

THE APPALACHIAN GENERAL

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* THE APPALACHIAN GENERAL (TAG) is a monthly publication from DAVALAN *
* Press. TAG is devoted to the playing of diplomatic games. Variants *
* are the main focus, but there are always several games of regular *
* Diplomacy for the purists. There are currently game openings (see *
* below). Standby players are also welcome at all times. A subscription *
* to TAG is \$0.75 per issue, or 15 issues for \$10.00 if paid in advance. *
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* Phone: 703-864-6501 No calls after 9:00 pm *
*

June 12, 1987

Phone moves are due by July 7, 1987

Failed moves are due by July 10, 1987

Game Openings:

Gunboat: Game Fee (\$1.00) + MHR Deposit (\$2.00) + subscription
have five players, need two more.

SkinnyDip: MHR Deposit (\$2.00) + subscription (No Game Fee)
This is a smaller, simplified variant of Diplomacy with only 22
centers. Powers start with only two home centers each. This should be
a quick game. For rules and map send a SASE.
Have two players, need five more

Woolworth II-D: Full. _____ You need to send me a preference list by the
next issue. _____ You need to submit your game fee.

GUNBOAT TOURNAMENT

There is a possibility that there will be another seven-player seven-game
gunboat tournament. It will be run as a subzine, so a sub to TAG is required.
It will run on an accelerated schedule. I do not have any information such as
game fee or rules, but if you would be interested send me your name and
address and I will pass it on to the GM.

DixieCon was held over the Memorial Day weekend at UNC-Chapel Hill. There
is a long write up someplace inside, along with the final results. MaryCon
was cancelled for unknown reasons. DipCon was held along with MadCon, but I
don't know anything about it. The only person I have spoken to that was
present got to sick to play any games.

Jay Ouzts has decided to drop out of the hobby for a while. He will be
missed, at least in TAG as he was a heavy participant. He is in only two
games at the moment, but I have no standby players for either of them. If you
would like to take over his position in either Civilization or Final Conflict
please let me know as soon as possible. Jay and I will both appreciate it.

For the players in the SOW Games, please note the corrections on the turns listed inside. In James Porter, Austria has five centers and builds two. In William Wilkins Austria may only retreat to Vienna or otb, while the English moves have been corrected to one convoy and one support order. Do you like the listing of centers the way they were originally sent or do you prefer the method used within.

There is an end game statement for Numbers Game (1983Zxm02), my Youngstown IV game. While I normally would not print an end-game statement this long after the fact, I feel that this statement is much more than an end-game statement. I hope you all will read it and think about it.

Soldier (1985CW) has ended in a Turkish win. Congratulations go to Larry Botimer for some solid play. I am now down to five games (not counting CIV and gunboat Tournament since they run on a different schedule than TAG), with two game openings remaining. I feel that this is about the number of games I can run, so don't look for any other new openings soon. In fact, if I don't get a better response, I am going to remove the SkinnyDip game.

BEETHOVEN'S LAST

Turn C

CIVILIZATION

EGYPT purchases ENGINEERING and LAW with 5 spice (175) + 2 gems (32) + 20 credit (Mysticism) + 20 credit (Coinage) + 20 credit (Astronomy) + 20 credit (Medicine) + 10 credit (Metalworking) + 10 credit (Agriculture) + 5 credit (Mysticism) = 312
They return 2 cards to the two pile and 1 card to the three pile.

BABYLON purchases ASTRONOMY and AGRICULTURE with 4 grain (64) + 3 cloth (45) + 3 ochre (9) + 20 credit (Mysticism) + 20 credit (Engineering) + 10 credit (Pottery) + 10 credit (Metalworking) + 12 treasury = 190

ASSYRIA purchases LAW with 5 salt (75) + 3 resin (63) + 15 credit (Architecture) + 5 credit (Drama & Poetry) + 12 treasury = 170

CRETE purchases nothing.

THRACE purchases AGRICULTURE with 3 hides (9) + 2 iron (8) + 4 oil (64) + 10 credit (Pottery) + 19 tokens = 110

ITALY purchases LITERACY and ENGINEERING with 6 bronze (216) + 15 credit (Architecture) + 10 credit (Pottery) + 9 tokens = 250
They return 1 card to the seven pile.

CALAMITIES

NONE!

ALTER AST

Assyria, Egypt, Italy, and Thrace move up to the 10th square. Crete is held back in the 10th square because they do not have seven CIV cards. Babylon moves up to the 9th square.

Assyria and Egypt have now entered the Early Iron Age. Babylon, Crete, Italy, and Thrace are in the Late Bronze Age.

Babylon, Crete, Italy, and Thrace can not move further until they have acquired seven CIV cards.

Turn 12 A is due by June 24, 1987 no later than 5:00 pm. An INTR will result in all units holding with no builds.

THE "SECRETARIES OF WAR" GAMES

Lewis Cass (1987Jrb32)

Fall 1901

AUSTRIA: 1A Ser (S) 2A Gal-Rum, 2A Gal-Rum, 1F Alb-Gre.
 ENGLAND: 1A Edi-Nwy, 1F Hrg (C) 1A Edi-Nwy, 2F Nth-Bel.
 FRANCE: 1A Mar-Spa, 2A Bur-Mar, 1F Mid-Por.
 GERMANY: 1A Kie-Den, 2A Ruh-Bel, 1F Hol (S) 2A Ruh-Bel.
 ITALY: 1A Ven-Tri, 2A Pie-Mar, 1F Ion-Tun.
 RUSSIA: 1A Sev (S) 1F Rum, 2A Ukr (S) 1A Sev, 1F Rum (S) 1A Sev,
 2F GoB-Swe.
 TURKEY: 1A Bul (S) 1F Bla-Rum, 2A Arm-Sev, 1F Bla-Rum.

AUSTRIA:	Bud	Tri	Vie	Gre	Ser4	Builds	1	
ENGLAND:	Edi	Lon	Lpl	Nwy4	Builds	1		
FRANCE:	Bre	Mar	Par	Spa	Por5	Builds	2	
GERMANY:	Ber	Kie	Hun	Den	Bel	Hol6	Builds	3
ITALY:	Nap	Rom	Ven	Tri	Tun5	Builds	2	
RUSSIA:	Hos	Sev	StP	War	Rum	Swe6	Builds	2
TURKEY:	Ank	Con	Smy	Bul4	Builds	1		

Benjamin Butler (1987Nrb32) Fall 1901

AUSTRIA: 1A Ser (S) 1F Alb-Gre, 2A Vie-Tri, 1F Alb-Gre.
 ENGLAND: 1A Yor-Nwy, 1F Nth (C) 1A Yor-Nwy, 2F Eng-Mid.
 FRANCE: 1A Mar-Spa, 2A Bur-Bel, 1F Mid-Por.
 GERMANY: 1A Kie-Hol, 2A Ruh-Bel, 1F Den II.
 ITALY: 1A Ven-Tyo, 2A Tri-Bud, 1F Ion-Tun.
 RUSSIA: 1A Ukr-Rum, 2A War-Gal, 1F Sev-Bla, 2F GoB-Swe.
 TURKEY: 1A Bul-Rum, 2A Arm-Sev, 1F Ank-Con.

AUSTRIA:	Bud	Tri	Vie	Ser	Gre4	Builds	1
ENGLAND:	Edi	Lon	Lpl	Nwy4	Builds	1	
FRANCE:	Bre	Mar	Par	Spa	Por5	Builds	2
GERMANY:	Ber	Kie	Hun	Hol	Den5	Builds	2
ITALY:	Nap	Rom	Ven	Bud	Tun5	Builds	2
RUSSIA:	Hos	Sev	StP	War	Swe4	Constant	
TURKEY:	Ank	Con	Smy	Bul	Sev5	Builds	2
NEUTRAL:	Bel	Rum2					

Joel Poinsett (1987Krb32) Fall 1901

AUSTRIA: 1A Bud-Ser, 2A Vie-Tri, 1F Alb-Gre.
 ENGLAND: 1A Lat II, 1F Hrg-Nwy, 2F Lon-Eng.
 FRANCE: 1A Spa-Por, 2A Bur-Hun, 1F Bre-Eng.
 GERMANY: 1A Kie-Hol, 2A Ruh-Hun, 1F Den-Swe.
 ITALY: 1A Apu-Tun, 2A Ven II, 1F Ion (C) 1A Apu-Tun.
 RUSSIA: 1A StP-Fin, 2A War-Gal, 1F Sev-Rum, 2F GoB-Swe.
 TURKEY: 1A Bul-Ser, 2A Smy-Ank, 1F Ank-Con.

