

THE APPALACHIAN GENERAL



 The Appalachian General is a monthly journal of Diplomacy, its variants, and other diplomatic games. Articles about Diplomacy and its variants plus other games will usually be found within. Reviews of books and movies related to warfare are occasionally included. There is a contest every other issue dealing with the military, past and present. Subscriptions are \$75 per issue or 15/\$10.00. Game fees are variable according to the game. The Appalachian General is edited and published by David K. Mc/Crumb; Route 1, Box 109; New Castle, Virginia 24127. Phone Number: (793) 864-6501

GAME OPENINGS: Diplomacy game fee - \$3.50 + sub

This issue marks the second anniversary of TAG. In celebration, a new game is being opened. It will start as soon as it is full. In addition,

Final Conflict III . game fee - \$4.00 + sub

Rules are in TAG #22-23, and 'Diplomacy World #37.'

ALL MOVES ARE DUE ON FRIDAY, AUGUST 30, 1985.

The 1985 Runestone Poll

'The Cream Shall Rise', the official publication of the North American Zine and GM Poll Custodian, contains 56 pages of information about the 1985 Runestone Poll. It includes: A Word from the Pollster; an explanation of the scoring method used; a short history of the poll; the 1985 Zone Poll including Main Listings, other Zines, distribution scores, and Preference Matrixes; the 1985 Sub-Zine Poll including Main Listings, other Sub-Zines, and distribution scores; the 1985 GM Poll including Main Listings, Other GM's, and distribution scores; a listing of all the awards, a list of all the voters; plus much more. There are more numbers within this booklet than in my daughter's math book.

The TOP TEN in 1985 for Zines were: THE VOICE OF DOOM, NO FIXED ADDRESS, EUROPA EXPRESS, SNAFU!, EXCELSIOR, SLEEPLESS KNIGHTS, PERELANDRA, DIPLOMACY DIGEST, THE DIPLOMAT, and MAGUS. Of these that I have seen, they appear to be a very good choice for the top ten. Unfortunately, two have already folded, VOICE OF DOOM and SNAFU!. Four of these are Canadian publications, very good for the number of zines from Canada as compared to the US.

The TOP FIVE Sub-Zines were MEANNDERINGS, HUMBOLT, HIGH PLAINS GONZO, FIAT BELLUM, and FNORD. I have not seen any of these, so I can comment on them with any truth.

The TOP FIVE GM's for 1985 were Mark Larzelere(Beethoven's Last player), Gary Coughlan, Andy Lischett, Bruce Linsey, and John Daly.

THE APPALACHIAN GENERAL came in 32nd out of 71 zines that made the main list. While this does not sound very good, it is in the top 50%. The method of scoring was partly at fault for the showing. If scoring had been done using only the Modified Mean Average, TAG would have placed 13th this year. However, the Modified Mean was averaged with a Preference Score based on how TAG did against other zines when both were listed on a ballot. The Preference Score dropped the Final Score a great deal. However, I agree with the way the scoring was done. Comparisons with other zines are just as important as an overall average.

In the 1985 GM Poll, I came in 17th out of 59 people on the Main List. The top 27 were all above 8.0 on a scale of 10.0, so you can see that there were only minor differences among the top GM's. My placing was also the highest for a GM that was in the poll for the first time. As a result, I was awarded the 'Rookie Of The Year' Award, a very nice certificate that I have already framed. (Very nice looking, Bruce.)

There were 256 people that voted this year in the Runestone Poll. This more than doubled the record of 126 that was set in 1981. I find this very encouraging, and I hope that the number of voters stays at such a high level, or even higher. I would like to thank all of the people that voted for TAG (even the person that gave me the three). The following

continued on Page 8

NEPTUNES(1985Crb32)

Fall 1903

Gunboat

AUSTRIA, GERMANY AT THE TOP OF THE HEAP

RETREATS: Austrian A Rum-Bud; French
A Gas-Bur; Russian A War-Mos.

AUSTRIA: A War S A Vna-Gal, A Sil S
A War, A Vna-Gal, A Bud-Rum, A Ser S
A Bud-Rum, F Gre-Bul(sc).

ENGLAND: F Bar-StP(sc), F Den H, A Swe S
F Den, F Eng-Bre, F Nth-Hel, F Nrg-Nth.
A Edi-Yor.

FRANCE: F Trn-Ion, F Tun S F Trn-Ion,
A Bur-Mun.

GERMANY: F Kie-Den, F Bal S F Kie-Den,
A Bel H, A Hol S A Bel, A Par-Bre,
A Gas-Mar.

ITALY: A Rom-Nap, F Ion-Nap/dsl,
F Wes-Spa(sc).

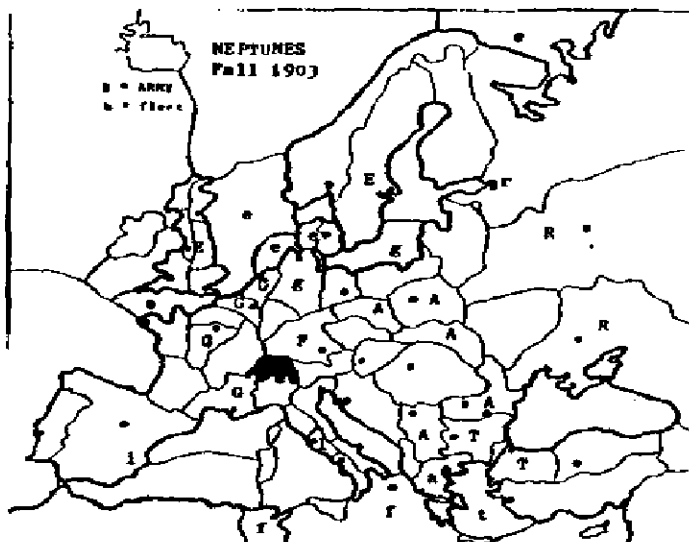
RUSSIA: F StP(sc) H, A Ukr-Sev, A Mos S
A Ukr-Sev.

TURKEY: A Sev S F Rum/dsl, F Rum S A Sev/dsl,
A Bul S F Rum, A Con S A Bul, F Aeg-Ion.

