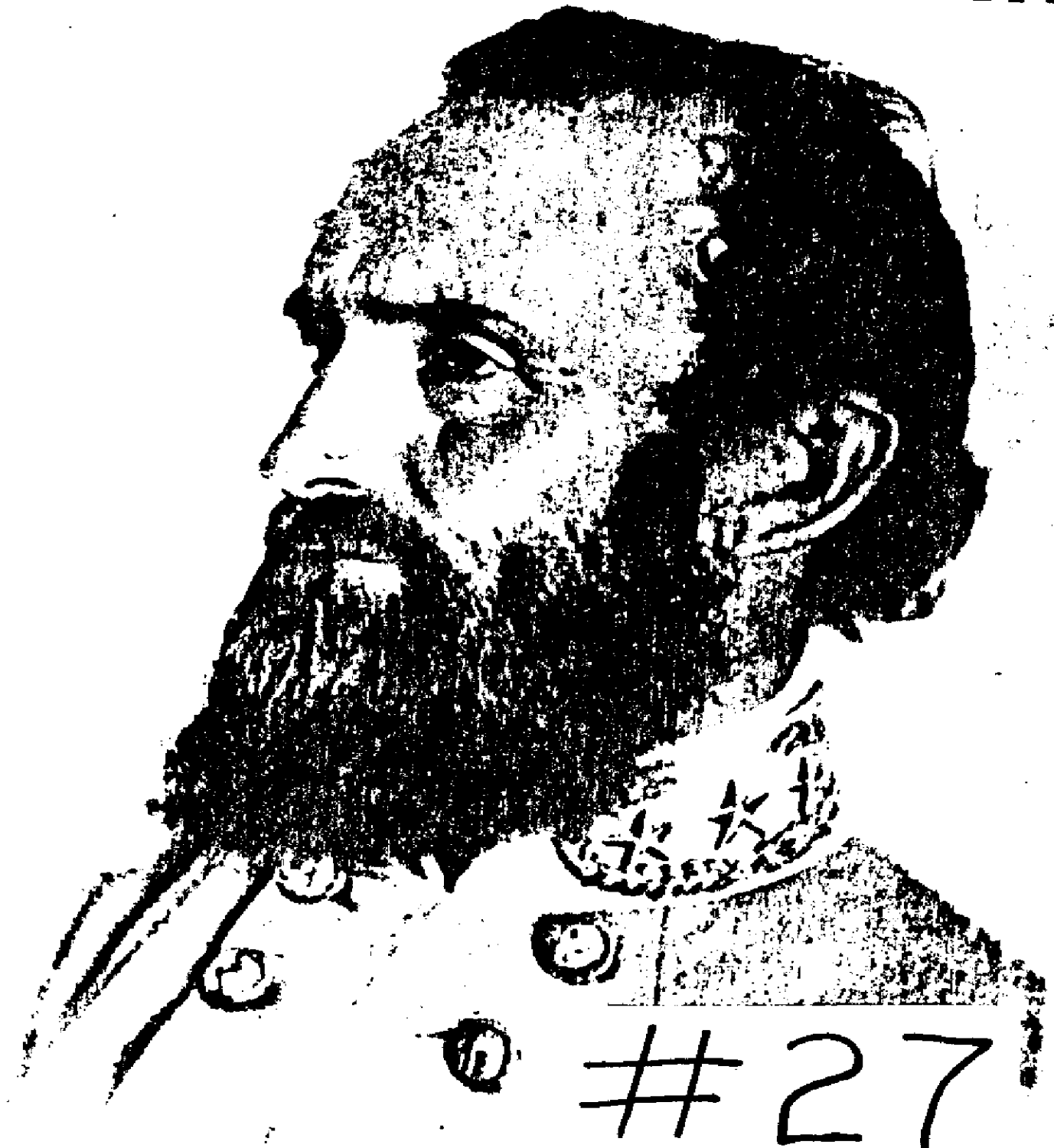


# THE APPALACHIAN GENERAL



# 27

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 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). Games fees are variable. The editor of THE APPALACHIAN GENERAL is: David K. Mc/Crumb, Route 1, Box 109, New Castle, Virginia 24127 Phone: 703-864-6501  
 \*\*\*\*\*

GAME OPENINGS:

Final Conflict                      Game fee - \$4.00                      need three players

Bongard, Early, Ouzts, Zarse

Johnson was dropped from this game because I did not hear from him. He has been dropping out of games in several other zines, so I was not surprised.

Chris, Pat, Howard; how would you like to give it a try?

If this game does not fill by Issue #29, it will be dropped. I have no idea when I will open another game of anything. You have been warned.

ALL MOVES ARE DUE BY TUESDAY, DECEMBER 10, 1985.

NOTE: Phone orders will not be accepted after  
 \*\*\*\*\*Saturday, December 7, 1985\*\*\*\*\*  
 I will be in the middle of finals and need the time to study. Also, the Tuesday deadline should make it easier to get TAG out by the following Monday. This will be a 6 day turn around, but that is better than the 10 days the past few issues have taken.

This issue is late because time just got away from me. I have no idea where it went. I am going to go to a Tuesday or Wednesday deadline to try and make things manageable. We shall see how it works. Most of the adjudications can be done during the weekdays, and then most of the typing on the weekends. When (if, I wish) I get a computer, things should go must faster. The two Youngstown games were typed on the computer at work this time, but that is only available for a limited amount of time. I also need to see how the reproduction of those sections will work out.

Diplomacy world is solvent. I highly recomend this as a good source of Diplomacy stratagy and tactics. The address is listed on page 14.

I hope to be announcing a Player Of The Year for TAG with the next issue. (Actually, it will be for the time since I started running games by photocopy back in 1980.) I will also be announcing a system for rating players and subscribers to TAG. It should be fun and very interesting.

110 SOLDIER(1985CW)

Spring 1901

## MULTIPLE ATTACKS MARK THE BEGINNING OF THE WORLD WAR

AUSTRIA(Dycus): F Tri-Alb, A Bud-Ser,  
A Vie-Tri.

ENGLAND(Addison): F Lon-Eng, A Lpl-Yor,  
F Edi-Nth.

FRANCE(Diehl): A Par-Bur, F Bre-Mid,  
A Mar S A Par-Bur.

GERMANY(Crosby): F Kie-Den, A Ber-Kie,  
A Mun-Ruh.

ITALY(Kelly): A Ven-Tyo, A Rom-Ven,  
F Nap-Ion.

RUSSIA(Griffith): A Mos-Ukr,  
F Sev-Bla, A War-Gal, F StP-GoB.

TURKEY(Botimer): A Smy-Arm, A Con-Bul,  
F Ank-Bla.

DIP: For those who expressed worries about not being listed as having submitted preliminary moves last turn, I may have had them, but they had been recieved after the announcement for the game start was typed.

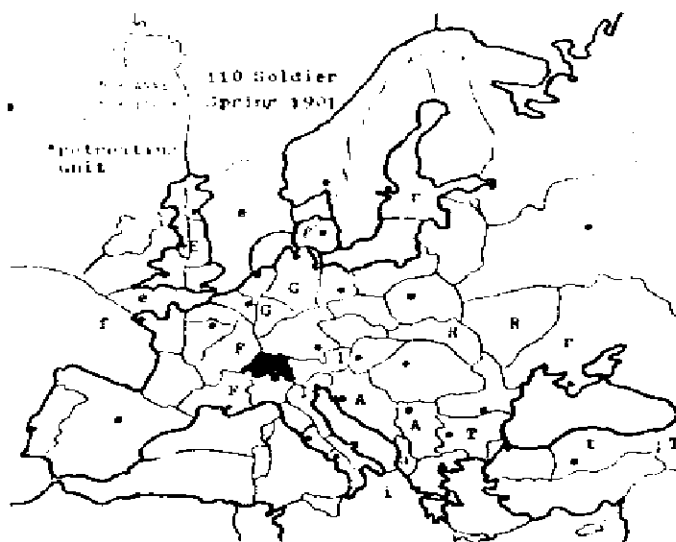
All of the moves were recieved at least a week early. Amazing! Looks like it could be a good game. (For some of you.)

