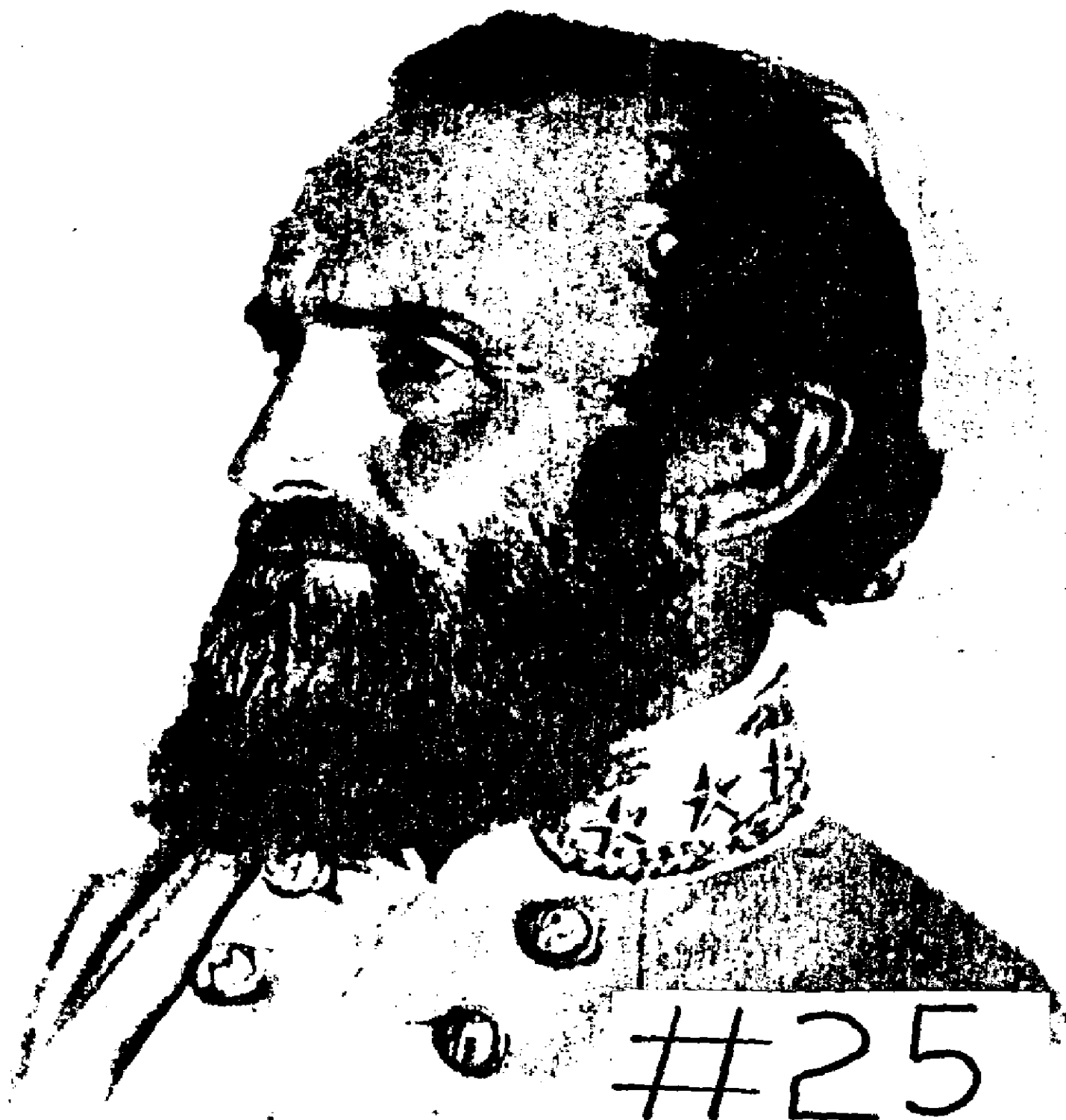


THE APPALACHIAN GENERAL



#25

September 3, 1985

 The Appalachian General (TAG) is a monthly publication of DAVALAN Press. TAG is devoted to the playing and discussion of Diplomacy and other diplomatic games. Articles and reviews on related subjects occasionally appear. There is a quiz on military history every other issue. Subscriptions are 75¢ per issue, or 15 issues for \$10.00 (if paid in advance). Game fees are variable. The editor of The Appalachian General is: David K. Mc/Crumb, Route 1, Box 109, New Castle, Virginia 24127 Phone: (703) 86406501

GAME OPENINGS:

Diplomacy game fee - \$3.50 need two players
 Addison(GF,PL), Crosby(PL), Botimer(GF,PL), two other players called today and are sending in GF and PL
 I need GF from Crosby.
 House Rules are printed in this issue.

Final Conflict III game fee - \$4.00 need two players
 Ouzts, Bongard, Johnson, Early(GF,PL), Zarse(GF,PL)
 I need GF and PL from Ouzts, Bongard, Johnson

GF = Game Fee PL = Preference List

ALL MOVES ARE DUE ON FRIDAY, SEPTEMBER 27, 1985.

I would like to congratulate all of the players in TAG. I have had only one NMR in the last two issues, and only three in the last three issues. It appears that I now have a group of players that are interested in the games and willing to play a position out, even if it is hopeless (I believe no position is hopeless). Some people are still in the habit of phoning moves in at the last minute, but at least they get them in.

I would like to ask all of my players to send me their phone number. I will not publish it unless you specifically ask me to, nor will I give it out to another player without permission. There were two people I wanted to call this time to get a clarification of moves, but I had no phone number to call.

I have now seen the first listing of the Postal Locator that is being run by the Gamemasters Publishers Association. The Games Wanted Listing looks like it will work very well. The organization is very straight-forward and easy to read. If you are looking to get into a specific game, this may be a good way to find other players and a GM. The Standby Service is also very straight forward, but I am still not sure how well that will work. A copy of this is available from GPA, PO Box letter "s", Nashua, NH 03061 Sub is one year for \$7.00, I assume a SASE for a sample?.

Most people seem to like the reduced format that TAG is now using. Thank you for all the support during the first two years of TAG's existence; I hope to make it worth your wait.

I was looking through my old files this morning at the games I ran before TAG started (by photocopy). Zero of the players in my first game (1980IL) are still active in postal Dip, while only two (Goltz and Mattern) from my first three games are active. Some have good reasons (deceased, military-stationed out of country), but most just didn't want to be bothered. This is very sad, because some of them were very good players and wrote high quality press.