AUSTRIA:	Bud	Tri	Vie	Gre4	Builds	1	
ENGLAND:	Edi	Lon	Lpl	Nwy4	Builds	1	
FRANCE:	Bre	Mar	Par	Por4	Builds	1	
GERMANY:	Ber	Kie	Hun	Hol	Den5	Builds	2
ITALY:	Nap	Rom	Ven	Tun4	Builds	1	
RUSSIA:	Hos	Sev	StP	War	Rum5	Builds	1
TURKEY:	Ank	Con	Smy	Bul4	Builds	1	
NEUTRAL:	Swe	Ser	Bel	Spa4			

John Bell (1987Orb32)

Fall 1901

AUSTRIA: 1A Ser (S) 1F Alb-Gre, 2A Tri-Bud, 1F Alb-Gre.
 ENGLAND: 1A Yor-Bel, 1F Hrg-Nwy, 2F Hth (C) 1A Yor-Bel.
 FRANCE: 1A Mar-Spa, 2A Gas-Bur, 1F Mid-Por.
 GERMANY: 1A Kie-Hol, 2A Hun-Bur, 1F Den (S) RUSSIAN 2F GoB-Swe.
 ITALY: 1A Ven-Tri, 2A Tyo-Vie, 1F Ion-Gre.
 RUSSIA: 1A Ukr-Rum, 2A Gal-Bud, 1F Bla (S) 1A Ukr-Rum, 2F GoB-Swe.
 TURKEY: 1A Bul-Rum, 2A Smy-Arm, 1F Con-Bla.

AUSTRIA: Bud Tri ~~Yff~~ Ser Gre....4 Builds 1
 ENGLAND: Edi Lon Lpl Bel Nwy....5 Builds 2
 FRANCE: Bre Mar Par Spa Por....5 Builds 2
 GERMANY: Ber Kie Mun Hot Den....5 Builds 2
 ITALY: Nap Rom Ven Yfe.....4 Builds 1
 RUSSIA: Mos Sev StP War Swe....5 Builds 1
 TURKEY: Ank Con Smy Bul.....4 Builds 1
 NEUTRAL: Bel Rum.....2

John Spencer (1987Lrb32) Fall 1901

AUSTRIA: 1A Ser-Tri, 2A Tri-Vie, 1F Alb-Ion.
 ENGLAND: 1A Yor-Nwy, 1F Nrg-Bar, 2F Nth (C) 1A Yor-Nwy.
 FRANCE: 1A Mar-Spa, 2A Bur-Bel, 1F Eng (S) 2A Bur-Bel.
 GERMANY: 1A Kie-Hol, 2A Ruh-Bur, 1F Den-Swe.
 ITALY: 1A Ven-Tyo, 2A Tyo-Ven, 1F Trn-Tun.
 RUSSIA: 1A Ukr-Sev, 2A Gal (S) 1F Sev-Rum, 1F Sev-Rum, 2F GoB-Swe.
 TURKEY: 1A Bul-Gre, 2A Arm-Sev, 1F Ank-Bla.

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

James Porter (1987Prb32) Fall 1901

AUSTRIA: 1A Ser-Bud, 2A Tri-Bud, 1F Alb-Gre.
 ENGLAND: 1A Yor-Nwy, 1F Nth (C) 1A Yor-Nwy, 2F Lon-Eng.
 FRANCE: 1A Bur (S) 2A Pic-Bel, 2A Pic-Bel, 1F Bre-Mid.
 GERMANY: 1A Kie-Hol, 2A Ruh-Bel, 1F Den-Nth.
 ITALY: 1A Rom-Tun, 2A Ven (S) AUSTRIAN 2A Tri/NSO, 1F Trn (C) 1A Rom-Tun.
 RUSSIA: 1A StP-Nwy, 2A Gal-Rum, 1F Sev-Bla, 2F GoB-Swe.
 TURKEY: 1A Bul-Rum, 2A Arm-Sev, 1F Ank-Bla.

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

William Wilkins (1987Hrb32) Fall 1901

AUSTRIA: 1A Bud-Rum, 2A Tri-Ser/dsl(Vie,otb), 1F Alb-Gre.
 ENGLAND: 1A Yor-Nwy, 1F Nrg (S) 1A Yor-Nwy, 2F Nth (C) 1A Yor-Nwy.
 FRANCE: 1A Mar-Bur, 2A Pic-Bel, 1F Mid-Spa(sc).
 GERMANY: 1A Kie-Hot, 2A Mun-Bur, 1F Den-Swe.
 ITALY: 1A Ven-Tri, 2A Tyo (S) 1A Ven-Tri, 1F Ion-Gre.
 RUSSIA: 1A StP-Fin, 2A War-Gal, 1F Bla-Rum, 2F GoB-Swe.
 TURKEY: 1A Bul-Ser, 2A Ank-Arm, 1F Con-Bul(ec).

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

Fall 1901

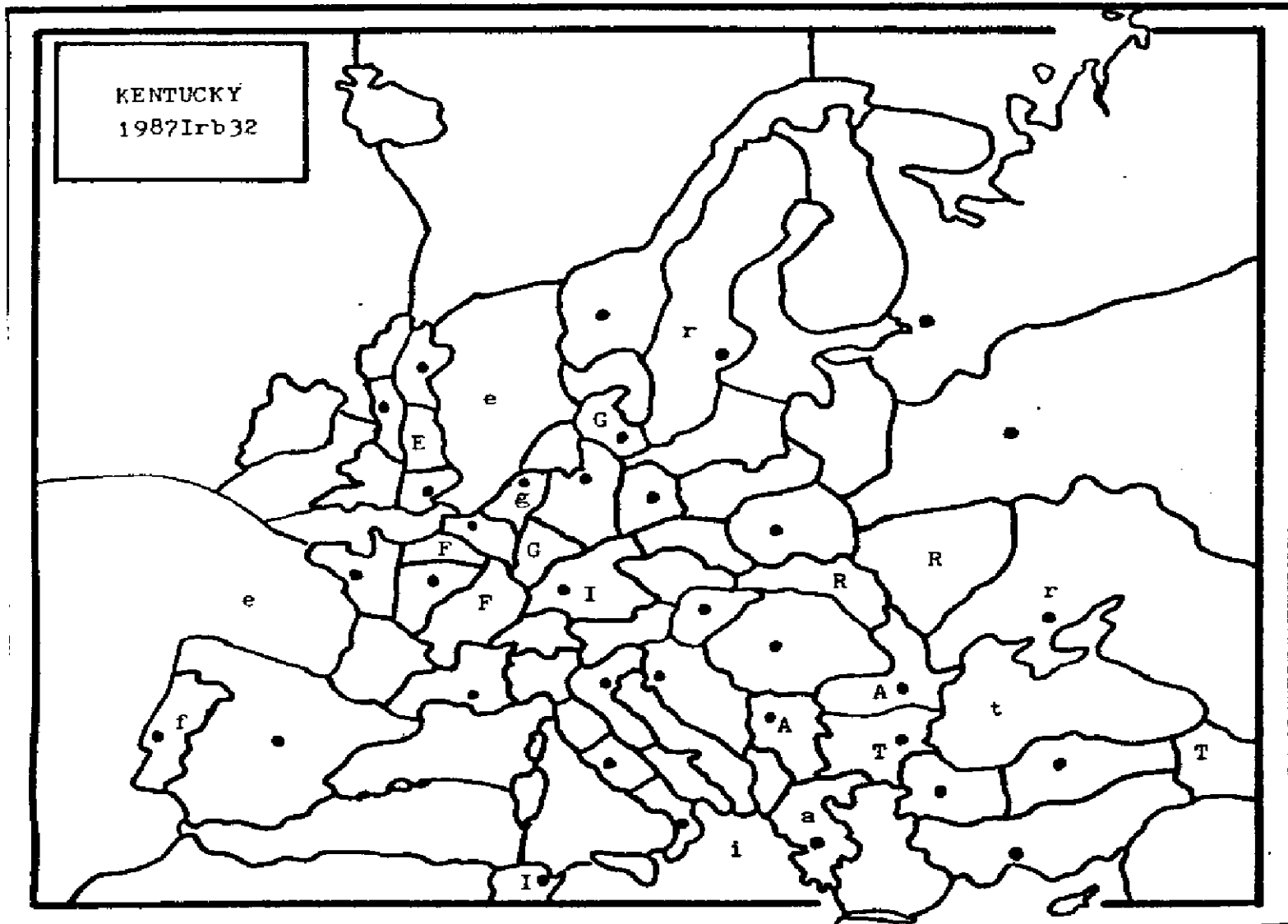
AUSTRIANS THE BIG GAINER; ENGLAND REMAINS CONSTANT

AUSTRIA: 1A Ser (S) 2A Bud-Rum, 2A Bud-Rum, 1F Alb-Gre.
 ENGLAND: 1A Yor H, 1F Eng-Mid, 2F Nth-xxx/(unspecific order).
 FRANCE: 1A Bur (S) 2A Pic-Bel, 2A Pic-Bel, 1F Mid-Por.
 GERMANY: 1A Kie-Den, 2A Ruh-Bel, 1F Hol (S) 2A Ruh-Bel.
 ITALY: 1A Apu-Tun, 2A Tyo-Iun, 1F Ion (C) 1A Apu-Tun.
 RUSSIA: 1A Ukr-Rum, 2A War-Gal, 1F Sev (S) 1A Ukr-Rum, 2F GoB-Swe.
 TURKEY: 1A Bul-Rum, 2A Arm-Sev, 1F Ank-Bla.