PRESS

England-France: The English Channel is English territory. After all, it's not called the French Channel.

Rome-Wien: I can knock but I guess you don't have to answer the door. Must we?

(Vienna) - The Austrian Foreign Ministry reported today that, due to very late snows in the mountain passes, several envoys did not make their rendezvous and deliver their messages. The Foreign Minister said that the situation should improve with the spring thaw, and steps were being taken to improve snow removal in those areas.



OLD HICKORY(1985Brb32)

Winter 1904

Gunboat

## SEPERATION REQUESTED FOR SOME REASON

AUSTRIA: Constant. Has A Vie, A Bud,  
A Alb, A Ser, F Eas.

ENGLAND: Builds F Lon, A Lpl. Has  
F Hol, F Den, F Bel, A Swe, F Nwy,  
F Eng.

FRANCE: Removes A Por, A Gas. Has A Pic.

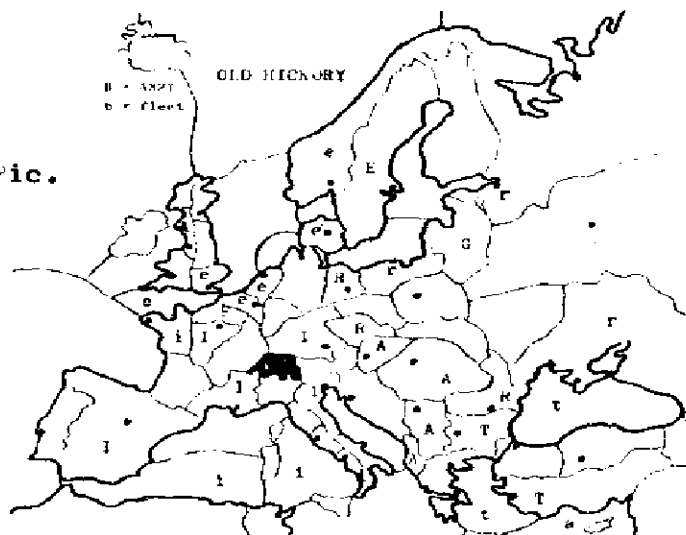
GERMANY: Removes A Ruh, F Bal. Has  
A Lvn.

ITALY: Builds F Nap, A Ven. Has  
A Spa, F Wes, F Trn, A Mar, A Mun,  
F Bre, A Par.

RUSSIA: Constant. Has A Ber, F Pru,  
A Boh, F Sev, F StP(sc), A Rum.

TURKEY: Constant. Has F Aeg, A Bul,  
A Smy, F Bla.

DIP: I have preliminary Spring 1905 moves for all players in this game. The draw proposal between Austria and Italy was defeated by a vote of 3 YES, 3 No, 1 ABSTENTION. Spring 1905 moves are due with the next issue.



GERMANY BEATS UP ON TURKEY AS HE NEARS VICTORY

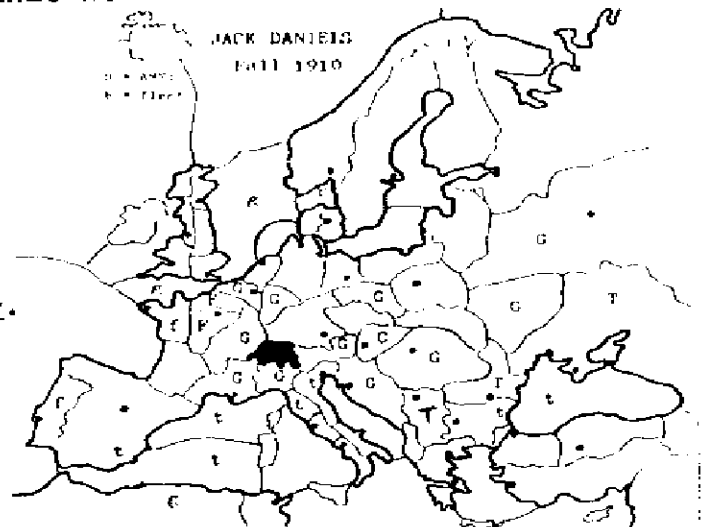
RETREATS: Turkish A Tri-Ser.

FRANCE: F Por-Mid, F Bre S F Por-Mid,  
A Pic-Bre, A Par S A Pic-Bre,  
A Bel-Pic/ANN.

GERMANY: A Hol-Bel, A Ruh S A Hol-Bel,  
F Nth S A Hol-Bel, A Bur-Mar, A Tyo  
S A Tri, A Pie-Ven, A Mun-Bur,  
F Mid-Naf, F Eng-Mid, A Gal-Bud,  
A Ukr-Rum, A Vie S A Gal-Bud, A Tri  
S A Pie-Ven, A Sil-Rum/imp, A Mos-Sev.

RUSSIA: F Swe-Ska.

TURKEY: F Wes-Mid, F GoL-Spa(sc),  
F Trn-GoL, F Tus H, A Rum S A Bud,  
A Bud S A Ser-Tri/ANN, F Ven S  
A Ser-Tri, F Bul(ec) S A Rum,  
F Bla S A Sev, A Sev S A Rum. A Ser-Tri



DIP: I have been thinking for the past three days that Germany had won this turn, but when I started typing, I discovered that I had counted the centers wrong. The adjudication I did before I was able to cut and paste easily, so there was not to much trouble.

There has been a proposal for a concession to Germany. Please vote on this with the next issue. Winter 1910 adjustments and Spring 1911 moves are due with the next issue.

SUPPLY CENTER CHART.....1910.....

FRANCE:	Bre Par <del>Spa</del> Por <del>Bel</del> .....	3/4	Removes 1
GERMANY:	Ber Kie Nwy StP Lpl Mun War Lon Edi Mos Den <del>Spa</del> Hol Vie Mar <u>Bel Tri Bud</u> .....	17/15	Builds 2
RUSSIA:	Swe.....	1.1	Constant
TURKEY:	Ank Con Smy Bul Rum Ser <del>Spa</del> Gre <del>Tri</del> Tun Rom Ven Nap <u>Spa</u> .....	12/10	Builds 2

ITALY BLOWS PRIME CHANCE TO DESTROY TURKEY; IS GERMANY TRYING TO STAB FRANCE?; RUSSO-PRUSSIAN WAR HEATS UP

RETREATS: German A Vie-Tyo, RUSSIAN  
 A Ber-Sil.

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

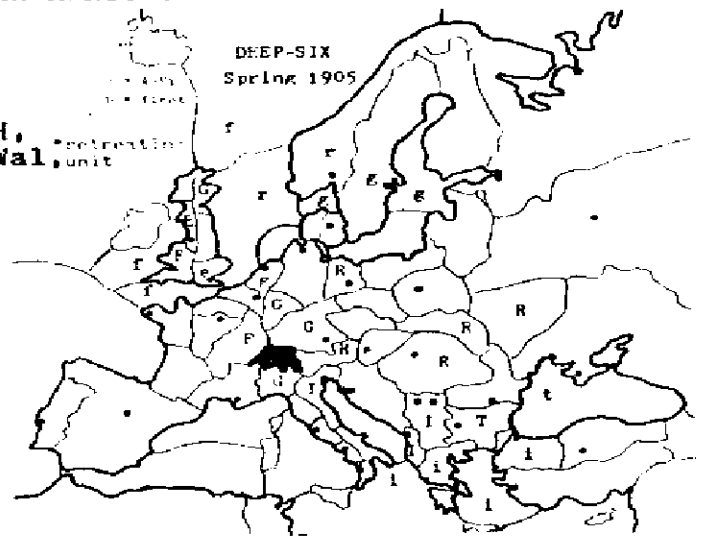
FRANCE(Evans): NMR; A Pic-Wal, A Bur H,  
 F Iri S A Pic-Wal, F Eng CON A Pic-Wal, <sup>retreat</sup>  
 F NAO-Nrg.

