it out too, but had a hard time getting back since the three others left him in the dirt. Now you have seen an unproductive adventure but, atleast Hans is still alive. I agree some adventures will not be as exciting but you know how the die rolls some time. I don't think I can explain it any better. All I can say is try it. If you don't like it blame it on Dick. He is the fool to let me do this.

#### FUTURE EVENTS

I will be home for Christmas on the 14 of Dec and will not be back until the 9th. Of Jan that is. I will make up the missed move in Jan or Feb. I also will have Spring break the 14 of Mar to the 23 of Mar. I plan to do that turn during vacation. (What dedication! HA!!)

#### NEXT MOVE

The next move is due Dec 29 (Please fill this in Dick.) Let me know what you plan to do with your characters. You should have received your initial character sheets now. If not let me know ASAP.(As Soon As Possible)

#### QUESTIONS

Have any questions about how I run things, ask. Basically, I am using three different books for sources. Players Handbook, Chivalry & Sorcery and the old D&D books. If you can provide me with other stats on characters I might let them be run. But, they have to fit into my campaign. Right now only humans are PCs because other races do not fit in. YET.

Before Dec 12, send in orders to Brian. After that, send them to me here in Rockville.

Dick

NOTICE

It has been brought to the King's attention that the orcs are massing in force in the Grunewald. This is just a warning. Preparations have been made.

The 124th annual Tournament of the King has been postponed until further notice.

The plant sale was a success.

Due to the rough seas, the expedition to the west was postponed. Positions are still available. Contact Gilligan aboard the Moby.

Due to the rough seas, fish prices have soared.

The King has sent 150 men out to patrol the Grunewald area.

Asal will be celebrating its 124th year of founding on the 25th of Dec. All are welcome to join in on the festivities. Information on room board and passage can be obtained at Whittemore.

Five days in May. 10 Dec.

The fighters guild will be holding a meeting on the 20th of Dec. All members of rank 7 and above are to attend.

A country lad has reported a cave to the east of Goktow. He said that it had many passage ways. The boy died shortly after from unknown wounds.

The Earl of the Trident will be leading his men on an expedition through the passages of the Krags to clear out the area of hostile creatures.

Three farms were raided east of Golan's castle, Ofterv. Golan has sent a party of men out to investigate what happened.

The Trident Inn is announcing the addition of another floor to its establishment. The owner says it is a result of the large amount of activity that the Trident has made it necessary for the addition. It is expected to be complete by Mar.

