

TAG 57

Paying the Piper

by

Sharyn McCrumb

Agatha Award Nominee 1989



*Malice Domestic Mystery Convention
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Sharyn McCrumb

will be autographing her books at

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 *
 * THE APPALACHIAN GENERAL (TAG) is a monthly publication from DAVALAN *
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 * are the main focus, but there are always several games of regular *
 * Diplomacy for the purists. There are no game openings, and none are *
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 *

18 March 1989

 SOW, Warships, and Trouble Spots are due by 9 April 1989
 Mailed moves are due by 19 April 1989
 Phone moves are due by 16 April 1989

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Another plug for DixieCon. Also, I need four more players to form the TAG Team for DixieCon. So far, I have myself, Nash, and Dorsey. Come on Lilleleht, are you going to let Nash show you up again. (Or do you object to being on the same team as a couple of Tech graduates?) Bongard, why don't you bring several friends down with you. Chapel Hill is not that far from D.C. The cost is \$10 per person, plus \$10 per night if you stay in the dorms. A team costs \$50, so we save \$3 per player if we can organize one. If somebody would like to come, but has no ride, let me know and I can help you try to find one. A listing in TAG would be a good idea. This could also be used next year to organize rides to DipCon, regardless of its location. So, who wants, and who could provide, rides to DixieCon? I can do so from southwest Virginia and all areas between the two.

On the middle pages is a more in depth listing of game openings. It is taken from Known Game Openings (Robert Sacks, 4861 Broadway 5-V, NY, NY 10034). This is the most frequent listing of game openings that I know of.

I only received one analysis concerning Why Game, but have included it. I also received an excellent analysis of Beethoven's Last from Bill Wulff, but it arrived to close to the deadline and will have to be held over until next issue. I have also been told about a couple of articles that other people are writing for inclusion in TAG, so we may have a large issue next time.

SUPPLY CENTER CHART

	01	02	03	04		
AUSTRIA	3	3	2	3	John Crosby	
BALKANS	2	2	3*	2	Jim Diehl(S)	
ENGLAND	4	5	6	7	Chris Mattern	Win-S05
FRANCE	3	4	5	4	Bill Wulff(S)	
GERMANY	4	7*	7	8	Chris Mattern(S)	Win-S05
ITALY	5	3*	2*	1	Neill Goltz	
RUSSIA	5	3	4	2	John Crosby(S)	
SCAND	2	1	1	1	Jim Diehl	
SPAIN	4	5	5	5	Bill Wulff	
TURKEY	4	4	4	6	Neill Goltz(S)	
NEUTRAL	3	1	0			

Bill Wulff (Spain/France)

-Pre and Opening Game

When Dave Proposed Shepherd Game back in issue #35 or so, I was just wrapping up a reasonable successful Youngstown IV game, but didn't want to get involved in another globe-spanning monster game. The five-player set-up, limited to the continent of Europe, made it look like the negotiating and confusion would be kept to a minimum. Also, as a fairly recent convert to mysteries, I looked forward to figuring out the secret identities of half the countries on the board.

It was apparent that you could take two tacks in choosing your two countries. The first was to pick them such that they could support one another, such a Russia and Turkey, or England and Spain. The second way was to choose a secret power that couldn't directly help the public one, and only make the loyalties known at a decisive moment. Since I didn't want my public power to have to survive alone until the middle or end of the game, I chose the first option.

As did everyone else (with the exception of Neill Goltz, the Italian player), I picked my public power on the periphery; since it isn't the regular game, I figured no one else would make Spain their first choice. For the secret power, I picked France, with second choice of (I believe) Italy, then England. When I got both first choices, I was thrilled at my position; my decision to go for supporting position rather than surprise seemed justified. I never dreamed that anyone would be able to get away with both.

Anyway, since France's ownership would soon be obvious, I tried to cut down on confusion in the pre-game by contacting everyone I could and offering to trade information. If I couldn't get actual identities of the secret powers, at least we could trade information on which secret powers we didn't have. Only Austria, under Emperor Crosby, seemed interested enough, and by the first year we were in complete alliance. Prime Minister Chris Mattern of England I couldn't contact at all.

-The attack on Italy

First, a couple of notes. One, that a strong position has to be exploited immediately in a multi-player game, before the others have a chance to gang up on you. Two, the best way to discover the owner of a secret power is to attack it.

Neill Goltz, who seems to have been ordained by fate to be an immediate neighbor in almost every game I play, must have had the second point in mind when, in pre-game negotiations, he contacted me (Spain) to talk over the possibility of an assault on France. My problem was that Spain juts so far out into the Atlantic that, if I decided to go heavily into fleets, the ones that go North couldn't support the ones headed west. Therefore, I had to choose which way to go, assuming I wanted to use my limited fleets effectively. It came down to the toss of a coin, so Italy's offer of attack upon the body of la Belle Republique made the decision easy. I wrote Chris (phone calls never seemed to get through), offered neutrality, and sent in my orders. Nothing personal, Neill. England's response of sending the fleets to North and Norwegian Seas seemed amiable and conventional enough, so I let the lack of a direct reply slip.

By Fall 1901, Italy realized it was in immediate trouble, but didn't have enough units to do much about it. While he sacrificed Tunis to Spanish fleets and went for the Balkans, my French convoyed a Spanish Army into Tuscany, and the end was in sight. Meanwhile, Austria let me know

his secret power (Russia; mine was already obvious), and we agreed on a quick campaign of annihilating Italy. In the north, Scandinavia let the English gnaw away at their rear while they pursued a futile attack on St. Petersburg. The unknown German bounced French armies back from the frontier, and the unknown Balkans got themselves chewed on by Crosby, Goltz, et al.

-The horror! The horror!

Then the breaking up of my group house and Christmas caught up with me, and I missed my Winter 1901 builds. Ouch. Other MNR's also revealed that: 1) Neill Goltz definitely owned Turkey as well as Italy (no surprise), and 2) Either Scandinavia owned Germany and was attacking himself, or else England did, and was about to clean Scandinavia's clock before he turned around and started in on France. Double ouch. This went a long way toward explaining why Chris had been ducking me for months.

I could have really used that build.

By Spring 1902, I had realized that the game had been decided. The Balkans were a mess and likely to remain so, Russia wasn't in much better shape, and most of my forces were tied down in Italy -- to far from the scene of action to help. Other than myself, only Turkey-Italy had any strength, and Neill was in no position nor the mood to do anything about England and Germany. Jim Diehl, running Scandinavia and the Balkans, seemed to have given up by the end of '01. Chris Mattern had pulled off the unlikelihood of both obtaining a supportive secret power, and keeping it secret long enough to be decisive.

-Playing for time

I decided that my only hope was to polish off Italy yesterday, and through some risky moves took Rome and Venice, and then drove the last home unit off the Italian peninsula on 1903, by taking Naples. My French built an army in Marseilles just in time to prevent the Germans' invading from Switzerland, but the fleet I sent up the English Channel got taught its manners and sent home. On paper, I lost nothing that year, but at the beginning of 1904, England had an army in Picardy, and Germany had five (!) ready to support it. In the Atlantic, Chris has five fleets lined up against my three. The only thing holding back the crush was that his units were in each other's way.