GERMANY(Crosby): Builds A Mun.  
 F Kie-Hol, F Bal-GoB, F Den-Ska,  
 F Swe S F Den-Ska, A Tyo-Pie,  
 A Mun-Ruh, A Ber-Mun, A Edi S  
 ENGLISH A Lpl H.

ITALY(Ouzts): Builds A Nap. A Ven H,  
 A Tri-Ser, A Apu-Alb, A Nap H,  
 F Ion CON A Apu-Alb, F Con-Bul(ec),  
F Aeg S F Con-Bul(ec)/imp, F Gre S  
A Apu-Alb.

RUSSIA(Brooks): Builds A War, A Mos.  
 F StP(nc). F Nwy-Nth, F StP(nc)-Nwy.  
 A Mos-Ukr, A Bud S ITALIAN A Tri-Ser, A War-Gal, A Vie-Tyo, A Sil-Ber.

TURKEY(Prieto): F Sev-Bla, A Alb-Gre/dsl. A Ser S A Alb-Gre/dsl,  
A Bul S A Alb-Gre.



DIP: Only one person requested a seperation of seasons this turn, so they were done together.

The Turkish army in Albania may retreat to Trieste or disband.  
The Turkish army in Serbia may retreat to Rumania or disband.

The French player had General Orders on file, so a neutral used them to do moves. I am asking Dave Bongard (5811 Cherrywood Terrace, Apt. 304, Greenbelt, MD 20770) to submit standby orders for France next issue. Thanks go to Jeff Zarse and James Early for sending in standby orders for Italy and England.

The Italian support order failed because a fleet in the Aegean can not move into Bulgaria (ec), and so can not support into there either.

Fall 1905 moves are due with the next issue.

### PRESS

Jay: Yeah you will not hold your blows. But you don't send your moves either, I am loosing interest in a game in which all five enemies I have had (2 Austrian, 2 Russian, and 1 Italian player) don't send moves I consider all those players (with the exception of you) defeated.

### ROMAN DAILY CHRONICLES

ROME: Abul Rahoffim, alias Vito Vermachelli, was executed today in the gallows. Rahoffim, a Turkish sabatour, was convicted of destroying top secret military instruction which led to the embarrassing defeat at Serbia last fall. The Enemy is warned that despite the slow-down, Italian morale is high, and Red-Blooded Italians everywhere are determined to keep up the Fight against the Ottoman Empire.

NEPTUNE(1985Crb32)

Spring 1905

Gunboat

### ITALY GOES APTER AUSTRIA WITH PASSION

RETREATS: English F Den-Hel; French  
A Mun-Kie, F Tun-NAf; German A Hol-Kie;  
Russian A Sev-Mos.

AUSTRIA: A Sev H, A Ser-Bul, A Rum S  
A Ser-Bul, F Ion-Aeg, F Gre S F Ion-Aeg,  
A Boh-Vie, A Sil-Gal.

ENGLAND: A Swe-Den, F Nth S A Swe-Den,  
F Hel S A Swe-Den, F Hol-Kie, A Bel H,  
F Eng S A Bel.

FRANCE: Removes F Naf. OUT!

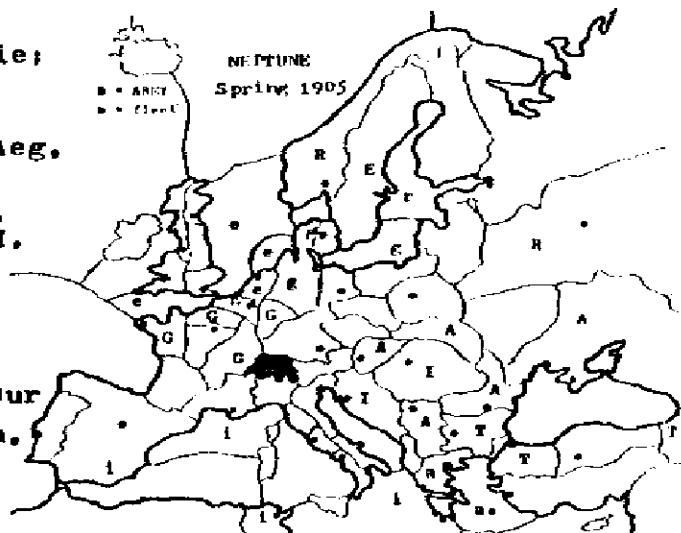
GERMANY: F Kie-Hel, F Den S F Kie-Hel,  
F Bal S F Den, A Bur-Pic, A Bre S  
A Bur-Pic, A Mun-Bur, A Ruh S A Mun-Bur

ITALY: A Tri-Bud, A Ven-Tri, F Nap-Ion,  
F Tun S F Nap-Ion, F Wes-Spa(sc),  
F Tyr-GoL.

RUSSIA: A Mos H, A Nwy H, F GoB-Swe.

TURKEY: A Arm-Sev, A Bul H, A Con S A Bul, F Aeg S A Bul/dsl.

DIP: The Turkish fleet may retreat to Smyrna, Eastern Med, or disband. The German army Hol and the French army Mun Annihilated each other in their retreats. Builds were GER: F Kie; ITA: F Nap, A Ven.



### Jokes from THE TREASURED TIMES\*

Boy: "Will you marry me?"

Girl: "No, but I will always admire your good taste."

Boy: "What would you say if I asked you to marry me?"

Girl: "Nothing, I can't laugh and talk at the same time."

GERMANY

By Konrad Baumeister

Germany is the most interesting country to play, I find. This is because unlike some other countries, Germany can try most anything once, and can succeed. Its strategic position in the middle of the board makes it seem vulnerable; after all, every country save Turkey could grab a German home center in fall 1901. (ed. Also England) However, being surrounded by potential enemies can also translate into Germany's greatest strength, viz being surrounded by potential allies. Germany's forte lies completely in the ability of the German player to use these neighbors to his advantage. The trick comes in when all of these neighbors have different interests and ideas about the game. Your job is to channel all of these conflicting interests in the right direction, and to pick up another 15 centers on the side. It's not easy. Germany does not have the best record as far as wins and draw go. But it's possible.

More than perhaps any other country, Germany must be able to direct every move on the board. The player absolutely must correspond with each and every other player at least once a season; in general, a detailed analysis of the past and future moves is necessary. (You should be "accessible" to all, including your enemies, just in case a quick switch of sides is needed. Too many players never leave themselves an escape hatch.) The idea is to move the other countries strategically (rather than tactically); by the time they do your dirty work for you, they should think that it was their idea all along. That is the key to being a successful diplomat, by the way. Other countries can win if they can pull it off. Germany couldn't land in a 6-way draw if it doesn't. The question isn't really where to go, but how to do it once the target has been picked out. Besides striking south immediately, you have three potential enemies: France, England, and Russia. But first, the south.

German army Munich could conceivably play a part in the action in the Balkans. That one army has enormous power, but that strength is usually overlooked by most German players, many of whom won't even write Austria, Italy, or Turkey! While it's normally wiser just to have Austria and Italy make a DMZ out of Boh and/or TYC, if you have the entire board in the palm of your hand, you might want to consider attacking Austria with Italian support, keeping in mind that you are 95% dependent on unproven allies in this venture, while baring yourself against your most natural enemies. The risk is enormous. On the other hand, if it pays off you are in the most superb strategic position Germany could possibly be in by fall 1901. But if you are not completely sure of yourself, and don't know every detail of the board beforehand, try a more conventional strategy.

