

THE APPALACHIAN GENERAL



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THE APPALACHIAN GENERAL (TAG) is a monthly publication of DAVALAN Press. TAG is devoted to the playing of diplomatic games. Articles appear when time and space allow. There is a quiz on military history every other issue. Subscriptions are 75¢ per issue, or 15 issue for \$10.00 in advance. This is one game opening. The editor is David Mc/Crumb, Route 1, Box 109, New Castle, VA 24127

March 25, 1986

Final Conflict III

Everyone said that they did not want two people from the same town in the game, but if that would stop the game from being played, they would go along with it. I am going to wait one more turn before starting the first turn. Jay Ouzts has offered to drop out if a seventh is found. Everyone please write to people you think might be interested. I will accept no new players from the D.C. area.

Players: Bongard, Colbier, Dorsey, Early, Mattern, Ouzts, Zarse

READ BELOW ON NEW SYSTEM FOR ACCEPTING MOVES

ALL MOVES ARE DUE APRIL 24, 1986!!!

Phone Moves: Deadline is Monday April 21, 1986.

This must be the lets-get-Mc/Crumb year. I have never had more things go wrong in any two years than have already gone wrong this year. I am finishing this at home on my vacation (spent at home due to disasters), otherwise it might have been another week. I did the first half in a couple of days way back in February, and am just getting around to the rest here on March 26.

I had three people call me after 10:00 pm in the past few weeks. Don't do that! It makes me very angry. One person called after 11:00 pm. I was in bed and have no idea who I talked to or what was said. If I told you off, I hope you got the idea. A full time job, graduate school, and publishing TAG is hard work. So don't call after 10:00.

There has been a positive response to the new method of sending in moves. After discussions with several players, I have come up with the following, which will go into the House Rules and be used in the future:

Deadline for mailed moves will be on a Thursday. After that date, I am free to do all adjudications for all games. If I have now done them for a particular game, and I receive moves for that game, I will use them. Phone moves will not be accepted after the preceding Monday of mailed moves. Changes will be accepted after that, up until the mailing deadline, but not original moves. Changes will not be accepted after the deadline for mailed moves under any circumstances.

I have enclosed two forms. One is for DipCon, which is being held in conjunction with MaryCon this year at Mary Washington College in Fredericksburg, VA.. I hope to be there, and I hope to see as many of you there as is possible.

A form for the 1986 Runestone Poll is also included. The same will apply as last year. All subscribers to TAG who vote will have the mailing fee added to their sub (25¢), so all it really costs you is a few minutes of your time.

REVIEWS:

I can't believe all the flack I got for the review of KAISSA last issue. You have some powerful enemies out there Elmer. I do admit that KAISSA has some statements in it that are controversial, but I have yet to see a zine that doesn't, including TAG every once in a while. I still think this is one of the better zines in Diplomacy. Sorry guys. I will not retract that statement. I understand a couple of people from TAG took my recommendation and got a sub. What do you think of it you two?

FRENCH-ITALIAN ALLIANCE LOOKS STRONG; AUSTRIA ALMOST DOUBLES

AUSTRIA(Zarse): F Alb-Gre, A Ser S F Alb-Gre, A Bud S A Ser.

ENGLAND(Addison): F Eng-Bel, A Bel-Hol, A Swe-Den, F Nth S A Swe-Den.

FRANCE(Diehl): A Por H, F NAO-Lpl, F Bre S ITALIAN F Wes-Mid, A Bur S ITALIAN A Mun H.

GERMANY(Crosby): F Den H/dsl, A Ruh S A Ber-Mun, A Kie S A Ber-Mun, A Ber-Mun.

ITALY(Kelly): F Wes-Mid, F Ion CON A Adu-Gre, A Adu-Gre, A Mun H, A Tyo S A Mun.

RUSSIA(Griffith): NMR, A Ukr H, F GoB H, A Rum H/dsl.

TURKEY(Botimer): A Sev-Mos, A Bul-Rum, A Smy-Con, F Con-Aeg, A Bla S A Bul-Rum

DIP: The disladed German fleet may retreat to Skagerrak, Baltic Sea, Helgoland Bight, or disband. The disladed Russian army may retreat to Galicia, Sevastopol, or disband.

The Russian player failed to send in moves this turn. I am asking Jeff Hoffman, 3 Canoe Brook Dr., Princeton Jct., NJ 08550 to send in standby moves. He will become the permanent player if Morgan should miss the next turn.

SUPPLY CENTER CHART.....1902.....

AUSTRIA:	Tri	Vie	Ser	Bud	Gre5/3	Builds 2		
ENGLAND:	Edi	Lon	Lpl	Nwy	Bel	Den	Hol6/4	Builds 2
FRANCE:	Bre	Mar	Par	Spa	Lpl	Por6/4	Builds 2	
GERMANY:	Ber	Kie	Ber	Mun2/4	Remove 2*			
ITALY:	Nap	Rom	Ven	Mun	Tun5/5	Constnat		
RUSSIA:	Mos	StP	War	Sev2 or 3/3	Constant#			
TURKEY:	Ank	Con	Smy	Bul	Sev?	Mos	Rum6 or 7/5	Builds 1@

*Germany will remove one if they disband F Den

#Russia will be constant is A Rum disbands or retreats to Sev, they will remove one if they retreat to Gal

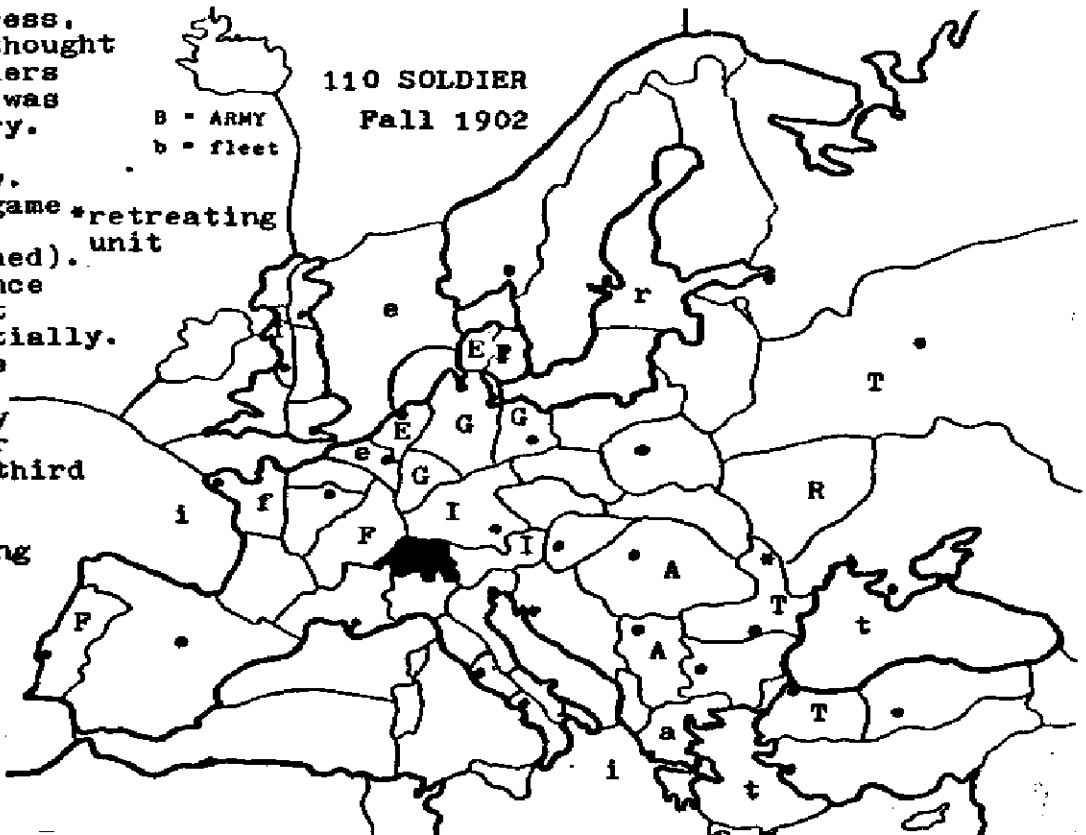
@Turkey will build two if Russia does not retreat to Sev

PRESS

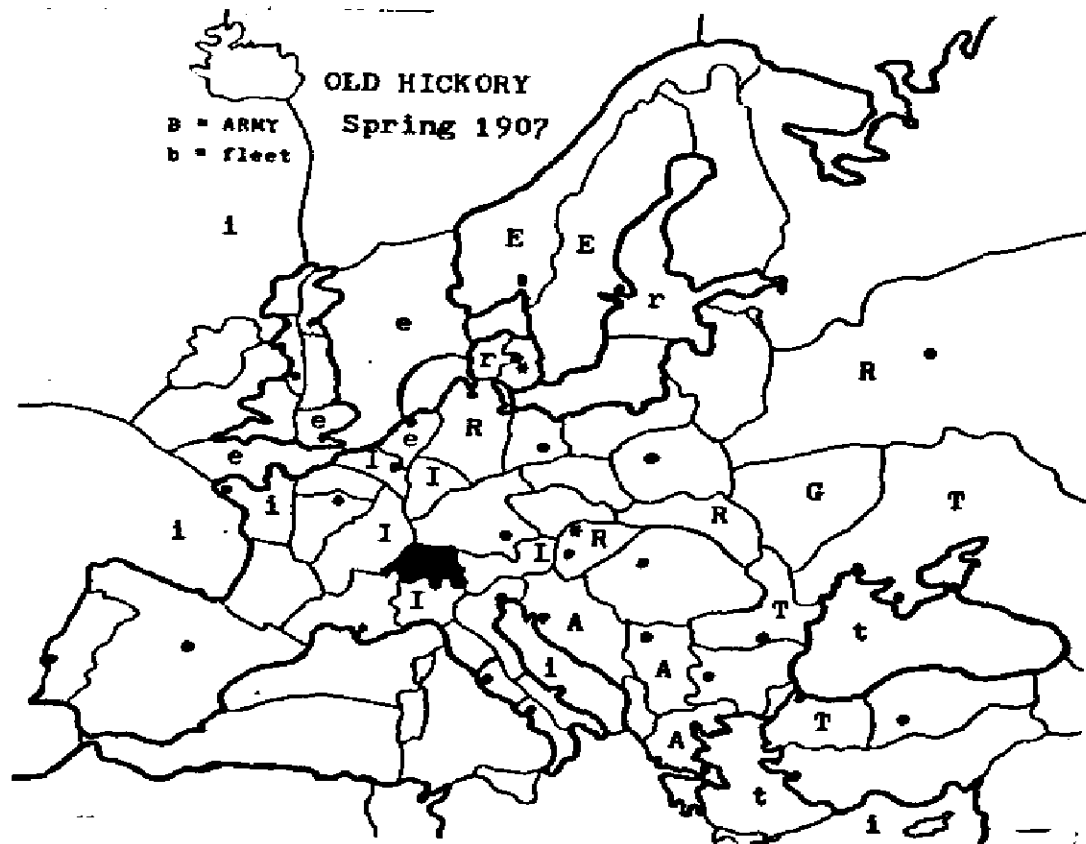
ENG-GM: That's the last time I submit conditional press. I must have confused you so much, you didn't print any of it!..By the way, why is Italy winning every Diplomacy game in your zine?