OLD HICKORY(1985Brb32)

Spring 1904

Gunboat

FRANCE CONTINUES TO FADE; BLACK SEA BATTLE CONTINUES

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

ENGLAND: Builds F Edi., F Lon.
F Eng S F Bel., F Bel S F Eng.
F Ion-Nth., F Edi-Nwg., F Swe S
A Nwy., A Nwy S F Swe.

FRANCE: Constant, A. Por-Spa.
A Bre-Gas., A Par-Gas/dsl.

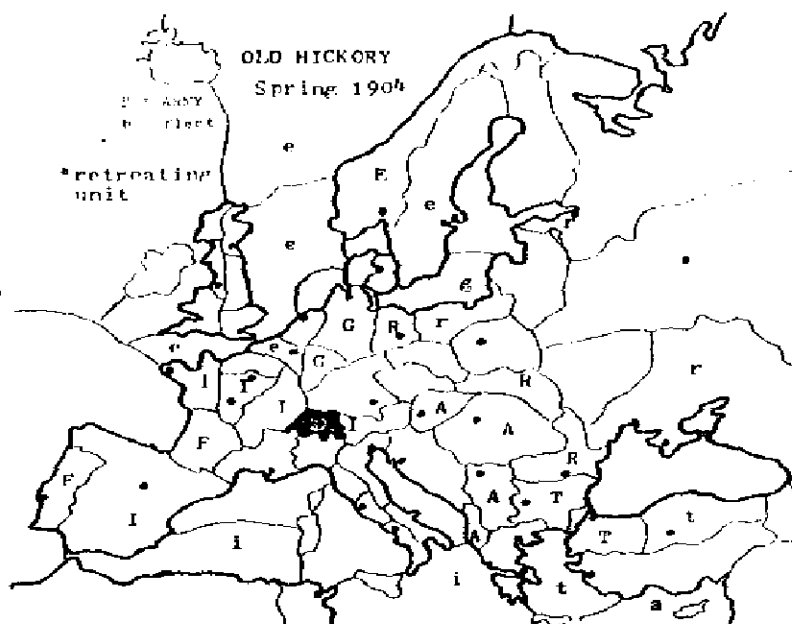
GERMANY: Removes F Den., A Ruh-Mun.
F Bal-Ber., A Kie S F Bal-Ber.

ITALY: Builds F Nap., F Mid-Bre.
A Gas-Par., A Bur S A Gas-Par.
A Mar-Spa., F Wes S A Mar-Spa.
A Tyo-Mun., F Nap-Ion.

RUSSIA: Constant. F Sev-Bla.
A Gal-Bud., F Lvn-StP(sc).
A Rum-Bud., F Pru S A Ber.
A Ber S GERMAN A Kie.

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

DIP: The French army may retreat to Picardy or disband. The majority of those who responded to my questions about extraneous orders were in favor of them. Extraneous orders will be allowed if the move would have been legal other than the fact that the unit does not exist. Fall 1904 moves are due with the next issue.



NEPTUNE(1985Crb32)

Spring 1904

Gunboat

THE BEF LANDS IN BELGIUM; AUSTRIA NEARS MOSCOW

RETREATS: Italian F Ion-Apu.
 Turkish A Sev-Arm., F Rum disbands.

AUSTRIA: Builds F Tri., F Gre H.
A Ser S F Gre., F Tri-Alb., A Sil H.
A Gal-Ukr., A War S A Gal-Ukr.
A Rum S A Gal-Ukr.

ENGLAND: Removes F Bar., F Den H.
A Swe S F Den., F Hel-Hol.
A Yor-Bel., F Nth CON A Yor-Bel.
F Eng S A Yor-Bel.

FRANCE: Removes F Ion., A Mun H.
F Tun-Trn.

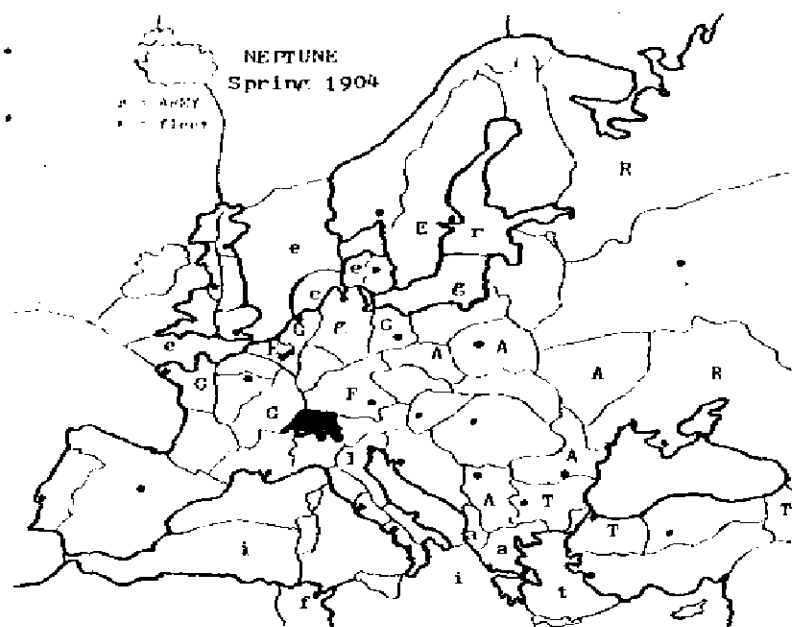
GERMANY: Builds A Ber., A Ber-Mun.
A Mar-Bur., A Bel S A Mar-Bur/dsl.
A Par-Bre., A Hol S A Bel.
F Kie-Den., F Bal S F Kie-Den.

ITALY: Builds F Nap., F Nap-Trn.
F Apu-Ion., F Spa(sc)-Wes.
A Rom-Ven.

RUSSIA: Constant. F StP(sc)-GoB.
A Mos-StP., A Sev H.

TURKEY: Constant. A Arm-Sev.
A Con-Gre., A Bul S A Con-Gre.
F Aeg CON A Con-Gre.

DIP: The German army may retreat to Ruhr, Picardy, or disband. The comments in the DIP section for OLD HICKORY GAME for extraneous orders will hold for this game also. Fall 1904 moves are due with the next issue.



TURKEY RETAKES RUMANIA BUT LOOSES VIENNA INSTEAD

RETREATS: Italian F Nap disbands; German A Bur-Mar; Turkish A Ser-Alb.