DIP: The English fleet was ordered to Nor. While this seems to mean Norway, it could just as well mean Norwegian Sea, and so the order is invalid. If you must use abbreviations when reporting your moves, make sure that there is no ambiguity in them. The move F Swe-Nor is an acceptable move, but F Nth-Nor is not.

Last turn I reported the Russian move A War-Sev. I should not have done that as it was an illegal move, and should have been listed as A War-xxx according to Rule I in the Gunboat Rules. My mistake.

Winter 1901 and Spring 1902 moves are due with the next issue. If less than three people vote for a season separation, they will be done together. I already have one vote for separation.



SUPPLY CENTER CHART.....1901

AUSTRIA:	Bud	Wie	Tri	<u>Rum</u>	<u>Gre</u>	<u>Ser</u>	6	Builds 3
ENGLAND:	Edi	Lon	Lpl.....				3	Constant
FRANCE:	Bre	Mar	Par	<u>Por</u>			4	Builds 1
GERMANY:	Ber	Kie	<u>Wm</u>	<u>Den</u>	<u>Hol</u>		4	Builds 1
ITALY:	Nap	Rom	Ven	<u>Hun</u>	<u>Tun</u>		5	Builds 2
RUSSIA:	Mos	Sev	StP	<u>War</u>	<u>Swe</u>		5	Builds 1
TURKEY:	Ank	Con	Smy	<u>Bul</u>			4	Builds 1

END GAME ANALYSIS OF "NUMBERS" - (if still printable this far after the fact.)

This was the first Variant I had played and I enjoyed it very much, although I questioned the "authenticity" from the beginning due to the absence of the Americas as either geographic or political entities.

This particular game actually has a tragic history which we all should keep in mind as we pursue our interest in the Diplomacy Hobby - the death of Glenn Taylor.

I never met Glenn face to face, but met him via Postal Diplomacy when I was a fresh graduate from Brown and (I believe) he was a high school student. We were both players in Brad Hessel's DIMAN.

Quite some number of years later I received a call here in Minneapolis one night. The voice said, "Hello, do you remember me, Glenn Taylor?" It turned out that Glenn was starting his own Dipzine - DIJAGH, which stood for "Diplomacy Is Just A God-damned Hobby" - and had remembered me from long before and wanted me to be a charter member/player in his venture. This brought me back into this hobby.

I know that Dave McCrumb knew Glenn well, and many of you readers of TAG perhaps did too. But for those who did not, you should know that Glenn was the original Indian player in "Numbers". (I am not sure if DIJAGH had ceased publication at that point or not).

In any event, Glenn apparently found the pressures of marriage, work and Diplomacy too overwhelming and ended his life on this planet with a gunshot to his head.

My sense is that Glenn did not heed his own admonition and allowed his Diplomacy hobby to become far too dominant a piece of his life.

Since then I have intentionally tried to take my Diplomacy far less seriously with the result that - as both Dave McCrumb and many of my fellow players can attest - I am not as timely with my correspondence as you would perhaps like me to be.

Rick Dorsey, who took over India after Glenn's death, attended DipCon last year and made the comment in TAG to the effect that he couldn't imagine how some of the people he met did any thing else with their time other than Diplomacy and kindred hobby games.

I hope that there are not any other imminent Glenn Taylor's out there. ASK FOR HELP; it's available from your local community service boards.

In any event, my whole perception and play in the "Numbers" game was colored by Glenn's tragedy. I could have swept over India (as Japan) quite easily but, for Glenn's memory (and I hope this doesn't come off to any hard-boiled types out there as corny) I couldn't bring myself to do it and ended-up hooking up in virtually a game long alliance with Rick Dorsey.

We worked extremely well together as a tandem; unfortunately he ran out of expansion space long before I did, which ended up frustrating the both of us and led to our misunderstanding each other. The time to stab came but I couldn't do it. I felt that I would be able to bludgeon my way into a win against Jay-Ouzat's Germany and avoid taking out India - which was virtually enveloped by my global forces. But a mid-ocean mistake at a critical juncture cost me my previously hard-earned fleet leverage against Germany in the Atlantic and the chance for a win was lost unless Germany made a mistake. This Jay didn't do and the power of his interior lines enabled him to concentrate his strength and begin to force me back. By this time Rick's and my mutual frustration boiled-over, he joined Germany, and I finally acknowledged the draw.

It's been so long - I can't remember his name, nor am I going to go back to TAG #25 to find it - but the Chinese player in this game was absolutely infuriating. He would agree to one thing, and then do something completely different. I took him out just to end myself of the aggravation.

Keith Evans was absolutely amazing to hang around with one unit and no home center the way he did. I must confess that this was by greatest mistake (of overconfidence) in this game. I thought it would be "cute" to have him work his single fleet all the way back to England (from Borneo!) and reestablish himself as a power. Rather than just take Borneo, which I should have immediately done, I spent valuable time and resources trying to make this happen, even long past the point when it was apparent that this was hurting me.

I must commend both Jay and Rick for their fine play but I must say that the final result of this was one I was not happy with. I will always believe that I had a good line of strategy for an outright win but that my emotions lost it.

On the other hand, even if I had won, the victory would have always been tainted by the fact that Glenn's demise allowed me an uncontested conquest of India and an unfair advantage on everyone else in the game.

So the technical result is probably cosmically correct.

DIP: There were no requests for separation of seasons. While this does surprise me, I am pleased that the game can continue. From the moves, everyone seemed to know what they were going to do regardless of the builds of their neighbors.

The Fall 1902 moves are due with the next issue.

PRESS

GERMANY-ENGLAND: What happened?

PARIS-ROME: I hope the new Caesar knows his friends?

TURKEY-WORLD: Flash! In Constantinople people are dancing in the street.

The avocado tax has been repealed! All over the Ottoman Empire, thousands are rejoicing. Meanwhile, in neighboring Balkan countries, a general strike has been called unless their governments agree to do the same!

TURKEY-WORLD: Oops!

Spring 1992
 ENGLISH-TURKS BLITZED BY COMBINED ATTACKS

AUSTRIA (David Hood, 604 Tinkerbell Road, Chapel Hill, NC 27514)
 Builds 3A Bud, 4A Vic. 1A Ser-Bul, 2A Tri (S) 4A Vic-Tyo, 3A Bud (S)
RUSSIAN 2A Ukr-Rum, 4A Vic-Tyo, 1F Gre (S) 1A Ser-Bul.

ENGLAND (Jeff Hoffman, 3 Canoe Brook Drive, Princeton Junction, NJ 08550)
 Builds 3F Edi. 1A Yor-Hwy, 1F Hth (C) 1A Yor-Hwy, 2F Bel H/AMN,
 3F Edi-Mrg.