France is normally an easy target. If you can gain Bur in spring 1901, great; if he sounds like he's going to move A Par-Bur supported by A Mar, then obviously an attempt to stop him is stupid and the move to Ruh is far superior. In any case, England is asked to move F Lon-Eng and Italy A Ven-Pie. Thus, looking over the entire board, Russia must be occupied in the south so that it has no time to threaten the English; also, if a later Austro-Italian conflict can be stirred up, then Italy will only bother France, leaving the centers for you and England. As long as the battle in the Balkans is even, a 2 to 1 in the west will succeed. France must have lost his home centers by 1904 at the latest to make any attack worthwhile. At this point, attacking England is usually foolish (but not always) since you have few fleets and England has tons. On the other hand, Russia should be embroiled in his southern wars, and Italy will be pointed straight at Austria. The course of action is obvious. Germany's armies and England's fleets can blow away any Russian defense in two years, and the Italian coast is a natural for the British fleets. The remaining centers are picked up from the Balkans, though Germany must avoid allowing a stalemate line to form in that area of the board. And never forget that England is always there at the back door.

Attacking England is not easy, but it is worthwhile. German-French alliances are stable, and anti-stab precautions can easily be put to use. A strategic area of the board is covered and Germany can go either way after England is gone; Toward France or Russia. The trick here,

of course, is timing. Germany will probably be caught between large French and Russian blocks - not a good place to be. With luck, Russia will be involved in the south, and then all you need is to stir up a fight between the French and the Italians. Planning ahead is the key here. Russia is slightly more vulnerable at this point than France is, but it really does depend on the current position. It is most likely that you will eventually take on both France and Russia. For any attack on England to work at least two German fleets will be needed by 1902. If England is not totally crippled by 1903, then you have wasted valuable time.

Lastly, there is the possibility of an attack on Russia. Here it would be best for France to keep England occupied while you take on Russia singlehandedly. This sounds like a monumental task, but really isn't that difficult, especially if the initial attack is through a sly stab. The infamous convoy of A Kie-Lvn through Bal is effective since it is so rarely expected and immediately threatens the Russian heartland, thus throwing Germany the initiative. Two or three fleets will be needed to take Sweden and to assist the English out of Norway. If skillfully done, Russia will be crushed by 1904.

Any of these avenues of attack can eventually lead to victory. It is entirely up to the player which to choose, since, with a country like Germany, virtually anything is possible. Good luck.

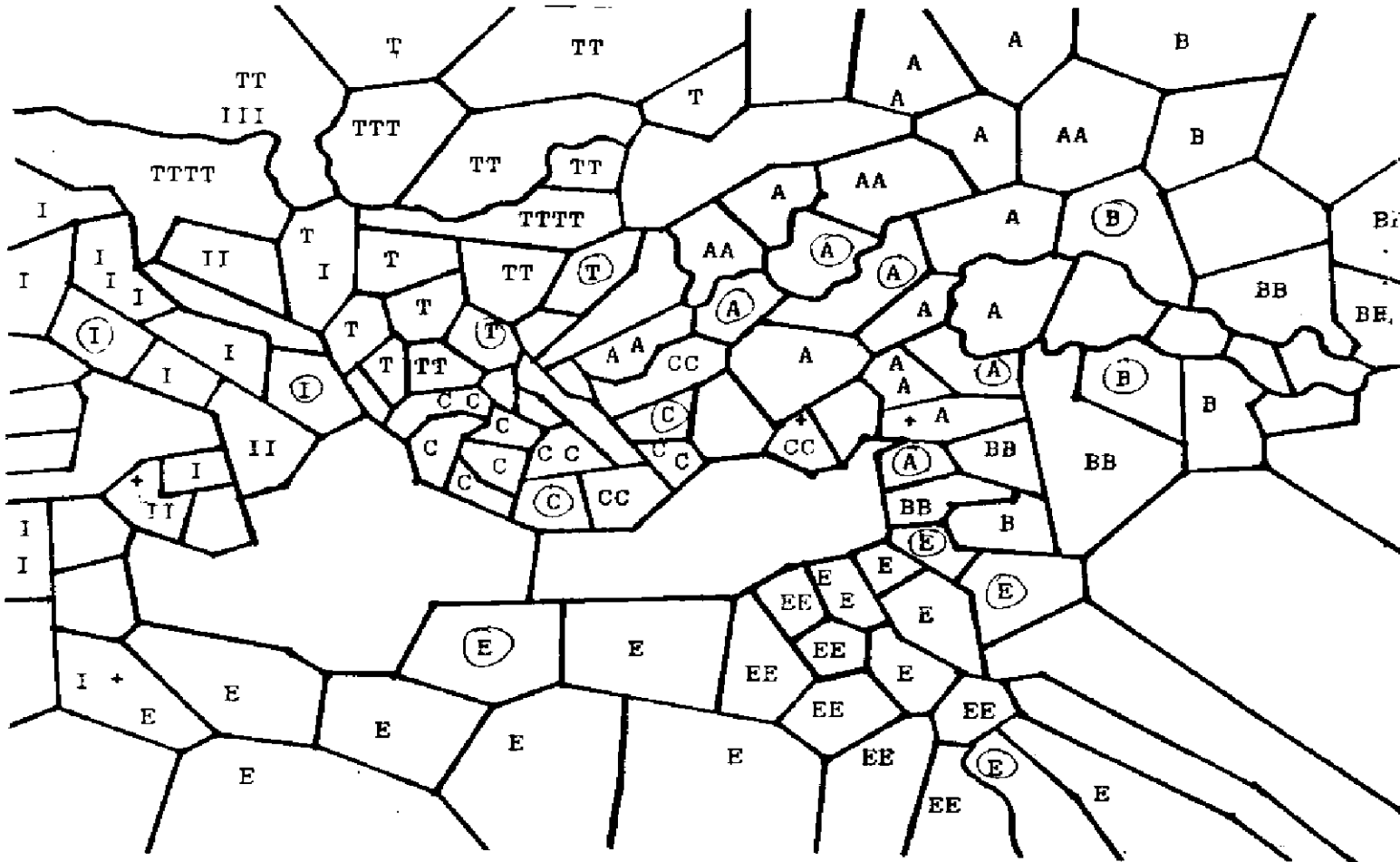
--Reprinted from Supernova, a novice packet for postal Diplomacy, by permission of the editor. A copy of Supernova may be obtained for \$1.00 from Bruce Linsey, 72 Ashuelot St., Apt. 3, Dalton, MA 01226.

#### A BATTLE OF WITS - #3

The prize for this quiz is A Short History of the Civil War by Bruce Catton, his general overview of the civil war and an introduction to his excellent series on the subject. The Confederate Reader would have been a better prize, but I don't want to spend that amount of money until the response to these quizzes increase. Remember, all questions pertain to the Confederacy.

1. Who is the gentleman on the front cover of THE APPALACHIAN GENERAL?
  2. In what battle did the Confederacy have the highest casualties?
  3. Where was the first and the last Confederate capitols?
  4. What was 'Company Q'?
  5. Who was the first commander of the Army of Northern Virginia?
  6. What was the Confederate National Anthem?
  7. By what name was Colonel John Mosby better known as?
  8. List all of the states in the Confederacy?
  9. What was General Robert E. Lee's last victory?
  10. Who was 'Little Sorrel'?
  11. Who fired the first shot at Fort Sumter?
  12. "All we ask is to be let alone.", was said by who on what date and occasion?
13. What were Stonewall Jackson's last words?
14. What is/was the 'Virginia' better known as?
15. Who gave Stonewall his nickname, and during what battle?