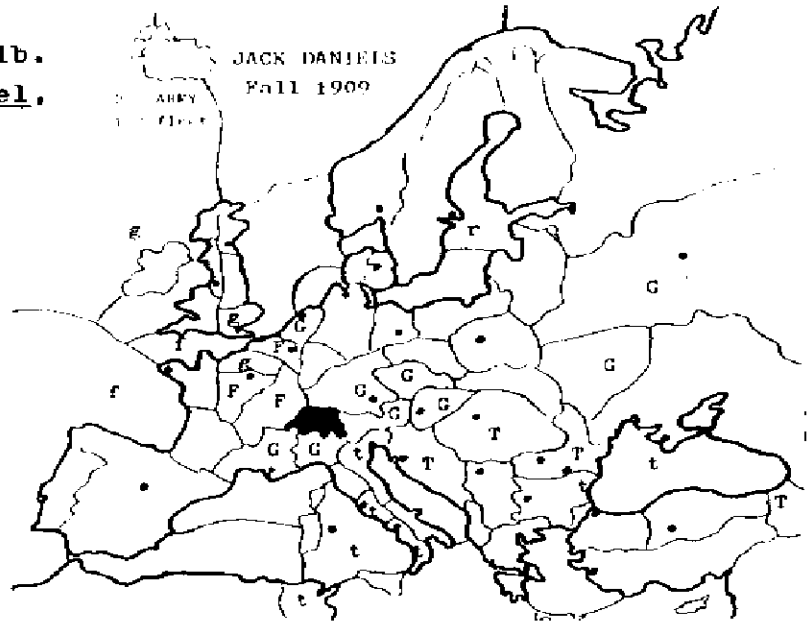
FRANCE: F Mid H, A Gas-Par, A Bur-Bel, A Bel-Pic, F Bre S A Bel-Pic/NSU, F Eng S A Bur-Bel.

GERMANY: A Mar-Bur, A Ruh-Mun, F Pic-Bel, A Hol S F Pic-Bel, F Nth-Lon, F NAO-Mid, A Pie S ITALIAN F Apu-Ven/NSU(Italian), A Tyo-Tri, A Boh S A Gal-Vie, A Gal-Vie, A Rum-Bud/dsl, A Ukr-Sev, A Mos S A Ukr-Sev.

ITALY: F Trn H/dsl.

RUSSIA: F Fin-GoB.

TURKEY: A Vie S A Bud/ANN, F Ven H, A Tri S A Vie, A Bud S A Vie, A Ser-Rum, F Bul(ec) S A Ser-Rum, A Arm-Sev, F Bla S A Arm-Sev, F Rom S F Nap, F Nap S F Rom, F Ion-Trn, F Tun S F Ion-Trn.



DIP: The German army may retreat to Galicia or disband. The Italian retreat does not matter. There has been a proposal of concession to Germany. Please vote on this next issue. The turn was labeled as Spring 1910 last issue; that should have been Spring 1909. Winter 1909 and Spring 1910 moves are due next issue.

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

FRANCE:	Bre Mar Par Spa Por Bel Bel.....	5/5	Constant
GERMANY:	Ber Kie Nwy Nwy StP Lpl Mun War Lon Edi..		
	Mos Den Sev <u>Hol</u> <u>Vie</u> <u>Mar</u>	15/13	Builds 2*
ITALY:	Yst Yst.....	0/1	Remove 1 (OUT)
RUSSIA:	Swe.....	1/1	Constant'
TURKEY:	Ank Con Smy Bul Rum Ser Bud Gre Via Tri..		
	Tun Rom <u>Ven</u> <u>Nap</u>	13/11	Builds 2

*Germany will be one short if they disband A Rum since they have only two open home centers

RUSSIAN GOVT. STILL IN CHAOS; ENGLAND WAITS IN FEAR

RETREATS: German F Den-Bal; Russian A Sev disbands; Turkish A Gre-Alb.

AUSTRIA(Christie): Removes A Tus, F Adr. OUT!

ENGLAND(Mattern): Removes F Yor. F Lon H, A Lpl H.

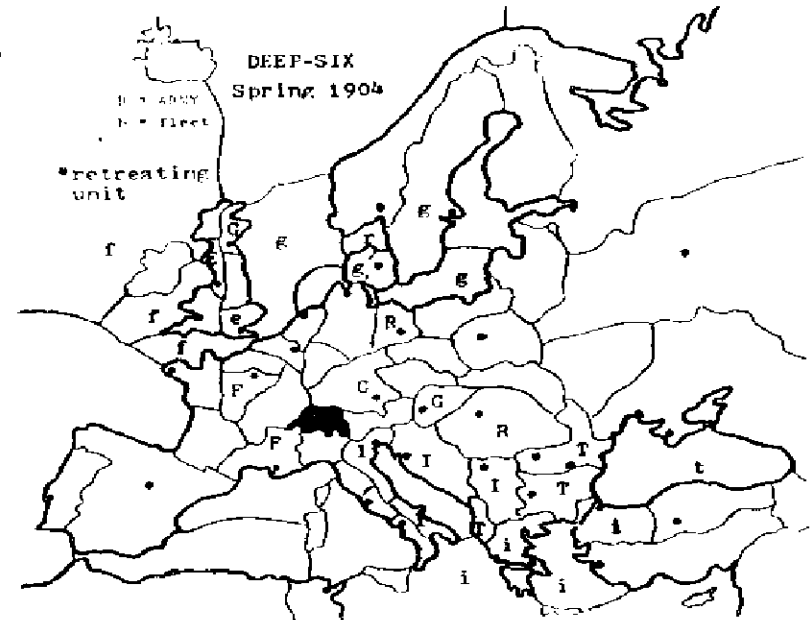
FRANCE(Evans): Constant. A Par H, F Mid-Iri, F NAO-Lpl, F Eng H, A Pie-Mar.

GERMANY(Crosby): Builds F Kie. A Bur-Mun, A Vie H, A Edi-Lpl, F Nwy-Swe, F Kie-Den, F Hol-Nth, F Bal S F Kie-Den.

ITALY(Ouzts): Builds A Rom, F Nap. F Smy-Con, F Ion-Aeg, F Nap-Ion, A Tri-Bud, A Rom-Apu, A Ser-Bul, F Gre S A Ser-Bul, A Ven-Tri.

RUSSIA(Johnson): NMR; forfeits builds; three short. F Ska H, A Ber H, A Bud H, A Rum H/dsl, A Den H/ANN.

TURKEY(Prieto): Removes A Arm. A Bul-Ser, A Alb S A Bul-Ser, A Sev-Rum, F Bla S A Sev-Rum.