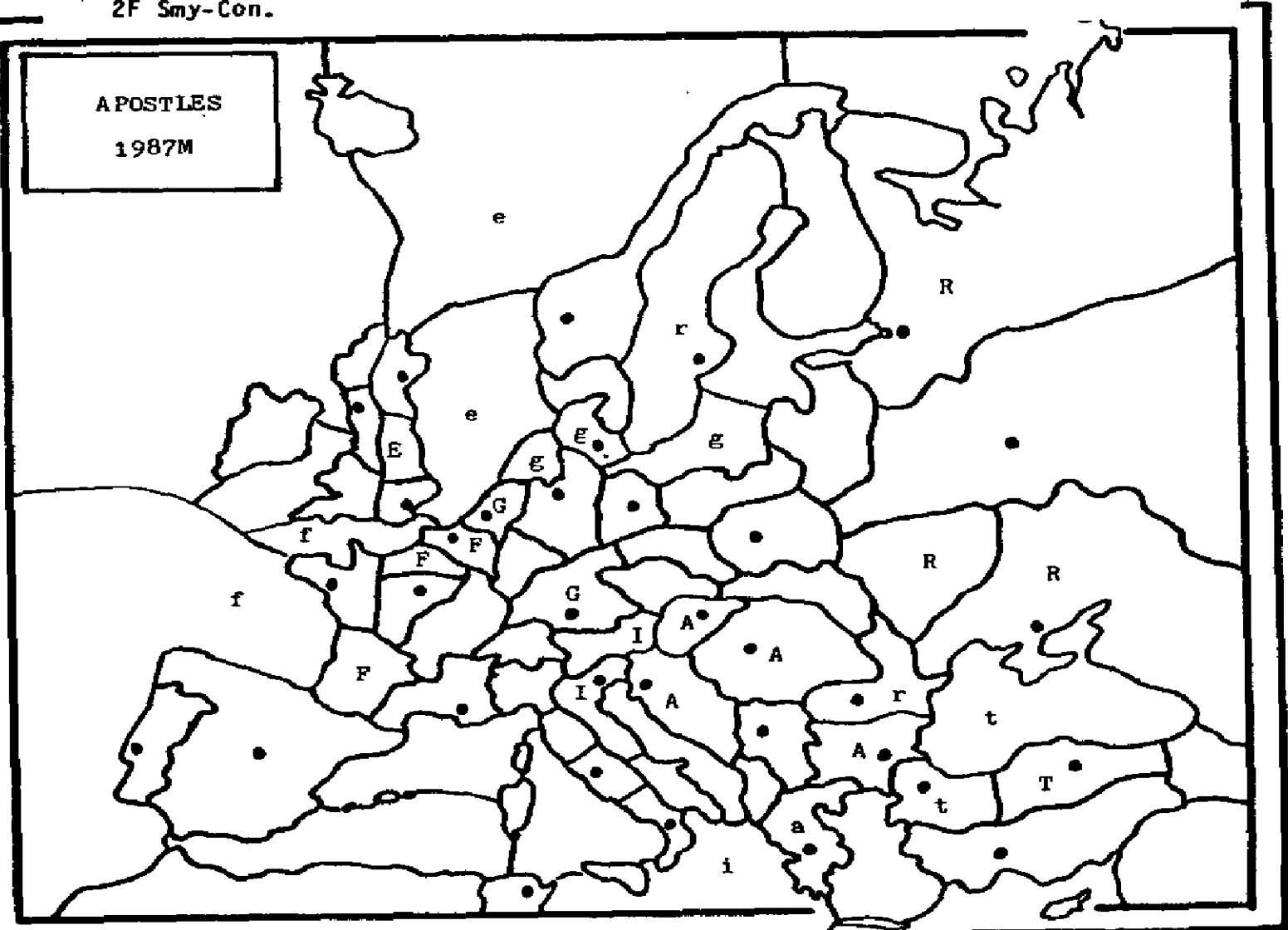
FRANCE (Gary Behnen, 13101 S. Trenton, Olathe, Kansas 66062)
 Builds 3A Par, 2F Bre. 1A Spa-Gas, 2A Bur-Bel, 3A Par-Pic, 1F Por-Mid,
 2F Bre-Eng.

GERMANY (Bob Addison, P.O. Box 7393, Silver Spring, MD 20907)
 Builds 2F Ber, 3F Kie. 1A Hol (S) **FRENCH** 2A Bur-Bel, 2A Hun (S)
ITALIAN 2A Tyo H, 1F Den (S) 2F Ber-Bal, 2F Ber-Bal, 3F Kie-Mel.

ITALY (Chris Kremer, 1412 Poinsett Drive, Chapel Hill, NC 27514)
 Constant. 1A Rom-Yen, 2A Tyo (S) 1A Rom-Yen, 1F Trn-Ion.

RUSSIA (John Crosby, 1496 Washington Lane, West Chester, PA 19382)
 Builds 3A Sev. 1A StP-Hwy, 2A Ukr-Rum, 3A Sev-Arm, 1F Rum-Bla,
 2F GoB-Swe.

TURKEY (Gary Arkoff, 163 26th Avenue, San Francisco, CA 94121)
 Builds 2F Smy. 1A Bul-Rum/AMN, 2A Ank-Arm, 1F Bla (S) 1A Bul-Rum,
 2F Smy-Con.



Spring 2104

AUSTRALIA (Rick Dorsey, 10504 Nickelby Way, Damascus, MD 20872)
 1A IND-bur, 1F BOR-chs, 2F neg-mwp, 3F TEL-pak, 4F BRI-jav, 5F PER-nei,
 1P PER (S) 1F BOR-chs, 2P IND (S) 4F BRI-jav, 3P BOR (S) 1F BOR-chs,
 1N SYD H, 2N SYD H.

BRAZIL (Dave Bongard, 7912 Towerbell Court, Annandale, VA 22003)
 NPIR; 1A AMA H/dsl, 1F gui H, 2F swa H, 3F lab H, 4F mwa H/dsl, 5F arg H,
 1P SAL H.

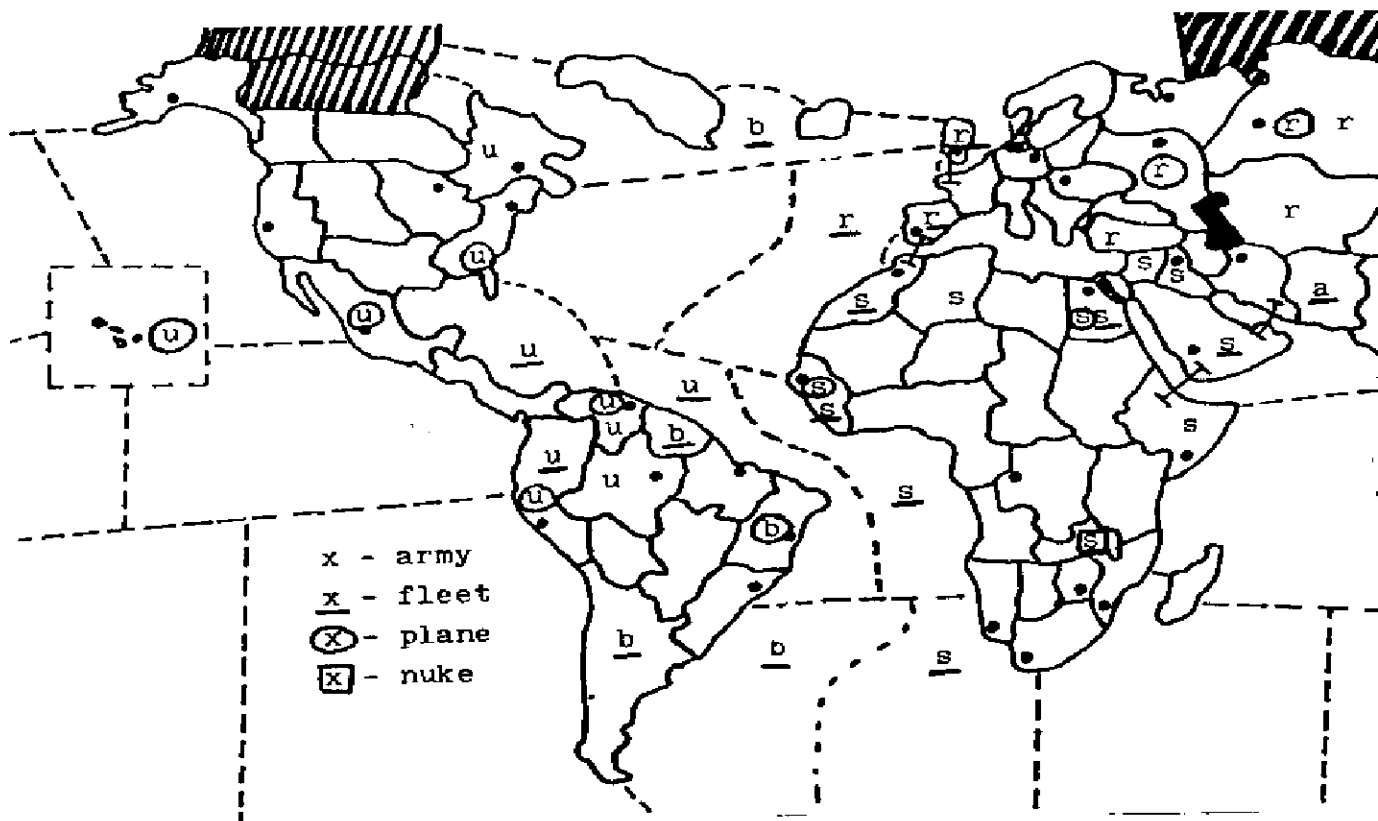
CHINA (John Crosby, 1496 Washington Lane, West Chester, PA, 19382)
 1A mon (S) 3A VLA-sib, 3A VLA-sib, 4A PEK-sin, 5A HAN (S) 3A VLA-sib,
 6A SHA (S) 4A PEK-sin, 1F kam H, 2F chs (S) 3F yel-phi/dsl, 3F yel-phi,
 4F JAP-yel.