GM-ENG: About the press, you are correct. I thought that your changed orders meant that the press was not to be used. Sorry. About the Italian success, I don't know. Italy has won every game*retreating of Diplomacy I have run by mail (3 finished). I admit to a preference for Italy myself, but I run mu games impartially. Different people have won each game. The first two were won by standbys (Eric Lanier & Dave Lowman), the third by Neill Goltz.

Victor Emanuel-Burning Chancellory: The import duty on Bavarian wine and beer was just too high.



ITALY, RUSSIA STILL MAKING GAINS; AUSTRIAN MISORDER COULD SPELL DOOM
 AUSTRIA: Removes F Eas. A Vie S A Bud/NSU(Bud)/dsl, A Bud S A Vie/NSU,
A Ser-Bul, A Gre S A Ser-Gre, A Tri H?UNO.
 ENGLAND: F Den-Kie/dsl, F Hol S F Den-Rie, A Yor-Nwy, F Nth CON A Yor-Nwy,
 A Swe H, F Lon S F Eng, F Eng S F Bel, F Bel S F Eng/ANN. Constant.
 FRANCE: OUT!
 GERMANY: Constant. A Mos-Ukr.
 ITALY: Builds F Ven. F Ven-Adr, F Mid-NAO, F Por-Mid, F Bre-Eng, A Ruh-Hol,
 F Ion-Eas, A Mar-Pie, A Tyo-Tri, A Pic-Bel, A Bur S A Pic-Bel.
 RUSSIA: Builds A War. F Bal-Den, A Kie S F Bal-Den, F StP(sc)-GoB,
 A War-Mos, A Bud-Vie, A Gal S A Bud-Vie.
 TURKEY: Builds A Con. A Con-Bul, F Aeg S A Con-Bul, F Bla S A Bul-Rum,
 A Sev S A Bul-Rum, A Bul-Rum.
 DIP: The dislodged Austrian army may retreat to Bohemia or disband. The
 dislodged English fleet may retreat to Skagerrak or disband. Fall 1907 moves
 are due with the next issue.



REVIEWS:

THE RAZOR'S EDGE - James Early, 3705 Uruguay, Pasadena, Texas 77504

TRE has been having a lot of trouble with deadlines recently. There is a promise in the most recent issue (#11) that the next issue will be on time, but we shall have to wait and see. Games being run are Diplomacy, Gunboat, Confusion Dip, Final Conflict III, and US Dip IV (a variant in which I am Dixie). The maps used better in this last issue, but were hard to read in previous ones. The printing looked good this time, but it has ranged all the way down to unreadable (literally) in #10. Press is at a minimum, most of it being one liners. There has been a report that James is in his own Gunboat game, but he did not answer my inquiry into this matter. Game fees are \$5.00 and a subscription is 10 issues for \$6.00.

If the promise of better deadlines and better quality printing is met, this would be a very good zine for playing. I suggest you write for a sample. Send a stamp. James also is looking for standbys.

ITALIAN MACHINE CONTINUES TO ROLL ALONG

RETREATS: Austrian A Bud-Gal.

AUSTRIA: A Sev-Rum, A Gal S A Sev-Rum, A Ser-Bud/dsl, F Adr-Tri, F Bul(sc)-Gre.

ENGLAND: A Hol-Kie, F Hel S A Hol-Kie, F Den S A Hol-Kie, F Nth-Hol,
F Ska S F Den.

GERMANY: A Bel-Hol, A Pic-Bel, A Bre H, F Kie S A Bel-Hol/dsl, F Bel S F Kie.

ITALY: F Mid-NAO, F Spa(sc)-Mid, A Pie-Mar, A Tri-Ser, A Bud A A Tri-Ser,
A Ven-Tri, F Ion-Adr, F Trn-Ion, F Tun-Wes.

RUSSIA: A Nwy S F Swe, F Swe S A Nwy, F GoB-Bal, A Ukr-War, A Mos-War.

TURKEY: F Smy-Aeg, A Con-Bul, A Rum S A Con-Bul/ANN, A Arm S AUSTRIAN A Sev H/NSO.

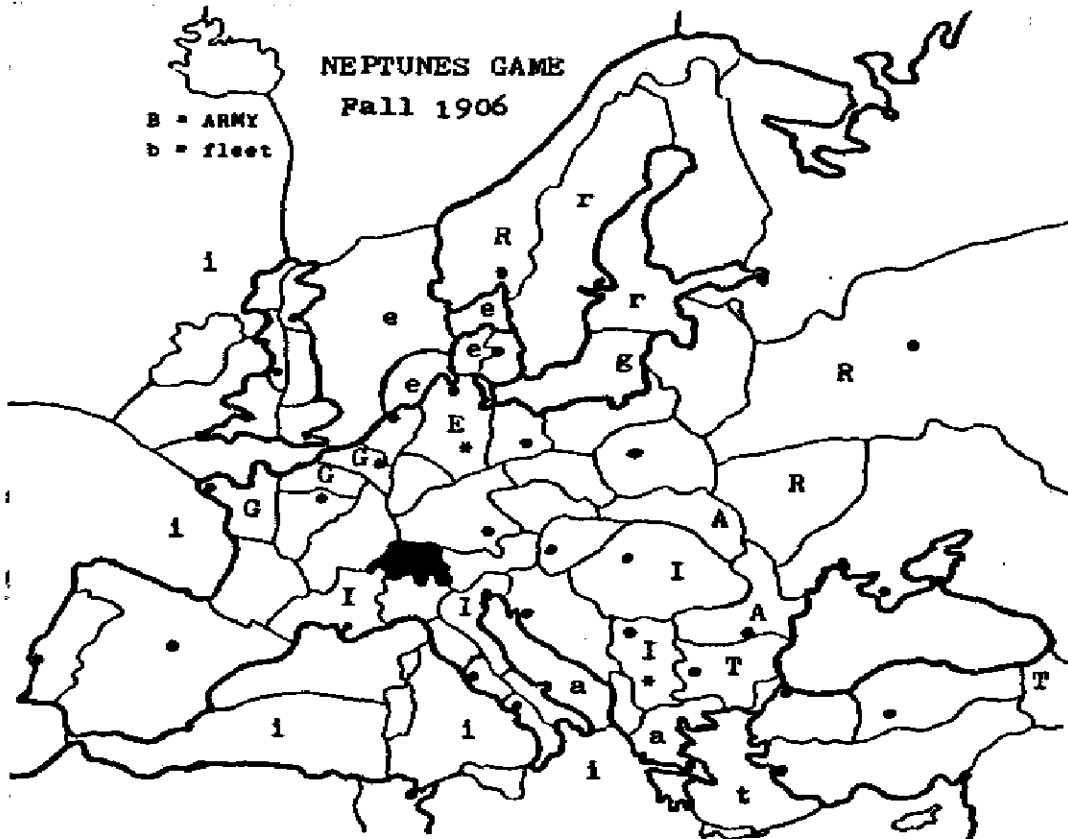
DIP: The dislodged Austrian unit may retreat to Albania or disband. The dislodged German unit may retreat to Berlin or disband.

SUPPLY CENTER CHART.....1906.....

AUSTRIA:	Edi Lon Gre Rum Sev.....	3/5	Remove 2*
ENGLAND:	Edi Lon Lpl Hol Kie Den.....	6/5	Builds 1
GERMANY:	Ber Bre Par Mun Bel	5/5	Constant@
ITALY:	Nap Rom Ven Spa Tun Tri Mar Por Vie <u>Bud</u> ..		
	<u>Ser</u>	11/9	Builds 2
RUSSIA:	Mos StP Nwy Swe War.....	5/5	Constant
TURKEY:	Ank Con Smy Bul.....	4/3	Builds 1

*Austria will remove one if they disband the retreating unit
@Germany will build one if they disband the retreating unit

Winter 1906 and Spring 1907 moves are due next issue.



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TWO MORE COMBATANTS BITE THE DUST; FOUR POWERS LEFT TO SLUG IT OUT

RETREATS: Russian A Kie-Ber.

ENGLAND(Mattern): F Lon says "Goodbye, Cruel World"/dsl.

FRANCE(Evans): F Nrg-Nth, A Edi H, A Mar-Pie, F Wal S F Eng-Lon, F Eng-Lon, A Bel-Hol.

GERMANY(Crosby): A Pie-Tyo, A Mun-Ber/dsl, A Kie-Ber, F GoB-Swe, F Nwy S F GoB-Swe, F Nth-Den, F Ska S F Nth-Den.

ITALY(Ouzts): F Tus-GoL, F Trn-Wes, F Tun-NAf, F Ion-Trn, A Ven S A Tri-Tyo, A Tri-Tyo, A Ser-Tri, F Con-Aeg, F Bul(sc) S F Con-Aeg, A Ank H.

RUSSIA(Brooks): A Ber-Mun, A Boh S A Ber-Mun, A Pru-Ber, F Bar-Nwy, F Fin-Swe, F Den-Kie/dsl, A Vie-Tyo, A Rum-Gal, A Sev-Rum.

TURKEY(Prieto): A Tyo S FRENCH A Mar-Pie/ANN.