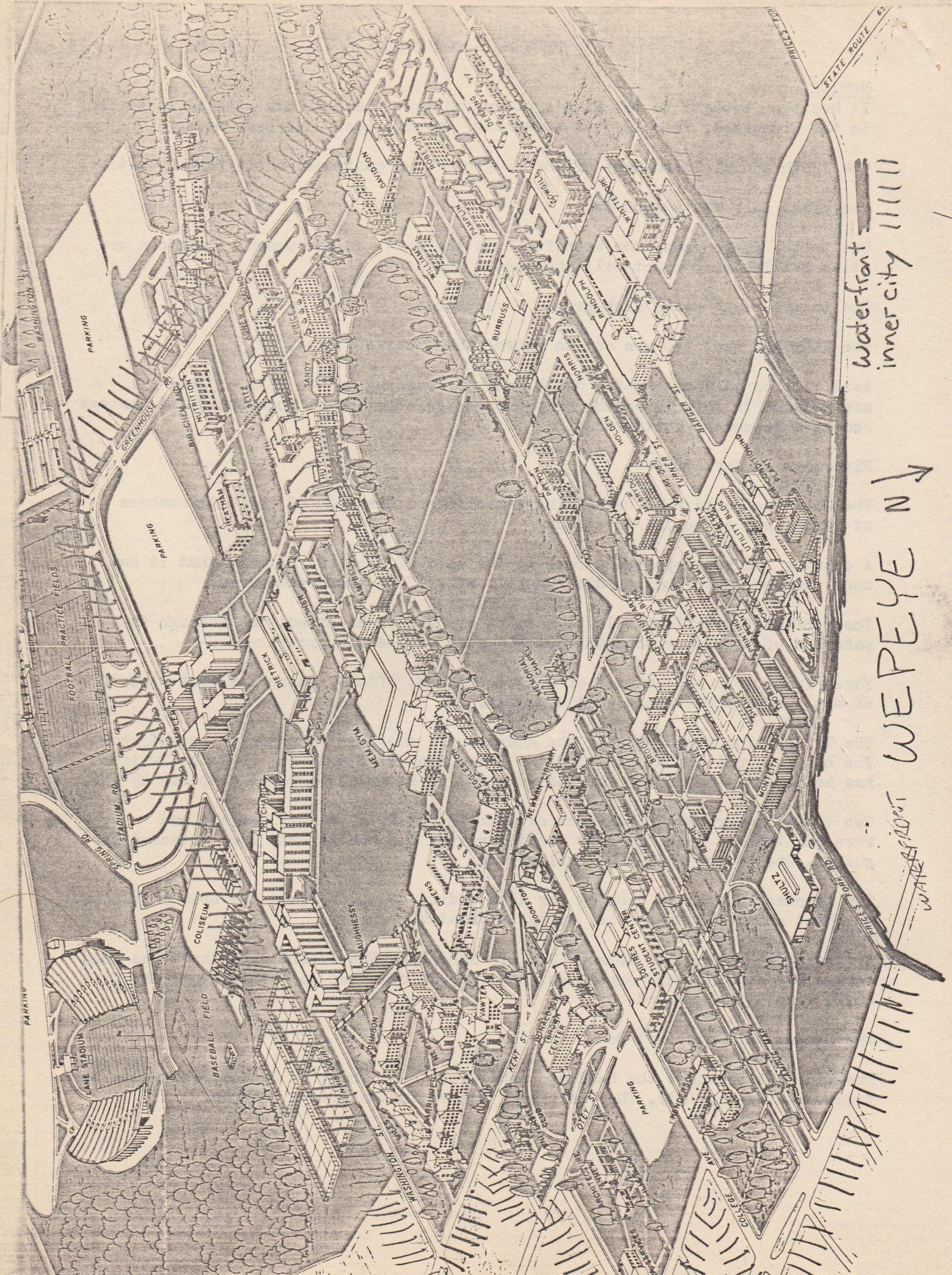
Two townsmen were killed in front of McBryde the 28th of Nov. The two men were dueling and when the city guards ordered the men to stop they attacked the guards. One of the guards was killed too.

The merchant Jinver is looking for able bodied seamen to join the crew of his new merchant ship, the Frankonia. Apply in Whittemore.

A fire broke out on the 28th of Nov. in Randolph. The owners said there was some damage but nothing very expensive. However, information to the cause of the fire could result in a reward.

The Hands shall meet. 11 Dec.

The King's men caught the band of bandits on the highway to Santor. They have been tried and found guilty. They have been placed in the King's dungeon.



THE INNER CITY OF WEPEYE  
label on map

function

Northeast section

Shultz  
Rasche, Brodie, Maj. Williams,  
Shanks and Lane  
Monteith, Thomas, Femoyer,  
Performing Arts  
Printing Plant  
Power Plant, Utility Bldg, Security

the inner city's stable  
barracks for the King's army  
quarters for the city custodians  
armory  
storage area for large type weapons

Northwest section

McBryde  
Holden  
Norris  
Randolph  
Whittemore  
Cowgill  
Pamplin  
Robeson  
Williams  
Davidson  
Burress  
Patton

The Four Points, a high class inn  
Merchants guild  
Bankers guild  
Goldsmiths & Silversmiths guild  
Shipbuilders guild  
Builders guild  
Clothiers guild  
Glassblowers guild  
Artists & Entertainers guild  
Armourers guild  
The Royal Castle  
Knights' Manor

South section

Hutcheson  
Sandy  
Price  
Saunders  
Agnew  
Seitz  
Smyth  
Slusher  
Campbell  
Memorial Gym  
Eggleson  
O'Shaugnessy  
Lee  
Diétrick  
Ambler Johnson  
Pritchard  
Cheatham  
Bio-Chem & Nutrition

meat market  
fish market  
bakers market  
vegetable market  
fruit market  
beverage market  
poultry market  
gambling hall  
Perfumers guild  
training arena  
The Trident, a good inn  
Office of the Lord High Chamberlain  
Office of the Chancellor of the Realm  
The Pit, a medium class inn  
grain storage  
Office of the Chancellor of the Exchequer  
Fighters guild  
Clerics guild