MAJOR BATTLE BETWEEN ITALY-THRACE CONTINUES  
 BABYLON BUILDS 3rd, 4th, AND 5th CITIES; EGYPT AT FOUR



- ASSYRIA(Frueh):** Collects 4 tokens taxes (Has 4). Expansion gives 2t @ J1, J3, L3, L6, L2, L1, M1, L5, L8, L9; 4t @ M2, M3, L7, G1, G4. Builds ship @ L7 with 2t from treasury.  
 Movement: (3t L7-G5/S; L7-G1-G4-G5-G4/, 1t J1-K4, 1t J1 hold, 1t L3-K4, 1t L3 hold, 2t J3 hold, 2t L2 hold, 2t L6-L5, 2t L8-L5, 1t L9-L6, 1t L9 hold, 2t L5 hold, 1t G1-L8, 1t G1-G4, 2t G1 hold, 4t G4-G5, 4t M3 hold, 2t M2-M3, 2t M2 hold, 1t M1-M3, 1t M1 hold, 1t L1-M1, 1t L1 hold.
- BABYLON(Solomon):** Collects 4 tokens taxes (Has 8). Expansion gives 2t @ H1, J8, J5, J2; 4t @ G6, G3.  
 Movement: 2t G6-G7, 2t G6 hold, 1t G3-G9, 1t G3-H5, 2t G3 hold, 2t J8-H2, 2t J5-J8, 1t J2-J4, 1t J2 hold, 2t H1 hold.
- CRETE(Bongard):** Collects 2 tokens taxes (Has 2). Expansion gives 2t @ N1, N4, N5, N6, N7, M5; 4t @ N9, M6, M4. Maintains ship with it from treasury (@ N9).  
 Movement: (2t N9-M8 & 2t M6-M5)/S; N9-M6-M5-M7-M8/, 1t N6-N2, 2t N4-N1, 1t N5-N4, 2t M4-M5, 2t N9 hold, 2t M6 hold, 1t N6 hold, 2t M4 hold, 4t M5 hold, 2t N7 hold, 1t N5 hold.
- EGYPT(Dorsey):** Collects 4 tokens taxes (Has 4). Expansion gives 2t @ D2, D3, D5, D6, E5, E8, D7, F5, F7, E6; 4t @ D4, E1, E2, E4, G8.  
 Movement: 2t D2-C8, 1t D3-C1, 1t D3 hold, 1t D4 hold, 2t E1-D8, 2t E1 hold, 1t E2-E3, 1t E2-E6, 2t E2 hold, 1t D5-D4, 1t D5-D2, 1t D6-D4, 1t D6 hold, 1t E5-F5, 1t E5 hold, 2t E4-E7, 2t E4 hold, 2t E8 hold, 1t D7-D5, 1t D7 hold, 1t F5-F6, 1t F5 hold, 2t F7 hold, 2t E6-G8, 4t G8 hold.
- ITALY(Wulff):** Collects 4 tokens taxes (Has 4). Expansion gives 6t @ A3; 4t @ A8, B3, C2; 2t @ A1, A4, A6, A7, B6. Builds ship A B3 and maintains ship at C2 with 3t from treasury.  
 Movement: (1t B3-B8, 1t B3-C4, 2t B3-C3)/S; B3-B7-B8-C4-C3/, 2t A1 hold, (2t C2-C8)/S; C2-C6-C8/, 6t A3-A1, 2t A8-A9, 2t A8 hold, 1t A4-A7, 1t A4 hold, 2t C2-C1, 1t A7 hold, 1t A7-B3, 1t B6-B8, 1t B6 hold, 1t A6-A7, 1t A6 hold.



THRACE(Larzelere): Expansion gives 6t @ A1; 5t @ A5; 4t @ P6, P3, R4, K7, K5, K1, A9; 2t @ P7, R2, R3, R1, P5, A2, K6.  
 Movement: 1t A2-A1, 5t A1-A3, 4t A9-A3, 5t A5-A1, 1t K1-K2, 1t K1-A5, 2t K5-A5, 2t R4-P3, 2t P6-P5, 2t R3-P5, 1t P7-R3, 1t R2-A9, 1t R1-A9.  
 Holding: 1t @ A1, P7, R2, R1, A2; 2t @ P6, R4, K5, K1, P5, K6; 4t @ P3, K7.

Conflict: Space - C8	ITALY	EGYPT
start	2	2
end	1	1
A9	ITALY	THRACE
start	2	2
end	1	1
A1	ITALY	THRACE
start	8	7
end	3	2

Build Cities: ASSYRIA: M3, L5, G5. EGYPT: G8, D4.  
 BABYLON: No. ITALY: No.  
 CRETE: M5. THRACE: P5, P3.

#### Trade Card Acquisition:

ASSYRIA: #1, #2, #3, #4, #5. Has 7 cards.  
 BABYLON: #1, #2. Has 6 cards.  
 CRETE: #1, #2. Has 3 cards.  
 EGYPT: #1, #2, #3, #4. Has 6 cards.  
 ITALY: #1, #2. Has 4 cards.  
 THRACE: #1, #2. Has 2 cards.

Your cards are #1 \_\_\_\_\_, #2 \_\_\_\_\_, #3 \_\_\_\_\_,  
 #4 \_\_\_\_\_, #5 \_\_\_\_\_.

#### Remove Surplus Population:

Crete: N1 to 2t. Thrace: A3 to 4t.

This turn was done up to the end of Phase A. The only actions from this next turn will be trades. They will be reported in the next issue.

#### How To Trade:

- 1) Player 'A' and 'B' make deal for trade of 'x' amount of cards worth 'q' amount of points of which one card is 'm'.
- 2) Both players independently send me the trade agreement, listing the number of cards, number of points, and the promised cards for both sides of the deal, as they know it. They then list the actual cards that they traded to the other player.
- 3) After I have recieved these particulars from both players, I will tell both players the results (i.e. the cards they really recieved in the trade). This will be done by post card (if they have been provided (only have them from Babylon and Egypt)) or phone (if have permission to call collect or you have a \$5.00 deposit on hand).

EXAMPLE: Italy trades 4 cards worth 28 points of which one is salt to Egypt for 5 cards worth 18 points of which one is timber. Italy and Egypt both send me this agreement. They then each include this list:

Italy: salt, salt, salt, hides

Egypt: timber, timber, papyrus, ochre, ochre

I check to make sure the deal is as stated by both sides, then inform the two players. If any information is not correct, the deal is cancelled. (wrong # of cards, wrong point count, one promised card is not present)(exception- see rule #9 about calamities)

#### PRESS

Assyria-Babylon: Forgive the intrusion I may have caused in G5, Crete isn't rolling over in complaciance to me. Could be because of my kind press last season?

Assyria-Crete: Looks like Metal Working Civ cards will be ordered in this game...Oh gamers, thy name is blood.

King Solomon-Egypt: Thank you for the shipment of peeled grapes. Perhaps next time we may do some real trading. May I have passage for Abdul Sul, my crown prince? In every game I always attempt one round-the-world tour. He has yet to make it.

King Solomon-Assyria: Well, my friend, it looks as if peace shall reign along our border. The crown prince has changed his tour plans and even now seeks to journey through Egypt (with the Pharaoh's permission of course). First trade shall ever be your right as long as peace reigns.

King Solomon-Crete: C'est la vie! (Someone had to say it.)