The next turn, England casually kicked me out of the Mid-Atlantic; unfortunately, this area borders on one of France's home centers, and all of Spain's. In the fall, he took Brest and Morocco and cut France in half. Enough was enough; there was nothing I could do. I proposed a concession, and through general resignation or fatigue, it passed immediately.

Oh well. It was nice for a little while, anyway, though it seems strange to end a game after only four years, to a player who isn't near real victory yet.

-What I should have done...

Stayed neutral with Italy and moved north with everything I had in Spring 1901. Maybe Neill and John Crosby could have kept each other and Jim Diehl busy long enough for me and Chris to hash things out. By the time I knew what Chris had, making peace would have meant that Neill cleaned up the Balkans while both of them cleaned me up.

-Notes to Dave

-Next time, you might consider setting up some sort of system to private, anonymous negotiation so that a "secret" power can make deals without revealing who runs it. As a really interesting alternative, run a Gunboat Woolworth. It certainly couldn't be any shorter than this one.

-The choice and assignment of secret powers is a critical component to this variant. Would it be possible to publish a commentary on the choice lists of the players, or even the list themselves?

David McCrumb (GM)

I did not really follow this game as closely as I usually follow that games in TAG. I knew very little of what was going on aside from what the moves told me. Of course, I did know who had each secret power, so I was able to judge a little better what each player was trying to do.

I feel Bill had a very good understanding of what happened in his game. Eastern Europe was a mess. There were six powers controlled by three players that were continuously going back and forth. Nobody gained

an advantage they kept for long. In 1904, it did look like Jim Diehl and Neill Goltz were cooperating more, but the game ended before it bore fruit. Bill Blitzed Italy, while Chris wiped out Scandinavia. Then Bill tried to defend and the English/German hordes, but there was no way. In fact, Chris had so many units that he was already starting to put his finger into the Balkan pie.

I enjoyed the game, despite not following the negotiations. I must admit, however, that I was not neutral in this game. I did the mechanics properly, and gave a general outward appearance of neutrality, but I was secretly rooting for Chris from the first turn. Chris has played in my games since 1982, and has done terrible. His best finish ever was a second place as Turkey in Jack Daniel's (Gunboat Dip).

How did the country selection go? Diehl, Mattern, and Wulff all got their first two picks. Crosby got his first and third picks, while Goltz got his first and fourth pick. I don't have the actual charts in front of me. I disposed of them two weeks ago, or I would print them.

Negotiations between secret powers is possible. It would change the game. Also, why not have five other players play the secret powers. Or better yet, have two sets five, unknown to each group, play each country. There are many variations possible.

TEDDY'S GAME (1988CO)

Diplomacy

Spring 1902

AUSTRIANS IN TROUBLE

AUSTRIA (Tom Johnson, 6605 Oak Forest Ave., Apt 10, Tinley Park, IL 60477)

1A Rum-Bul, 2A Gal-Sil, 3A Bud (S) ITALIAN 2A Tri-Ser/NSO, 1F Gre (S)
1A Rum-Bul.

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

1A Wal-Yor, 1F Nwy (S) 2F Lon-Nth, 2F Lon-Nth, 3F Edi (S) 2F Lon-Nth.

FRANCE (Melinda Holley, P.O. Box 2793, Huntington, WV 25727)

1A Por-Spa, 2A Bel-Ruh, 1F Eng-Bel, 2F Bre-Eng.

GERMANY (John Crosby, 9031 Cardiff Road, Richmond, VA 23235)

1A Den-Kie, 2A Hol-Ruh, 1F Nth-Den.

ITALY (Chris Gabel, P.O. Box 92, Madras, OR 97741)

1A Tun-Alb, 2A Tri-Vie, 3A Rom-Ven, 1F Ion (S) 1A Tun-Alb, 2F Nap-Apu.

RUSSIA (Ken Gestiehr, P.O. Box 302, El Cajon, CA 92022)

1A Ukr (S) 1F Sev-Rum, 2A War-Gal, 1F Sev-Rum, 2F GoB-Swe.

TURKEY (Jay Ouzts, Box 2722, DSU, Cleveland, MS 38733)

1A Bul (S) RUSSIAN 1F Sev-Rum/dsl(Ser,otb);, 2A Con-Smy, 1F Ank-Con,
2F Smy-Eas.

(DIP): The Fall 1902 moves are due by the date listed on Page 2.

PRESS

Bud-Rome: The rumors you heard are unfounded. Sorry haven't written, will write soon.

Bud-Mos: Peace.

Bud-Ank: Go jump!

Sev-Rum: While you're holding down the fort, England gets Swe, StP, Mos & Wa. Such a PEARL!

Fall 1751

AUSTRIA (Neill Goltz, 600 W. Franklin, Apt #307, Minneapolis, MN 55405)
A Bos-Pps, A Bav-Han, F Adr (C) A Bos-Pps, F NPO-Ore, A Lou-Tex.

CHINA (Lee Kendter, Jr., 264 Spruce Court, Bensalem, PA 19020)
 A Gob-Sin, A Tib-Ben, A Chi-Tib, F Ctn H.

ENGLAND (Fred Hyatt, 60 Grandview Place, Montclair, NJ 07043)
 A Col H, F Nws-Nwy, F Iri-Ire, A Kam H, A Sia H.

FRANCE (Mark Frueh, 777 Royal St. George Dr. #419, Naperville, IL 60540)
 A Bur-Sav, A Tou-Agn, F Leo-Eat, A Ont-Mta, A Vol-Tbk.

NETHERLANDS (Bill Wulff, 1517 Stoneleigh Ct. Apt. 2098, Arlington, TX 76011)
A Hag-Han, F Hel-Den, A Vza H, A Con H, A Niz-Kha.

OTTOMAN (Stan Johnson, 10 Pine Street, Edison, NJ 08817)
 A Ist-Bul, A Bag-Per, A Per-Afg, F Ems-Egy(nc), A Bah-Ric.

PORTUGAL (Dave Bongard, 7912 Towerbell Court, Annandale, VA 22003)
 A Lag H, F Can-Ifn, A Van H, F Tas-Ant, A Nat H.

RUSSIA (Tom Nash, 5512 Pilgram Road, Baltimore, MD 21214)
 A Lit-Rum, A Kie-Cri, F Bal (S) AUSTRIAN A Bav-Han, A Mon-Man, F Soj-Kor, F Bis-Sam.

SPAIN (Mark Costello, 4812 Harvard Road, College Park, MD 20740)
 A Mad-Leo, F Wms-Pps(WC), A Tex-Cal, F Wpo-Gua, A Eth-Sud.

DIP: The Winter 1751 moves will be due by the date listed on Page 2. The only listed preferences were between proposal #2 and #4. Proposal #4 was preferred by a ratio of 2-1, therefore we will go with #4) replace the player after two consecutive NMRs. I think this will be easiest on me, and it will simplify your diplomacy a little as you don't have to worry about contacting standby players. I will try to get replacements for every power regardless of its size, but that will have to wait until we see how many deadbeats we actually have.

There was a little confusion about how I wanted the orders submitted. I will use France as an example:

Europe:	Army Burgundy-Savoy	A Bur-Sav
	Army Toulon-Aragon	A Tou-Agn
	Fleet Leon-East Atlantic Ocean	F Leo-EAT
N.America:	Army Ontario-Manitoba	A Ont-Mta
Africa:	Army Volta-Timbuktu	A Vol-Tbk

By using this format, the GMing and typing are a little easier. It should also make it easier for you to set up the map. I know how hard it is. I have been setting up a Colonia VI map for over two years now.