DIP: The Italian fleet may retreat to Apulia, Adriatic Sea, Albania,
Eastern Med, or disband. The Turkish army may retreat to Armenia or
disband. The Turkish fleet may retreat to Black Sea or disband.
Winter 1903 and Spring 1904 moves are due with the next turn.

SUPPLY CENTER CHART.....1903.....

AUSTRIA:	Bud Tri Vie Ser Gre Rum War.....	7/6	Builds 1
ENGLAND:	Edi Lon Lpl Nwy Swe Den Bar	6/7	Remove 1
FRANCE:	Max Spa Tun Mun.....	3/2	Remove 1
GERMANY:	Ber Kie Mun Hol Bre Par <u>Bel Mar</u>	6/7	Builds 1
ITALY:	Nap Rom Ven <u>Spa</u>	4/3	Builds 1
RUSSIA:	Mos StP War <u>Sev</u>	3/3	Constant
TURKEY:	Ank Con Smy Bul Sev	5/4	Remove 1



JACK DANIELS(1983Yrb32)

Spring 1910

Gunboat

TURKEY JUMPS ON ITALY; GERMANY FORCES ITS WAY INTO BALKANS

RETREATS: French A Bel-Hol, A Bur-Par;
Turkish A Sev-Arm.

FRANCE: F Bre-Eng, F Mid S F Bre-Eng,
A Hol-Kie/ANN, A Pic-Bel, A Par-Bur,
A Gas S A Par-Bur..

GERMANY: F Nrg-NAO, A Tyo-Pie,
A Boh-Vie, A Mun-Tyo, A Bel-Hol,
F Nth S A Bel-Hol, A Ruh-Kie,
A Bur-Ruh/dsl, F Eng-Pic, A Sev-Rum,
A Ukr S A Sev-Rum, A Gal-Bud, A War-Mos.

ITALY: F Trn H, F Nap H/dsl.

RUSSIA: F Fin H.

TURKEY: A Tri S A Vie, A Vie S A Bud,
A Bud S A Vie, A Rum S A Bud/dsl,
A Arm H, F Con-Bul(ec), F Ank-Bla,
F Adr-Ven, F Tun-Trn, F Ion-Nap,
F Rom S F Ion-Nap, F Alb-Ion.

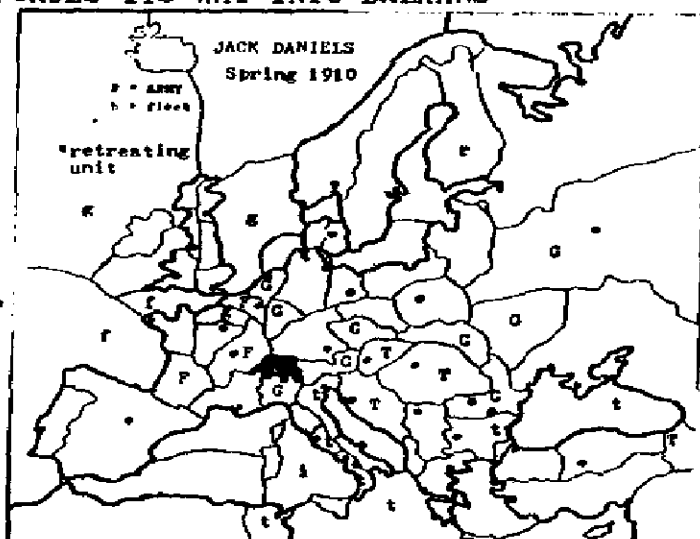
DIP: The German army may retreat to Marseilles, Munich, or disband. The
Italian fleet may retreat to Apulia or disband, The Turkish army may retreat
to Serbia or disband.

Fall 1910 moves are due with the next issue.

The proposal for a draw between Germany and Turkey was defeated by a
vote of 4 yes and 1 no.

I see that I forgot to list builds above. They were:

France:	Builds F Bre.	Italy:	Removes A Pie, F Apu.
Germany:	Constant.	Russia:	Constant.
		Turkey:	Builds F Ank.



FRANCE AND ITALY ONLY COUNTRIES WITH ALL HOME CENTERS LEFT
AUSTRIA OUT; IS ENGLAND NEXT ON THE LIST?

AUSTRIA(Christie): A Adr-Ion, A Pie-Tus.

ENGLAND(Mattern): A Wal-Lpl, F Eng-Lon,
F Yor-Edi.

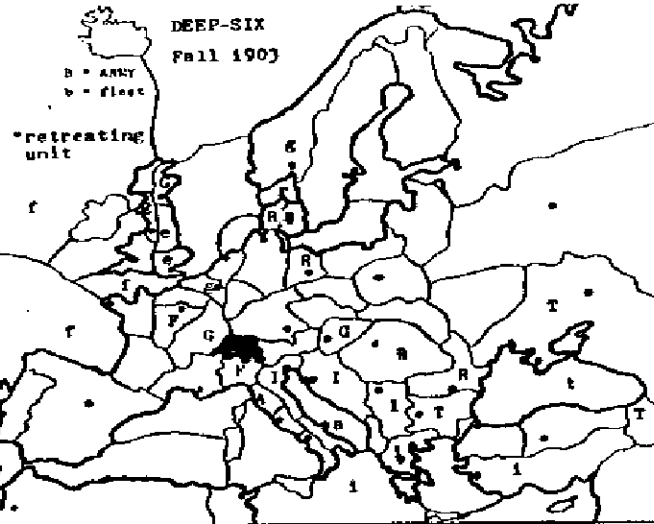
FRANCE(Evans): A Mar-Pie, A Pic-Par,
F Bre-Eng, F Mid S F Bre-Eng, F Iri-NAO.

GERMANY(Crosby): F Nth-Nwy, F Den-Swe/dsl,
A Bur S F Bel, F Bel S FRENCH F Bre-Eng,
A Edi S FRENCH F Iri-Lpl/NSO, A Tyo-Vie.

ITALY(Cuzts): F Ion-Adr, F Aeg-Gre, A Ser S
F Aeg-Gre, F Smy-Con, A Ven S A Tri,
A Tri S A Ven.