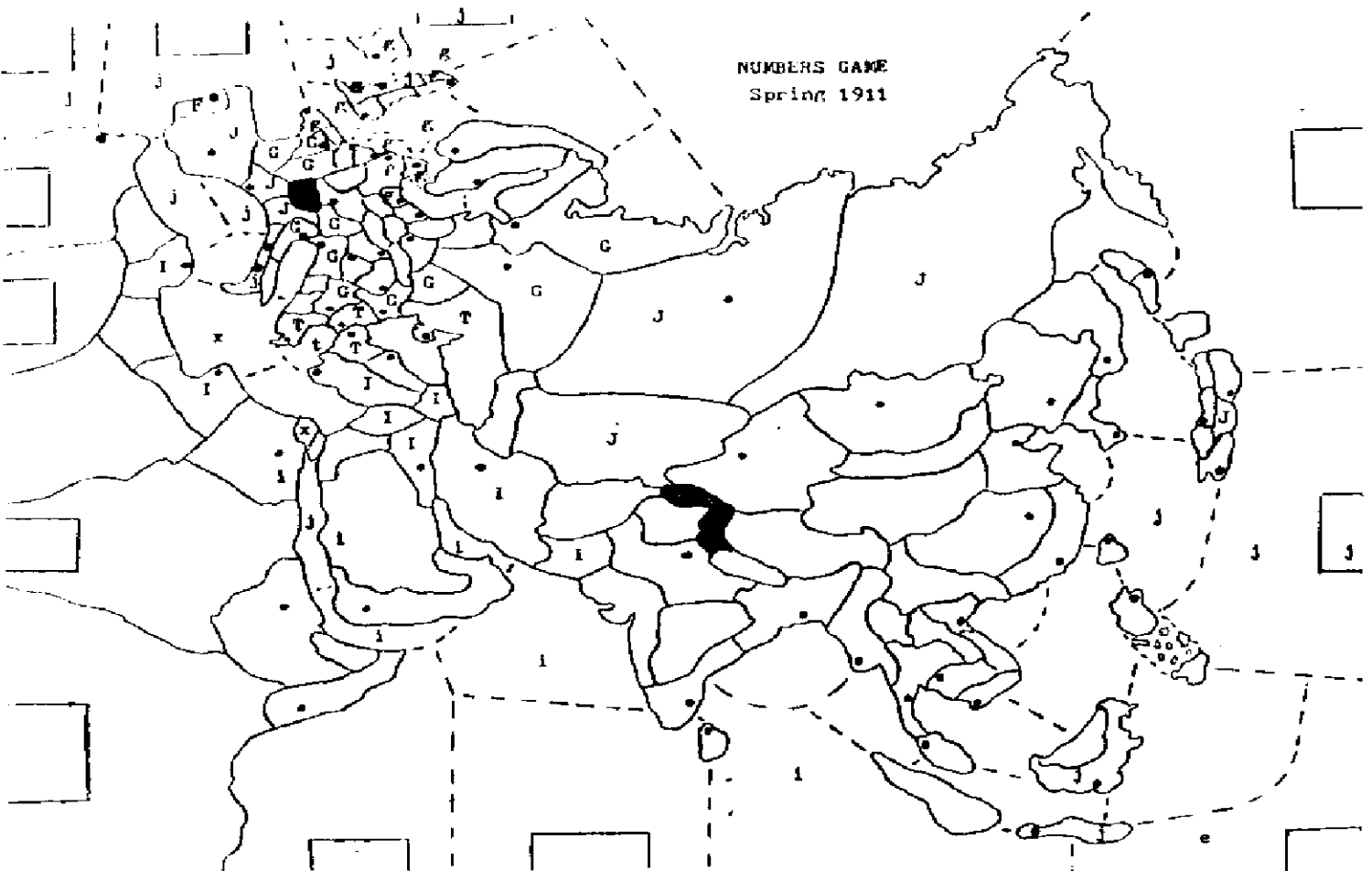
Pharaoh-King Solomon: I thank you for the peaceful coexistence pact which we pledge ourselves to follow. As you can see, I have done my part. I certainly hope that the "sacrifice of Egyptians" is not something which you desire of the Assyrians.

Pharaoh-Assyrians: We, ourselves, have risen above the primitive rite of sacrifice...death, mayhem, and destruction, however, is another matter...

Pharaoh-Cretins: Tssk, tssk, tssk...and here I thought we were friends...

Thrace-Italy: What are you doing expanding northward when there is so much land and city sites to the south?

NUMBERS GAME  
Spring 1911



NUMBERS (1983Zxm02) Spring 1911 Youngstown IV  
 GERMANY LANDS ANOTHER ARMY IN BRITISH ISLES  
 JAPAN EXPELLED FROM VENICE, FAILS TO CONVOY INDIA INTO NAPLES

RETREATS: Greman F Natl-Nrg.

AUSTRIA(CD): No units on board. One short.

ENGLAND(Evans): NMR; F Tim H.

FRANCE(CD): A Por H, F Spa(ec) H/ANN.

GERMANY(Outzs): Builds F Pos, A Mun. F Cly S F Nrg-Natl,  
 F Ire S F Nrg-Natl, F Nrg-Natl, A Nwy-Wal, F Nth CON A Nwy-Wal,  
 F Eng CON S Nwy-Wal, A Lpl S A Nwy-Wal/dsl, A Boy-Mar,  
 A Gas S A Boy-Mar, A Par-Bre, F Bre-Matl, A Mun-Tyo, F Kie-Hel,  
 F Ber-Kie, F Pos-Ber, A Tyo-Ven, A Tri S A Tyo-Ven, A Clu-Rum,  
 A Ser S A Clu-Rum, A Ukr S A Clu-Rum, A Mos-Sev, A StP-Mos.

INDIA(Dorsey): Builds F Mdr. F Sud-Egy(ec), F Yem-Naj(wc),  
 F Ara-Ade, F Eind S JAPANESE F Jay-Tim/NSO, A Raj-Snd, A Snd-Ira,  
 F Per S A Snd-Ira, A Bag S A Ira-Arm, A Syr S A Arm-Amy, A Pen  
 searches for Kaddafi's grandfather. A Arm-Smy, A Ira-Arm,  
A Tun-Nap/imp, F Mdr-Ara.

ITALY(CD): F Sue H, F Ion H.

JAPAN(Goltz): Builds A Tok, A Kyo, F Osa. F Osa-EChi, F Jav H,  
 A Tok-Spa, F SPac CON A Tok-Spa, F BPac(OBB) CON A Tok-Spa,  
 F MATl CON A Tok-Spa, F SATl S F MATl, F WMed S A Tok-Spa,  
 A Kyo-Fuj, A Mar-Gas, A Pie-Mar, F Lyo S A Pie-Mar,  
A Ven H/dsl, F Trn-Nap, F Ade-Red, F Wal-Lpl, F Iri S F Wal-Lpl,  
F NATl S F Wal-Lpl/dsl, F NATl(OBB) S F NATl, A Oms-Mos,  
A Tur-Oms, A Sib S A Tur-Oms, F Mal-Bor.

TURKEY(Lowman): Builds A Con, A Ank. F Rum S A Sev/dsl,  
 A Sev S F Rum, A Bul-Gre, A Con-Bul, A Ank-Con, F Smy-Aeg.

DIP: The dislodged German army may retreat to Edinburg,  
 Yorkshire, or disband. The dislodged Japanese army may retreat  
 to Tuscany, Apulia, Rome, or disband. The dislodged Russian  
 fleet may retreat to the Black Sea or disband. Fall 1911 moves  
 are due with the next issue.

Thank you for proving me correct, Jay. For the rest of you,  
 what happened was that Jays moves were returned to him saying  
 that I had moved and left no forwarding address. I have no idea  
 how that could have happened. Sorry Jay.

PRESS

OK! Who keeps voting down the draw proposals. Speak up so we  
 can appease (or eliminate) you.