SUPPLY CENTER CHART.....1751

AUSTRIA:	Bud	Fla	Haw	Tri	Vie	Han	Ore	Tex.....8	Builds 3
CHINA:	Amo	Pek	San	Wuh	Ben	Ctn	Sin	Tib.....8	Builds 3
ENGLAND:	Edi	Ecu	Lon	Mia	Nig	Col	Ire	Kam Sia Nwy.10	Builds 5
FRANCE:	Bdx	Dak	Que	Par	Tou	Mta	Sav	Tbk.....8	Builds 3
NETHERLND:	Ang	Ant	Goa	Hag	Sur	Con	Den	Kha Vza.....9	Builds 4
OTTOMAN:	Bag	Bra	Ist	Izm	Jer	Afg	Bul	Egy Per Ric.10	Builds 5
PORTUGAL:	Ala	Cpc	Lag	Lis	Mbo	Ifn	Lag	Nat Van.....9	Builds 4
RUSSIA:	Kie	Mos	Oms	Stp	Tah	Vla	Cri	Kor Man Rum..	
	Sam.....								11 Builds 5
SPAIN:	Mad	Mex	Mnl	Som	Val	Cal	Gua	Sud.....8	Builds 3
NEUTRAL:	Arg	Azo	Bah	Bav	Bel	Bol	Beo	Bma Cam Cub..	
	Cey	Die	Eth	Fez	Fij	Gab	Gha	Gre Hon Iwo..	
	Jap	Jav	Ken	Lou	Mal	Mah	Mas	Mon Mor Moz..	
	Nep	Nwg	Nwz	Niz	Num	Ohl	Oma	Ont Pps Pru..	
	Pol	Sum	Swe	Tai	Tar	Tau	Tog	Tun Uga Vir..	
	Vol	Wak	Yem	Zam.....					54

*Fred, could you check this. I come up with 135 SC, but your list has 134. I can't find my extra one.

Preference to... brings fear, fear brings paranoia, and paranoia... army maneuvers.

THE "SECRETARIES OF WAR" GAMES

7x7 Gunboat Diplomacy

GM: David Mc/Crumb

Note: There is a format change in the Supply Center charts. Supply centers that were lost are enclosed in (brackets) this turn.

Lewis Cass (1987Jrb32) Spring 1909

AUSTRIA: Constant. 1A Tri-Tyo, 2A Vie (S) 1A Tri-Tyo, 4A Bud-Ser.
 ENGLAND: Builds 6F Lpl. 1A Sil-Mun, 2A Ber (S) 1A Sil-Mun, 3A Ukr (S) RUSSIAN 2A Rum, 4A Lon-Gas, 5A Mos (S) RUSSIAN 1F Sev, 1F Eng (C) 4A Lon-Gas/dsl(Wal,Nth,otb), 2F Kie (S) 3F Nth-Hol/(Hel,Den,Bal,otb)), 3F Nth-Hol, 4F NAO (S) 5F Mid, 5F Mid (C) 4A Lon-Gas, 6F Lpl-Iri.
 FRANCE: Builds 6A Mar. 1A Mun-Ber/dsl(Bur,Boh,otb), 2A Pic (S) 2F Bre, 4A Hol-Kie, 5A Ruh (S) 4A Hol-Kie, 6A Mar-Pie, 1F Nap (S) TURKISH 3A Alb-Apu/NSO, 2F Bre (S) 4F Bel-Eng, 3F Wes-Mid, 4F Bel-Eng, 5F Spa(sc) (S) 3F Wes-Mid.
 ITALY: Removes 2F Ven. 1A Apu-Rom, 3A Tyo-Ven.
 RUSSIA: Constant. 2A Rum H/dsl(Gal,otb), 1F Sev H.
 TURKEY: Constant. 1A Ser (S) 4A Bul-Rum, 3A Alb (S) 1A Ser, 4A Bul-Rum, 5A Arm-Sev, 1F Bla (S) 4A Bul-Rum, 2F Adr-Ion.
 Old Proposal: 1) E/F: 3 YES, 2 NO, 1 ABSTAIN
 2) E/F/T: 1 YES, 4 NO, 1 ABSTAIN
 New Proposal: 3) E/F; 4) F/T; 5) E/F/T

Benjamin Butler (1987Nrb32) Fall 1909

FRANCE: 1A Bur-Mun, 2A Kie-Ber, 3A Hol-Kie, 4A Boh (S) ITALIAN 2A Vie/NSO, 5A Ruh (S) 1A Bur-Mun, 1F Nth-Nrg, 2F Den H, 3F Edi H, 4F NAO-Mid, 5F Mid-Wes, 6F GoL (S) 5F Mid-Wes.
 GERMANY: 1A Pru-War, 4A Sil (S) 1A Pru-War, 5A Swe-Fin, 7A Lvn-StP, 1F Nrg-Nwy, 2F Bar (S) 7A Lvn-StP.
 ITALY: 1A Bud (S) 3A Tri-Ser, 2A Vie-Tri, 3A Tri-Ser, 4A Ven-Tri, 1F Eas-Aeg, 2F Trn (S) 3F Ion-Tun, 3F Ion-Tun.
 RUSSIA: 1A Ukr-War, 3A Mos (S) 1A Ukr-War.
 TURKEY: 1A Bul (S) 2A Rum, 2A Rum (S) FRENCH 4A Boh-Gal/NSO, 3A Sev (S) 2A Rum, 1F Adr-Ven, 2F Bla (S) 3A Sev, 3F Gre (S) 5F Tun-Ion, 4F Smy-Eas, 5F Tun-Ion.
 New Proposal: 1) F/T

FRANCE:	Bre	Mar	Par	Por	Spa	Bel	Lon	Hol	Kie	Mun..	
	Lpl	Ber	Den	Edi.....							14 Builds 3
GERMANY:	(Ber)	(Den)	Swe	Nwy	(Edi)	War	StP.....				4 Remove 2
ITALY:	Ven	Tri	Rom	Nap	Ser	Bud	Vie.....				7 Constant
RUSSIA:	Mos	(StP).....									1 Remove 1
TURKEY:	Ank	Con	Bul	Sev	Gre	Tun	Smy	Rum.....			8 Constant

John Spencer (1987Lrb32) Fall 1909

ENGLAND: 1A Fin-StP, 1F StP(nc)-Nwy, 2F Ska-Den, 3F Por-Mid, 4F Hel-Hol, 5F Spa(nc)-Gas, 6F Iri-Eng, 7F Eng-Bel, 8F Nth-Lon.
 FRANCE: 4A Bre H, 2F Yok-Lon.
 GERMANY: 3A Ruh-Hol, 4A Lvn-StP, 1F Swe (S) 3F Den, 2F Kie (S) 3A Ruh-Hol, 3F Den (S) 1F Swe.
 ITALY: 1A Bul H, 2A Gal-War, 3A Mos-StP, 4A Sev-Ukr, 5A Boh-Sil, 6A Pie-Mar, 7A Tyo-Boh, 1F Naf-Mid, 2F Con-Ank, 3F Mar-Spa(sc), 4F Smy (S) 6F Eas-Syr, 5F Wes (S) 3F Mar-Spa(sc), 6F Eas-Syr, 7F GoL (S) 3F Mar-Spa(sc).
 RUSSIA: 2A War H.
 TURKEY: 2A Ank-Arm, 1F Syr H/ANN.