PAN-ARAB LEAGUE (Chris Mattern, Route 3, Box 230, Warrenton, VA 22186)
 2F MOR frantically studies Afrikaaner/dsl.

RUSSIA (Neill Goltz, 2618 West 40th Street, Minneapolis, MN 55410)
 1A tur lurks, 2A sib-VLA, 3A OMS-sib, 4A sin-mon/AMN, 5A MOS-kaz,
 1F fra(nc)-nea, 3F IBE-MOR, 4F ENG-lab, 1P OMS (S) 2A sib-VLA, 2P MOS (S)
 3A OMS-sib

SOUTH AFRICA (David Hood, 604 Tinkerbell Lane, Chapel Hill, NC 27514)
 1A syr-BAG, 2A nig-alg, 3A EGY-syr, 1F BAG-SAU, 2F SAU-EGY, 3F mau-MOR,
 4F mea-mwa, 5F sea-swa, 6F SEN-mea, 1P EGY (S) 3A EGY-syr, 2P SOU (S)
 1A syr-BAG, 3P SEN (S) 3F mau-MOR, 1N zam vegetates.

UNITED STATES (Jay Ouzts, 911 South Court, Cleveland, MS 38732)
 1A VEN (S) 2A COL-MIA, 2A COL-MIA, 3A NEU-QUE, 1F car (S) 2F nwa-mwa,
 2F nwa-mwa, 3F mep-COL, 1P haw (S) 3F mep-COL, 2P dal-VEU, 3P HEX (S)
 1A VEN, 4P NEU (S) 2F nwa-mwa, 5P COL (S) 3F mep-COL.



DIP: The dislodged Chinese fleet may retreat to CANTON, VIETNAM, MALAYSIA, or disband. The dislodged Brazilian fleet may retreat to BELEN, SALVADOR, RIO DE JANEIRO, or disband. The dislodged Brazilian army may retreat to bolivia, mato grosso, BELEN, or disband. The dislodged PAL fleet may retreat to mediterranean or disband.

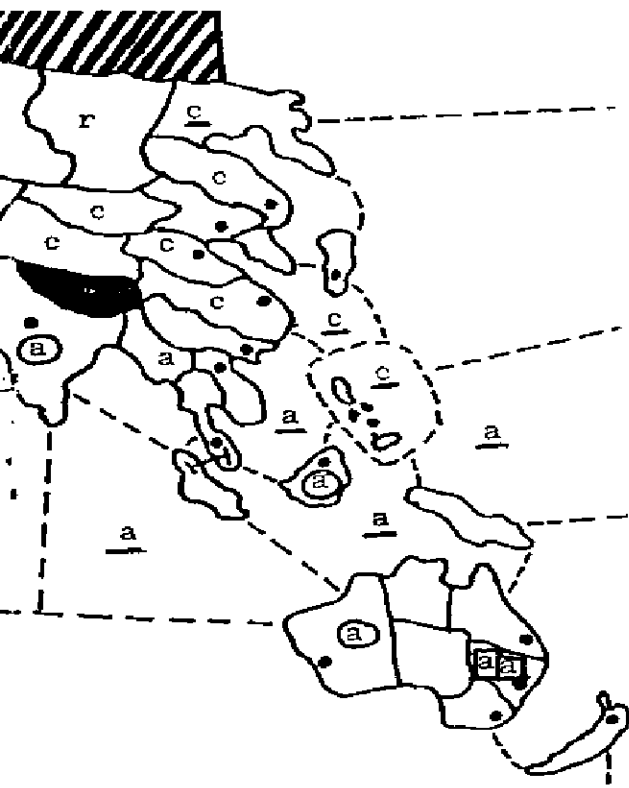
Fall 2104 moves are due with the next issue. I am asking Eric Lanier (Nine Mile Road, Southside, WV 25137) to submit standby orders for Brazil. Jay Quzts has also expressed a desire to resign from this game. If you would like to take over his position, please let me know.

PRESS

PRETORIA FREE PRESS (March 21, 2104): Government sources here claim an Arabic plot to steal nuclear devices from Zambia was uncovered soon after our annexation of the Pan-Arab League...

The brain is a wonderful organ. It starts working the moment you get up in the morning, and does not stop until you get into the office.

—Robert Frost



DIXIECON: THE FINAL STANDINGS

DixieCon was held at the University of North Carolina in Chapel Hill during the Memorial Day weekend. It consisted of three rounds of Diplomacy and a three game Gunboat Tournament. There were about 23-25 people in attendance. The director of the Con was David Hood.

The scoring system used was 100 points for a first place finish, 60 points for a second place finish, followed by 45, 32, 20, 10, and 0 points for places 3 to 7. In addition, 2 points per supply center owned at the end of the game was added. Participants in a draw averaged the points for their placement. Total scores were then divided by the number of games played.

The top twenty players were:

<u>NAME</u>	<u>SCORE</u>	<u>FINISHES</u>
1. Morgan Gurley	105	2w,2w
2. Rob McCarter	104	2w,2w
3. Jim Ulaky	91	2w,3w
4. Jeff Taylor	84.3	3w,3w
5. John Daly	83.3	3w,3w
6. Bill Hunter	56	3s,3s,4s
6. Dan Sellers	56	win,6s,5e
8. Chris Kremer	55.5	2w,7e
9. Dave McCrumb	52	2w,7s
10. Chris Kiker	50.5	3s,4s
11. Gilbert Waldron	49	2w,7e
12. Travis Laster	44.1	3w,4s,6e
13. Rob Lancaster	39.6	3s,4s,5s
14. Stan Plummer	34.3	3s,5s,6s
15. Mike Pinkerton	33.6	3s,5s,6e
16. John Sabol	32.6	2s,5s,7e
17. Bob O'Dear	32	5s,5s
18. Rick Seals	25.3	5e,6s,7s
19. Steve Sabel	23.3	4s,6s,6e
20. Steve Wilcox	15.5	4s,7e

?w - ? way draw, ?s - ? place survival, ?e - ? place elimination

The big surprise in the tournament was the success of the individual countries. Their order of finish was: (3 games total)

Austria	59.2	2w,2w,2w,3w
Italy	56.8	2w,2w,2w
England	43.8	2w,3w
France	43.7	2w,3w
Turkey	45.9	2w,3w
Russia	40.5	2w,3w
Germany	36.7	win,3w

While Germany managed the only win the tournament, they came in last place. Lowly Austria and Italy finished at the top. The others were tightly bunched in the middle.

The best country awards went to:

Austria	Rob McCarter	2w, 12 centers
England	Gilbert Waldron	2w, 9 centers
France	John Daly	3w, 7 centers
Germany	Dan Sellers	win, 13 centers
Italy	Chris Kremer	2w, 13 centers
Russia	Morgan Gurley	2w, 13 centers
Turkey	Morgan Gurley	?w, 12 centers

I do not know all the statistics of the Gunboat games. I know France won the game I was in, there was a win by another country, and the last game had a three or four way draw in which Italy participated. Morgan Gurley won the tournament with the draw as Italy and the victory with the unknown country.

DIXIECON: A PERSONAL PERSPECTIVE

The first DixieCon was held at the University of Chapel Hill (commonly known as the University of North Carolina) during the Memorial Day weekend. The attendance was not great, but about 25 people showed up, a good start for a new convention. They came from as far away as Winchester, Virginia for the weekend of butchery. Most of the participants knew each other, which gave the tournament a very relaxed atmosphere. But when the games began, it was business as usual.

Betsy went with me because Sharyn and Spencer were going to Washington to attend the American Booksellers Association convention. We had planned to camp out Friday night, but we stopped at Pilot Mountain (reminiscent of Hayberry) for a hike and a picnic dinner. We stayed too long, and by the time we got near Chapel Hill, it was too dark and we couldn't find the campground. We located a Hampton Inn (a very good chain of motels) and spent the night there.