DIP: The dislodged English fleet may retreat to Yorkshire or disband. The dislodged German army may retreat to Ruhr, Silesia, Burgundy, or disband. The dislodged Russian fleet may retreat to Baltic Sea, Helgoland Bight, or disband. Winter 1906 and Spring 1907 moves are due next issue.

SUPPLY CENTER CHART.....1906.....

ENGLAND:	Edi0/1	Remove 1*
FRANCE:	Bre Mar Par Spa Por Lpl Edi <u>Hol Lon</u>9/6	Builds 3
GERMANY:	Nap Rom Ven Tri Tun Gre Smy Con Bul Ser.. <u>Bel Edi Ber Swe Nwy Den Kie</u>6/7	Remove 1#
ITALY:	<u>Ank</u>11/10	Builds 1
RUSSIA:	Mos StP War Rum Bud Vie Den Kie Sev <u>Mun</u>8/9	Remove 1@
TURKEY:	Nap0/0	Constant

*England will be constant if they disband the retreating unit
 #Germany will be constant if they disband the retreating unit
 @Russia will be constant if they disband the retreating unit

PRESS

MOS-BER: I did not write that press to you that said I didn't didn't tell you to surrender. Some outsider did that. And I'll do a Cossack dance anywhere I damn well please!
 P.S. SURRENDER!

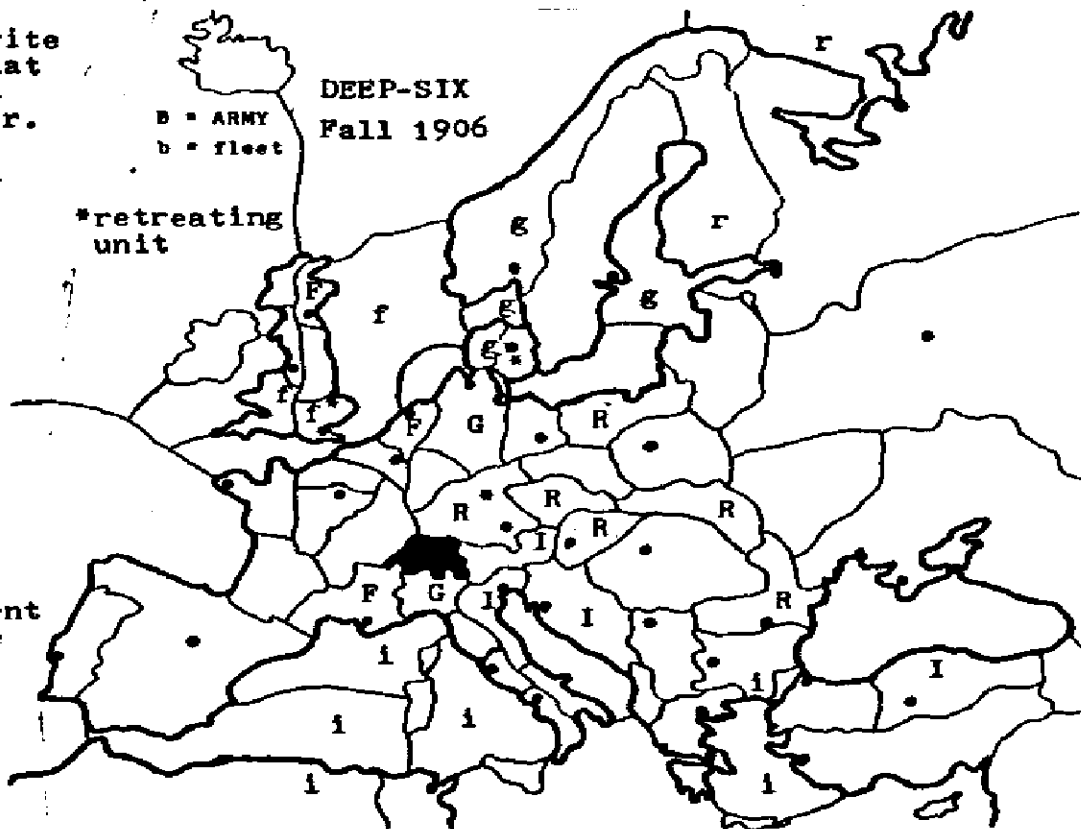
GM-GERMANY: Now, who the hell is trying to screw up your mind? They are certainly doing a good job of it on me.

GM-RUSSIA: Was the note last turn the answer to your comment comment? You faille failed to let me know?

BER-RUS: Do you mean you've really been believing this press all this time? To bad I didn't write it.

ROM-ANK: You really make your press sound like you wrote it. I could almost believe it.

PAR-LON: In the beginning of the game if you don't write letters to me, or even just respond to mine, one gets the impression you might attack them. You could be like some of these other people and cop out by using PRESS for MAIL. But who would believe it? See what happens when you don't write!!



ROMAN DAILY CHRONICLES

ANKARA: The famed 8th Army marched into the Turkish capital unopposed, thus ending the three year war. A few Turkish soldiers are still fighting in Tyrolia, but they are expected to surrender soon.

MOSCOW: The Czar announced that if any member of the press, foreign or native, is convicted of false journalism, he or she shall be executed. This came after an unidentified Ukranian journalist allegedly quoted the Czar telling the Kaiser to "surrender." The Czar felt that this would hurt Russo-German relations, which are at the present time very shaky.

ROME: His Majesty Re Vittorio-Emmanuele III returned home from a five day trip to Prussia, now know as 'New Vladovostok.' He and the Czar met for several hours discussing the possibility of ending the six years of war in Europe.

"Imperialism is unjust, unlawful, unholy, and just plain wrong," he said. "And it is up to civilized nations such as Italy to see that peace reigns in the world." His speech was interrupted when a crazed Austrian began yelling "Liar! Bull!" The Austrian was escorted from the auditorium and taken to a mental hospital.

SEVASTAPOL: The Italian Ambassador to Russia and the Russian chief-of-Commerce signed a treaty yesterday giving both nations the right to fish in the Black Sea. The Russians had been forbidden to use the Black Sea for any reason since 1898, when Russo-Turkish hostilities began.

NEW YORK: The last of the fortunate English arrived at Ellis Island today, hoping to start their lives over. George Tudor, president of the American Society of British Immigrants, greeted the newcomers. He encouraged the Russians to keep up the fight against the Germans, and hoped that the French could be stopped as well.

HOKIE(1981Djm)

Pre-Spring 191

Youngstown XII

DRAW BETWEEN ENGLAND-JAPAN-TRANSVAAL PASSES

The draw has passed. The vote was 6 YES, 0 NO, and 2 ABSTAIN. Game end analysis will be accepted next issue (#30). Those that write one next issue will be permitted to responde to others in #31. I will be writing one up to 1907 as a player, and from 1909 as the GM.

PLAYERS:

- AUSTRIA: Worth Burruss(resS01), Debbie Schroeder(resW01), Bob Wells(resS05), CD(outF06).
- CHINA: Kerry Yon(dropS03), CD(outF04).
- ENGLAND: Mark Costello(dropS05), Rick Dorsey(drawW15).
- FRANCE: David Mc/Crumb(resW07), Keith Evans(surW15).
- GERMANY: Chris Mattern(outF09).
- INDIA: Pam Gereau(resS04), Warren Naylor(dropF11), Eric Lanier(outF12).
- ITALY: Tim Bertness(dropS03), Steve Brooks(dropS06), Carl Burke(dropF12), Lee Kendter(surW15).
- JAPAN: Bill Wulff(drawW15).
- RUSSIA: Dave Lowman(surW15).
- TRANSVAAL: Beki Belcher(dropF08), Rick Yorcheck(resS09), Neill Goltz(drawW15).
- TURKEY: Bob O'Harrow(dropS03), Alan Schwartz(dropF05), Richard Maltz(dropW10), John Crosby(surW15).
- UNITED STATES: Dave Bongard(surW15).

SUPPLY CENTER CHART

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15
AUSTRIA:	7	9	8	2	1	0	-	-	-	-	-	-	-	-	-
CHINA:	5	4	2*	0	-	-	-	-	-	-	-	-	-	-	-
ENGLAND:	10	9	8	6	5	5	6	8	10	11	12	14	16	17	19 draw
FRANCE:	9	12	15	16	16	16	12	9	6	6	4	3	3	2	1
GERMANY:	8	9	11	11	11	8	5	4	0	-	-	-	-	-	-
INDIA:	6	8	8	9	6	6	4	5*	4	4	3*	0	-	-	-
ITALY:	6	7@	8	9	11@	12	14	15	15	12	11	5	3	4	4
JAPAN:	6	8	9	9	13*	13	14	18*	20@	20	21	23	27*	28	27 draw
RUSSIA:	8	12	13	16	16	16	17	12	9	10	10	10	8	7	8
TRANSVAAL:	3	4	4	7	8	9	10	12@	12	15	20	22@	24*	24	27 draw
TURKEY:	7	7	8	8*	7	9	12	11	15	13	11	15@	15	15	14
USA:	6	7	7	9	9	9	9	9	10	12	10	11	7	6	3

* - one short

@ - two short

! - three short

2
A BATTLE OF WITS - #4

1. Stinking Billy was William, Duke of Cumberland.
2. The two commanders at Culloden, Charles Stewart and William, were both 25 years of age.
3. The Jacobites sang this song. It was about a Scottish soldier killed during the invasion of England, who took the faerie road back to Scotland. This path was faster than the one trudged by his surviving comrades. Since he was dead, his love and him would never meet again.
4. The 'Nine of Diamonds' is the 'Curse of Scotland'.
5. The Campbell's are still hated for siding with the English.
6. Clan MacDonald refused to charge in the battle because they had not been given their traditional place in battle. (I quite agree.)
7. Flora MacDonald helped Bonnie Prince Charlie escape from Scotland.
8. When Scots make a toast over a bowl of water, they are toasting the 'King Over the Water', the exiled Scottish King.
9. Many. A few are: had wrong size shot for cannons, troops had not eaten in three days, fought on an open moor which was perfect for the British dragoons, did not pull down a stone wall that the British used as protection during flanking maneuvers, stood under British cannon fire for 45 minutes before charging after which they did not charge all at the same time.
10. Bonnie Prince Charlie and Betty Burke were the same person. Charles dressed as a woman and pretended to be Flora MacDonald's maid during his escape.
11. Many. A few are: Hail the Conquering Hero Comes, The Skye Boat Song, Charlie My Darling (done on Star Trek's "Charlie X" episode), Flodgarry, Will Ye No Come Back Again?, Sound the Pibroch Cam' Ye O'er Frae France.
12. Clan MacIntosh was the clan whose chief served in the British army, but whose wife raised the clan to fight for Prince Charlie.
13. Bonnie Prince Charlie is credited with inventing "Drambuie", a liqueur he was said to have started in 1745 while in Skye.
14. The Braham Seer said, "This bleak moor, ere many generations have passed, shall be stained with the best blood of Scotland".
15. A "Flower of the Forest" is a dead soldier.