Old Proposal 1) I win: 4 YES, 2 NO, 0 ABSTAIN
 2) E/R: 3 YES, 3 NO, 0 ABSTAIN
 3) E/G/R: 4 YES, 2 NO, 0 ABSTAIN
 New Proposal: 4) I win.

ENGLAND:	Edi	Lpl	Nwy	Por	(Bre)	Bel	StP	(Hol)	(Spa).....	6 Remove 3
FRANCE:	Par	Lon	Bre.....							3 Builds 1
GERMANY:	Ber	Kie	Mun	(Mos)	Swe	Den	Hol.....			6 Constant
ITALY:	Nap	Rom	Ven	Tun	Tri	Bud	Vie	Ser	Bul	Gre...
	Rum	Sev	Mar	Smy	Mos	Ank	Spa.....			17 Builds 3
RUSSIA:	War.....									1 Constant
TURKEY:	(Ank)	Con.....								1 Constant

PRESS
 France to Neighbors: I don't want trouble, please write. Silence
 and paranoia brings.....

James Porter (1987Prb32) Fall 1909

RETREATS: English 1A Bur-Gas.

AUSTRIA: 1A Ser (S) 2A Gre-Bul, 2A Gre-Bul/dsl(Alb,otb), 5A Gal-War, 6A Bud-Rum, 7A Ven (S) 2F Rom, 2F Rom (S) TURKISH 2F Nap-Trn/NSO, 3F Adr-Ion.

ENGLAND: 1A Gas-Spa, 2A Par-Bur, 3A Nwy (S) 3F StP(nc)/dsl(Fin,otb), 2F Mar-Spa(sc), 3F StP(nc) (S) 3A Nwy/dsl(Bar,otb), 4F Pic-Bel, 5F Edi (S) 7F Lon-Nth, 6F Eng (S) 4F Pic-Bel, 7F Lon-Nth.

GERMANY: 2A Bur-Bel, 3A Mun-Kie, 4A Swe (S) 1F Nth-Nwy, 5A Ruh (S) 2A Bur-Bel, 1F Nth-Nwy, 2F Den (S) 3F Hel-Nth, 3F Hel-Nth.

ITALY: 1F GoL-Wes.

RUSSIA: 5A Lvn (S) 7A Mos-StP, 6A Sev H, 7A Mos-StP.

TURKEY: 2A Rum (S) 3A Bul, 3A Bul (S) 4F Ion-Gre, 1F Bla (S) 3A Bul, 2F Nap-Ion, 3F Trn-Ion, 4F Ion-Gre, 5F Aeg (S) 4F Ion-Gre.

New Proposal: 1) R/T

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

*Austria will Build 1 if they retreat otb
 @England will be Constant if they retreat 1 unit otb and will Build 1 if they retreat both units otb
 †Italy removes 1F Wes and is OUT!

Joel Poinsett (1987Krb32) Fall 1909

RETREATS: French 1F Mid-Por.

FRANCE: 1A Mar-Spa, 1F Por-Spa(sc), 3F Spa(sc)-GoL.

GERMANY: 1A Bel-Ruh, 3A Bur (S) 5A Par-Gas, 4A Nwy-StP, 5A Par-Gas, 6A Vie (S) 8A Gal-Bud, 7A Lvn (S) 9A War-Mos, 8A Gal-Bud/dsl (Sil,otb), 9A War-Mos, 10A Pru-War, 11A Mun-Tyo, 12A Boh (S) 6A Vie, 1F Bre-Mid, 2F Iri (S) 1F Bre-Mid, 3F GoB-Swe, 4F Mid-Wes.

ITALY: 3A Alb-Tri, 1F Ion H, 2F Adr (S) 3A Alb-Tri, 3F Ven (S) 3A Alb-Tri, 4F Trn (S) 1F Ion.

RUSSIA: 2A Mos (S) 2F Fin-StP(sc)/dsl(Sev,otb), 2F Fin-StP(sc).

TURKEY: 1A Ser-Alb, 2A Tri-Vie/dsl(Ser,otb), 3A Sev-Ukr, 4A Bud (S) 5A Rum-Gal, 5A Rum-Gal, 6A Bul-Rum, 1F Smy-Con, 2F Aeg-Ion, 4F Gre (S) 1A Ser-Alb.

Old Proposal: 1) G win: 3 YES, 1 NO, 1 ABSTAIN

New Proposal: 2) G win.

FRANCE:	Mar	Por	Spa.....					3	Constant
GERMANY:	Ber	Kiie	Mun	Den	Hol	Edi	Lpl Par Lon Swe..		
	Bel	Nwy	Vie	War	Bre	MOS.....		16	Builds 1
ITALY:	Nap	Rom	Ven	Tun	Tri.....			5	Constant
RUSSIA:	(Mos)	StP	Sev(?).....					1	Remove 1*
TURKEY:	Ank	Con	Smy	Bul	Gre	Rum	Ser Sev? Bud.....	9	Builds 1@

*Russia will be at 2 centers and constant if they retreat to Sev
 @Turkey will be at 8 centers and remove 1 if Russia retreats to Sev

John Bell (1987Orb32) Fall 1909

AUSTRIA: A War-Mos.

FRANCE: A Mar-Pie, A Fin (S) F Nwy-Swe, A Pic-Bur, A Ruh (S) A Bur-Mun, A Bel-Hol, A Bur-Mun, F Ska (S) F Den, F Nwy-Swe, F Den (S) F Nwy-Swe, F Mid-Wes, F Spa(sc)-GoL.

GERMANY: A Hol-Kie, A Mun (S) A Hol-Kie/dsl(Sil,Boh,Tyo,otb).

ITALY: A Rum (S) A Gre-Bul, A Ser (S) A Gre-Bul, A Vie-Gal, A Bud (S) A Rum, A Gre-Bul, A Pie H, F Trn-GoL, F Ion-Tun, F Aeg-Smy.

RUSSIA: A Ukr-Rum, F Swe (S) F Bal-Den/ANN, F Sev (S) A Ukr-Rum/ANN, F Bal-Den, F Ber-Kie.

TURKEY: A Bul-Sev, A Arm (S) A Bul-Sev, F Con H, F Bla (C) A Bul-Sev.