Southeast section

Owens  
Vawter  
  
Barringer  
  
Johnson  
  
Miles  
  
Newman

Thieves guild  
The Masters, Wardens, and Commonality  
of the Art and Mystery Alchemy  
The Masters, Wardens, and Commonality  
of the Mystic Gems  
The Masters, Wardens, and Commonality  
of Ancient Magic  
The Masters, Wardens, and Commonality  
of the Word  
The Masters, Wardens, and Commonality  
of the Stars

(continued)

## East section

Newman Library  
 Squires student center  
 Donaldson Brown  
 Henderson  
 University Club  
 Architecture Annex  
 Media Services

Library  
 A lot of little shops  
 Guild of Scholars & Scribes  
 Guild of Physicians  
 Guild of Arcane Lore  
 Military Engineers' Guild  
 Barristers' & Solicitors Guild

Well, that covers the inner city of Wepeye. Remember, it does have "suburbs" containing just about everything else. A map is included elsewhere in this issue. Mainly, the city is to be an inspiration.

There has been some confusion as to which system would be used to run the would-be killers, etc. that have signed up. Originally, it was going to be D&D up through Blackmoor, but that was shelved in favor of Chivalry & Sorcery. The final resting place is back on the Advanced D&D track, but don't expect to quote the DM's Guide at Brian. Your God works in mysterious ways. Amen!

Expect a new rumor sheet next issue, the rest of the basic info is in this issue. In the future, I don't expect more than about a page or two of D&D related stuff per issue. That is flexible, but Diplomacy is my main addiction and attraction.

## NEW GAME STARTS

R2 first orders (spring 01) due Dec. 29, 1979

Austria- Michael Mills, 3457 Makyes Rd, Nedrow, NY 13120 phone?  
 England- Carl Powell, Hinman Box 3529, Dartmouth, Hanover, NH 03755 phone?  
 France- Stephen Kiser, AUM, Housing Office, Box 834, Montgomery, AL  
     he has no phone  
 Germany- John Ostakovich, 4830 Wickford Green, Apt 13, Sylvania, OH 43560, phone 419-882-8554  
 Italy- Paul Roney, 309 Keenan, Notre Dame, IN 46556, phone?  
 Russia- Tom Belke, 18 Co, USNA, Annapolis, MD 21412, Tom has no phone  
 Turkey- Donald Sigwalt, 125 Hebard St, Rochester, NY 14605, 716-232-1865

R3 first orders (spring 01) due Jan. 26, 1980

Austria- Chris Luckenbill, 1101 N 10th St, Phoenix, AZ 85006 phone?  
 England- Scott Jones, 2325 W Pensacola, #124, Tallahassee, Fl 32304 phone?  
 France- Stephen Lee, 23690 Doane Cr, Sheridan, OR 97378 503-876-7982  
 Germany- Bob Olsen, 9100 E Harry, #211, Wichita, KS 67207 316-686-7935  
 Italy- Tom Hurst, 4158 Monona Dr, Madison, WI 53706 phone?  
 Russia- John Vielmann, 6010 Elm, #900, Houston, TX 77081 phone?  
 Turkey- Gary Coughlan, 4614 Martha Cole Ln, Memphis, TN 38118 phone?

Good luck to all concerned, may the Best Blade win!

Boardman numbers should be in for the two games above, plus R1, before too long, as I hear that Bernie Agosta has gotten back into the swing of things. Usually, I don't plan to give 8 weeks before S01, but it is the Christmas season (and all the attendant mail problems). I urge all players to send in a backup set of orders at the first possible moment, so I don't have to delay the games.

## QUOTES OF THE MONTH---SOME SONG TITLES

Only the Good Die Young - Billy Joel  
 No Mercy - Nils Lofgren  
 My Way - Sid Vicious  
 Both Ends Burning - Roxy Music  
 What a Fool Believes - Doobie Brothers

These guys know what the name of the game is!