DIP: The Russian army may retreat to Galicia, Ukraina, or disband. This NMR by Russia has put the country in a very bad situation. I don't know if it can be reversed. However, I am asking Anthony Brooks (14043 Flairwood Drive, San Antonio, Texas 78233) to send in standby moves with the next issue. If Tom Johnson should miss, Anthony will become the Russian player.

press for deep-six (how about hearing from some new faces?)

- ANK-LON: I drink this one for you, drink one for me. I am the next, let's both die fighting, with dignity.
- BER-ANK: I knew he was going to try Bulgaria, I tild you. Why don't you believe anybody? NOT everybody is Pat Conlon.
- LON-BER: Oh Germany! What a sad history. From a Power to a puppet in just one year!
- MOS-ROM: We still can do the same damage even without the Black Sea. What's the Kaiser doing in Vienna?
- MOS-ROM: Just don't fight me now; Germany is gone anyway.
- OUZO: I am not comfortable with an Otoman Emperor in Sevastopol, so I better drop out. But don't worry, we will drink the night away some other night, during some other game in some other life.
- ROM-ANK: I am sorry, really sorry, but very happy.

"The Burro and the Papist II" - The Papist feels lonely and sad because Ulianitov didn't know what to do and left the Papist fighting alone. Then Burro appears, trying to give some consolation to the Papist. "Com'n, don't feel sad. I know your friends are no longer in the game, but, you see, I found a snail around the corner; its name is fear and lives in Moscow. I also found a turtle that suiciced itself in the sea. The turtle believed in you and now is dead, you believed in the snail and now the snail is trembling, filled with fear, far away from Russia...and Italy."

ROMAN DAILY CHRONICLES - Battlefield News

SOMEWHERE ON THE DANUBE: After three years of fighting secretly on the same side, the Italian and Russian soldiers met here in celebration of the fall of Austria. Vodka and Reunite were shared by all, and the two sides made plans for commencement of the conquest of Turkey.

ATHENS: Our brave sailors invaded Greek beaches to free the oppressed Helenes from Ottoman rule. Natives told stories of how ruthless the Turks were to men, women, and shildren alike; and they joined the Italian Forces in the attack on the Turkish Military.

FLORENCE: The last of the ill fated Austrian Army, armed with spray paint and sledge hammers, marched into Florence in a futile attempt to destroy our beutiful paintings and sculptures. They were surrounded by police and National Guardsmen, and surrendered.

LONDON: Commoners rushed to the docks in droves today, hoping to go to America to escape the Jaws of the Franco-Prussian vice. People in Edinburgh were unable to escape, for U-Boats had already infested the port.

Ron Samuels may be the first movie producer forced to stop filming because his props were needed in combat.

He was filming "The Iron Eagle" at an Israeli air force base when a military official told him that was it for the day. His 'props' scrambled and made a strike in southern Lebanon.

Samuels had hired the Israeli air force, complete with American-made F-16 jet fighters and pilots, for the movie. Before the planes left, ground crewmen had to peel away the U.S. Air Force insignia needed for the movie.

"Imagine if those planes appeared on a raid with American markings," Samuels said.

-from The People Column in 'The Roanoke Times & World News

ENGLAND

by Bob Sergeant

England has three basic openings.

The first is F Lon-Nth, F Edi-Nwg, A Lpl-Yor. This is the most noncommittal of your openings: it allows you to keep your options open, while still guarding yourself against a stab. A Yor can cover London if France goes into the Channel or be convoyed to Belgium if a deal is arranged with France or Germany. If Russia goes A Mos-StP, A Yor can be convoyed to Norway by F North Sea and supported by F Nwg. This opening is safe.

The second basic opening varies by having A Lpl-Edi. This is generally considered an anti-Russian opening since its primary function is to allow A Edi to be convoyed to Norway by F Nwg, leaving F Nth to move in action to Ska, to allow an early support against Sweden in 1902. Sometimes you can persuade Germany or France to allow you Belgium, but they insist on your taking it with a fleet. This opening allows you to do that without wasting the use of the army, which would be the case if you were taking Belgium with a fleet and had used opening #1. WARNING: A convoy of an army to Norway is usually going to mean war with Russia, whether you want it or not. Be sure to tie Russia down by trying to get one or more of his southern neighbors to attack him. Be on good terms with Germany if you are going to attack Russia immediately.

The third basic opening is F Lon-Eng, F Edi-Nth, and A Lpl-Yor or Wal. This is an anti-French opening. It should be used if you really believe France is going to the Channel, in which case use A Lpl-Yor, since there will be a bounce and A Wal is useless if you are not in the Channel. Or use it if you really want to attack France immediately, in which case A Lpl-Wal is useful since it allows you to convoy to Brest, Belgium, or Picardy in the fall, and still take Norway with your other fleet.

Negotiations: You should try for an alliance with either Germany or France. A three-way alliance with both is also possible. In the three-way, England and Germany attack Russia while France attacks Italy. If your alliance is with only one, you will probably want to attack the other. Attacking Russia should be done only with Germany in alliance. Never attack Russia unless you know what France is doing, or at least have some idea.

If you are attacking Russia, encourage Turkey or Austria to attack him. If you are attacking France, enlist Italy's help. If Germany and France are allied against you, persuade Russia to help against Germany and Italy to help against France. Austria would be helpful against Germany, but he is usually too busy with his own problems. Develop communications with Italy, Austria, and Turkey early in addition to your letters to France, Germany, and Russia. You may want to stab your ally later, while one of the countries across the board stabs his. This gives you a chance to win, sometimes. He probably won't stab his ally unless he has reason to believe you are stabbing yours. Early and frequent letters talking to him as if he is already your ally will build a relationship you can use later. Dropping him a letter in the middle of the game is usually too late to help.

Remember, option three gives up your traditional stance of not revealing your intentions early. If you use it, be sure of your ally. But if you find you have made a bad choice of an ally, write the guy you stabbed and admit your error. No one gets anywhere by giving up while he still has pieces.

--Reprinted from Supernova, a novice packet for postal Diplomacy, by permission of the editor. A copy of Supernova may be obtained for \$1.00 from Bruce Linsey, 72 Ashuelot St., Apt.3, Dalton, MA 01226.

Continued from page ten (A Battle Of Wits - #2).

12. When was D-Day originally set for?
13. Who was the C-in-C for the troops defending Normandy?
14. How did the Allies inform the French Resistance that D-Day was to start within 48 hours?
15. What was a 'Belgium Gate' and a 'hedgehog'?