New Proposal: 1) F/I

AUSTRIA: War Mos.....2 Builds 1*
FRANCE: Bre Mar Par Por Spa Lpl Lon StP Edi Nwy..
Bel Mun Swe Den.....14 Builds 3
GERMANY: Kie (Mun) Hol.....2 Constant@
ITALY: Nap Rom Ven Tri Tun Gre Ser Vie Bud Rum..
SMY Bul.....12 Builds 3
RUSSIA: (Mos) (Sev) (Swe) (Rum) (Den) Ber.....1 Remove 2
TURKEY: Ank Con (Smy) (Bul) Sev.....3 Remove 1
*Austria has no Home Centers and will play one short
@Germany will Build 1 if they retreat otb

William Wilkins (1987Mrb32) Spring 1909

RETREATS: Italian 3A Sil-Gal.
FRANCE: 1A Pie-Tus, 3A Gas-Mar, 4A Par-Gas, 2F Bre-Mid, 3F Mid-Naf.
GERMANY: 1A StP-Mos, 2A Ruh (S) 8A Kie-Mun, 3A Pic (S) 4A Bel-Bur,
4A Bel-Bur, 5A Hol-Kie, 6A Mun-Ber, 7A Sil-War, 8A Kie-Mun, 1F Iri
(S) 3F Eng, 2F Nrg-NAO, 3F Eng (S) 3A Pic, 4F Bal (S) 6A Mun-Ber.
ITALY: 1A Ser (S) 3A Gal-Rum, 2A Boh-Sil, 3A Gal-Rum, 4A Bud (S) 3A
Gal-Rum, 5A Alb (S) 2F Gre, 6A Tyo-Ven, 2F Gre (S) 4F Ion-Aeg, 3F
Trn-Gol, 4F Ion-Aeg.
RUSSIA: 2A War-Lvn, 3A Mos-StP.
TURKEY: 2A Rum (S) 4A Bul-Ser, 3A Sev (S) 2A Rum, 4A Bul-Ser,
3F Aeg (S) 5F Bla-Bul(ec), 4F Eas (S) 3F Aeg, 5F Bla-Bul(ec).
Old Proposal 1) I/G: 2 YES, 1 NO, 2 ABSTAIN.

FRANCE: Bre Mar Par Spa Por.....5 Constant
GERMANY: Ber Kiie Mun Den Hol Swe Edi Nwy Bel Lpl..
StP Lon War.....13 Builds 1*
ITALY: Nap Rom Ven Tri Ser Tun Vie Bud Gre.....9 Constant
RUSSIA: Mos (War).....1 Remove 1
TURKEY: Ank Con Smy Bul Sev Rum6 Constant
*Germany has no open home centers and will play one short.

DIP: Remember, the due date for these 7x7 games is ten (10) days before the due date for all the other games in TAG.

There were some questions regarding draws. The official scoring system I am using gives one point for each center at the end of the game, plus one point for each center at your highest point. With this system, a 2-way draw with other survivors gives no more points than a DIAS. However, I am allowing non-DIAS for two reasons: being part of a small draw feels better, and I will also be calculating scores based on other systems (in which non-DIAS draws do matter). These include: the system Rick and Tony are using, the system used in my Gunboat Ratings, Cahlmer Points, and the CAD system. However, the one listed at the beginning will solely determine the winner. I just want to compare the five systems and their respective rankings.

I don't normally comment on individual games, but the Russian decrease in John Bell deserves special mention. I have never seen a country fall so greatly. I once fell from five to one as Germany at DixieCon two years ago, but that was not Gunboat either. This was, and the fall was made possible by almost every power on the board doing their part. Even the lowly Austrians picked up a Russian center, doubling to two centers, even though they can not build.

For the six games that have reached Fall 1909, the players have amassed the following number of supply centers:

49 - 47 - 36 - 33 - 15 - 12 - 12

All except one of these will change with the Fall 1909 season of Cass. The player orders will also change with that game.

Spring 1908
CAN RUSSIA STILL DO IT?

RETREATS: German 1A Boh-Mun, 3A War-otb, 2F Bal--Kie.

AUSTRIA (David Hood, 15-F Estes Park, Carrboro, NC 27510)
Removes 2A Tyo. 3A Adu-Ven.

FRANCE (Gary Behnen, 13101 S. Trenton, Olathe, Kansas 66062)
Builds 6A Mar. 1A Ruh-Kie, 3A Edi-Nwy, 4A Tus-Ven, 5A Spa H, 6A Mar-Pie,
1F Bar (S) 3A Edi-Nwy, 2F Nth-Ska, 3F Nrg (C) 3A Edi-Nwy, 4F NAO-Mid,
5F Nap-Ion, 6F Trn (S) 5F Nap-Ion.

GERMANY (Dave Bongard, 7912 Towerbell Court, Annandale, VA 22003)
Builds 3F Ber. 1A Mun (S) 2A Gal-Sil, 2A Gal-Sil, 1F Den (S) 2F
Kie-Bal/dsl(Nth,Hel,otb), 2F Kie-Bal, 3F Ber (S) 2F Kie-Bal.

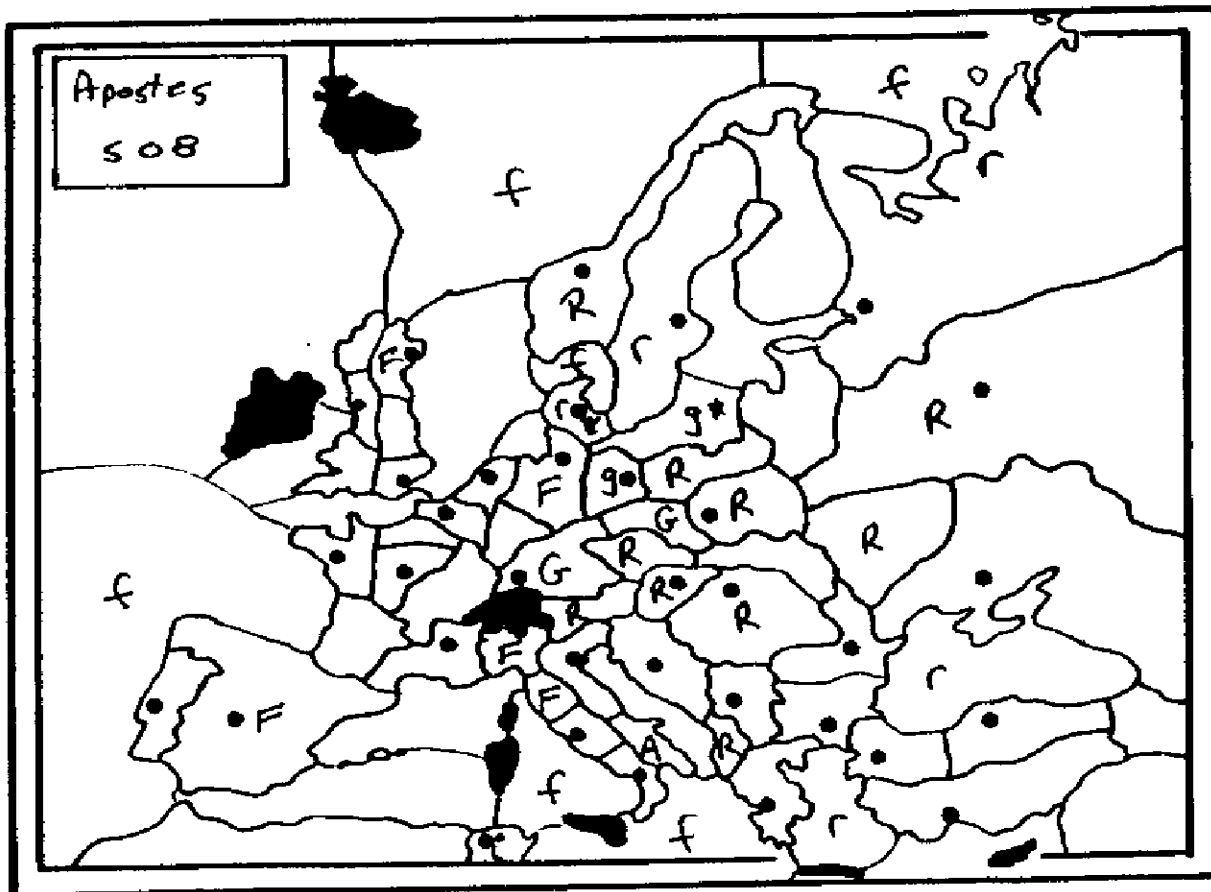
ITALY (Chris Kremer, 1412 Poinsett Drive, Chapel Hill, NC 27514)
Removes 1F Ion. 2F Wes-Tun.