R1 Spring 03

EASTWARD MIGRATION CONTINUES

Austria (Lee)- F Gre-Aeg, A Bud-Ser, A Vie-Gal, A Tri-Tyr, A Ven S

FRENCH A Pie-Tus

England (Mooney)- F Stp-Bar, A Swe-Fin, A Edi-Nwy, F Nth C Edi-Nwy, A Lon holds, F Yor-Edi

France (Arnett)- F Bre-Mao, F Mar-Gol, F Wme S Mar-Gol, A Pie-Tus, A Mun-Tyr, A Bur-Mun, A Bel-Ruh

Germany (Sigwalt)- A Den-Pru, F Bal C Den-Pru, A Ber-Sil, A Kie-Ber

Italy (Martin)- A Apu-Rom, F Tys-Tun, F Ion-Tun

Russia (van Alkemade)- A Liv-Pru, F Bla-Arm, A Sev S Bla-Arm, F Bul-Bla, A Rum-Bul

Turkey (Kiser)- A Smy S Con, F Con S Ank, A Ank S Con

Underlined moves do not succeed. Fall 03 orders are due Dec. 29 by 1:00 PM. With the Christmas mail Muck-ups coming up, it may be wise to send in preliminary orders as soon as you get this.

QUICK COMMENTS

The alliance web continues to thicken, with the addition of Austria to the Western Triple. The interesting move this turn was the bounce in Tyrolia: was it planned? I don't think so. If it was, the French would probably made the safer move of Bur-Bel and cover against a sneak attack, instead of trying to slip into Munich. My guess is that both Austria and France thought that Tyrolia would be unprotected this turn and there for the taking. Note that either of them could have had support into the space. Instead, the attack on Italy proceeds smoothly. With Austria and France cooperating, Italy's days are clearly numbered.

Both Italy and Turkey are in tight spots at this stage of the game. Neither of them can avoid losing at least one center this fall if the present alliance situation persists. The Italians have the best chance of the two, though, as France may be persuaded to go for Venice instead of Rome. With the French navy blasting its way through the Med it is unlikely that Italy has much to bargain with. Turkey, on the other hand, has a dedicated Russian to contend with. The Russians seem to be pinning all their hopes on a quick knock-out of the Turks, and using the units gained there as a defense force. It may work, if the Austrians are in Gal and Ser on friendly missions.

Germany continues to hold off the inevitable, and the longer that he does so, the better his chances of avoiding it completely. With England committed to the north and France to the south, the Germans are left alone in the center. Soon, there may not be enough foreign units in the area to finish off the Germans, much to their delight.

England is pumping all possible resources into northern Russia in the hope that he can strike at Moscow before the Russkies can pop in reinforcements. It will be close, but German help is needed for total success. Where do they go next? A continued advance south is out of the question, as Sev can be held indefinitely. Back into Germany then?

The French steamroller continues to run wild in the South. Those fleets will prove unstoppable unless stopped soon, and Austria appears dedicated to the demise of Italy. Unless he is stabbed in the north, France will pick up Tunis and the remaining Italian centers with little difficulty, and proceed to dominate the entire South. The Russian navy may be able to save the day, but only if Turkey stops kicking.

Austria continues to be the only one of the bunch who remains unpredictable. Seeing his past relationship with the Whites, I figure the move to Gal to be a supporting one, and the move into Aeg is probably also a support move. Supporting the French to Tus could be a ruse,

MORE NOT-SO-QUICK COMMENTS

designed to put the French out of position for a future attack on Tyr. If the Italians are welcomed back into the fold, probably as a puppet state, the central Med can be held for some time, with a bit of luck and good guessing. Long enough to launch a counter attack in Germany, or hope for the alliance to disintegrate, anyway. But alliances between good players are known to become stronger in the face of danger, and I look for this to be the story.

Well, that's about all I have to say for this issue except for the waiting lists, so....

STILL WAITING

Regular Diplomacy- Chafetz, Aucott (either of you rather play in the Black Press game?)

Black Press game-??  
Standby list- Mills, Rowell, Luckenbill, Vielmann, Chafetz, Hurst, Aucott,  
Carter (thanks muchly, guys!)

ONE LAST WORD

Jack Frost has openings in 10 day deadline games! Start now, finish by the end of next summer. \$4 flat fee, RR4 Box 138-B, Lockport, IL 60441.

And, as it turns out, I was able to fit this month's rumor sheet in. Enjoy!

Happy Holidays! Over and out.

Dick Martin  
26 Orchard Way N.  
Rockville, Md 20854  
phone: 301-762-1761

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