RUSSIA(Johnson): A Swe-Den, F Ska S A Swe-Den,
A Sil-Ber, A Ukr-Rum, A Bud S A Ukr-Rum,
A Sev S A Ukr-Rum/dsl.

TURKEY(Prieto): F Bla S A Rum-Sev, A Rum-Sev,
A Arm S A Rum-Sev, A Bul-Con, A Gre-Bul/dsl.



DIP: The German fleet may retreat to Baltic Sea, Kiel, Helgoland Bight, North Sea, or disband. The Russian army may retreat to Ukraine, Moscow, or disband. The Turkish army may retreat to Albania or disband.

Winter 1903 adjustments and Spring 1904 moves are due with the next issue.

Tom Johnson is the permanent Russian player. His address is: 2

2 Chaucer Dr., Newark, DE 19713.

SUPPLY CENTER CHART.....1903.....

AUSTRIA:	Vie Ser	0/2	Remove 2
ENGLAND:	Edi Lon Lpl.....	2/3	Remove 1
FRANCE:	Bre Mar Par Spa Por.....	5/5	Constant
GERMANY:	Ber kie Mun Ber Hol Bel Nwy Vie Edi.....	7/6	Builds 1*
ITALY:	Nap Rom Ven Tri Tun Ber Ser Gre Smy.....	8/6	Builds 2
RUSSIA:	Mos Ser StP War Rum Swe Nwy Bud Den Ber.....	8/6	Builds 2@
TURKEY:	Ank Con Ser Ber Bul Sev.....	4/5	Remove 1#

*Germany will have to play one short if they disband F Den.

@Russia will build three if they disband A Sev.

#Turkey will be constant if they disband A Gre.

—PRESS—

during the following two seasons but until Austria is out Dort2.

Pat Conlon-All: If you will only think of me as Aesop, then you might hear a tale about a race between a hare and a postal snail, and how the race does not always go to the swiftest. Sorry, but I can't continue after the spring moves made by Tom. Best of luck to you especially, Jay. -PC

ONLY FOUR UNITS MOVE AS EVERYONE PROTECTS THEIR OWN

RETREATS: French A Gas-Par.

AUSTRIA: F Gre-Ion, A Alb-Gre,
A Ser S A Alb-Gre, A Bud S A Ser,
A Vie H.

ENGLAND: F Nth-Bel, A Nwy S F Swe,
F Swe S A Nwy, F Eng S F Nth-Bel.

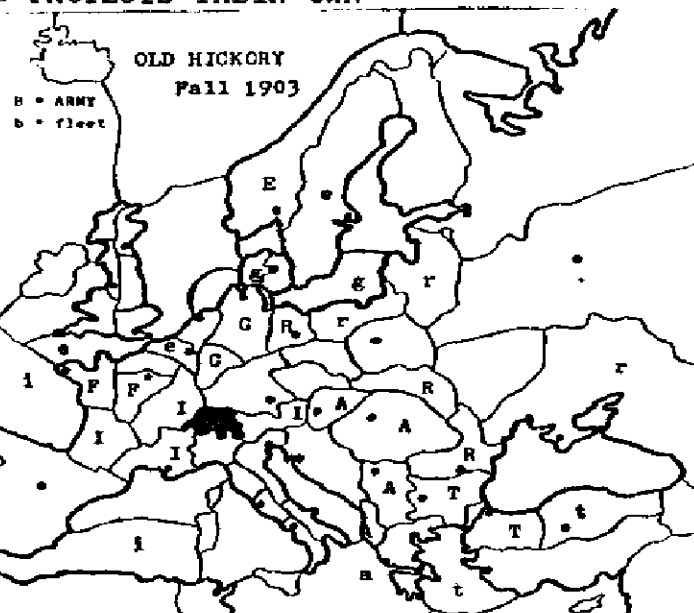
FRANCE: A Por-Spa, A Bre S A Par,
A Par H.

GERMANY: A Ruh-Mun, A Kie-Ber,
F Bal S A Kie-Ber, F Den S F Bal.

ITALY: A Pie-Mar, A Ven-Tyo,
A Bur-Bel, A Gas-Spa,
F Spa(sc)-Mid, F Trn-Wes.

RUSSIA: F Sev-Bla, A Rum S A Gal,
A Gal S A Rum, F StP(sc)-Lvn,
F Pru-Bal, A Ber-Mun.

TURKEY: F Ank-Bla, F Aeg-Gre,
A Bul S F Aeg-Gre, A Con S A Bul.



DIP: As usual, my counting is going. (That is what Graduate School will do to you.) There were seven units that made a successful move.

There have also been some complaints about my allowing extraneous orders in a Gunboat Game. For this reason, any listed this turn were left out of the orders. Please let me know next turn whether you approve of the extra orders or would prefer that they be left out.

The next turn will require Winter 1903 adjustments and Spring 1904 moves.

.....SUPPLY CENTER CHART.....1903.....

AUSTRIA:	Bud Tri Vie Ser Gre.....	5/5	Constant
ENGLAND:	Edi Lon Lpl Nwy Swe Bel.....	6/4	Builds 2
FRANCE:	Bre Par Por.....	3/3	Constant
GERMANY:	Kie Pr Hol St Den.....	3/4	Remove 1
ITALY:	Nap Rom Mun Tun Ven Mar Spa.....	7/6	Builds 1
RUSSIA:	Mos Sev StP War Rum Ber.....	6/6	Constant
TURKEY:	Ank Con Smy Bul.....	4/4	Constant

AUSTRIA

by Ron Brown

Barring immediate attack against an opposing country (or an immediate attack on you from your neighbors), each country has access in the first game-year to some of the board's twelve unoccupied supply centers. Austria's traditional share consists of Serbia and Greece, which are often occupied by sending the fleet in Trieste to Albania and the Budapest army to Serbia, with the Vienna army defending against either Italy or Russia, if hostile moves are suspected from one of these powers. This takes place in the spring 1901 moves. Fall '01 sees the fleet moving into Greece with support from the army in Serbia, while again the northern army is used to fend off attacking foreign units, or make an offensive move against another country. This opening sequence is in fact the most common for Austria.

The above opening moves are usually safe if no one has actively moved against you. If someone does, there may arise the need to make necessary adjustments. Who, then, must Austria fear at the beginning of the game?