RUSSIA (John Crosby, 9031 Cardiff Road, Richmond, VA 23235)
Builds 10A Mos, 6F Sev, 7F StP(nc). 1A Nwy H, 2A Alb-Gre, 3A Ukr-Rum,
4A Vie (S) 9A War-Gal/NSO, 5A Tri-Tyo, 6A Bud-Rum, 7A Boh (S) 9A War-Gal,
8A Lvn-Pru, 9A War-Ukr, 10A Mos-War, 1F Aeg-Gre, 3F Ska-Den, 4F Swe (S)
3F Ska-Den, 5F Bal-Kie/dsl(GB, Lvn,otb), 6F Sev-Bla, 7F StP(nc) (S) 1ANwy.

DIP: The Fall 1908 moves are due by the deadline on page 2. Both proposals were defeated as follows: #4) R win 3 YES, 1 NO, 1 ABSTAIN and #5) F/G/R draw 2 YES, 2 NO, 1 ABSTAIN. The #6) R win was repropoed.

PRESS

FRA-RUS: OK, one more time. Hopefully, you will earn the rest of this win.
FRA-ITA: Whatever you decide, good fight and Good Luck.



Spring 1907
CAN RUSSIA DO IT HERE?

ENGLAND (Rick Dorsey, 10504 Nickelby Way, Damascus, MD 20872)
1A Bel (S) GERMAN 4A Par-Bur, 2A Edi H, 2F Eng (S) 5F Lon-Nth, 3F Bre-Mid,
4F Nrg (S) 5F Lon-Nth, 5F Lon-Nth.

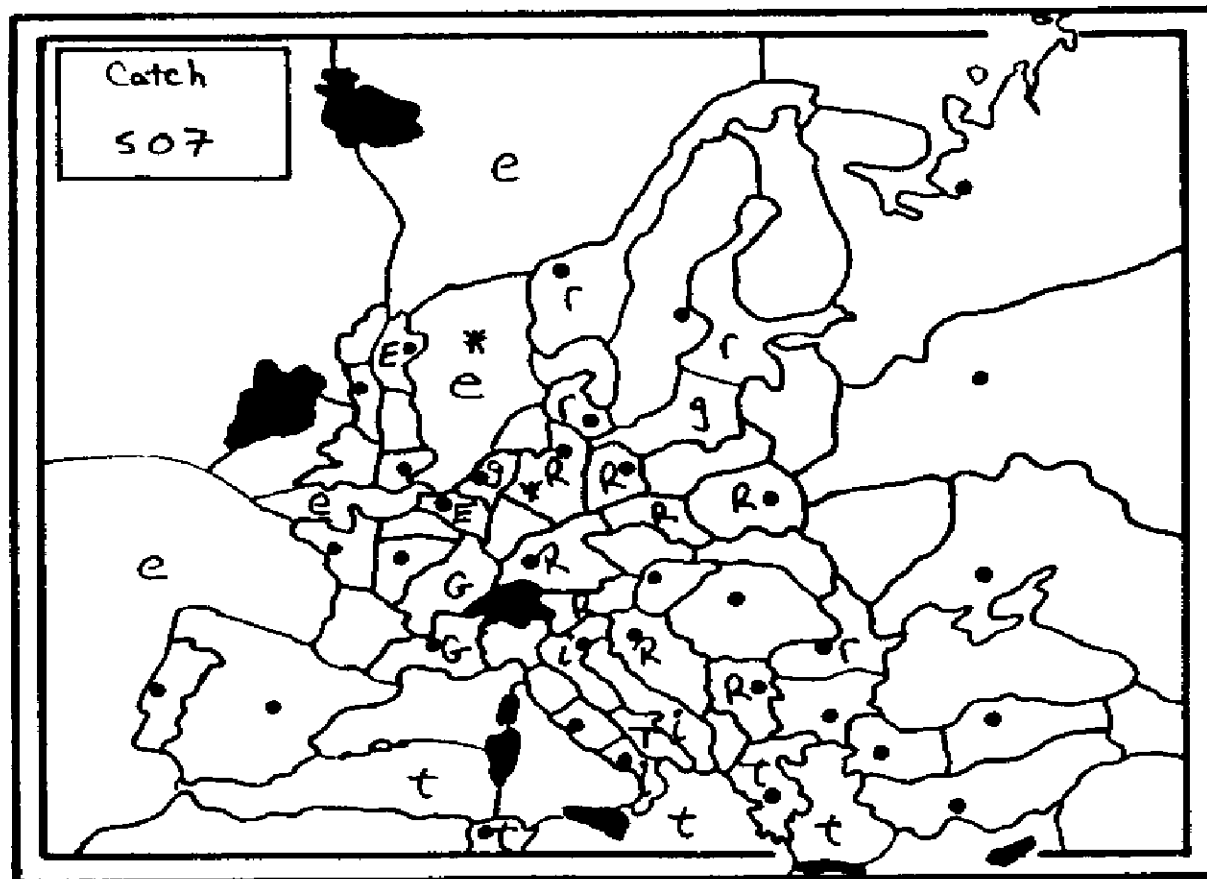
GERMANY (Tony Brooks, 789 Forsythe Terrace, Severna Park, MD 21146)
1A Kie-Den/dsl(Ruh,otb)), 3A Gas-Mar, 4A Par-Bur, 5A Ber-Lvn/ANN,
2F Hol (S) ENGLISH 2F Eng-Nth/NSO, 3F Bal (C) 5A Ber-Lvn.

ITALY (Vince Lutterbie, 1021 Stonehaven, Marshall, MO 65340)
1F Adr-Ion, 2F Nap (S) 1F Adr-Ion, 3F Ven-Tri.

RUSSIA (John Crosby, 9031 Cardiff Road, Richmond, VA 23235)
1A Tri (S) 2A Vie-Tyo, 2A Vie-Tyo, 3A Boh-Mun, 4A Ser (S) 1A Tri,
5A Mun-Kie, 6A Pru-Ber, 7A Sil (S) 6A Pru-Ber, 8A War-Lvn, 1F Sev-Rum,
2F Den (S) 5A Mun-Kie, 3F Nth-Hol/dsl(Hel,Ska,otb), 4F Nwy-Nrg,
5F GoB-Bal.
Yor

TURKEY (Chris Kremer, 1412 Poinsett Drive, Chapel Hill, NC 27514)
2A Adu-Nap, 1F Aeg-Ion, 2F Tun-Wes, 3F Gre (S) 1F Aeg-Ion, 4F Ion-Tun,
5F Smy-Aeg.

DIP: The Fall 1907 moves are due by the date listed on page two.
There has been a proposal for an E/G/R/T draw. Please vote on this with
the next turn.



Spring 1904

HOW LONG CAN TURKEY BE HELD BACK?

AUSTRIA (Jim Diehl, 10530 West Riverview Drive, Eden Prairie, MN 55347)
1A Croatia (S) 3A Bavaria-Switz, 2A Rhone (S) 3A Bavaria-Switz,
3A Bavaria-Switzerland.