HOKIE(1981Djm)

Fall 1914

Youngstown XII

JAPANESE MARINES LAND IN NEW WORLD; RUSSIA PULLS OUT OF FAR EAST
US MAINTAINS Foothold IN AFRICA; ITALY GAINS A SUPPLY CENTER

RETREATS: Russian A Gal-Boh; Transvaal A Arg-Bra, F Ade-Red.

ENGLAND(Dorsey): F Matl-Sar, F Gra S F Matl-Sar, F CBR S TRANSVAAL A Sah-Cas,
A Ari-Tex, A Neb S F Bos-Nfk, F Yuc-Cub, F Bos-Nfk, F NAtl-Gra,
F Eng S F Iri-Matl, F Iri-Matl, F Bre S F Iri-Matl, F WMed-Tyn,
F Lyo-Spa(ec), A Bgy-Mar, A Mun-Trl, A Kie-Sax.

FRANCE(Evans): F CVd-CBr, F Ivo-CVd, A Gas-Spa.

ITALY(Kendter): F Ion-Gre, A Trl-Ven, F Apu S A Trl-Ven.

JAPAN(Wulff): A Hok-Ala, F NPac CON A Hok-Ala, F Cal S A Hok-Ala, A Vla-Sib,
A Man S A Vla-Man, A Inn S A Skg-Out, A Skg-Out, A Kan-Skg, A Tib S
A Kan-Skg, A Del S A Snd, A Snd S A Del, F Mdr-Ara, F Ade S F Mdr-Ara,
A Wind S F Mdr-Ara, F Som-Moz, F EInd-SInd, F MInd-Som, F SInd-Ant,
A Fuj H, A Osa-Pan, F SPac CON A Osa-Pan, F Equ CON A Osa-Pan,
F Mag S F Arg-SAtl/NSU, F Arg-SAtl/ANN, F Tim H, A Jav H, F Per H/UNO.

RUSSIA(Lowman): A Sil-Gal, A Oms-Mos, A Ukr S A Sil-Gal/ANN, F StP(nc) H,
A Out H/ANN, A Mos-War, A Sib-Oms, A Boh S A Sil-Gal.

TRANSVAAL(Goltz): A Yem S A Egy-Nej, A Mog H, F Red CON A Egy-Nej, A Egy-Nej,
A Eth S A Yem, A Ken S A Mog, A Tan-Gor, A Jor-Syr, A Sah-Cas, A Tun-Alg,
A Alb S ITALIAN F Ion-Gre, F SAtl-Mag, A Col-Per, F Azo-Arg, A Bra S
F Azo-Arg, F Ant-SAtl, F Moz-Ant, F CGH S F Moz-Ant, F Dur-Tho,
A Ngo-Tan, A Tho-Ngu, A Cap picks flowers, A Tua-Gol.

TURKEY(Crosby): F Prg-Ara, A Ira-Snd, A Syr-Bag, F EMed-Egy, F Aeg S F Gre,
F Gre H, A Clu-Ser, A Vna-Trl, A Tri-Trl, A Gal-War/dsl, A Rum-Ukr,
A Sev S A Rum-Ukr, F Bla S A Sev, A Afg S A Ira-Snd, A Tur S A Afg.

UNITED STATES(Bongard): A Alg S A Cas, A Cas S A Alg, F Cnr-Azo, F San S
F Tex-Mex(ec)/imp, F Tex-Mex(ec), F Nfk-Bos/dsl, F Mgs S JAPANESE
F Som-Moz.

DIP: The Turkish army may retreat to Cluj, Rumania, or disband. The USA
fleet may retreat to Gulf of Yucatan or disband.

The USA support that was listed as impossible was because a fleet may
not give support 'into a coastal province not adjacent along the same coast.'
(Diplomacy Rulebook, 1971 ed.) San Francisco is not adjacent to the east
coast of Mexico, so a fleet there can not support another fleet into the
east coast of Mexico.

There were several changes of orders at the last minute this turn.
Be sure that you have changed all relavent units to the change in orders.
England cut his own support this time, but fortunately it made no difference
this time.

I have been using some of the wrong abbreviations for some of the
provinces. I have corrected all of them. You may write out the moves
if you wish when you send them.

Bill Wulff has now moved in with Dave Bongard. I do not feel that
this will cause a problem to the game since they have been allied since
the game began in 1981. If anyone has any objections to this arrangement,
please let me know. The address is: 5811 Cherrywood Terrace, Apt. 304,
Greenbelt, Maryland 20770.

Winter 1914 adjustments and Spring 1915 moves are due next issue.

.....SUPPLY CENTER CHART.....1914.....

ENGLAND:	Lon Lpl Edi Ire Den Hol Swe Kie Bel Bre..	
	Par Bos Spa Mar Nfk Mun <u>Cub</u>	17/16 Builds 1
FRANCE:	Sen Ø Ivo.....	2/3 Remove 1
ITALY:	Rom Nap Por <u>Ven</u>	4/3 Builds 1
JAPAN:	Tok Kyo Osa Ctn Phi For Jav Joh Sai Vtm..	
	Kar Gam Kor Man Vla Brm Mdr Tha Aus Clt..	
	Bor Han Cey Del Skg Per Pek <u>Out</u>	28/24 Builds 4*
RUSSIA:	Mos War StP Oms Ø Pos Nwy Ber.....	7/6 Builds 1@
TRANSVAAL:	Pre Dur Ngu Ngo Kat Lun Loz Bas Cng Tan..	
	Kot Gab Sud Eth Ken Lag Nig Cyr Mog Yem..	
	Arg Ø Guy Tun <u>Gol</u>	24/23 Builds 1
TURKEY:	Con Ank Smy Bag <u>Bul</u> Ser Gre Rum Sev Ø ..	
	Ira Tri Bud Clu Vna <u>Egy</u>	15/15 Constant
USA:	San Haw Mex Ø Mgs Gua Cas.....	6/7 Remove 1#