Not Germany. Austria and Germany have no business fighting each other in the early stages of the game. An active alliance against Russia is possible with Germany, but if this is not in the cards then the two should enter into a nonaggression pact. Tyrolia and Bohemia are agreed on as a neutral buffer zone, and Italy is usually included in the agreement to demilitarize Tyrolia. It is very obviously in the interests of both Austria and Germany to avoid early conflict - there are simply too many other potential enemies.

Germany aside, Austria has three possible enemies at the game's outset: Italy in the west, Turkey in the southeast, and Russia in the northeast. Italy is the most immediate threat because its army in Venice borders on Trieste. If Italy manages to slip across the border, it can be a devastating blow. An Austro-Italian war is often the result of a failure of diplomacy because neither player trusts the other. If war develops with Italy, Austria should try to enlist some French aid, and if this happens Italy can often be defeated, adding a couple of supply centers to the Austrian total and enabling further expansion of Austrian sea power into the Mediterranean region.

The only thing wrong with this otherwise favorable development is Turkey, which has a very narrow choice of openings: fight Austria or fight Russia. If Turkey tries to get Austria to join him in an attack on Russia, and Austria refuses, then he (Turkey) will surely be trying to talk Russia into helping out with an anti-Austrian campaign.

An alliance against Russia will keep Turkey of Austria's back, but the relief may only be temporary. If they successfully defeat Russia, Turkey gains the most - especially in terms of position. Division of the spoils in the center-rich Balkans often leads to problems and leaves Turkey with only one logical direction to expand: straight through Austria. In the resulting war between the two, Turkey has all the advantages. Trying to pry it loose from the Black Sea is like trying to pull a tiger's abscess tooth, very difficult and very dangerous. Turkey cannot be assailed from the rear and can devote all its resources to the war, whereas Austria must be careful of Italy and whoever took over northern Russia.

An alliance with Russia against Turkey can be a highly workable option. Italy may even be persuaded to help out with a Lepanto opening. If all goes according to plan, Austria and Russia eliminate a dangerous antagonist and Russia expands north and west while Austria can turn on Italy or Germany. Alternatively, Russia can be stabbed after the demise of the Turk.

The primary goals of Austria, then, are to make sure Turkey and Russia go to war with each other, and to persuade Italy to look elsewhere for his first target. If Austria survives the first few game-years, and this is not always easy, its winning prospects are better than those of most countries.

There are some less frequently used openings which can be briefly outlined. The Southern Hedgehog (F Tri-Ven, A Vie-Gal, A Bud-Ser) provides a defense against both Italy and Russia and need not be viewed as an attack by either if Austria's intentions are made clear beforehand. The army in Budapest can open to Rumania if an early offensive against Russia is planned. If all-out war with Italy is desired (a very unusual circumstance), move A Vie-Tyo, A Bud-Tri, F Tri-Adr.

Austria is one of the most challenging countries to play in Diplomacy. The delicate balance involved by beginning the game completely surrounded by potentially hostile neighbors will require Austria's full diplomatic talents. Contact must be made and maintained with all the players in the game if any real hope of success is to be entertained. I don't know of anyone who ever claimed that Austria was an easy country to play.

-Reprinted from Supernova, the novice packet for postal Diplomacy, by permission of its editor, Bruce Linsey. A copy of Supernova may be obtained from B. Linsey, 73 Ashuelot St., Apt. 3, Dalton, MA 01226 for \$1.00.

HCKIE(1981Djm)

Spring 1914

Youngstown XII

BRITISH REACH FOR FAR WEST IN NEW WORLD; FRENCH PONDER FUTURE
TRANSVAAL FORMS BEACHHEAD IN EUROPE

ENGLAND(Dorsey): A Neb-Ari, A Bos-Neb, F Nfk-Yuc, F Gra-Bos, F Natl-Gra, F Ipl-Natl, F Lon-Eng, F Eng-Matl, F Iri S F Eng-Matl, F Bre S F Eng-Matl, F Matl-Cbr, F WMed S TRANSVAAL A Tun-Alg/NSO, F Spa(sc)-Lyo, A Bgy-Mar, A Mun-Tyo, A Ruh-Kie.

FRANCE(Evans): F Sen-Cvd, F Ivo H, A Gas-Mar.

ITALY(Kendter): A Tyo-Ven, F Ion CON TRANSVAAL A Tun-Alb, F Apu S F Ion.

JAPAN(Wulff): A Aus-Jav, F Tim CON A Aus-Jav, F Mag-Arg, F Per S F Mag-Arg, F SPac-Equ, F EChi-SPac, F Tok-NPac, A Kyo-Fuj, A Hok H, A Osa H, A Vla S A Man, A Man S A Pek-Inn, A Pek-Inn, A Han-Kan, A Skg S A Pek-Inn, A Tib S A Skg, A Del S A Snd, A Snd S A Del, F Bay-Mdr, F Ara-Ade, F Som S F Ara-Ade, F WInd-Ara, F MInd S F Som, F SInd-Moz, F EInd-WInd, F Cal S USA F Cnd-Ala/USA does not have F Cnd).

RUSSIA(Lowman): A Sil-Gal, A Oms-Sib, A Ukr-Sev, A Gal-Ukr/dsl, F StP(nc) H, A Out S A Oms-Sib, A Mos S A Ukr-Sev, A Sib-Skg.

TRANSVAAL(Goltz): A Guy-Col, A Arg-Per/dsl, F SATl-Azo, F GoG-SATl, A Tun-Alb, A Cap H, A Cyr-Egy, A Ken-Eth, A Gor-Ken, A Lom-Tan, A Loz-Ngo, A Pre-Tho, F CGH S F Ant, F Dur-Moz, F Moz-SInd, F Ant S F Moz-SInd, A Mog H, A Jor-Bag, A Yem H, F Ade S A Yem/dsl, A Sah-Tun, A Nig-Sah, A Tau S A Nig-Sah.