We arrived at the playing site early the next morning after a good breakfast in the motel lobby. We were only five minutes early, but only two other players were present. Nobody else arrived until 10:15, including the director. Not wanting to get into things immediately, I declined an offer to join the first game. About 20 minutes later, enough people had shown up to start a second game, and so I elected to play.

I drew Austria, but was not worried because in my last tournament game as Austria I had managed a win. I knew two of the other players in the game. Morgan Gurley as Russia and Steve Wilcox as England had been my nemesis the preceding year at DipCon/HaryCon. Chris Kiker as France and Frank Winstead as Germany were unknown quantities. However, Travis Laster as Turkey and Rob Lancaster as Italy were a major problem. They had arrived together, sat together, and talked mainly to each other waiting for this game to begin. They needed careful watching.

My diplomacy for the first turn was very straight forward. Russia wanted a very strong alliance with me. Turkey insisted on having Greece in 1901, while Italy would not say anything. England was not interested in an attack on Russia, however France was interested in going after Italy. Germany was strange, just how strange would become apparent later.

As I expected, Italy attacked and grabbed Trieste during the first year. Turkey tried to block me in Greece, but failed. Everyone else did standard moves. The only exception was the German attack on France, and his inability to grab more than one center.

The Germans went crazy in 1902. They grabbed Spain from France and Sweden from Russia. England was also not pleased with him due to making moves that were not agreed upon before hand. Having three enemies and zero allies, he couldn't last long. As expected, he was knocked out of the game in 1903 by a concerted attack, but not before he had armies stretching from Finland in the north to Portugal in the south.

The alliance with Russia began paying dividends during the second year. I managed to force Italy out of Trieste and get up to five centers. Unfortunately, my home centers were all full and so I still had only four units to play with. The other front saw us know Turkey down from his high of four centers all the way back to two. That began to look like a quick campaign.

The next few years were rather uninspiring. My main diplomacizing was in coordinating attacks with Russia. I tried to get France to recommit against Italy, but he was unable to do that until the German threat was gone, and then he had a major war with England begin. The Turks managed to hold on due to Italian interference. Due to a miscalculation, Smyrna became Italian territory, but Turkey managed to stay at two.

I made slight headway against Italy, picking up Venice and Greece from him in 1904. I was starting to roll, having an excellent tactical position against him. Turkey was also being set up for his annihilation. He had retaken Smyrna in the spring, but with only two units, would lose either Constantinople to me with my support or else loose Ankara via an unsupported Russian convoy. The two remaining centers were both guaranteed to be gone the next year. Both could not be covered. He chose to support Con. I did not mind because I like to see my allies do well. But low and behold, the Russian moves were read last and he had convoyed into Armenia because he knew Turkey would try to block the convoy. So Turkey went to three, and we had to start all over again on his conquest.

Italy fell hard in 1906. I outflanked him and captured Rome and Naples, leaving him only Tunis. Having only one fleet left, I promised him survival if he immediately attacked France, something I had been trying to get him to do all game long. (I told him France was ripe for exploitation when Germany was running all over and causing problems, but Rob insisted that his best plan was to help Turkey against me. He now admitted that I was correct, but by this time France was ready for him.) Turkey went back to two with my capture of Con, and hopefully he would disappear in 1907 if Russia didn't blow it again.

Russia in the meantime had formed an alliance with France and was making short work of England. Steve went from eight centers in 1904 to three in 1906. By this time, only Austria, Russia, and France had shown a steady increase in centers, with France still far behind the other two. The others were either fading fast or were already out.

I received three builds in 1906. I debated what to do, seriously considering stabbing Russia. His midsection had only token protection. However, I decided against it because of several reasons. Italy still had a fleet and would like to get his home canters back. Turkey had only fleets, which could be used against me effectively but not against Russia. France was also starting to move into the Med. I decided that Russia would have an easy time convincing everyone to attack me, which means I would have surrounded on four sides. So I kept the alliance and hoped that Russia would also.

Russia did keep the alliance. We knocked out Turkey that year. England fell to one, and Italy was already there. Russia was set, having only two options left to him. He could attack France or me. Austria would have been an easier target and would have carried him to the victory. Fortunately for me, he agreed to a two way draw. France concurred since I had attacked him that year, and so the game ended. The final results were: A-11, E-1, F-8, G-0, I-1, R-13, T-0.

With such a good finish, I was hopeful of coming away with the best Austria for the tournament. It also put me in a good position to try and win the overall best player award.

I was exhausted from playing and so decided to play gunboat that night. I read my clock wrong, and so showed up ten minutes to late to get into the first game. I helped GM it, which was very interesting.

All the players knew who was in the game, the only question was who was who? The only thing I remember about the game was Chris Kiker (who was Austria) telling me about half way through the game that he was going to blitz the rampaging Russians because he didn't want Morgan Gurley to win this game also. Unfortunately for his plans, Morgan was Italy, not Russia, and he followed the Austrian units and picked up his centers unopposed. I don't even remember the outcome. I do know it was either a three or four way draw and that Italy was part of it.

Two more games started when that one was over. I drew Italy for my game, better than Austria or Germany, but not the corner position I had hoped for. I did ok at the beginning, being rather unsure of myself due to my limited experience with playing gunboat. I managed to get up to about seven centers before France and Turkey attacked me. I fell back to about five centers with no hope of victory. Since Betsy was with me, I pleaded tiredness on her part and got a replacement to finish out my

position. I heard that France had won by concession the year after I left. The second game also ended in a concession to Morgan Gurley who also played France in that game, but I am not positive of his country. Based on his victory and draw, he was declared the winner of the gunboat tournament.

I did discover one thing about gunboat. I do not like playing it ftf. I was bored after the first year. The other players tended to take much longer to do their moves than I did, so I sat around waiting a lot. I also did not like the fact that I had no idea which player I was attacking. Next year I will either not participate at all or else GM the event. I found that part interesting because I knew who was playing each country.

The last round of Diplomacy was to be played Sunday morning. I was looking forward to it because I had played a good game with one of the toughest countries on the board. I figured I would have a good draw because I couldn't play Austria again, and Germany was only a one in six chance. I was hoping for England. But those random draws get me every time. Germany it was, right in the middle of everybody for the second straight game. And to top it off, the third time I have played Germany in six Diplomacy tournament games (Germany thrice, Austria twice, and France once).

Since I had played Germany well before, I figured that I could do it again. The line up for this game was along the same lines as the first. Travis Laster was England and Chris Kiker drew Italy. From the previous game I knew I could work with them. France was played by John Daly. His play, and later comments, about his actions in the gunboat games the night before made it unlikely that I would want to ally with him, but I thought I could try. Jeff Taylor as Austria, Stan Plummer as Russia, and John Sabol as Turkey were complete unknowns.

The first round of diplomacy was very interesting. France would not talk to me. He was rather blatant about his attack on me. That pissed me off to no end. He wouldn't discuss anything. Fortunately, I convinced Italy and England to both join in an attack on him. Austria wanted neutrality, while Russia tried to set up a alliance against England.

The first turn went almost exactly as I had expected. France supported himself into Burgundy. Italy moved to Piedmont, while England set up for a convoy into Belgium. The only surprise was Austria's move to Tyrolia, supposedly a defensive move against Italy.

The fall turn was a big disappointment. Austria captured Munich with French support. England convoyed into Norway instead of Belgium, and Italy pulled out of Piedmont and into Tyrolia. The only positive occurrence was that France was so paranoid about Italy that he moved back to Marseilles and so received only one build. After the first year, I had two enemies and maybe one ally.

The second year saw Italy join the anti-German alliance. He provided some crucial supports for Austria. The English-Russian war began, and I was forced to take a side. I chose England because he could do more harm to me at the moment than Russia could. I managed to stay at four centers by making some excellent moves that cut supports my enemies had not counted on my making.

Russia moved into position in 1903 for his attack on me. France, Austria, and Italy continued their assault. However, I still managed to reclaim Munich and reach five centers that year. All this against four active enemies and one passive ally.

I was wide open to a stab by England, but I really had no choice. Fighting four people sapped everything and I had to just hope that he would remain loyal. Unfortunately for me, he did not and stabbed me in the spring of 1904. I should have gone from five centers to zero that game year, but they all made some terrible moves and left me with Kiel. I had units in Kiel, Baltic, Ruhr, and Silesia (retreat from Berlin). I had three removals while Russia had one build. He expected me to keep army Kiel, and so built fleet St. Petersburg (north coast). I kept army

Silesia, figuring that Kiel would be destroyed the next year no matter what. This left the Russian middle wide open for my exploitation. He had no armies close enough to offer any defense. Warsaw was mine that fall, and Moscow would probably follow the next year.