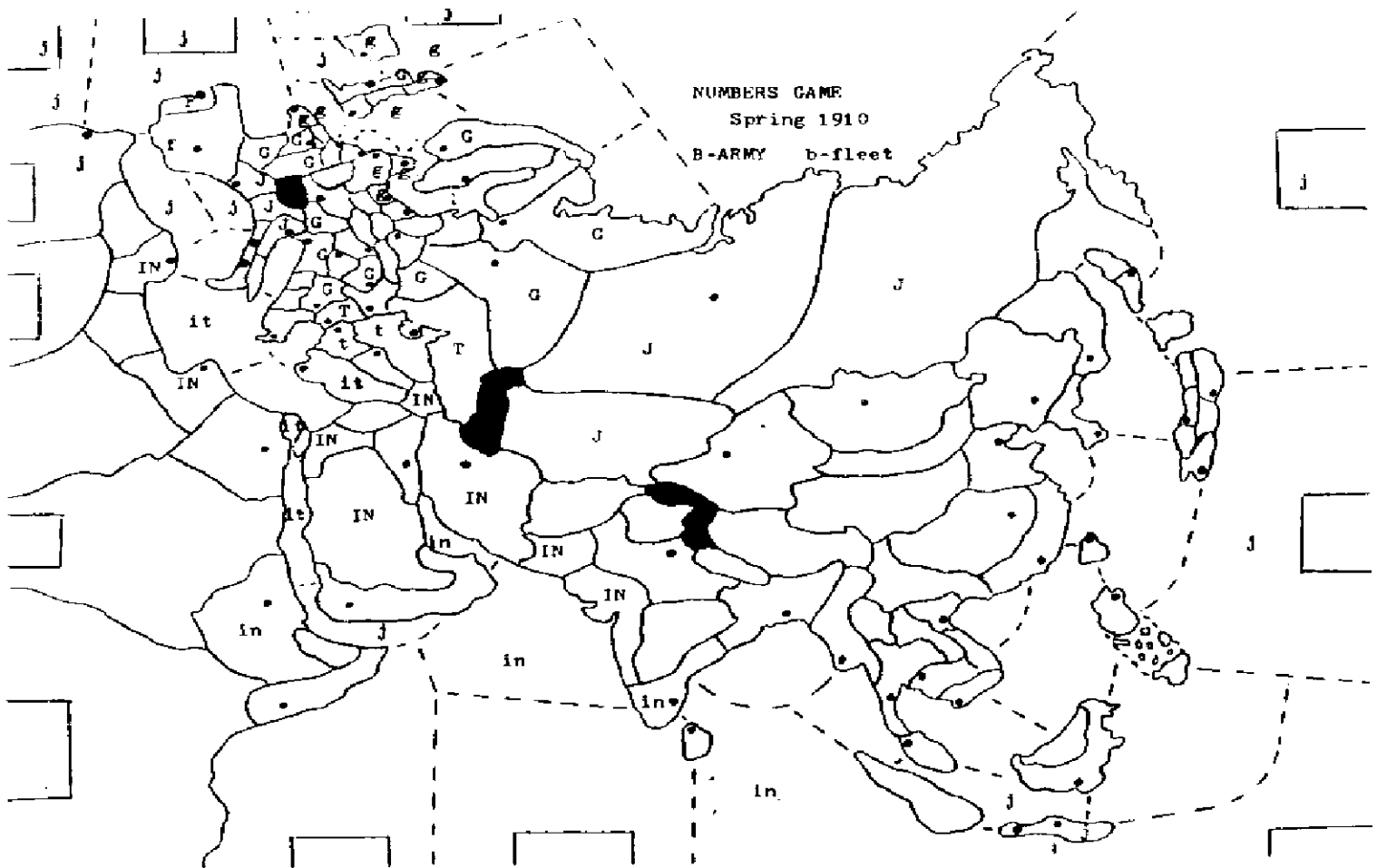
*Japan has only three home centers and will build only three

@Russia has no open home centers

#Turkey will build one if they disband A Gal

#USA will be constant if they disband F Nfk

JAPAN STRENGTHENS BEACHHEAD IN SOUTHERN FRANCE



AUSTRIA(CD): One unit short. A Bul H/dsl(disbands), A Ser H/dsl(disbands).

ENGLAND(Evans): One unit short. F Jav-West Indies/dsl.

FRANCE(CD): Removes F Iri. A Por H, F Spa(sc) H.

GERMANY(Ouzts): Builds A Mun, F Kie, F Ber, F Pos. A StP-Oms, A Fin-Nwy,
A Mos S A StP-Oms, A Boh-Trl, A Mun-Bgy, F Nth-Eng, F Bre S F Nth-Eng,
F Hel-Nth, F Nrg-NAtl, F Ire S F Nrg-NAtl, F Cly S F Nrg-NAtl,
A Par-Gag, A Mar S A Gas-Spa/ANN, A Gas-Spa, A Clu-Rum, A Bud-Ser,
A Ukr S A Clu-Rum, A Tri S A Bud-Ser, F Ber-Kie, F Kie-Den, F Pos-Ber,
A Lpl H.

INDIA(Dorsey): Builds F Mdr, A Del, F Clt. A Afg-Ira, A Snd S A Afg-Ira,
F Mdr-Ara, A Del-Raj, F Clt-Mdr, F Bag-Prs, A Ira-Arm, A Yem-Nej,
F Adr-Eth, A Egy-Jor, A Pen looks for Kaddafi's mother, A Lya-Tun,
F Wind-Eind.

ITALY(CD): Removes F Prs. F Red H, F Sue H, F Smy H, F Ion H.

JAPAN(Goltz): Removes F NPac. A Tur-Oms, A Sib S A Tur-Oms, A Oms-Mos,
A Tus-Ven, A Mor-Mar, F WMed CON A Mor-Mar, F GoL CON A Mor-Mar,
A Pie S A Mor-Mar, F Matl-Gas, F Cel-Jav, F Mal S F Cel-Jav, F Phi-SPac,
F Natl-Iri, F Ara-Ade, F SPac-SAtl(OBB), F SPac(OBB)-SAtl, F STal-Mor,
F Matl(OBB) catches red herring, F NPac(OBB)-NAtl, F Natl(OBB) S
F NPac(OBB)-NAtl.

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

DIP: The English fleet may retreat to Timor Sea or disband. Please read the DIP section for Hokie Game. Most of it is relevant to this game. (I guess you are all in that game also.) The concession to Japan was rejected by a vote of 3 YES and 2 NO. Another proposal for a draw between Japan, India, and Germany has been made. Vote on this next issue. Fall 1910 moves are due next issue also.

Press for Numbers Game....