TURKEY(Crosby): F Smy-EMed, F Aeg-Gre, F Gre S F Aeg-Gre/imp, A Tri-Ven, A Vna S A Rum-Gal, A Clu S A Rum-Gal, A Rum-Gal, A Ser-Rum, A Syr-Bag, A Sev S A Ser-Rum, F Bla S A Sev, A Arm-Ira, A Afg S A Ira-Tur, A Ira-Tur, F Prs-Ara.

UNITED STATES(Bongard): A Alg S A Cas, A Cas S A Alg, F Cnd(wc)-Ala/NSU, F Cnr H/UNO, F San H, F Mgs S JAPANESE F SInd-Moz, F Sar-Nfk, F Tex S F Sar-Nfk.

DIP: The dislodged Russian army may retreat to Bohemia, Warsaw, or disband. The dislodged Transvaal fleet may retreat to Red Sea or disband. The dislodged Transvaal army may retreat to Brazil, Bolivia, or disband.

The Fall 1914 moves are due with the next issue.

As you probably guessed, the draw proposal failed. The voting was 6 yes, 2 no.

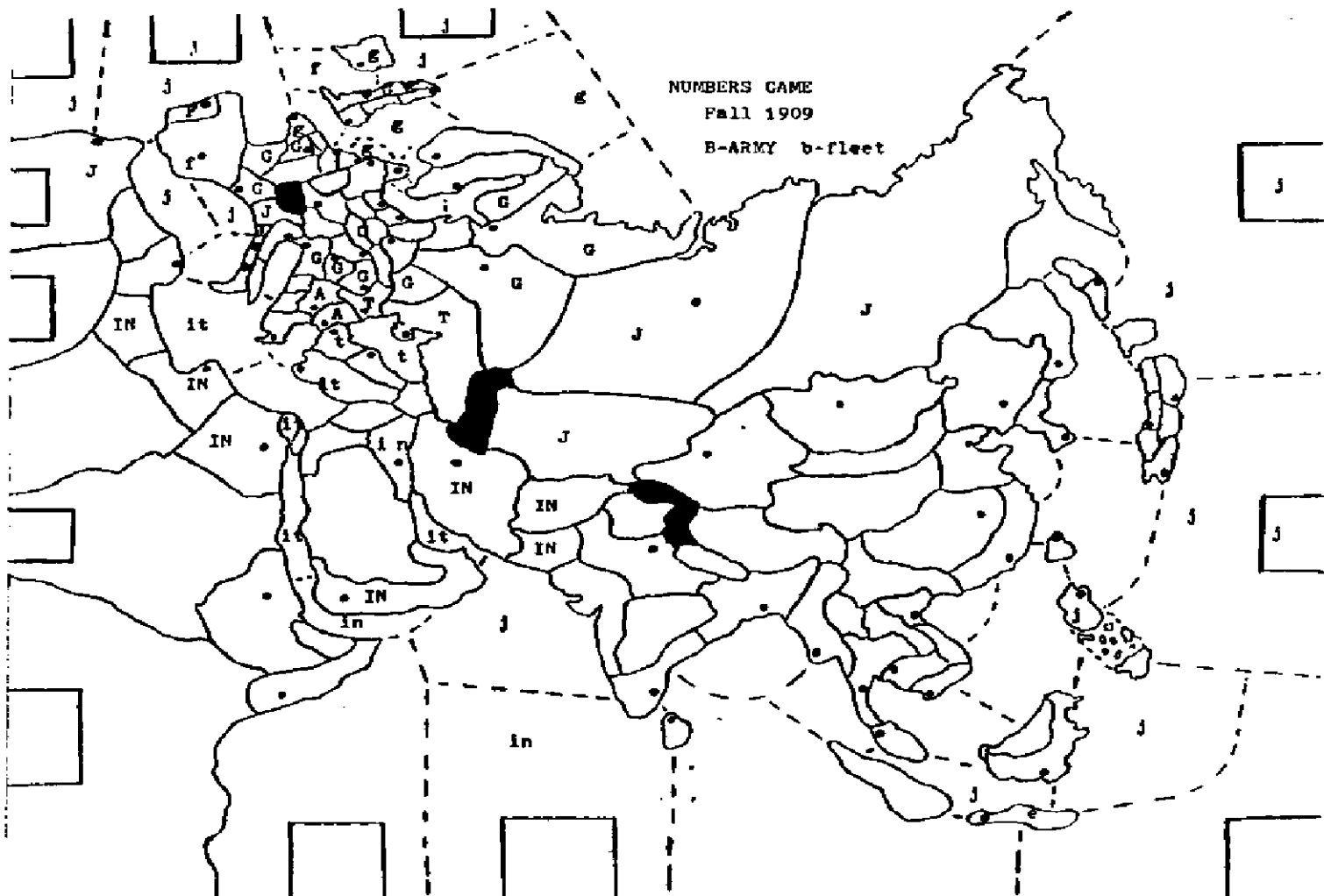
A mistake was made last turn. Italy was listed as removing F Tyr; this should have read F Tyn. They were also listed as having F Tyn; this should have read A Tyo. Post cards were sent telling the relevant players of this mistake. The Japanese unit listed as F Per is for F1stPeru. The code for the Persian Gulf is Prs.

NUMBERS (1983Zxm02)

Fall 1909

Youngstown IV

ENGLAND DOUBLES IN SIZE; ITALY HIT HARD



RETREATS: German F NATl-Ire.

AUSTRIA(CD): A Clu H/dsl(disbands), A Ser H, A Bul H.

ENGLAND(Evans): F Cel-Jav.

FRANCE(CD): A Gas H/dsl(disbands), F Iri H, A Por H, F Spa(sc) H.

GERMANY(Ouzts): F Nwy-Nrg, F Ire-NATl, F Nrg-Cly, A Lpl H, F Eng-Bre,
 A Bre-Gas, A Par S A Bre-Gas, A Bgy-Mar, A Sax-Boh, F Kie-Hel, F Den-Nth,
A Tri-Ven, A Bud S A Gal-Clu, A Gal-Clu, A Ukr-Sev, A StP-Oms, A Mos S
A StP-Oms, A Fin H/UNO.

INDIA(Dorsey): F Ira-Bag, A Tur-Ira, A Afg S A Tur-Ira, A Snd S A Tur-Ira,
 A Raj-Yem, F Ade S A Raj-Yem, A Sud-Egy, A Fez-Pen, A Lya S A Fez-Pen,
 F Mdr-Wind.