The response was not great (only four), but they all said they enjoyed this quiz very much. Two people that didn't responde also liked it. I thought this was the hardest one yet. For that reason I think Neill Goltz did an excellent job in getting 9 correct. He will be recieving an autographed copy of Sharyn's new novel when it is released this summer. (I never made it to the history book store.) Next issue: ABOW#5.
Subject: POWs.

BEETHOVEN'S LAST

Turn 7B

Civilization

FIRST CALAMITY DESTROYS SICILY; TRADES AROUND THIS TURN?

Crete trades three cards worth six points of which one is timber, to Egypt for three cards worth nine points of which one is wine.

Assyria trades three cards worth ten points of which one is silver, to Egypt for three cards worth eight points of which one is oil.

Thrace trades nothing with XXXXXXXXXXX because XXXXXXX did not send in a trade.

Calamity: Italy removes two tokens in C4 when the volcano errupts.

Due next issue: Purchase of civilization cards, disposal of unused Trade cards over the allowable limit, and movement for turn 8A (all parts of Phase A.)

I could have sworn I had some press, but I can't find it. If I did, I am very sorry.

I have adopted a system that makes it possible to report all of the moves of all of the units during a game of Diplomacy. I first staggered upon this idea back in 1978 during my first pbm game. My main interest then was in seeing which units captured the most centers. (I discovered that my A Par captured half the new centers I gained before the concession to me was passed.) Elmer Hinton has now taken this further, working out all the problems I had, such as retreats and supports. He reported on this method in KAISSA #105 (11/13/85), crediting Allan Calhamer with the first attempt in Diplomacy World #2 (Mar/Apr 1974) in an article titled Condensed Notation.

On the next page is a full game listing of moves for Jack Daniels Game. It is not as well done as I would have liked, but it was my first attempt at this. I learned several things about format, and now feel very comfortable with it. For additional practice, I will go back and do a few of my pbm games that are pre-TAG. All players in those games will receive a copy of the final product.

In this report, each army and fleet had a number assigned to it. This was used to help with such things as support and convoy orders. The countries are listed in descending order on how they finished in the game. For example, Germany is at the top because they won, Austria is at the bottom because they were eliminated first. The game years are listed at the top, and all moves for that year are in the column under it.

Moves from one space to another are listed by the three letter abbreviation. For example, the German move A Ber-Kie in SO1 has 'Kie' under the SO1 heading. The German move A Mun-Bur failed during that turn, and is therefor listed as 'Bur', indicating where the unit moved to, but also showing the fact that the move failed. A support order is started with a '\$' followed by the unit supported. The German move in SO2 A Hol S A Ruh-Bel is reported as '\$2A' for A Hol and 'Bel' for A Ruh. This is because A Ruh is the 2nd army of Germany. Support for another countries unit is done as follows; (SO4) German A Lvn S RUSSIAN A War-Mos is reported as '\$R2A'. A War is Russias 2nd army, which is preceded by an 'R' to show that it was not a German army being supported. Convoys are handled the same way, except that the convoy order is listed as 'c'.

Units that are dislodged are noted by '*'. At the bottom of each column is a listing of notes. The '*' will tell where the dislodged unit retreated to. If it disbanded, a 'D' is listed; if it was annihilated, a 'ANN' is listed. You must be sure to count which '*' you want to look at from the top as there are sometimes several from the same year. When a support is given, usually to another country, but the unit does not do as it was supported, a notation is made. This notation is '@'. In the note section, the move that the unit was supposed to make is listed. The actual move can be found in the turn. If a unit is supported(convoyed) that did not exist, this is noted by '†'. The move that was supported(convoyed) is listed fully in the note section (see Germany F09).

Units that hold are listed as 'H' for that turn. All unit positions are listed every Winter. This could be left out since the positions could always be traced back, but this cuts down on the confusion, especially when there are a lot of retreats. Units disbanded that winter are listed as '/D/', and then '-' after that. If the unit was annihilated, it is listed as 'xxx' up until the following winter.

Players initials are placed above the turn when they started play. NMR's are listed here also (I see I forgot them in this report). The supply center count is listed above each fall turn. If a power plays short the next year, this is reported as '#x' following the center count. (see Turkey Fall 03).

I hope I have explained this well enough. If you have any questions, please ask. I am keeping all Diplomacy and Gunboat games I run up to date with this system. I believe this could help standbys figure out what has been going on up to their entry in the game. It is also available for old players, but is not as critical since they have the old turns.

Some non-standard abbreviations used: Pno & Psc - StP(nc) & StP(sc), Bec & Bsc - Bul(ec) & Bul(sc), Snc & Ssc - Spa(nc) & Spa(sc)

SEASONS	S01	P01	W01	S02	P02	W02	S03	P03	W03	S04	P04	W04	S05	P05	W05	S06
GERMANY	NG	%5			%7			%7						%10		
1A Eer	Kie	Hol	Hol	\$2A	\$2A	Hol	\$2A	\$2A	Hol	Edi	Lpl	Lpl	Edi	Yor	Yor	\$2F*
2A Mun	Bur	Ruh	Ruh	Bel	H	Bel	H	H	Bel	H	Bur	Bur	Par	H*	Gas	\$12A*
3A			Mun	Sil	Pru	Pru	Lvn	Lvn	Lvn	\$R2A	\$1F	Lvn	\$1F	\$4A	Lvn	\$4A
4A						Ber	Pru	Sil	Sil	Gal	War	Gal	\$A3A@	War	War	Mos
5A												Ber	Sil	\$4A	Sil	Gal
6A												Kie	H	Mun	Mun	Sil
7A															Kie	Mun
8A																
9A																
10A																
11A																
12A																
13A																
14A																
1F Kie	Den	Swe	Den	Swe	Ska	Ska	Nth	\$3F	Ska	Nwy	Pnc	Pnc	\$2P	Nwy	Pnc	Nwy
2F			Kie	Bal	Swe	Swe	Nwy	Nwy	Swe	\$1F	Nwy	Nwy	Bar	Nrg	Nrg	Edi
3F						Kie	Hel	Nth	Nth	\$1A	\$2F	Nth	Eng	Lon	Eng	Ion
4F																
TURKEY	CM	%4			%6			%10#1						%10		
1A Con	Bul	Rum	Bul	Rum	\$3A	Rum	\$2A	Bud	Bud	\$2A	Gal	Bud	Vie	\$4A	Bud	\$4A
2A Smy	Con	Bul	Con	Bul	\$1A	Bul	Ser	\$1A	Ser	Tri	Vie*	Ser	\$4A	\$1A	Ser	Tri
3A			Ank	Arm	Sev	Sev	Mos	H	Mos	H*	Mog	Ukr	Mos	\$R2A	Mos	H
4A							Con	Bul	Gre	Gre	Alb	Bul	Bul	Rum	Gal	Gal
5A										Ank	Sev	Mog	Sev	\$3A	Ukr	Ukr
6A																
1F Ank	Bla	\$1A	Bla	\$1A	\$3A	Bla	\$1A	H	Bla	\$5A	Rum	Rum	Bla	Con	Con	Bsc
2F						Smy	Aeg	Ion	Ion	Tun	\$4F	Ion	H	H	Ion	H
3F									Smy	Eas	\$2F	Eas	\$2F	\$2F	Eas	\$2F
4F									Con	Aeg	Gre	Gre	\$2F	\$2F	Gre	\$2F
5F															Smy	Aeg
6F																
7F																
8F																
FRANCE	GT	%5		EL	%5			%3						%4		
1A Mar	Spa	Mar	Spa	Mar	\$2F	Mar	\$2F	H	Mar	H	SDA	Mar	\$2A	\$4	Spa	Spa
2A Par	Bur	Bur	Bur	\$3A	\$3A	Bur	\$1A	\$1A	Bur	\$1A	Mun	Mun	Bur	\$3A	Bur	\$3A
3A			Par	Pic	Bel	Pic	H	Bre	Bre	H	Pic	Pic	Bre	Par	Par	Gas
4A																
1F Bre	Mid	Por	Por	Mid	Bre	Bre	Mid	Mid	/D/							
2F			Mar	GoL	Pie	Pie	H	GoL	/D/							
3F												Bre	Mid	\$1A	Mid	\$1A
4F																
RUSSIA	JH	%4			%2			%2						%1		
1A Mos	H	Ukr	Ukr	Gal	Rum	/D/										
2A War	H	H	War	\$1A	H	War	H	Mog	War	Mos	\$1F	Mos	War	H*	xxx	
1F Psc	GoB	Swe	GoB	Swe	Psc	GoB	Lvn	Psc	Psc	H*	Psc	GoB	Swe	Nwy	Swe	H
2F Sev	H	H	Sev	\$TIF@	Bla*	xxx										
ITALY	DL	%4			%4			%5						%5		
1A Rom	Ven	H	Ven	H	H	Ven	Pie	H	Ven	H	\$A1F	Ven	\$A3A	\$A1F	Ven	\$A1F
2A Ven	Pie	Mar	Pie	H	H*	Tus	Spa	Por	Spa	H	H	Spa	H	H*	Por	H*
1F Nap	Ion	Tun	Tun	Wes	\$2F	Wes	\$2A	\$2F	Wes	Tun	Tun	Tun	\$3F	\$3F	Tun	\$3F
2F			Nap	Trn	GoL	GoL	\$2A	Sec	GoL	Trn	Ion	Trn	\$3F	\$3F	Trn	\$3F
3F									Nap	Ion	\$2P	Nap	Ion	Ion	Nap	Ion
ENGIAND	KE	%5			%5			%5						%3		
1A Ipl	Yor	Bel	Bel	Nwy	StP	StP	Nwy	\$R1F	Nwy	StP	Nwy*	/D/				
1F Edi	Nrg	Nwy	Nwy	Bar	\$1A	Bar	\$1A	\$1A	Bar	\$1A	\$4F	Bar	\$R1F*	xxx		
2F Lon	Nth	\$1A	Nth	\$1A	Eng	Eng	Nth	Nth	Eng	Lon	Nth	Lon	Nth	Lon	Nth	\$4F
3F			Lon	Eng	Mid	Mid	Por	\$12A@	Por	H	/D/					
4F			Lpl	Iri	\$3F	Iri	Mid	NAO	NAO	Cly	Nrg	Nrg	Edi	Edi	Edi	Yor
AUSTRIA	KB	%4			%4			%2						%2		
1A Bud	Ser	\$2A	Ser	Gre	Ser	Ser	H*	xxx								
2A Vie	Gal	Rum	Gal	Rum*	H	Bud	\$3A	H*	/D/							
3A			Bud	Tri	\$2A	Tri	Vie	Tri	Tri	Vie	\$1F	Vie	\$1F	Bud	Vie	Bud*
1F Tri	H	H	Tri	Alb	\$1A	Alb	Tri	Alb	Alb	Tri	Tri	Tri	H	H	Tri	\$11A