ENGLAND (Ken Gestiehr, P.O. Box 302, El Cajon, CA 92022)
1F Iberia-Rhone, 2F Norway (S) 4F North Sea-Sweden, 3F Low Count.
(S) 5F Mid Atl-Paris, 4F North Sea-Sweden, 5F Mid Atl-Paris.

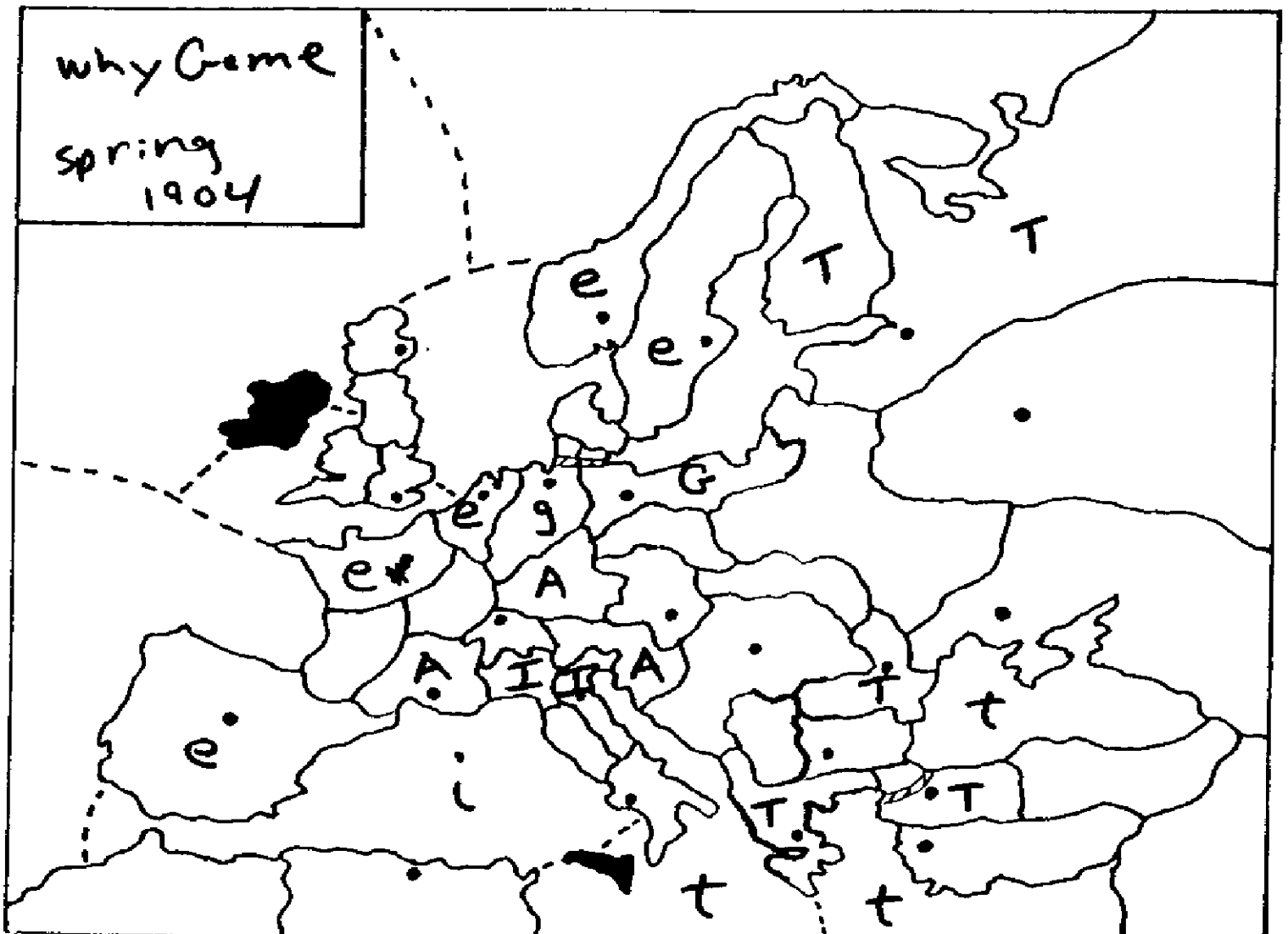
FRANCE (Jeff Suchard, 2601 Warring #132, Berkeley, CA 94720)
NMR; 2A Paris H/dsl(Aquitania, Burgundy, oth).

GERMANY (CD)
1A Berlin H, 1F Hanover H.

ITALY (Jay Ouzts, Box 2722, DSU, Cleveland, MS 38733)
1A Piedmont-Switzerland, 2A Venice-Croatia, 1F Central Med-WMed.

TURKEY (Jeff Hoffman, 3 Canoe Brook Drive, Princeton Junction, NJ 08550)
Builds 4A Anatolia, 5A Con. 1A St Petersburg-Finland,
2A Poland-St Petersburg,, 3A Serbia-Greece, 4A Anatolia-Con,
5A Con-Rumania, 1F Black Sea (C) 5A Con-Rum, 2F Eastern Med (S)
3F Gre-Central Med, 3F Greece-Central Med.

DIP: The Fall 1904 moves are due by the datelisted on page 2. The proposal for an English-Turkish draw was defeated by a vote of 2 YES, 2 NO, 1 ABSTAIN. There has been a proposal for a Turkish win. Please vote on this with your next turn.



THE "TROUBLE SPOTS" GAMES

GM: Rick Dorsey 7x7 Gunboat Diplomacy
 10504 Nickelby Way
 Damascus, MD 20872-2712 (301)253-6255

AFGHANISTAN (?) Spring, 1902

AUSTRIA: 1F Alb S A Vie-Tri, 1A Vie-Tri*, 2A Ser S A Vie-Tri.
 ENGLAND: 3F Edi-Nrg, 1A Yor-H, 1F Nwy S F Nth-H/dsl(bar, ska),
2F Nth S F Nwy-H.
 FRANCE: 2F Bre-Eng, 3A Par-Pic, 1F Por-Mid,
1A Eur S Ital A Tyo-Mun/NSD, 2A Spa-Gas.
 GERMANY: 3A Mun S Fren A Bur-H, 2F Kie-Hel, 3F Ber-Bal, 1F Hol-Nth,
 1A Bel S Fren A Bur-H, 2A Den-H.
 ITALY: 3A Ven-Tri, 2F Nap-Ion, 1F Tun S F Nap-Ion, 1A Tyo S A Tri-Vie,
2A Tri-Vie*/dsl(bud*).
 RUSSIA: 3A Sev-Arm, 3F StP(nc) S F Swe-Nwy, 1F Swe-Nwy*, 1A Gal-Rum,
2A War-Gal, 2F Rum-Bla.
 TURKEY: 2F Ank-Bla, 1F Aeg S Bul-Gre, 1A Bul-Gre*, 2A Con-Bul.