ITALY(CD): A Yem H/dsl(disbands), A Pen H/dsl(disbands), F Per H, F Red H,
 F Sue H, F Smy H, F Ion H.

JAPAN(Goltz): F Ara CON INDIAN A Raj-Yem, A Skg-Tur, A Sib S A Oms,
A Tus-Ven, A Mor-Pie, F WMed CON A Mor-Pie, F Lyo CON A Mor-Pie, F MATl(OBE
 S F NATl-MATl, F NATl-MATl, F Tok-NPac, A Osa-Mor, F SPac CON A Osa-Mor,
 F SPac(OBB) CON A Osa-Mor, F SATl CON A Osa-Mor, F NPac(OBB)-NATl,
 F NATl(OBB) S F NPac(OBB)-NATl, F NPac-NPac(OBB), F Schi-Phi, F Bor-Cel,
 F Sia-Mal, A Oms H/UNO.

TURKEY(Lowman): A Sev S A Rum, A Rum S A Sev, F Con-Bul(sc), F Ank-Bla.

DIP: All countries that are now in Civil Disorder in this game will remain so until they are eliminated or the game ends. Their units will disband as soon as they are dislodged.

There has been another proposal, this time for a concession to Japan. Please vote on this with the next issue. Failure to vote counts as a yes vote

Winter 1909 Adjustments and Spring 1910 Moves are due with the next issue.

.....SUPPLY CENTER CHART.....1909.....

AUSTRIA:	Bad Clu Ser Gre Bul.....	3/2	Builds 1*
ENGLAND:	Bor Jav.....	2/1	Builds 1@
FRANCE:	Mar Par Por Spa Ita	2/3	Remove 1
GERMANY:	Ber Kie Mun Pos Den Hol Swe Edi War Lon Mos Nwy StP Bel Vna Tri Bre Lpl <u>Mar</u> <u>Par</u> <u>Ire</u> <u>Bud</u> <u>Clu</u>	23/18	Builds 5 &
INDIA:	Clt Del Brm Cey Mdr Skg Mog Eth Tun Ira Pen <u>Egy</u> <u>Yem</u> <u>Bag</u>	14/10	Builds 4@
ITALY:	Nap Rom Ven Par Ita Smy Yem Bag	4/5	Remove 1
JAPAN:	Kyo Osa Tok For Kar Phi Kor Vla Man Ctn Sia Pek Out Ita Joh Tha Han Vtm Oms Mor Cam	20/21	Remove 1
TURKEY:	Sev Rum Con Ank.....	4/4	Constant

*Austria is in CD and will not build
 @England has no home centers and can not build
 &Germany has only four home centers and will forfeit one build
 @India has only three home center and will forfeit one build

PRESS-----

BER-DEL: WHAT WILL IT TAKE FOR YOU TO ACCEPT MY OFFER?

Somewhere in the Celebes Sea: During a recent experiment by midshipman Einstein, the fleet was time warped into the future, 1941, to see the Japanese bomb Pearl Harbor. Using present day maps, Pearl Harbor is English territory. Remember John Paul Jones! Remember Sir Francis Drake! Forget the American Revolutionary War! Remeber Pearl Harbor! The English never give up!

Delhi Dodecahedral Times, June 1909: Diplomatic activity has been observed at the German Embassy! A lone, furtive figure, dressed in a dark overcoat, was seen recently sneaking to the back door of the Raj's palace on several occasions. After some altercation, in which the presumed Hun was almost shot, a note was observed to be passed into the guard's hands. No response has been observed from the palace. When asked about the note, the Rajah responded, "Well, yes, I was informed that some ruffian with a strange accent was warning of dire consequences and murmuring about 'Doom And Gloom!', but I just assumed it was a madman!"

Continued from Page 2

- people that subscribed to TAG during the polling period voted:
- | | | |
|-----------------|-----------------|------------------------------|
| Frank Arrwood | Lee Kendter | Larry Peery |
| David Bongard | Eric Ianier | John Price |
| Anthony Brooks | Bruce Linsey | Kirby Price |
| Howard Christie | Conrad Minshall | Bill Quinn |
| Pat Conlon | John Nizalowski | William Wulff |
| Richard Dorsey | Nick O'Donohue | Plus anyone else that I have |
| Neill Goltz | Jay Ouzts | left off. |