#### NOTES

The retreating units are not stared on the map is is usually done. You may  
 want to mark them on your map for convenience. The Italian units designation  
 has been changed to an 'x'. The Indian units designation has now been  
 changed to an 'i' or 'I'.  
 There has also been one more draw proposal. This is between India, Japan,  
 Germany, and Trukey. Please vote on this with the next issue.  
 This game seems to be getting some new life to it. Is India helping or hindering  
 Turkey's attack on Germany? What will happen now that Japan failed to convoy  
 India into Naples? Who will win the Battle of the Atlantic?

HOKIE(1981Djm)

Spring 1915

Youngstown XII

TRANSVAAL BEACHHEAD PUSHED BACK INTO THE SEA  
ENGLAND CONTINUES MARCH TO THE PACIFIC IN THE NEW WORLD  
IS TRANSVAAL AND ENGLAND ALLIED, OR JUST HAVE THE SAME ENEMIES

ENGLAND(Dorsey): A Lpl-Bos, F Sar-Car, F Gra CON A Lpl-Bos,  
F CBr S F MATl-Cnr, A Tex-Ari, A Neb-Cnd, F Cub S F Sar-Car,  
F Nfk-Yuc, F NATl CON A Lpl-Bos, F Eng watches for German spies,  
F MATl-Cnr, F Bre-MATl, F Tyn-Ion, F Lyo-WMed, A Mar-Spa,  
A Mun-Tyo, A Sax S RUSSIAN A Boh H/NSO.

FRANCE(Evans): F CVd-Azo, F Ivo-GoG.

ITALY(Kendter): A Ven S ENGLISH A Mun-Tyo, F Nap-Ion,  
F Apu S F Nap-Ion, F Ion-Aeg.

JAPAN(Wulff): F Osa-EChl, F Kyo-Jap, F Tok-SPac, A Ala-Cnd,  
F NPac H, F Cal S A Ala-Cnd, A Sib-Ala, A Man-Kor, A Inn-Kan,  
A Out-Sib, A Skg S A Out-Sib, A Tib-Clt, A Del S A Snd, A Fuj H,  
A Snd S A Del, F Ara-Yem, F Ade-Red, F Wind-Som, A Jav H,  
F Moz-Ant/ANN, F SInd S F Moz-Ant, F Eind-Wind, F Som-Moz,  
A Pan-Col, F SPac-Aus, F Per-Mag, F Equ S F Per-Mag, F Tim S  
F Per-Mag.

RUSSIA(Lowman): A Gal-Rum/dsl, A War-Ukr, A Mos S A War-Ukr,  
F StP(nc) S A Oms, A Oms S A Mos, A Boh S ENGLISH A Mun-Tyo.

TRANSVAAL(Goltz): F SATl S FRENCH F CVd-Azo, A Col-Pan, A Tan H,  
A Bra-Per, F Arg S A Bra-Per, F Mag-Tim/ANN, A Gol-Ivo, A Gor H,  
A Tun-Lib, A Sah swelters, A Alb-Gre/ANN, F Ant-Moz, A CGH-Ant,  
F Dur S F Ant-Moz, F Tho S F Ant-Moz, A Cap-Kal, A Ken S A Mog,  
A Mog H, A Eth S A Yem, F Red S A Yem, A Nej-Bag, A Yem H,  
A Syr S A Nej-Bag, A Ngu-Lom.

TURKEY(Crosby): A Ira-Arm, A Tur-Ira, A Afg-Snd, F Prs-Nej(ec),  
A Sev-Rum, F Bla-Sev, A Tri-Mon, A Ser-Alb, F Gre S A Ser-Alb,  
F Aeg-Ion, F Egy-EMed, A Ukr S A Clu-Gal/ANN, A Clu-Gal,  
A Vna S A Clu-Gal, A Bag S F Prs-Nej(ec)/dsl.

UNITED STATES(Bongard): A Cas-Sah, F San S JAPANESE A Ala-Cnd,  
F Azo-Cnr/dsl, F Mex(ec)-Tex, F Yuc S F Mex(ec)-Tex,  
F Mag S JAPANESE F Som-Moz.

DIP: The dislodged Russian army may retreat to Silesia, Warsaw,  
or disband. The dislodged Turkish army may retreat to Jordan or  
disband. The dislodged US fleet may retreat to Brazil, Guyana,  
or disband. Fall 1915 moves are due with the next issue.

The draw proposal between Japan-Transvaal-England was  
defeated by a vote of 3 YES, 1 No, and 4 ABSTENTIONS.

### POINTCON

On March 22-23, 1986, there will be a "Pointcon" held at West  
Point. This con was written up in the Courier last year and was  
quite a success. Diplomacy ran on both days. I would like to increase  
Diplomacy's role this year. If anyone would be interested in helping  
me to run a Diplomacy or Civilization tournament, I would appreciate  
being contacted.

Also, we hold a mini-con once a month (mainly for cadets) with  
an average attendance of about 50 people over the weekend. If  
anyone happened to be planning on being in the area, again please  
contact me:

Cadet Cecil H. Solomon  
P.O. Box 3541  
West Point, NY 10997

## ADDRESS LIST

Addison, Robert (2)  
P.O.Box 7393  
Silver Spring, MD 20907

Bongard, Dave (4,5)  
5811 Cherrywood Terrace  
Apt. 304  
Greenbelt, MD 20770

Botimer, Larry (2)  
13833 NE 11th St. #3  
Bellevue, WA 98005

Brooks, Anthony (1)  
14043 Flairwood Drive  
San Antonio, TX 78233

Crosby, John (1, 2,4)  
1496 Washington Lane  
West Chester, PA 19382

Diehl, Jim (2)  
10530 West Riverview Drive  
Eden Prairie, MN 55344

Dorsey, Rick (3,4,5)  
10504 Nickley Way  
Damascus, MD 20872

Dycus, Stephen (2)  
3450 Koring Road  
Evansville, IN 46612

Evans, Keith (1,3,4)  
1367 Alderton Lane  
Wheaton, MD 20906

Frueh, Mark (5)  
4729A Morganford #6  
St. Louis, MO 63116

Goltz, Neill (3,4)  
2618 West 40th Street  
Minneapolis, MN 55410

Players who are inly the  
Gunboat games, or who just  
subscribe, have been deleted  
from this list.

Griffith, Morgan (2)  
P.O. Box 144  
Salem, VA 24153

Kelly, Paul (2)  
3330 Esperanza Drive  
Concord, CA 94519

Kendter, Lee (4)  
4347 Benner Street  
Philadelphia, PA 19135

Larzelere, Mark (5)  
7607 Fontainbleau #2352  
New Carrollton, MD 20784

Lowman, Dave (3,4)  
8750 Georgia Ave.  
Apt. #1128-A  
Silver Spring, MD 20910

Mattern, Chris (1)  
Route 3, Box 280  
Warrenton, VA 22186

Ouzts, Jay (1,3)  
811 South Court  
Cleveland, MS 38732

Prieto, Pedro (1)  
Drapers Meadow, C-1  
Blacksburg, VA 24060

Solomon, Cecil (5)  
P.O. Box 3541  
West Point, NY 10997

Wulff, Bill (4,5)  
5811 Cherrywood Terrace  
Apt. 304  
Greenbelt, MD 20770

1-Deep Six Game  
2-110 Soldier Game  
3-Numbers Game  
4-Hokie Game  
5-Beethoven's Last Game

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## TRADES

### EVERYTHING

Bill Quin  
301 Conroe Drive  
Conroe, TX 77301

### KAISSA

Elmer Hinton, Jr.  
P.O. Box Letter 's'  
Nashua, NH 03061

### KNOWN GAME OPENINGS

Robert Sacks  
4861 Broadway 5-V  
New York, NY 10034

### POLITESSE

Ken Peel  
8708 Rirst Ave. #T-2  
Silver Spring, MD 20910

### THE RAZORS EDGE

James Early  
3705 Uruguay  
Pasadena, TX 77504

### STABBACK

Howard Christie  
P.O. Box 115  
Millville, PA 17846

### XENOGOGOC

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

Other trades are welcome.