THE "TROUBLE SPOTS" GAMES

ANGOLA (?) Spring, 1902

AUSTRIA: 1A Vie-Tri, 1F Tri-Alb, 2A Bud-Ser*.
 ENGLAND: 3F Lon-Nth, 4F Edi-Nrg, 1F Bel S Nth-Hol, 2F Nth-Hol*,
 1A Nwy-H.
 FRANCE: 2F Bre-Eng, 3A Par-Pic, 1F Por-Mid,
1A Bur S Germ A Hol-Bel/NSD, 2A Spa-Gas.
 GERMANY: 3A Kie-Den, 2F Ber-Bal, 1A Mun-Ruh, 2A Hol-Ruh/dsl(Kie),
 1F Den-Ska
 ITALY: 2F Nap-Ion, 1A Ven-H, 2A Apu S Ven-H, 1F Tun-Wes.
 RUSSIA: 3A Mos S F Bla-Sev, 1F Swe-Nwy*, 1A Gal-Rum*,
2A Ukr S A Gal-Rum, 2F Bla-Sev.
 TURKEY: 2F Ank-Bla, 1F Con S Ank-Bla, 1A Bul-Rum*, 2A Arm-Sev*.

THE "TROUBLE SPOTS" GAMES

CAMBODIA (?) Spring, 1902

AUSTRIA: 3A Vie-Bud*, 1A Ser S Turk F Bla-Rum/NSD, 1F Gre-H,
2A Tri S Vie-Bud.
 ENGLAND: 3F Lon-Nth, 1A Nwy S F Ska-Swe, 1F Nrg-Bar, 2F Ska-Swe*.
 FRANCE: 3A Par-Bur, 4A Bre-Pic, 5A Mar-Pie,
1A Mun-Kie*/dsl(bon, sil, tyo), 2A Por-Spa, 1F Spa(sc)-Mid.
 GERMANY: 3A Ber S A Ruh-Mun, 1F Den-Bal, 1A Ruh-Mun*, 2A Hol-Kie.
 ITALY: 2F Nap-Ion, 1A Tun-H, 2A Ven S Aus 2A Tri-H, 1F Ion-Aeg.
 RUSSIA: 3A StP-Nwy*, 4A War-Pru, 1F Rum S A Sev-H/ANN,
1A Sev S F Rum-H, 2A Bud-Vie*/dsl(gal), 2F GoB-Bal.
 TURKEY: 2F Smy-Aeg, 1F Bla S A Bul-Rum, 1A Bul-Rum*, 2A Arm-Sev*.

THE "TROUBLE SPOTS" GAMES

IRELAND (?) Spring, 1902

AUSTRIA: 3A Vie-Tri, 1F Tri-Alb, 1A Bud S Vie-Tri, 2A Ser-Gre*.
 ENGLAND: 2A Lon-H, 1F Eng-Nth, 2F Nrg S Eng-Nth, 1A Nwy-Swe*.
 FRANCE: 3A Mar-Pie, 4A Par-Bur, 2F Bre-Pic, 2A Mun-Tyo, 1A Por-Spa,
 1F Spa(sc)-Lyo.
 GERMANY: 3A Ber S A Hol-Kie, 1F Nth-Den*, 1A Bel-Ruh, 2A Hol-Kie.
 ITALY: 2F Nap-Apu, 1A Pie-Tyo, 2A Ven-Pie, 1F Tun-Ion.
 RUSSIA: 3A Mos-StP, 1A Ukr S Gal-Rum, 2A Gal-Rum*, 1F Sev S Gal-Rum,
 2F Swe-H.
 TURKEY: 2F Con S F Ank-Bla, 1A Bul-Gre*, 1F Ank-Bla, 2A Arm-Sev*.

LEBANON (?) Spring, 1902

AUSTRIA: 3A Bud S A Vie-Gal, 1A Vie-Gal, 2A Rum-Ser*, 1F Tri-Ven*.
 ENGLAND: 3F Edi-Nrg, 1F Nwy-Ska, 2F Nth C Yor-Den, 1A Yor-Den*.
 FRANCE: 2F Bre-Eng, 3A Par-Pic, 1A Spa-Gas, 2A Bur S A Par-Pic,
 1F Por-Mid.
 GERMANY: 2F Ber-Kie, 3A Mun-H, 1F Hol-Hel, 1A Kie-Hol, 2A Bel S A Kie-Hol
 ITALY: 2F Nap-Ion, 1A Ven-H, 2A Rom-Nap, 1F Tun S F Nap-Ion.
 RUSSIA: 3A Sev-Rum*, 1F Swe-H, 1A War-Gal, 2A Ukr S A War-Gal,
 2F Bla S A Sev-Rum.
 TURKEY: 2F Smy-Eas, 3A Con S A Gre-Bul, 1A Gre-Bul, 2A Ank-H,
 1F Bul(sc)-Aeg.

NICARAGUA (?) Spring, 1992

AUSTRIA: 3A Bud-Vie*, 1A Ser-H/UND, 2A Tri S Bud-Vie/dsl(alb), 1F Gre-Ion.
ENGLAND: 3F Edi-Nrg, 1F Nth C A Yor-Den, 2F Nwy-Ska, 1A Yor-Den*.
FRANCE: 2F Bre-Eng, 3F Mar-Spa(sc), 1F Spa(sc)-Mid, 1A Bur-H, 2A Por-H.
GERMANY: 3A Mun-H, 2F Ber-Bal, 1F Hol-Nth, 1A Bel-H, 2A Kie-Den*.
ITALY: 3A Ven-Tri*, 2F Rom-Tyn, 1A Vie S A Ven-Tri, 2A Tyo S A Ven-Tri, 1F Tun-Ion.
RUSSIA: 3A StP-Nwy*, 4A Mos-Sev, 1A Sev-Rum*, 2A Gal S A Sev-Rum, 2F Swe S StP-Nwy.
TURKEY: 3A Ank-Con, 2F Con-Aeg, 1A Rum S Eul-Ser, 2A Bul-Ser*, 1F Bla S A Rum-H.

THE "TROUBLE SPOTS" GAMES

PERSIA (?) Spring, 1992

AUSTRIA: 1F Gre-Alb, 1A Bud S A Ser-Tri, 2A Ser-Tri*
ENGLAND: 2A Edi-Nwy, 1F Nth C A Edi-Nwy, 2F Nrg-Bar, 1A Nwy-Fin.
FRANCE: 3A Mar-Bur, 2F Bre-Pic, 1A Bel S A Mar-Eur/ann, 2A Spa-Gas, 1F Por-Mid
GERMANY: 3A Mun-Bur, 2F Kie-Hel, 1A Hol S A Ruh-Bel, 2A Ruh-Bel*, 1F Den-Nth
ITALY: 2F Ven-Adr, 3A Nap-Apu, 4A Rom-Ven, 1F Tun-Ion, 1A Vie S Tri-H 2A Tri-H.
RUSSIA: 1F Bot-Bal, 1A War-Sil, 2A Ukr-Gal, 2F Bla-Sev.
TURKEY: 2F Ank-Bla, 1A Bul-H, 1F Con S F Ank-Bla, 2A Arm-H.

GM Notes: I still need a phone number from one player (England in Afghanistan). One player NMR'd this time. Don't blame me if the Vitroid blows your #1 status! (A Vitroid is a member of the Vitro gaming club making NMR moves). Certain individuals seem to think it makes a difference who assigns these silly meaningless ??Miller?? #'s. Damn, this is an incredibly stupid hobby. Dave gave me some new ones from some other ??custodian??, but I promptly lost them, so we'll just do without. I guess we're either doubly official or doubly stupid now, I'm not sure which

Doubly official, I think!

McCrumb
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