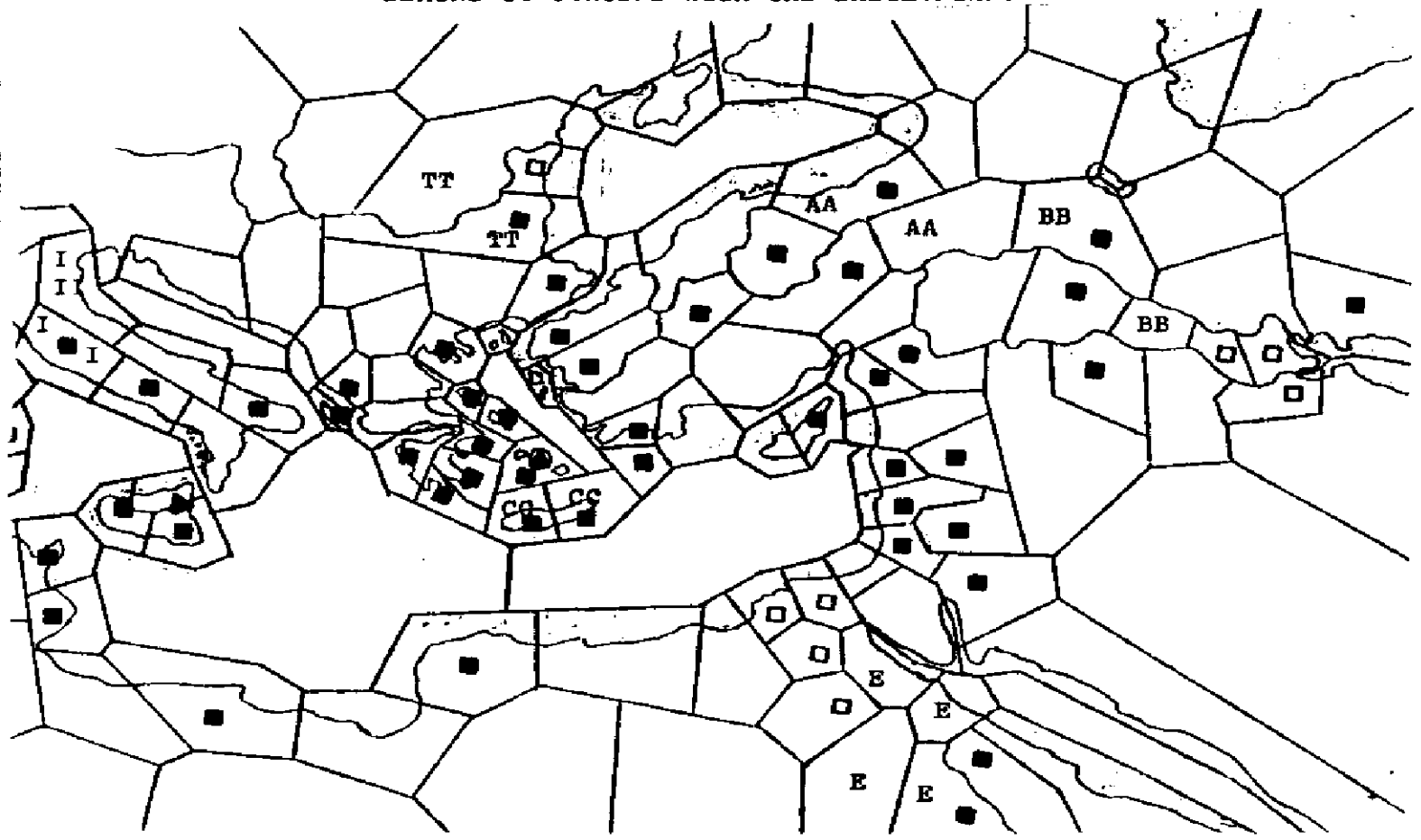
There were votes from seven different nations: the United States, Canada, The United Kingdom, The Netherlands, Belgium, Greece, and Japan. (Pedro, are you going to add Mexico next year?)

I would recommend that each of you write for your own copy of this publication. It is available from Bruce Linsey, 73 Ashuelot St., Apt. 3, Dalton, MA 01226. The cost is \$1.00 for those that voted this year and \$2.00 for anyone else. A small understanding, and a look into the size of postal Diplomacy, would be the least that you would get from the journal.

Stoned Sea are deep in life,
 two unalterable symbols of the world;
 permanence at rest, and permanence in motion;
 participants in the Power that remains.

-two free issue to the first person
 to identify this quote.

ASIAN PEASANTS EMIGRATE TO THRACE; ASSYRIANS LEFT BEHIND TO CONTEND WITH THE BABYLONIANS



- ITALY(Wulff): Builds A6. Moves 1t A6-A7, 1t A6-B2. Expansion gives 2t A7, 2t B2. Moves none.
- THRACE(Iarzelere): Builds K1. Moves 2t K1-K5. Expansion gives 4t K5. Moves 2t K5-K7, 2t K5 hold.
- CRETE(Bongard): Builds N9. Moves 1t N9-N8, 1t N9 holds. Expansion gives 2t N9, 2t N8. Moves none.
- ASSYRIA(Frueh): Builds J1. Moves 1t J1-L3, 1t J1-J3. Expansion gives 2t L3, 2t J3. Moves 2t L3-L2, 2t J3-L6.
- BABYLON(Solomon): Builds J8. Moves 1t J8-H1, 1t J8-J7. Expansion gives 2t H1, 2t J7. Moves 2t H1-H3, 2t J7-J6.
- EGYPT(Dorsey): Builds F8. Moves 1t F8-F7, 1t F8-F5. Expansion gives 2t F7, 2t F5. Moves 1t F5-E5, 1t F7-E8, 1t F5 holds, 1t F7 holds.

This turn went very well. I did not receive moves from Cecil Solomon, but he had sent me contingency moves for this turn. He, that everything should be back to normal for him by now. ^{Ased}

The map I am now using is causing some problems. I am going to redraw it without any coastal borders. This should eliminate problems of reading unit position in those areas.

Due with the next issue are expansions on the above positions and the movement of all pieces. I would like for you to also send expansions for these positions and movement of them also. The only players that should have any trouble with this request are Assyria and Babylon. If you two could work something out and send the moves for both turns, I think we can just about be finished with the preliminary expansions and movements. I will not require this from all the players, but please think about it. All phases are due with the next issue.

The rules for this game start on the next page.

RULES FOR CIVILIZATION (in THE APPALACHIAN GENERAL)

1. Except where specified, the Avalon Hill rules will apply.
2. Postal play will be resolved in three* stages, as follows:
 - A. Taxation/City Revolt
Population Expansion
Census
Ship Construction/Supply/Removal
Movement
Conflict
City Building
Remove Surplus Population/Reduce Unsupported Cities
Acquire Trade Cards/Buy Gold
 - B. Trade
 - C. Acquire Civilization Cards
Return Excess Trade Cards
Resolve Calamities/Reduce Unsupported Cities
Alter AST