I hope to be reviewing thes journals in the near future. If you recieve a Zine that I do not, and you would like to see it reviewed here, I will print it if you do it.

HOBBY SERVICES

## BOARDMAN NUMBER CUSTODIAN

Bill Quinn, 301 Conroe Drive, Conroe, TX 77301  
 Assigns Boardman Numbers to new postal games of Diplomacy and makes decisions on whether a game is irregular or not. Publishes statistics in EVERYTHING.

## MILLER NUMBER CUSTODIAN

Lee Kendter, Sr., 4347 Benner St., Philadelphia, PA 19135  
 Assigns Miller Numbers to new variant postal games and reports the statistics in ALPHA & OMEGA.

## U.S. ORPHAN SERVICE

Jim Burgess, 100 Holden St., Providence, RI 02908  
 If your diplomacy game has been abandoned by the GM, this service will try and find you a new home for it.

## NOVICE SERVICE

Bruce Linsey, 73 Ashuelot St., #3, Dalton, MA 01226  
 Publisher of SUPERNOVA, an excellent package of articles dealing with almost all areas of pbm Diplomacy. I recommend it, even for veterans, if they haven't seen it. Cost is \$1.00  
 There is also a new Novice Packet out now, but I can't find the information on it at the moment.

## ZINE REGISTER

Roy Henricks, 128 Deerfield Dr., Pittsburgh, PA 15235  
 This is a listing of all postal Diplomacy zines and services throughout the world. Cost is \$2.00

## GAME OPENINGS

Pontevedria-Rod Walker, 1273 Crest Dr., Encinitas, CA 92024  
 Known Game Openings- Robert Sacks, 4861 Broadway 5-V, NY, NY 10034

## DIPLOMACY DIGEST

Mark Berch, 492 Naylor Pl., Alexandria, VA 22304  
 Reprinting of some of the older, but still valuable material from the hobby. Subs are \$4.00 for 10 issues.

## DIPLOMACY WORLD

Larry Peery, Box 8416, San Diego, CA 92102  
 The most widely read publication about the Diplomacy hobby. It deals with pbm, ftf, and pbem. A must for any serious player. Sub is \$12.00 for 4 issues (50+ pages)

## POSTAL LOCATOR - Postal Standby Locator

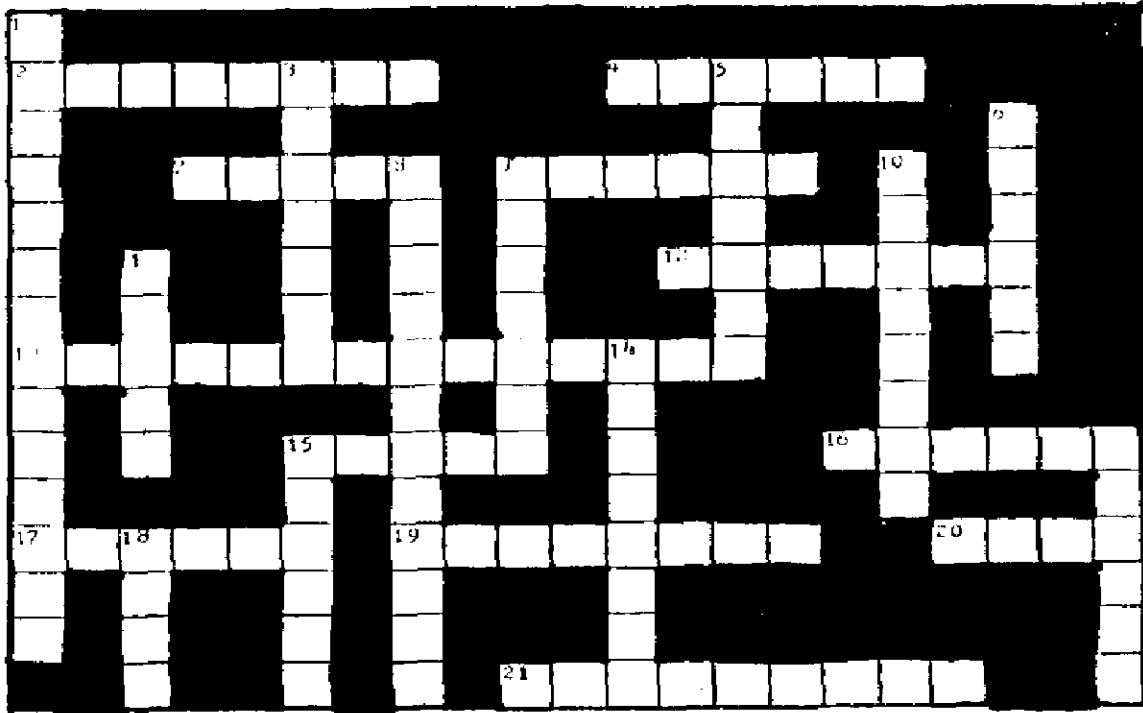
Elmer Hinton, Jr., P.O. Box Letter 's', Nashua, NH 03061  
 This is a listing for people who wish to be standby players in other zines. A good way to get into a zine and scout around. I think there is a cost, but the last issue of FOUNDATION (in which it appears) did not list it and the old copies are filed away.

## POSTAL LOCATOR - Postal Player Locator

Elmer Hinton, Jr., P.O. Box Letter 's', Nashua, NH 03061  
 This is a listing for people looking for a specific game. This is a great way to advertise that you would like to play in a special variant. There is also a cost for this, but there is the same problem as above.

## BLACK AND BLUE BOOK

Larry Peery, P.O. Box 8416, San Diego, CA 92102  
 This is a listing of over 900 Diplomacy players. It is sorted by name, ZIP Code, and Area Code. A great way to locate players close by. Cost is \$5.00



These are descriptions or other names for provinces on the mapboard for Diplomacy.

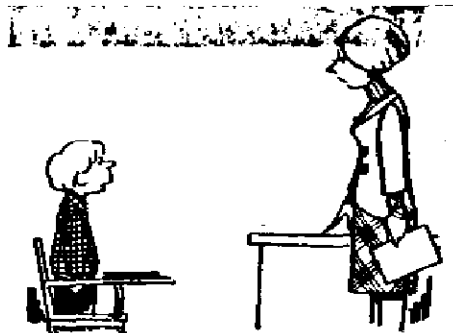
DOWN

- 1. La Manche
- 3. the valley of the Upper Oder
- 5. Little Russia
- 6. Sverige
- 8. Leningrad
- 9. Cilicia
- 10. Pontus Euxinus
- 11. haven of Barbary Pirates
- 14. Lusitania
- 15. Izmir
- 18. city on the Tiber

ACROSS

- 2. the German Ocean
- 4. Le Puglie
- 7. Cymru
- 9. Angora
- 12. Suomi
- 13. Istanbul
- 15. the Levant States
- 16. city on the River Spree
- 17. Norge
- 19. Franche-Comte
- 20. a river valley
- 21. a North Frisian Island

Prize of gamestart in Final Conflict III or three free issues of TAG for the person to get the most correct. If more than one person gets them all correct, all will get a prize. Due next issue.



"Our system of primaries and long presidential campaigns was set up by the Marquis de Sade — right?"

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



player

sub

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sample

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please deliver to:

Larry Peery

P.O. Box 8416

San Diego, CA 92102

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