NOTES : @Rum *Bud *ANN *Tus *D @H *D *Ukr *GoB *Ser *D @Bud *ANN *Gas *D *Wal *Bre *Tus *P

P06	W06	S07	P07	W07	S08	P08	W08	S09	P09	W09	S10	P10	W10	S11	F11	W11
%12 Yor H*	Wal Pic Lvn	H Bre War	%13 Bel Gal	Wal xxx Gal	Bel Rum Rum	%13 Bel Gal	Bel Hol Bud	Hol Ruh Vie	%15 \$3P Vie	Hol Ruh Tri	Ruh \$12A Bud	%17 \$12A Bud	Ruh Bur Bud	Bur \$11A Rum	%18 Bel Rum	Bel Rum
\$4A Mos	Mos Ukr War	Sev Gal S11	Sev \$3A \$3A	Mos Ukr S11	\$5A \$3A Gal	Sev \$4A War	Sev Ukr War	Rum \$4A Mos	Bud Sev \$5A	Gal Ukr Mos	Bud Rum Sev	Bud Rum Sev	Bud Ukr Sev	\$11A Rum \$6A	Rum Ukr Sev	Rum Mos Bud
Ukr War Bur	Ukr War Bur	Gal S11 Par*	\$3A \$3A Mun	Ukr S11 Boh	\$3A Gal Boh	Ukr War Vie	Ukr War Boh	\$4A Mos Vie	\$5A \$3A \$13P	Ukr Mos Boh	\$4A Sev \$3A	Rum Sev \$4A	Rum Sev \$4A	Ukr Sev \$11A	Ukr Sev \$11A	Bud Bur Mar
.	Mun Tyo Den	Par*	Mun Tri Den	Mun Tri Den	Boh Tri Hol	Vie Tyo Ruh	Boh Tyo Ruh	Vie Tyo Pie	\$3A \$13P \$13P	Boh Pie Ven	\$4A Sev \$3A	Bud Rum Ven	Bud Ukr Pie	\$11A Rum \$1A	Bud Bur Mar	Bur Mar Gas
.	Kie	Den	Den	Kie Ruh Mun	Hol Ruh Mun	Ruh Ruh \$10A	Ruh Ruh Mun	Pie Tyo Tyo	Mun Bur Tri	Pie Tyo Kie	Sev \$3A \$3A	Sev \$3A \$3A	Sev \$3A \$3A	Sev \$1A \$1A	Sev \$1A \$1A	Sev \$1A \$1A
Pnc Nth Nth	Pnc Edi Lon	Nwy Nth Eng	Swe \$9A Mid	Nwy Nth Eng	Nrg \$9A \$1A	H \$1A \$1A	Nrg Nth Eng	NAO \$1A Pic	Mid Lon Bel	NAO Lon Pic	Mid Nth Eng	NAF \$12A Mid	NAF Nth Eng	\$3P Eng Mid	Wes Nwy Mid	Wes Nwy Mid
%11 \$2A Tri H*	Bud Tri Sev	Gal H \$5A	%11 H H	Bud Tri Sev	\$4A \$4P \$5A	\$4A \$4A \$5A	Bud Tri Arm	\$4A \$4A H	%13#2 \$4A \$4A Sev	Bud Tri Arm	\$2A \$2A* \$5A	%13#1 \$2A* Tri	xxx Ser \$5A	- \$5A \$5A	%11 \$5A* \$5A	- Bul Sev
\$2A Rum	Vie Rum \$3A	\$1A \$3A \$3A	Tyo \$3A \$3A	Vie Rum \$3A	\$1A \$2A \$3A	\$2A \$3A \$3A	Vie Rum \$1A*	\$1A H \$1A*	H H Rum	xxx - Rum	\$1A \$1A \$1A	\$1A \$1A \$1A	Con Smy Gre	\$2A \$2A \$2A	\$2A* \$2A* xxx	xxx Gre Gre
Gre H \$2P Alb \$2P	Gre Ion Eas	Alb H \$2P	Ion Apu \$1P	Alb Ion Eas	\$6P Trn \$6P	\$3P Rom \$6P	Alb Rom Ion	Ion \$3P Nap	Trn \$3P \$2P	Trn GoL Rom	GoL Tus Nap	Sac H GoL	Sac Tus GoL	\$3P H Mar	\$3P H Mar	Sac Tus GoL
Alb \$2P	Alb Aeg Con	Adr \$2P Bsc	Ven \$1P Gre	Adr Ven \$6P	Ven Con Ion	Ven Con Tun	Con Bec Tun	Bec H \$1P	H \$1P \$3A	Ven \$2A \$5A	\$2A \$5A Mid	\$2A \$5A Mid	Ven Bec Con	H H H	H H H	Ven Con Tun
.
\$5 H Par Bre	Por Par Bre	Gas \$4A \$2A	%5 Bre \$3A	Gas Par Pic	Mar Bre Bel	%6 Mar Pic	Gas Pic Hol	PP \$4A Bel	%5 Par Pic	Par Bel Pic	\$4A \$4A \$4A	%3 \$4A Pic*	Par xxx H	H - -	%3 H -	Par - -
.	Mar Bur	Bur	Bel	Bur \$3A	\$3A*	\$3A*	Par Bur	Bur Bur	Bur Bel	Bur Pic	Bur Pic	Bur Pic	/D/ - -	- - -	- - -	- - -
\$3A	Mid \$1A	\$1A	Bre	Mid Eng	Eng	Eng	Mid Bre	\$4P Eng	H \$4A	Mid Eng	Por Bre	Mid \$3P	Por Bre	Mid \$3P	H H	Por Bre
%1	.	.	%1	DF	%1	%1	.	.	%1	.	.	%1	.	.	%2	.
H	Swe H	H	H	Swe H	H	Fin Fin	Fin H	H GoB	GoB Swe	GoB Swe	Ska Ska	Ska Nwy	Ska Nwy	Pnc Pnc	Pnc Pnc	

	01	02	03	04	05	06	07	08	09	10	11
AUSTRIA:	4	4	2	2	0	-	-	-	-	-	-
ENGLAND:	5	5	5	3	2	1	0	-	-	-	-
FRANCE:	5	5	3	4	4	5	5	6	5	3	3
GERMANY:	5	7	7	9	10	12	13	13	15	17	18
ITALY:	4	4	5	5	5	4	4	2	0	-	-
RUSSIA:	4	2	2	2	1	1	1	1	1	1	2
TURKEY:	4	6	10*	8	10	11	11	12	13*	13*	11

*one unit short +two units short

AUSTRIA: Keith Becker(drop S04), Kirby Price (out P06).
 ENGLAND: Keith Evans (out P07).
 FRANCE: Glen Taylor (res S02), Eric Lanier (res S09), Pedro Prieto (sur F11).
 GERMANY: Neill Goltz (win F11).
 ITALY: Dave Lowman (out P09).
 RUSSIA: James Hopson (drop S08), David Filban (sur F11).
 TURKEY: Chris Mattern (sur F11).

WIN

GAME REPORT BY GM:

Jack Daniels Game was the fifth pbm game that I started, hence the name. It is the first game started in TAG that has finished. It started in Issue #3 back on October 18, 1983.

This game began with a quick grab for all of the neutral supply centers, with the exception of Russia, who pretty much stayed within their own borders, trying to not antagonize the other players. GER, ENG, and FRN managed to pick up two centers each, while ITY, AUS, and TUR picked up one each.

Russia payed dearly for her neutrality in 1902. Sensing a weak and unsure oponent; TUR, GER, and ENG all tried to tear her heart out. They were very succesful, knocking Russia down to two centers. But the fight over Russia led to the start of the Angl-German war, a war that would not end until England's last unit was finally annihilated as it stood in Kiel some years down the road. Germany was forced to aid Russia, instead of destroy her, so that England could not gain units from that area.

France soon sensed that England might be in trouble and jumped into the was, siding with the Germans. However, the Italians had plans of their own. Their movement into the Western Med area caused a French redeployment.

The next several years saw very little change in the world situation. The short Austro-Turkish war came and went, resulting in a quick increase in Turkish strength. His next opponent would be either Italy or Germany. Germany still had several units in Russia, and his homeland was well defended; while Italy had pulled everything against France. Noticing this, Turkey built fleets. And he built fleets. And he built fleets. All this sea power guaranteed the defeat of Italy, however it was to prove the eventual defeat of Turkey.

The Anglo-German conflict ended in 1907. Russia was still present, but mainly as a pet of the Germans. Border conflicts with France and Turkey kept occuring, but nothing large scale had happened yet. France was just recovering from the Anglo-Italian onslaught, while Turkey was still trying to knock out Italy. Always sympathizing with the underdog, it was not surrprising when Germany attacked Turkey instead of France.

A major push along the Austrian border, streching into Russia, was made. It got almost onplace. It looked like a very long struggle. However, France started getting feisty towards Germany, so he dropped his static defensive position and attacked. This must have been the catalyst that he needed. His play on the Austrian border improved. Several Turkish units were annihilated, forcing them back home. Germany now held a numerical superiority at the front, which he quickly exploited. A smashing attack carried him all the way into Austria, giving him enough centers for victory by 1911.