BER-JAV: Thank you,

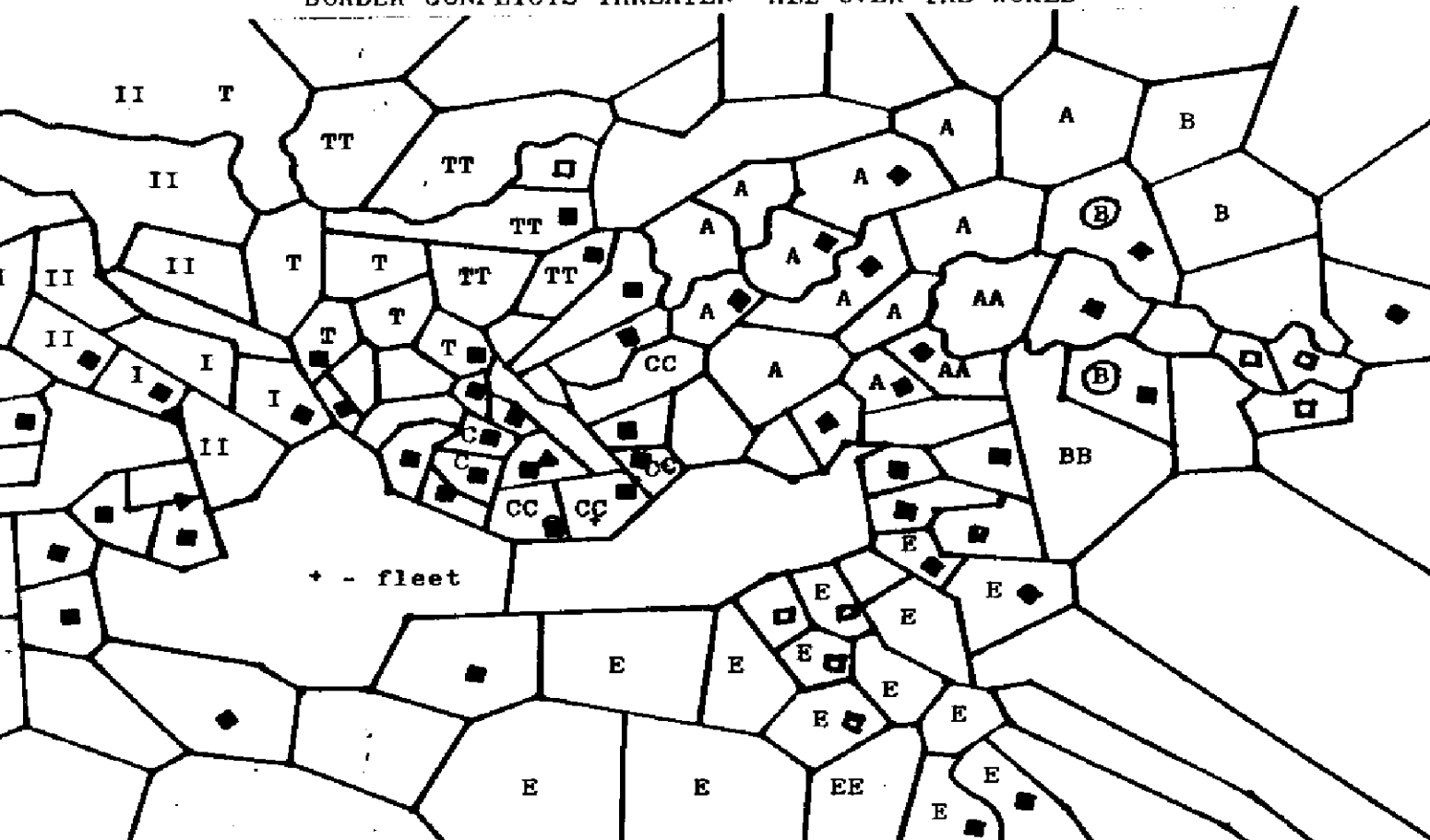
DEL-BER: Sorry, the Jap has been nothing but good to me. You should have asked sooner....

BEETHOVEN'S LAST

Turn 3,4

Civilization

BABYLON TAKES FIRST STEP TOWARDS CIVILIZATION
BORDER CONFLICTS THREATEN ALL OVER THE WORLD



- ITALY(Wulff): Expansion gives 4t A7, 4t B2. Moves 2t A7-A3, 2t A7 hold, 1t B2-B3, 1t B2-B6, 2t B2 hold. Expansions gives 4t A3, 4t A7, 2t B3, 2t B6, 4t B2. Moves 2t A3-A8, 2t A3-A1, 1t B3-B7, 1t B3 hold, 2t B6-B8, 2t A7 hold, 2t B2 hold, 2t A7-A3, 1t B2-B6, 1t B2-A6.
- THRACE(Larzelere): Expansion gives 4t K5, 4t K7. Moves 1t K7-R1, 2t K7-R4, 1t K7-P3, 2t K5-A5, 1t K5-K7. Expansion gives 2t R1, 2t P3, 2t K5, 2t K7, 4t A5, 4t R4. Moves 1t R1-R2, 1t R4-R3, 1t R4-P5, 1t A5-A1, 1t A5-A9, holding: 1t R1, 2t P3, 2t K5, 2t K7, 2t A5, 2t R4.
- CRETE(Bongard): Expansion gives 4t N8, 4t N9. 2t in N8 convert to a ship. Moves (1t N9-M6 & 1t N9-M4)/S;N8-N9-M6-M5-M4/. Expansion gives 4t N8, 4t N9, 2t M6, 2t M4. Ship M4 disbands. 2t in N8 convert to a ship. Moves 2t M6 hold, 2t M4 hold, (1t N8-N5 & 1t N8-N4)/S;N8-N5-N4-N7-N9/. 2t N9-N8, 2t N9 hold.
- ASSYRIA(Frueh): Expansion gives 4t L2, 4t L6. Moves 1t L2-L1, 1t L2-L4, 1t L2-L5, 1t L2 hold, 1t L6-L8, 2t L6-L9, 1t L6 hold. Expansion gives 2t L1, 2t L4, 2t L5, 2t L2, 2t L8, 2t L6, 4t L9. Moves 1t L1-M1, 1t L4-M3, 1t L5-L7, 1t L8-G1, 2t L9-G2, 1t L6-J3, 1t L2-L3, holding: 1t L1, 1t L4, 1t L5, 1t L2, 1t L8, 1t L6, 2t L9,

BABYLON(Solomon): Expansion gives 4t H3, 4t J6. Moves 2t H3-H5, 2t H3-H4, 2t J6-J9, 2t J6 hold.
Expansion gives 4t H5, 4t H4, 4t J9, 4t J6. Moves 4t H5-H4, 2t H4 hold, 2t H4-G3, 4t J9-J6, 2t J6 hold, 1t J6-J4, 1t J6-J7.
Builds cities at H4, J6.