*Turns B and C may be combined at a later date if this is found feasible. See rules on trading for more information.
3. For Phase A, players should submit orders for all actions which are not automatic. Conditional orders are allowed, be they based on actions of other players or results of your own actions. Ships not supplied will be removed even if they are listed as carrying tokens. Unless ordered otherwise, city reduction will be done at city sites where the greatest number of tokens would replace the city, ties being resolved by die roll.
4. For Phase B, trades will become effective as soon as the GM receives the information about the trade from both players involved. Both players must send me the particulars of both sides of the trade as they know it. I will send a conformation to each player involved by a post card that they must provide. Trades may be done at any time, not only during Phase B. (For this reason, Phase B may be eliminated at some time in the future.) At the end of each turn, all trades will be listed. The public trades (at least one card from each player, determined by the trading player) and the number of cards traded fall into this category. Note: It might help your trading if you list more than one card. The person traded to may request that all the cards he recieved be made public, also. Players may advertise for cards to buy or sell in the press for this game.
5. For Phase C, Civilization Card purchases should be made with conditional orders (except for Egypt), as should excess trade card return orders. Calamity resolution orders are resolved, and unsupported cities are reduced as in Phase A. The AST is then updated.
6. Movement orders will be written as follows: Xt K1-K2. X=number of tokens moving, K1 is the origin of movement, K2 is the destination of movement. Movement by fleet will be Xt B8-C3/S;B8-C4-C3/. The ships path must be listed.
7. The following trade cards will be used: 7 Hides, 8 Ochre, 5 Papyrus, 6 Iron, 8 Timber, 9 Salt, 7 Oil, 8 Grain, 6 Wine, 7 Cloth, 5 Silver, 6 Bronze, 4 Resin, 5 Spice, 3 Dye, 4 Gems, 2 Ivory, and 3 Gold. The following calamities will be used: volcanic eruption or earthquake, famine, civil war, flood, epidemic, civil disorder, iconoclasm and heresy, and piracy.
8. No player may hold more than 6 trade cards after Phase C has been finished.
9. Brown-backed calamity cards are ^{NOT} to be traded as in the ftf game. They may be added to any set of traded cards worth at least double the 'value' of the calamity. Example: Piracy is in the '9' stack, so this card can be added to any traded set worth at least 18 points.
10. No player may go below a total of 15 unit points as a result of a clamity. Cities = 5 unit points, Tokens = 1 unit point.
11. The Civilization Cards used will be those in the regular game. They all have the same powers and functions.
12. This game will continue until the Finish Square has been reached by one or more players.

A BATTLE OF WITS - #1 (ANSWERS)

1. The 'First Battle of the American Revolution', as declared by Congress, was the Battle of Point Pleasant (Tue-endi-wei) on October 10, 1774.
2. The Navy's 'Blue Angels' currently fly the McDonnell Douglas A-4.
3. Of all the ships present in Pearl Harbor during the Japanese attack, the USS Phoenix (more recently know as the General Belgrano) was the last one sunk on May 2, 1982 by the British during the Falklands War.
4. Georg Gaertner is the only remaining German Prisoner-Of-War still at large in America. The previous POW was captured in 1963. Gaertner also has the distinction of being the longest on the FBI fugitive list.
5. Six British ships were sunk during the Falklands War: HMS Sheffield, HMS Ardent, HMS Antelope, HMS Coventry, Atlantic Conveyor, and HMS Sir Galahad.
6. Operation Coronet was the planned Allied invasion of Honshu, the main Japanese home island, in World War II.
7. The last Confederate General to surrender was General Chief Stand Watie.
8. Manfred von Richtofen scored his first victory on September 17, 1916 and his last on April 20, 1918. He was killed on April 21, 1918.
9. Operation Urgent Fury, the US invasion of Grenada, had 18 casualties. This number has been changed several times, however.
10. The Lockheed P-80 Shooting Star was the first operational American jet fighter.
11. The area know as 'Hellfire Corner' is over the English Channel near Dover, England. It recieved this name for the countless and furious air battles that occured here during the Battle of Britian in WWII.
12. Hitler took only one step in his 'famous jig' at the French surrender. A tape of the ceremony was obtained by Allied propogandists who palyed one large step that Hitler took back and forth five times to produce what looked like a jig. This doctored film was played throughout Britian and the US during WWII many times.
13. The Confederate Submarine Hunley was the first submarine to sink an enemy ship, the USS Housatonic.
14. The Molotov cocktail was invented by the Finish army in 1940 to combat the Russian invasion, directed by Russian General Molotov.
15. A habakkuk was a huge floating aircraft carrier made of ice. It was designed, and testing almost completed, during WWII under the encouragement of Churchill.

The fact that no one got even one question all the way correct does not bother me so much as the fact that only one person entered ABOW#1. I know of one other person who was working on it (and I know they would have won), but I did not recieve any answers from them. If you enjoy this section, please make a minor attempt to answer a couple of questions.

The winner was Rick Dorsey. He will be sent an autographed copy of Sharyn Mc/Crumb latest book, Lovely In Her Bones. (Sick Of Shadows, her first book, was nominated for an Edgar Award this past year.)

This first installment of ABOW was very general and covered a number of facts that I found interesting. Future installments will be much more specialized, dealing with a minor war or a battle. Example: ABOW#2 will deal with D-Day. I would appreciate any help from subscribers who want to do an installment of ABOW. I am very shakey on the Napoleonic era, plus some other time periods. Free issues will be the reward, the amount depending of the quality of the questions.

ABCW#2 next issue. Subject: D-Day!

STANDBY PLAYERS FORM:

I, _____, wish to be a standby player in the games marked below. I will accept and play any postion that I am given. If I play the position to conclusion, I understand that I will recieve three free issues of THE APPALACHIAN GENERAL.

___ Diplomacy

___ Youngstown IV

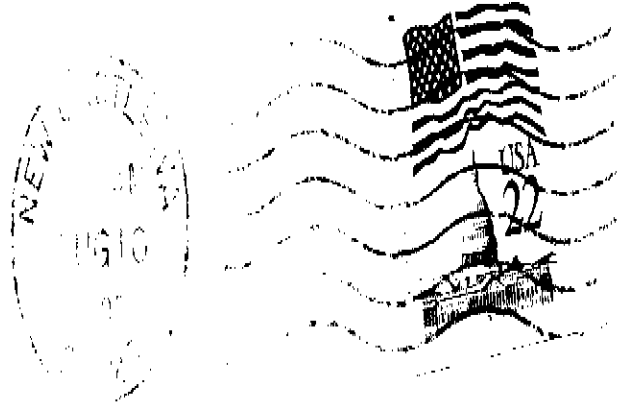
___ Gunboat Diplomacy

___ Youngstown XII

___ Civilization

___ Final Conflict III

THE APPALACHIAN GENERAL
c/o David K. Mc/Crumb
Route 1, Box 109
New Castle, Virginia 24127



player _____
sub _____
trade X _____
sample _____
please stand by
in _____

delivery to: Larry Peery
P.O. Box 8416
San Diego, CA 92102