Russia had managed to survive by always being in a non-supply center every fall, until the last turn when he reclaimed St. Petersburg. This prevented Germany from getting angry at him, ignoring him instead. Italy put up the best defence I have seen in a long time. He was outnumbered by as much as 2-1 and still held Turkey up for several years. I nominate Dave Lowman as Defensive player of the year.

Turkey should have won this game. He made two major mistakes. He built to many fleets at the beginning. They got in each others way, hindering movement, and they did not surve their purpose, which was a quick defeat of Italy. The second major wistake was in adadopting a defensive attitude in the war with Germany. It is very hard to gain new centers while on the defensive, and any small defeat tends to decrease moral. More armies, and an active attack against Germany, could very well have carried the day against Germany, especially if the attack had occured before England had been forced out of the game.

Germany played a very good game. He limited himself to one opponent at a time until the end game. He went for tactical stenght, rather than supply centers. This allowed gains later, when they were more useful. He played the minor powers very well, allowing them to hinder others instead of annihilating them, keeping them as buffer zones. He played a very well thought out game.

See the game synopsis for a listing of all the players.

GAME REPORT BY GERMANY (Neill Goltz):

Spring 1901 began with Russia's distasteful decision to forego his move, apparently on the assumption that he would sit back and see how the chips fell; he never recovered as Austria and Turkey denied him Rumania in the Fall. As I had moved Fleet Kiel to Denmark it looked like a 3:1. In my back yard, England greedily gulped down an uncontested Belgium while France made a very neutral first year move, garnering Iberia's two builds and building a fleet in Marseilles. England built an expected fleet in London and a second fleet in Liverpool - a choice that I believe was the ultimate cause of his elimination from the game.

This put England on a collision-course with France as he, England, seeing a pending French/Italian conflict, attempted to attack through the Irish Sea and English Channel and on into the MAO. This strategy might have worked had he concentrated on it; however, he was too-greedy. Immediately in 1902, having seen the 3:1 on Russia, he sent his other flank far to the north to pick off prostrate Russia's St. Pete, convoying his army out of Belgium and up to Norway to support his fleet in St. Pete. This abandonment of Belgium (I walked in uncontested) was foolish because he could have made life miserable for France from there.

Meanwhile, I picked off Sweden for 2 more builds (total of 4 in first 2 years), Turkey picked up Rumania and Sev (the Russians losing both ports in 1902) for a total of 3 builds in the first two years; the other powers were all constant in 1902 - England and France both at 5, Austria and Italy at 4.

1903 was wild; Turkey went on a roll with 4 builds, crushing Austria in the Balkans and nabbing Moscow from the defenseless Russians. However, the Russians had found a friend in me: I realized I had an opportunity to force my way straight upon a terribly over-extended England - that would solve the problem of a certain eventual enemy - if I could stop the Turks temporarily through a surrogate Russia. And so, while I picked up nary a center in 1903, I "deked" the English in Norway, and took the North Sea instead. This allowed the Russians to re-take St. Pete, off-setting the loss of Moscow to the terrible Turks (remaining constant at 2). The English and Italians took Iberia from France, reducing the Frog to a non-threatening 3 centers.

Most important was my getting into Silesia and Livonia with armies and in position to help the Russians re-capture Moscow before Turkey could get a supporting army into position.

1904: This was really the end for England; he had no builds to make in Winter '03 and his fleets were far out of position to the North and South; I convoyed an army into Edi unopposed. The game was extremely delicate at this point with Turkey beginning its assault on the Austrian home centers and me leaving Munich as a totally open invitation to France (which of course Pierre simply could not resist).

But Germany's advantage in this game, as in the First World War, is its ability to use interior lines.

My strategy was simply this: to let Turkey advance on the center (through Austria) because with eventual builds for London and Edi I would recapture Munich (a 3rd build) and would be strong enough to fend off the Turks once they arrived on my door-step; I had to concentrate on building strength on the left flank. It was imperative to control Moscow.

In Fall '04 the French picked off the irresistible Munich (which began a delightful "personal correspondence" press campaign with Pierre); however I wiped out the English in Norway, St. Pete and Liverpool; netting 2 new armies in Kiel and Berlin, guaranteeing that I would take back Munich; Russia still had control of Moscow and Warsaw; England was down to three centers - London, Edi, and the vulnerable Portugal.

I now seized upon a press-campaign of diplomacy with the Russians against our common enemy - Turkey. The battle lines were thus: Germany - armies in Livonia, Galicia, (Kiel & Berlin); Russia - army in Moscow; Turkey - armies in Serbia, Budapest, Ukraine, Sev. hapless Austria still had an army in Vienna.

The other key move here was the insurance policy I took out against France moving Burgundy to Munich; I moved Belgium to Burgundy to insure his departure from Munich.

14 1905: Russia ignored my offer to help and stabbed me in the Spring by taking Warsaw and Sweden with the result that the Turks marched back into Moscow. Perhaps I had alerted and invited it with my press; in any event I felt no compunctions about taking Warsaw from the Russians in the Fall. This reduced him for the rest of the game to his lonely fleet based in Stockholm.

Battle lines: German armies - Livonia, Warsaw, Silesia, Munich and Fleet St. Pete (nc) Turkish armies - Moscow, Ukraine, Galicia, Budapest and Serbia. Total centers: 10 each for Turkey and Germany.

I had another big problem: By now France was very resurgent due to the Italians having had to turn back and defend against a powerful Turkish naval attack and the English having to turn back to try to salvage their home centers from my invasion. How resurgent would he be? Would he assume that my naval force, freed up upon England's soon-to-be demise, would eventually attack him? Would he strike first in my rear when I was totally engaged with Turkey? I "attacked" France by reneging on my promise to vacate Paris (which I justified as my retribution for his having "borrowed" Munich to build a new Atlantic fleet). Wisely, he retook Paris with 2 armies - not trusting me to leave of my own accord. No matter; my "rogue army" was now in the French interior and would stymie his attempts to mount a winning campaign against my exposed Western flank.

Pierre's error here was to build Fleet Brest. I really did not mind his taking Munich - hell, I would have too in his position. But what he should have done is freed un Marseilles - Italy had ordered Army Spain to hold in all previous moves - and build Fleet Mar. Fleet Brest was too threatening to Germany and I had to suspect his ultimate intentions. Fleet Mar could have helped fight the Turkish naval advance against Italy.

Winter '05, Spring and Fall '06: This was the key year of the game in my opinion. I wrote some press which I hoped would lure the Turks into attacking Vienna - continuing their advance in the center - on the assumption that I was coming to Austria's aid by advancing into Tyrolia and Bohemia and he would forever be denied Vienna. He bit (I think) and this allowed me to execute a "Schiefflen Plan"; I made a lateral Movement along the total length of the line: Sil-Gal, Mun-Sil, Kie-Mun. This isolated the Ukraine and Moscow - my game-long objective.

I want to note and promote the valiant Italians at this point. I would have a much more difficult and longer job of winning this game were it not for their long and heroic defense of the gates of Trieste against an overwhelmingly numerical superior Turkey.

1906: I finished off England, garnering two more centers, despite his last gasp retreat to Denmark for technical survival to 1907. Russia wisely sat tight in Sweden, watching Germany and Turkey slug it out. If he had started cooperating with the unrepentant English at this point I would have wiped him out too.

I took Moscow and permanently outflanked Turkey. Turkey eliminated Austria in Trieste, but I had two new armies in Kiel and Munich.

1907-08: These were two years of repositioning. I was finally able to consolidate new defensive lines against the redoubtable Pierre, who had managed to track down my rogue army and eliminate it in Fall '07 and take Belgium. Again, interior lines was my concept as I attempted to hold France with minimal force and concentrate on reducing Turkey with brute strength. At this time it looked like he would sweep through the Mediterranean and to an easy victory. But the Italians continued to hang on and deny him entry into the Western Med area.

I also made a mistake which I think extended the game an extra year; In 1908 I inadvertently failed to order Fleet Norweg Sea to North Atlantic, which would have subsequently supported Fleet Eng. Channel to the MAO. I also allowed a French army to retreat to Holland and gain a build - France got up to 6 centers at this point.

I voted against the first draw proposal because I thought I could get an outright win, although leading by only 13 to 12 centers, Turkey having finally broken through against Italy and captured Rome and Tunis, with Naples and Venice soon to go.

Spring 1909: I outflanked France by going around Switzerland and nabbing Marseilles. I forced my way into Rumania, completing the encirclement of all Austrian centers held by Turkey.

Fall 1909: I began to reduce the Austrian possessions of Turkey one-by-one and proposed a concession (I led in centers 15 - 13) to Germany, rejected (I assume) by Turkey. Poor Italy, who had given his all and who I tried to help survive, was finally knocked out.

1910: I completed my conquest of the Austrian home centers, flanking and isolating Trieste and Budapest.

Summary: Turkey was too-late in getting armies into the Balkans, especially as my tactics served to annihilate one in my pincers movement. He had put too-much of his strength into fleets. 15

GAME REPORT BY TURKEY (Chris Mattern):

For those of you who don't know (which should be all of you except Dave), I'm Chris Mattern, and I was Turkey this game. That's right, the same Mattern who was a simple victim as Germany in Hokie Game and England in Deep-Six (where my agony is still lingering on). I seem to do better in Gunboat. I guess I'm just not a good judge of human nature. In any case, I got a great boost right at the beginning when Russia decided not to contest the Balkans...in fact he apparently decided not to contest the game as a whole. (Reminds me of when Greg Costikyan was describing one time when he was Austria and his Russian ally refused to move any of his units in '01, saying "What, you want me to move outside of my borders on the first turn? But...but...that's naked aggression!") Still, Austria did a good job of stopping me cold in '-1 (all I got was Bul). By the end of '01, Austria and I had split the Balkans at 2 for me and 1 for him (Gre was neutral) but I had taken Sev from a still pretty much inactive Russia. In '03, I finished dismantling Russia and had the joy of watching Austria fall to pieces as he forgot to order units and ordered units he didn't have. I finished '03 with 10 centers. That was going to be the furthest ahead I would be all game. Italy, with the remains of the Austrian forces, set a wonderful defense (and what has to be one of the better cooperative defenses ever set up in a Gunboat game). Meanwhile, Germany, who was second at the time, began a campaign against me in Russia which seesawed back and forth and he also destroyed England. Faced with a stone wall to the east and the nasty German armies to the north, I was in trouble. I finally destroyed the Austrians and Italy was annihilated a few years afterwards, but by '10, when I had finally cleared Italy, it was too late. Germany had taken over all of Northern Europe, was dismembering what was left of France, and had redeployed considerable forces to beat me out of Austria and Russia. I didn't have enough there, because I had invested in fleets, which were all in Italy, of course, since that's what I built them for. With a very nicely done offensive (I had thought I could hold until Germany showed me otherwise) he blew me right out of Austria and half the Balkans, getting that magic number 18. A nice job all told, and he deserved to win (truth to tell, I had more breaks than he did).