Meanwhile, Turkey was getting beaten up by Austria-Italy. He was down to three. Russia was loosing to England and fell back to three in 1905, by capture of Warsaw contributing. Austria stabbed Italy and knocked him down to four. Austria and England were now at eight, while France was close behind at seven.

Since nobody was talking to me, and even if they had, my moves were already decided, I wrote my moves for the next two seasons, and Betsy and I went to lunch. We got some hamburgers and rushed back, only to discover that a three way draw had been voted on while we were gone. It included Austria, England, and France. So we leisurely ate, and then watched the remaining two games.

My Best Austria was still firmly out front, and there was only one game left. That game had a semi-strong Austria, so I was hoping for a quick finish before he got too large. A five way draw was proposed, and Germany, the smallest country at the time, was the only negative vote. After he was eliminated a few years later, a four way draw was proposed. This also was defeated. I was beginning to worry. Finally, a two way draw between Turkey and Austria was proposed. Austria was still only at ten, so my Best Austria was still intact. But once again, someone voted no. It was repropoed again the next year and passed, but by then Austria was up to twelve centers and my Best Austria was no more. This was perhaps my biggest disappointment of the whole weekend.

David Hood calculated the results after that (they precede this article). I stayed around long enough to get the top ten places, and then Betsy and I headed home. I was a fun weekend, and if they have it again next year I will definitely attend.

There were several surprises this year. Austria was the dominate power, closely followed by Italy. They are both near the bottom of all the rating systems for pbm Diplomacy. All the other Great Powers were far behind. Dan Sellars recorded the only win, but he only managed to place sixth, due to bad finishes in his other two games. And finally, the only difference between first and second place was that Morgan Gurley had a 13 center two way draw and a 12 center two way draw, while Rob McCarter had two 12 center two way draws.

DIP: The Fall 1901 moves are due with the next issue.

I have named this game "CATCH" on the suggestion of David Hood. This fits in perfectly with the type of names I like to use. I would like to thank all the other people who submitted names. Some were very good, but not the best. If you want to try again, I am looking for a name for the Woolworth game which is number 23.

Spring 1901
 BLACK SEA ONLY CONFLICT

AUSTRIA (Ken Gestiehr, P.O.Box 302, El Cajon, CA 92022)
 1A Bud-Ser, 2A Vie-Tri, 1F Tri-Ser.

ENGLAND (John Callaghan, 1505 Philadelphia Road, Aberdeen, MD 21001)
 1A Lpl-Edi, 1F Edi-Hrg, 2F Lon-Nth.

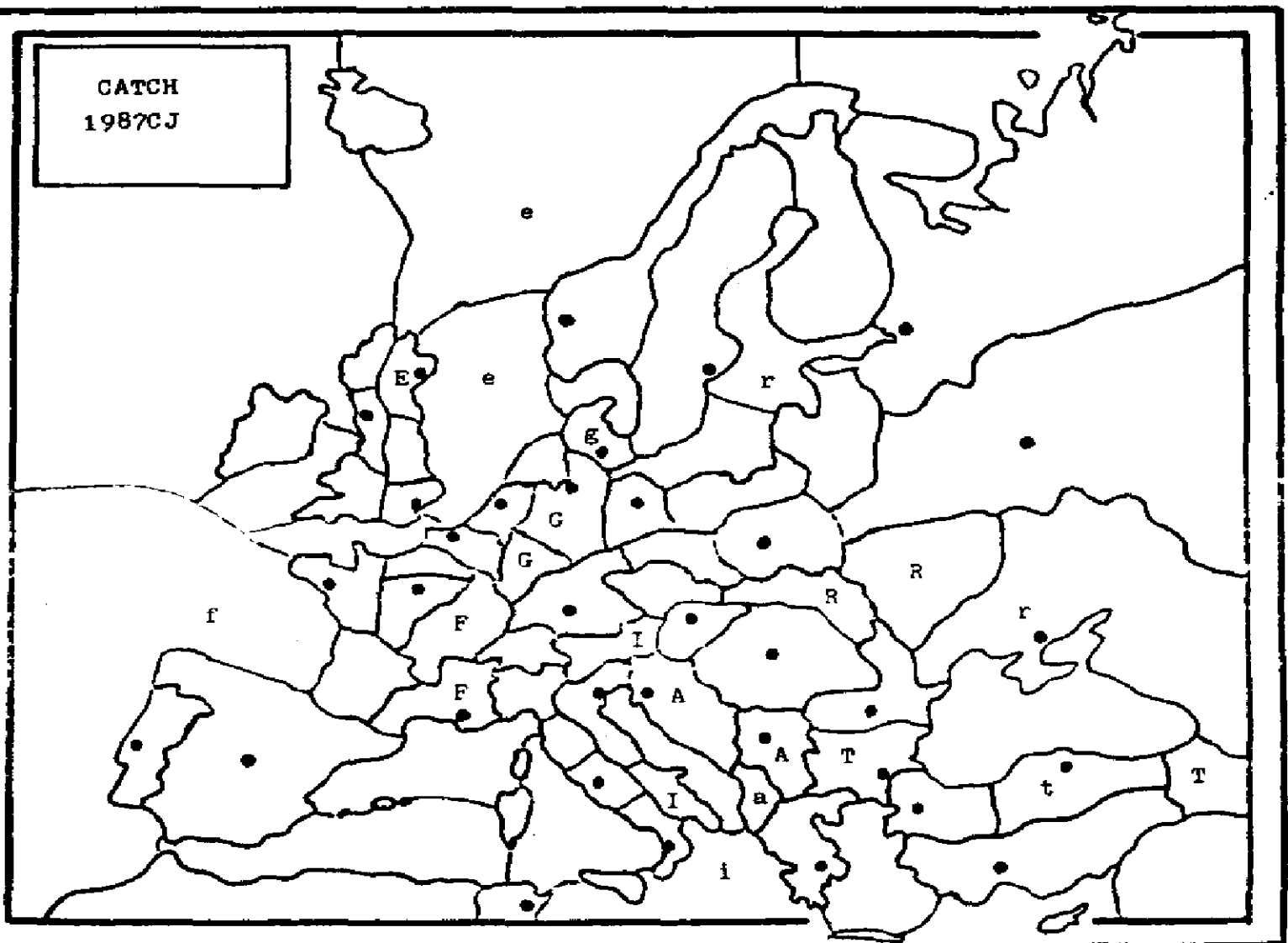
FRANCE (Fred Hyatt, 60 Grandview Place, Montclair, NJ 07043)
 1A Har (S) 2A Par-Bur, 1F Bre-Lid.

GERMANY (Tony Brooks, 1539 Amber Ct., Radcliff, KY 40160)
 1A Ber-Kie, 2A Hun-Ruh, 1F Kie-Den.

ITALY (Keith Evans, 1367 Alderton Lane, Silver Spring, MD 10906)
 1A Rom-Apu, 2A Ven-Tyo, 1F Nap-Ion.

RUSSIA (John Crosby, 1496 Washington Lane, West Chester, PA 17752)
 1A Mos-Ukr, 2A War-Gal, 1F Sev-Bla, 2F StP(sc)-GoB.

TURKEY (Chris Kremer, 1412 Poinsett Drive, Chapel Hill, NC 22186)
 1A Con-Bul, 2A Smy-Arm, 1F Ank-Bla.