EGYPT(Dorsey): Expansion gives 2t F7, 2t F5, 2t E5, 2t E8. Moves 1t E5-E2, 1t E5-E6, 1t E8-D7, 1t E8-E7, 1t F7-E8, 1t F5-F8, 1t F5-hold, 1t F7 hold.
Expansion gives 2t E2, 2t E6, 2t D7, 2t E7, 2t E8, 2t F8, 2t F5, 2t F7. Moves 1t E6-F1, 1t E6-G8, 1t D7-D5, 1t D7-D6, 1t E7-D8, 1t E7-E4, 1t E8-D7, 1t E8-E7, 2t F7-E8, 1t F8-F7, 1t F8 hold, 1t F5-E5, 1t F5 hold, 1t E2-E3, 1t E2-E6.

TRADE CARD ACQUISITION:

Babylon: #1_____. #2_____. Has 2 cards.

AST Alteration: Everybody is in the third square on the AST Track.
Note: Egypt needs two cities next turn to continue.

There is a problem with location of players now. Bill Wulff has moved in with Dave Bongard. I know this was not planned before the game started because they both signed up in June 1984 when the game was first offered. Bill had no idea where he would be then. Personally, I don't think this will make a big difference in the game due to the type of game it is, but if anyone has any problems with it, voice them to me and we will try and do something about it.

Which map do you like better, the one from issue #24 or this one? I found this one much easier to type the results on.

Remember to do your token expansions before your movement. This turn is done up to the end of Phase C. Follow the steps listed starting at the top of Phase A.

Due with the next issue will be Phase A of Turn 5. I doubt if there will be enough cards for trading, but we shall have to wait and see.

PRESS for beethoven's last

Assyria-Cretians: Perhaps it is time for us to communicate. The "world" has plenty of city dots for us to share.

King Solomon-Assyria: Thy messenger inadvertently fell into the hands of strange alien creatures (would his name happen to have been Brian?), but carrier pigeon did relay your missive. I grudgingly accept your terms. Details forthcoming.

King Solomon-Egypt: Hail unto thee oh great Pharaoh! I've been a bit busy teaching pigeons their way back home, but my spies tell me that you are plotting city sights in Northern Africa. Perhaps you could trade for some Italian wine. My stocks are running low and I have lots of extra rocks you could use to build pyramids with.

A BATTLE OF WITS - #2

This is the second in a series of contests on military history. The prize is a copy of The Longest Day by Cornelius Ryan. Answers are due with Issue #26. The subject of ABOW #2 is D-Day.

1. Who was the oldest man to land in the initial waves on D-Day?
2. How many (name them) generals landed in the first wave?
3. List the codenames of the Normandy beach heads.
4. How many, and which, divisions were parachuted into France just after midnight on June 6, 1944?
5. How many airtorties did the Germans mount against the initial landings?
6. What was a 'Donald Duck'?
7. What was a 'Mulberry'?
8. What was the first battalion to land at Normandy?
9. What company had the highest casualty rate on D-Day?
10. What was the code name for the D-Day landings?
11. What was Operation Bolero?

Continued on page six (bottom).

HOUSE RULES FOR DIPLOMACY (in THE APPALACHIAN GENERAL)

1. All rules in the 1971 edition of the "Rules for Diplomacy" handbook apply unless they are **changed** below.
2. All provinces will be designated by the first three letters in their names with the following exceptions:

Lvn = Livonia	NAO = North Atlantic Ocean
Lpl = Liverpool	NAf = North Africa
GoB = Gulf of Bothnia	Nth = North Sea
GoL = Gulf of Lyon	Nwy = Norway
Trn = Tyrrhenian Sea	Nrg = Norwegian Sea
Tyo = Tyrloia	

Other commonly used abbreviations:

A = Army	CON = Convoys	NMR = No Moves Recieved
F = Fleet	dsl = Dislodged	NSU = No Such Unit
- = Moves To	ANN = Annihilated	NSO = No Such Order
S = Supports	imp = Impossible	UNO = Unit Not Ordered
H = Holds		

Moves that fail will be underlined.
3. Moves are due by 9:00 pm on the due date listed in TAG. Late moves will never be accepted by phone. All moves must be signed and dated. Moves will never be accepted after 9:00 pm by phone. It would be very helpful if moves for different games could be done on different pages.
4. Winter adjustments will normally be done with Spring moves. A player may request a seperation of seasons, but they must still send winter and spring moves in case the seperation does not occur. A seperation of seasons will occur if two people request the seperation.
5. If I should make a mistake in the current turn, a correction will be made. Post cards will be mailed to the parties affected by the change. any change in the due date will also be noted. If the next turn has benn typed and mailed, the mistake will stand as is.
6. No Moves Recieved
 - A. If a player should miss two consecutive, or three non-consecutive, turns, they will be replaced.
 - B. If a player should miss the Spring 1901 move, the following moves will be used:

AUSTRIA:	F Tri-Alb, A Bud-Ser, A Vie-Tri.
ENGLAND:	F Lon-Nth, F Edi-Nrg, A Lpl-Yor.
FRANCE:	F Bre-Mid, A Mar-Spa, A Par-Pic.
GERMANY:	F Kie-Den, A Ber-Kie, A Mun-Ruh.
ITALY:	F Nap-Ion, A Rom-Ven, A Ven-Apu.
RUSSIA:	F Sev-Rum, F StP(sc)-Pin, A Mos-Ukr, A War H.
TURKEY:	F Ank H, A Con-Bul, A Smy-Con.
 - C. If a player should miss any other turn, all of their units will hold as if in Civil Disorder. Winter adjudications will be done according to the rule book.
 - 1) I recognize that the post office occasionally looses letters. To protect against this, a list of General Orders may be submitted. A neutral player will use these to do your move for you. The GO's should include allies, enemies, and objectives. They should also be updated at least every third year.
7. At any point, a player may propose a concession to one or more powers left in the game. The concession must have unanimous consent to pass. Failure to vote will be counted as a YES vote. The person that proposes the concession must vote YES.
8. Press is encouraged for all games. Black press is permitted. I reserve the right to edit any press that I feel is not appropriate for the game. All press must have the authors signature attached. I will not release the names of the authors of any press published.
9. The printed moves are the final judge on mistakes. If a unit is misplaced on the map, it is the players responsibility to find the mistake and correct it.
10. All players are expected to be honest when dealing with the GM. Any attempt to decieve the GM will result in expulsion from all games in TAG without a refund of any remaining funds.
11. A sub must be kept to TAG by all players unless two people live at the same address.

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



player _____

sub _____

trade _____

sample _____

please stand by
in _____

delivery to: Larry Peery

P.O. Box 8416

San Diego, CA

92102