GAME REPORT BY 2nd FRENCH PLAYER (Eric Lanier):

I inherited the French position early in 1902 when it was in good shape. Unfortunately, I was attacked right away by both England and Italy. I had been knocked down to three centers by 1903. But things then started to brighten up. Italy withdrew to defend against Turkey, while England withdrew to fight against Germany. I borrowed Munich from Germany for a year, using that extra unit to recapture Spain while giving Munich back. I was sure that Germany understood, but he then left a wandering army in France. I was going to go help Italy (despite the earlier attack) in her defense against Turkey, but that wandering army changed my mind. I tracked it down and destroyed it; then I moved on the Low Countries. I was doing fine, and then I made some stupid mistakes. I was then scheduled to be transferred to Okinawa, and so arranged to have Dave replace me as soon as possible. He replaced me, and my orders were cancelled (I had some surgery on a foot). The new French player did the best he could with what I left him. I'm just sorry it wasn't more. My last two turns sealed the fate of France.

GAME REPORT BY 2nd RUSSIAN PLAYER (David Filban):

I entered the game in Spring '08 with the idea of having fun. The preceding player had been holding in Sweden (by design, not by NMR according to Dave) the preceding two years. I thought that was silly. I did hold the first turn, but after that I kept moving around in non-supply centers such as Finland and Bothnia. I then got the idea, 'Why not move out into the Norwegian Sea?' I timed it so as to enter one of Germany's centers in the Spring and then to Skag in the Fall (I did not want to antagonize Germany who could wipe me out without a thought). I had planned to move as far south as possible before Germany won, but I saw it would not be long, so I grabbed StP to give me another center, also it being my home center.

EVERYBODY LOSES AT LEAST ONE CENTER! BUT GERMANY IS THE ONLY POWER WITH A NET LOSS; TURKEY MAKES ANOTHER GAIN IN CENTERS OWNED

RETREATS: Turkish A Ser-Clu.

*except England and CD France

ENGLAND(Evans): F MATl(OBB)-NAtl(OBB).

FRANCE(CD): A Por H.

GERMANY(Ouzts): A Pic-Bel, A Lpl S A Edi, A Edi S A Lpl, F Nth-Lon, F Ska-Nth, F Nrg-NAtl, F Ire S F Nrg-NAtl, F Cly S F Nrg-NAtl, F Bre S F Eng-MAtl, F Iri S F Eng-MAtl, F Eng-MAtl, A Mun-Trl, A Ven H, A Tri S A Ser, A Pie-Mar, A Bgy S A Pie-Mar, A Gas S A Pie-Mar/dsl, F Nwy-Nrg, F Gob-StP(sc) A StP-Mos, A Mos-Ukr, A Ukr-Rum, A Rum-Bul/dsl, A Ser S A Rum-Bul.

INDIA(Dorsey): A Tun-Tus, A Alb-Mon, A Pen introduces live ammo to training camps, A Smy-Gre, A Syr H, A Arm S TURKISH A Sev, A Ira S TURKISH A Sev, A Bag-Syr, F Sue-Egy(nc), F Red-Sue, F Jor(sc)-Red, F Prs-Yem, F Ara H, F EInd H, F Tim-Tim(OBB).

JAPAN(Goltz): F EMed-Ion, F SATl S F SPac(OBB)-MATl, F NPac(OBB)-MATl(OBB), F NATl(OBB)-NPac(OBB), F MATl-Gas, F Wal-Iri, A Fuji contemplates the perils of overconfidence, cost of lost opportunity and the discomfort of gastric embarrassment, A Rom-Ven, F SPac(OBB)-MATl, F WMed S F SPac(OBB)-MATl, F Tyn CON INDIAN A Tun-Tus, A Mar S F MATl-Gas, F Lyo S Mar, A Tus-Pie, A Spa S F MATl-Gas, F Jav H, F Mal S F Jav, A Oms-Mos, A Tur-Oms, A Sib S A Tur-Oms, F EChi-SPac, F SPac-SPac(OBB), F NPac S ENGLISH F MATl(OBB)-NAtl(OBB), A Hon H, F Nap-Apu.

TURKEY(Lowman): A Sev S A Bul-Rum, A Clu S A Bul-Rum, A Bul-Rum, A Con-Bul, F Aeg-Gre, F Bia S A Bul-Rum.

DIP: The dislodged German army in Gascony may retreat to Paris or disband. The dislodged German army in Rumania may retreat to Galicia or disband. Dave Lowman sent his moves in late, but I did not get around to the adjudication of this game until a couple of days ago. (Hokie was done and typed before I recieved your moves Dave.) Try and send them sooner.

The concession to Japan was voted down 1 YES, 3 NO, 1 ABSTAIN. The concession to Japan has been reintroduced. Vote next issue.

Winter 1912 builds and Spring 1913 moves are due next issue.

SUPPLY CENTER CHART.....1912.....

ENGLAND:	Bor.....	1/1	Constant
FRANCE:	Por.....	1/1	Constant
GERMANY:	Ber Kie Mun Pos Den Hol Swe Edi War Lon		
	Mos Nwy StP Bel Vna Tri Bre Lpl Par Ire		
INDIA:	Bud X X X Ven Ser.....	23/24	Remove 1*
	Clt Del Brm Cey Mdr Skg Mog Eth Tun Ira		
JAPAN:	Pen Egy Yem Bag X Smy.....	15/15	Constant
	Kyo Osa Tok For Kar Phi Kor Vla Man Ctn		
TURKEY:	Sia Pek Out Joh Tha Han Vtm Oms Mor Cam		
	X Jav Mar Spa Nap Rom.....	25/25	Constant
	Sev Con Ank Bul X X Gre Rum Clu.....	7/6	Builds 1

*Germany will be constant if they disband one retreating unit, and will builds one if they disband both retreating units.

PRESS

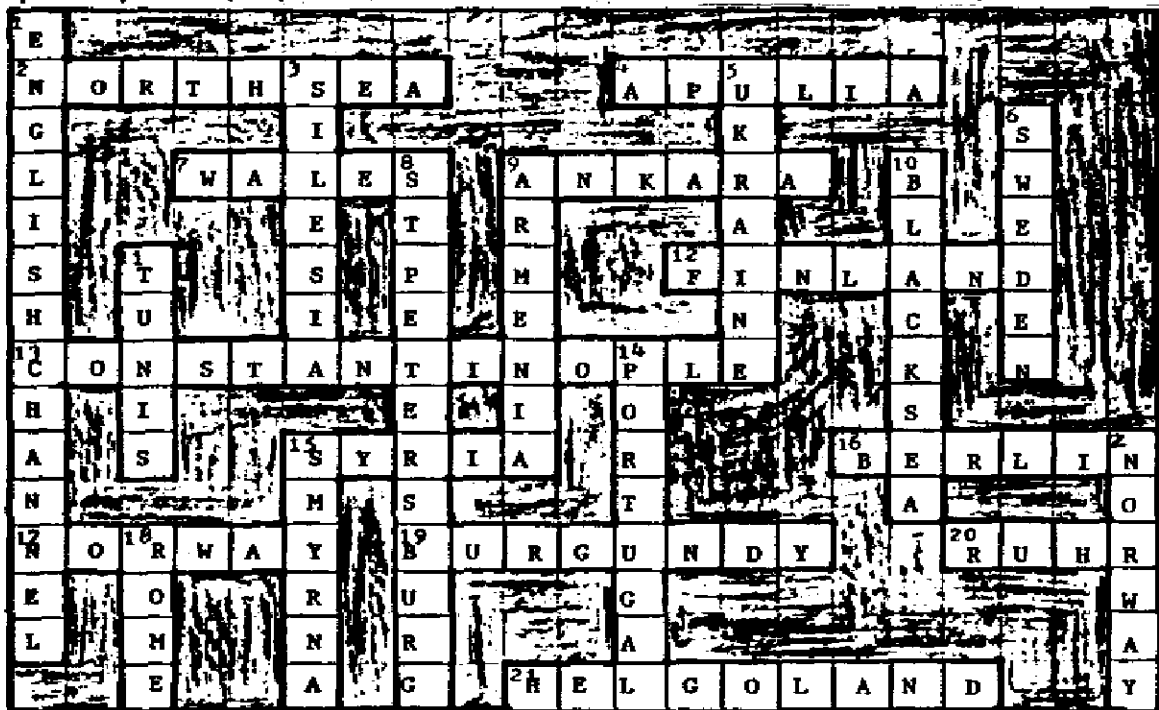
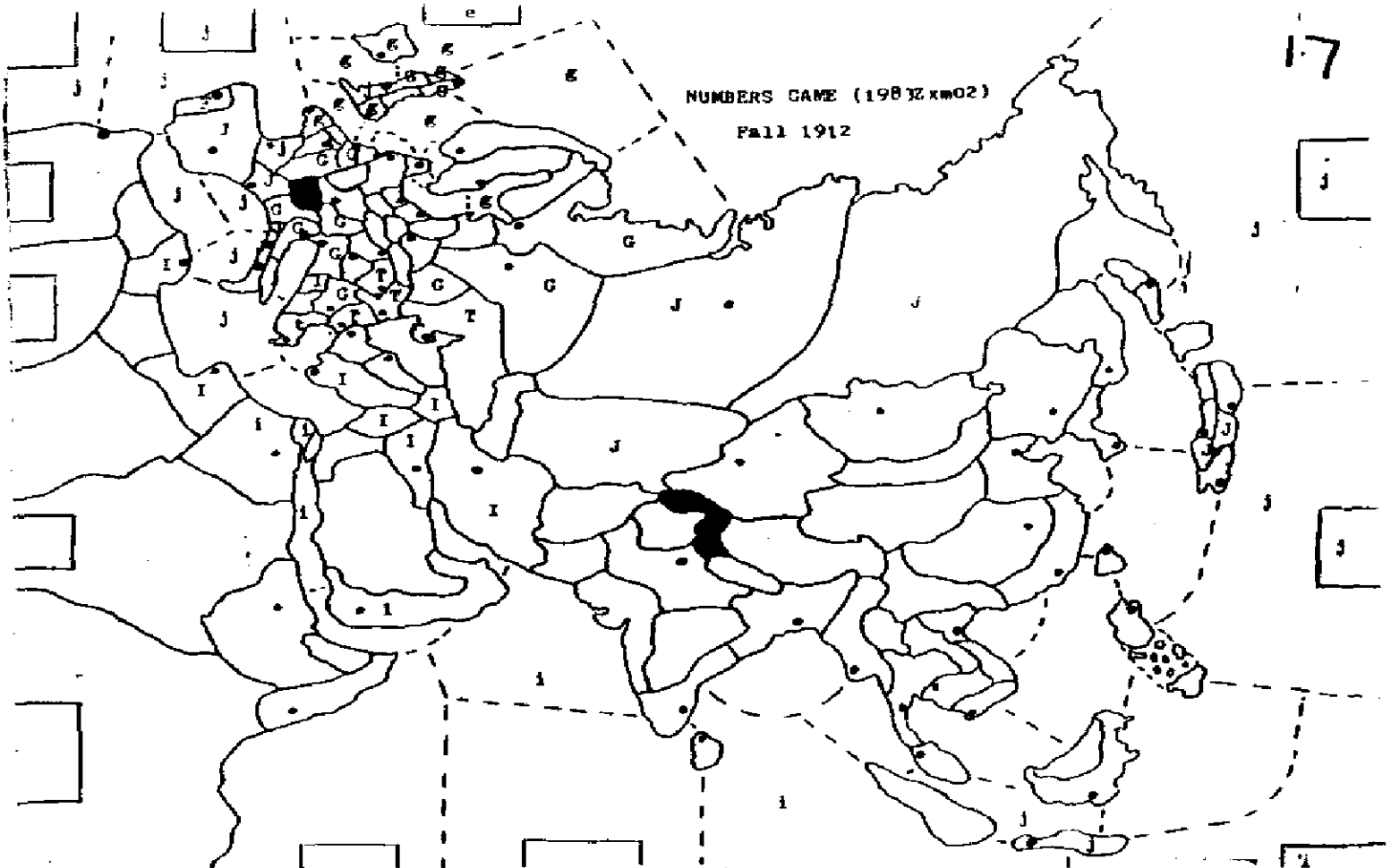
In case anyone is wondering who's voting no to these concession proposals, it's the only player who has neither NMR'd nor made incredibly bogus moves in this game!