Winter 1907
TURKS WIN BY CONCESSION VOTE

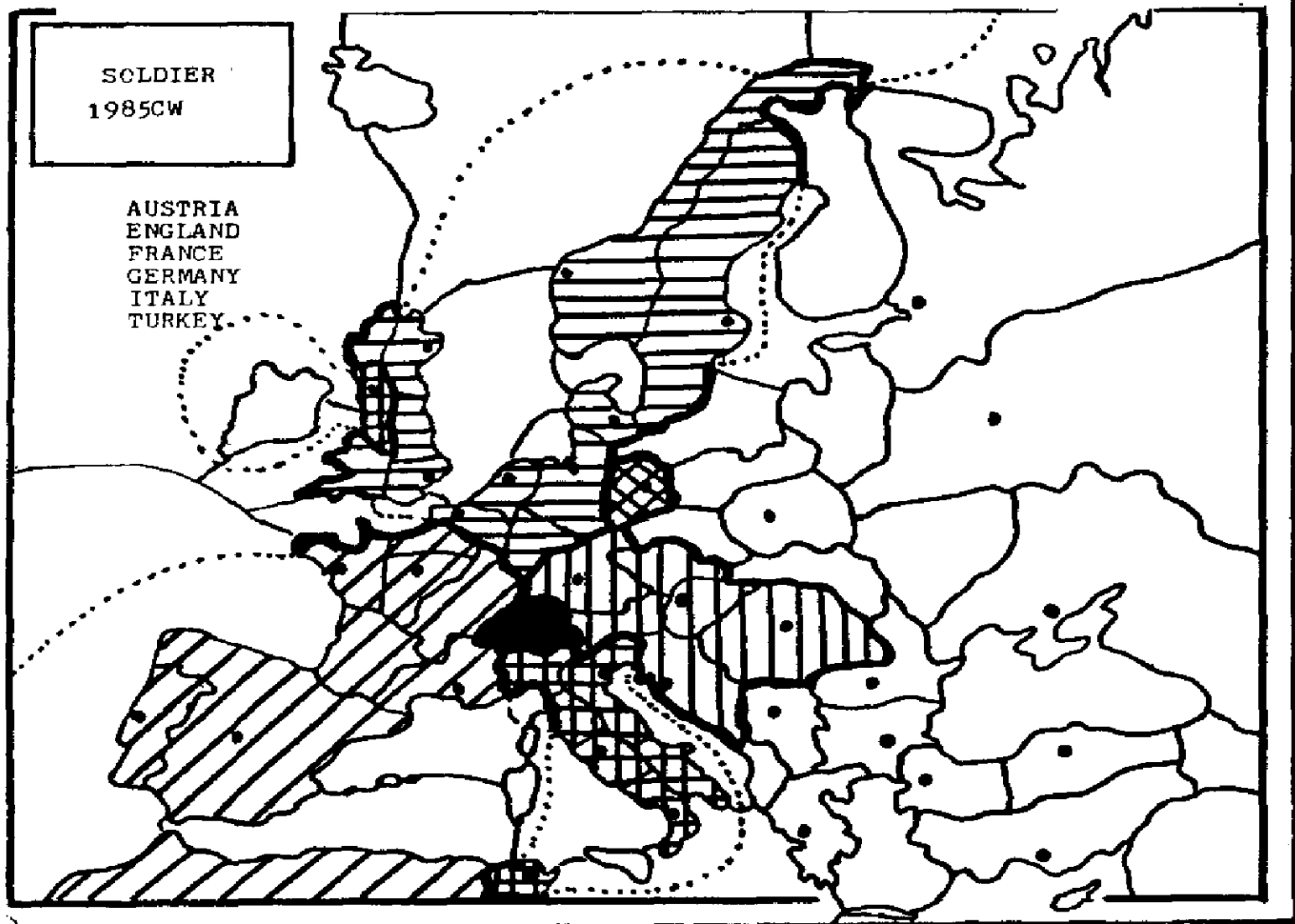
The proposed concession to TURKEY passed by a vote of 3 YES, 0 NO, and 3 ABSTAIN. This is the first game in TAG that did not include Italy in the final victory. The main reason for that is good, solid play by Larry Botimer as Turkey. I am asking for end game statements from any of the participating players by the next issue.

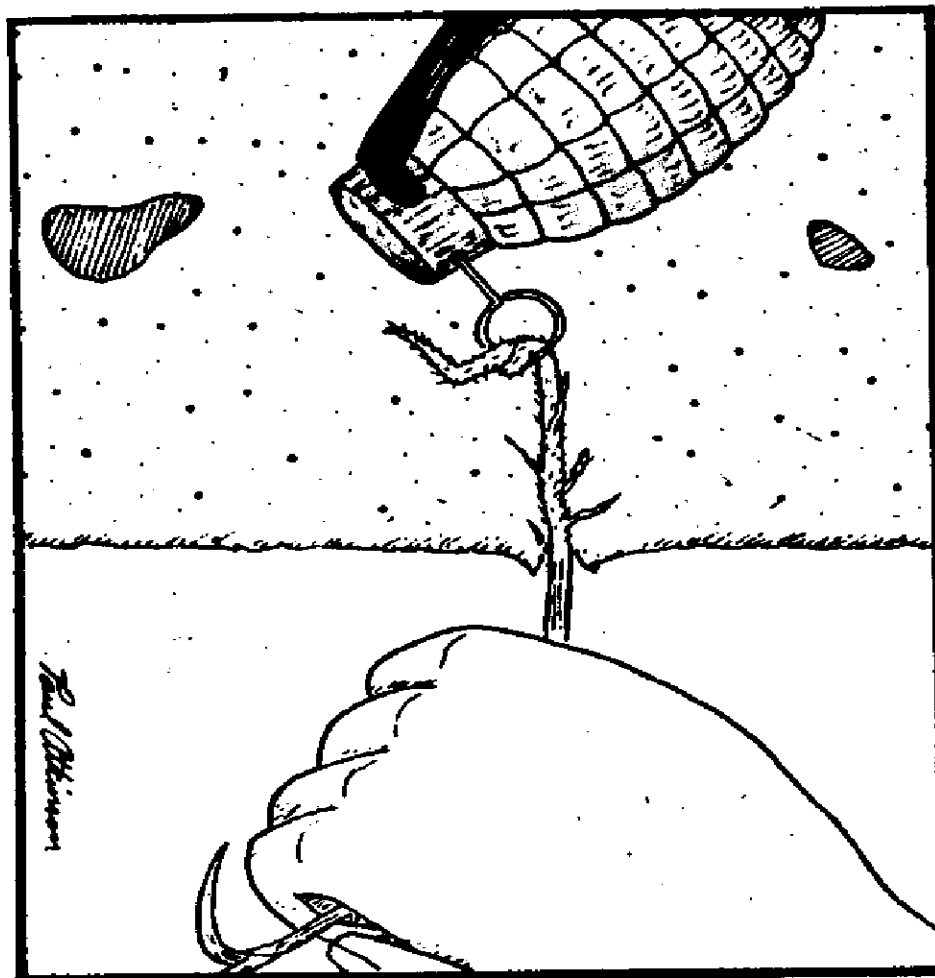
PLAYERS

AUSTRIA: Stephen Dycus(dropF01), Jeff Zarse(resF03), Dave Bongard(dropF05), George Mann(surF07).
ENGLAND: Robert Addison(surF07).
FRANCE: Jim Diehl(surF07).
GERMANY: John Crosby(surF07).
ITALY: Paul Kelly(surF07).
RUSSIA: Morgan Griffith(dropS02), Jeff Hoffman(outF05).
TURKEY: Larry Botimer(winF07).

SUPPLY CENTER CHART

	01	02	03	04	05	06	07	
AUSTRIA	3	5	2	2	3	3	4	
ENGLAND	4	6	8	7	8	8	8	
FRANCE	4	6	5	5	5	5	5	
GERMANY	4	2	1	1	1	1	1	
ITALY	5	5	6	7	7	6	5	
RUSSIA	4	3	3	2	0	-	-	
TURKEY	5	6	9	10	10	11	11	WIN





I, _____, wish to be a standby in THE APPALACHIAN GENERAL. I will accept and play any position that I am given. For every time I submit standby moves, I will receive one free issue of TAG. In addition, if I should become the player of record, I will receive three additional issues of TAG free after I have played three turns without an MMR. I wish to standby for the following games:

- | | |
|---|--|
| <input type="checkbox"/> Diplomacy | <input type="checkbox"/> Gunboat Diplomacy |
| <input type="checkbox"/> Final Conflict III | <input type="checkbox"/> Civilization |
| <input type="checkbox"/> Woolworth II-D | |

CURRENT STANDBYS

DIPLOMACY

Forest, Brooks, Crosby, Dorsey, Hood, Arkoff, Hoffman, Bongard, Hann, Kremer, Behnen, Kelly.

GUNBOAT DIPLOMACY

Brooks, Crosby, Dorsey, Evans, Hoffman, Hood, Kelly, Kremer.

If you would like added to this list, fill in the above form and send it to Dave Mc/Crumb, route 1, Box 109, New Castle, VA 24127
 If you would like removed from this list, write and let me know.

The Appalachian General

Rt. 1, Box 109

New Castle, Virginia 24127

~~Simon Billewess (Trade)~~
~~630 Victory Blvd.~~
~~Apt. 6F~~
~~Staten Island NY 10301~~