Tierro del Fuego, Argentina (Aug 3, 1912): Surrender Germany! Surrender India! I've just discovered a Japanese stronghold here where they are testing soucer shaped flying machines and building a fleet of them. So, those UFO's you've been seeing are really Japanese spys.

Who do you think wrote the above press? Why don't we vote on it next issue, as well as voting on another concession to me.

NUMBERS GAME (198 X x m 02)

Fall 1912



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
2. one clue left off (Norway)

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. river
21. a North Frisian island

ITALY

by Mark Berch

Italy begins with a dismaying disarray of disadvantages. Although usually more a naval than an army power, she starts with just one fleet, which is needed to take Tunis, and her principle sea areas (Ion and Tyn) lack wide scope. The movement of her armies into Europe is partially blocked by Switzerland. The builds of a second army (in Rome) is far from the front lines - it takes one year just to get it out of Italy. You are more dependent on the assistance of allies than any other country.

On the other hand, there are advantages. Italy is uniquely equipped to go either east or west, and can thus take the best offer from either sector, and may be able to participate in both. Most people are unafraid to ally with Italy, feeling that if need be, they can finish off Italy all by themselves. The narrowness of the approaches to Italy gives you considerable defensive strength. Indeed, Italy is rarely blitzed early in the game. Your diplomacy must seek to nullify the drawbacks, and make the best use of your resources.

Attacking Austria is a popular option, either by a direct grab for Tri, or by moving A Ven-Tyo, A Rom-Ven in S'01. This gives you the option of a supported attack on Tri in the fall, or going for Vie. This is probably Italy's best shot for quick builds. However, Russia and Turkey will want some of the spoils, and when Austria is gone, you may have to face the R/T alliance alone. Alternatively, attacking Turkey is promising, as she is your most serious early game naval rival. In this, move A Rom-Apu, and then convoy it to Tunis via F Ion in F'01. This puts your fleet in immediate position to move into Turkish waters. In S'02, move F Ion-Eas, and move your new F Nap into Ion, preparing for a F'02 convoy to Syr or Smy. This is the 'Lepanto' opening, and requires an alliance with Austria. Your other army's use depends on how much you trust Austria. It can go towards the west, or can be moved A Ven-Tyo-Boh, and then to help against Russia, even as the Austrian fleet helps you against the Turks. Or it can hold.

Otherwise, you can turn west. Attacking France means movement into Pie. Either take Tun with the fleet of convoy via F Tyn to Tun. This allows direct entry into French waters in S'02. Such an attack requires help from one or both of Germany and England, plus a solid alliance with Austria (ideally he is fending off Turkey/Russia) but can easily net you Mar and Spa by W'03. Finally, there is the attack on Germany via A Ven-Tyo-Mun. This will require coordination with France, and a trusting Austria, who may not like all those armies marching through Tyo.

Regardless of your first victim, as soon as you get a firm upper hand, you must start on an ally for your second victim, because in most cases you cannot dispatch him quickly without help. And also, by then you will be strong enough that others will view you as worth attacking. If you have two allies in that first attack (e.g. England/Germany vs. France, or Russia/Turkey vs. Austria), you must gently unhinge their alliance, or they will quickly relieve you of your new gains. If the alliance looks too strong, do not hesitate to break off the attack, ally with what's left of your first victim, and look to the other side of the board for fresh game, or for an ally to help you against them.

--Reprinted from Supernova, a novice packet fro 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.

Other Novice Packages:

Masters Of Deceit - \$2.00 from Woody Arnawoodian, 602 Hemlock Ave.,
Lansdale, PA 19446

Diplomacy Introductory Publication - cost? from John Caruso,
29-10 164th St., Flushing, NY 11358

KAISSA #100 - \$2.00 from Elmer Hinton, PO Box Letter 's', Nashua, NH
03061

Not in final form, but a good article (about 40,000 words)

MD-VA Game(1980Pcv)

Youngstown IV

This game was being run in DIJAGH by Glen Taylor prior to his death. There has been attempts to place it with another zine since that time. One had been found (or so I thought) last summer. It has since come to my attention that the information was passed on to another party and they are taking up the game without contacting any of the old players. For this reason, among others, I asked the players if they would agree to a draw. They all agreed to a four-way draw. This fact is being passed on to the Miller Number Custodian, Lee Kendter.

RESULTS: 4-way draw - England, India, Italy, Russia

Players:

- AUSTRIA: Tom Kaehler(resS03), Chris Mattern(outF06).
- CHINA: John McCall(dropW05), CD(outF09).
- ENGLAND: David Mc/Crumb(drawW10).
- FRANCE: Beki Belcher(dropS09), Rick Dorsey(surW10).
- GERMANY: Tom Persil(resW04), Pam Gereau(dropS09), CD(outF10).
- INDIA: Bill Wulff(drawW10).
- ITALY: Mark Costello(dropS08), Mitch Krebs(drawW10).
- JAPAN: Bill Thompson(dropW04), CD(outF06).
- RUSSIA: Dave Bongard(drawW10).
- TURKEY: Mike Hopper(resF04), Lloyd Penn(outF09).

	01	02	03	04	05	06	07	08	09	10	
AUSTRIA	5	6	4	4	1	0	-	-	-	-	
CHINA	6	8	7	7	4	2*	1	1	0	-	
ENGLAND	7	10	10	14	17	20	20	21	17	16	draw
FRANCE	8	8	8	7	9*	6	6	6	6	6	
GERMANY	6	7	7	6	3	3	3	2	1	0	
INDIA	5	7	8	8	10	13*	15*	16*	20	19	draw
ITALY	6#	7	8	8	9	10	11	12	14	18	draw
JAPAN	5	6	7*	4*	1	0	-	-	-	-	
RUSSIA	8	6	6	7	10	11	12*	12	14	13	draw
TURKEY	6	6	7	7	8	7	4	2	0	-	

*one short #two short †three short

It is to bad that this game had to come out like this. I know I hvd a lot of fun with it. I am sure the other players were also. Thank you to all the players. I know this was the first pam variant for most of us.

I am in need of standby players. If you wish to be a standby, please fill out this form and send it back to me.

I, _____, wish to be a standby player in The APPALACHIAN GENERAL. I will accept and play any position that I am given. When I take over the new position, I will recieve three free issue of TAG credited to my account.

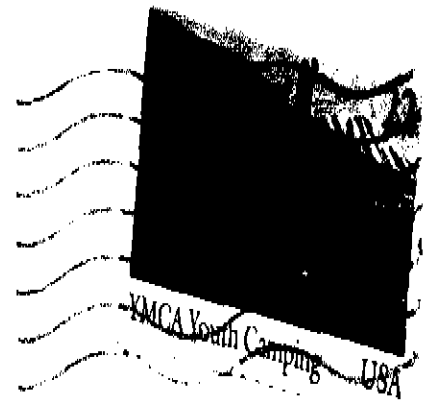
- 1. _____Diplomacy
- 2. _____Gunboat Diplomacy
- 3. _____Final Conflict III
- 4. _____Youngstown IV
- 5. _____Civilization

Current standbys:

Bongard(1), Brooks(1,2), Early(2), Evans(2), Ouzts(1), Skoog(1,2), Zarse(1,2,3), Hoffman(1,2)

If I left you off for some reason, please resubmit the above form.

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 _____

please deliver to:

Larry Peery

PO Box 8416

San Diego, CA 92162

YOUR SUB EXPIRES WITH ISSUE #

1