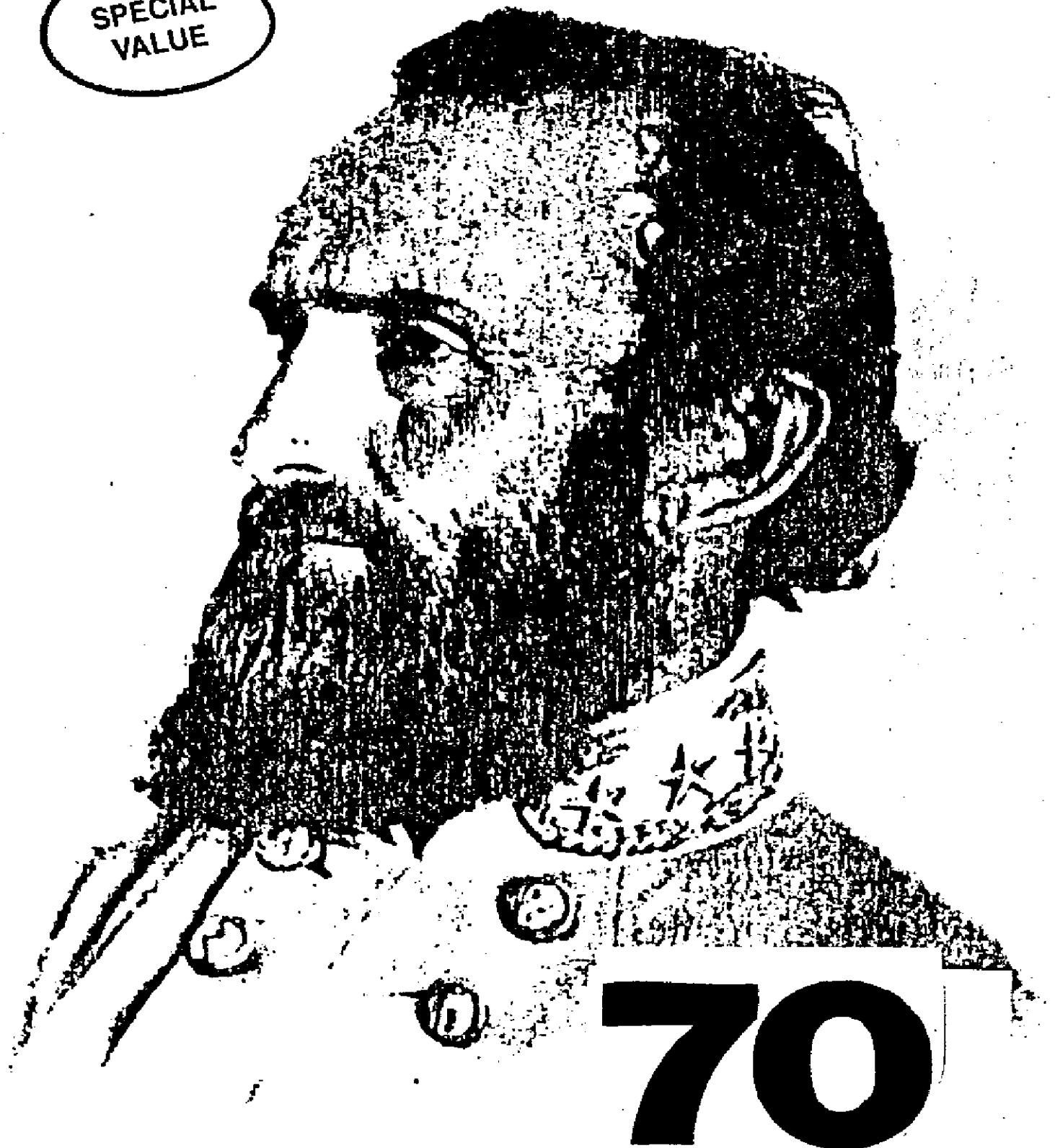


THE APPALACHIAN GENERAL

SPECIAL
VALUE



This is THE APPALACHIAN GENERAL. It is a zine devoted to the playing of variants. It is also a forum for the discussion of environmental issues, not only in North America, but world wide. All view points are welcome, even those of the Young Republicans. Subscriptions cost \$1.00 per issue. This issue is printed on recycled paper and is brought to you by:
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703-268-9745 or waste@vtvml.cc.vt.edu

GAME OPENINGS:

1499-B: Brooks, Crosby, Goltz. need two more. No game fee.
map and rules printed in #68.

Canabilism: Game Fee - \$5 need either. Map and rules printed next issue

Conquest of the New World III: Game Fee - \$10 Just like it sounds
Map and Rules printed in #72, Finalist for DipCon Variant Toun.

Youngstown IV: Game Fee - \$15 need ten, kibitzer map will be used
map and rules available for \$2 (included with game fee)

Other variants will be offered over the next several issues.

Diplomacy: Game Fee - \$10 Behnen, need six more
Game Fee - \$10 need seven
Game Fee - \$10 need seven, will use European rules

Intimate Diplomacy Tournament: Rules enclosed, need eight,
\$80 Prize for winner, Will run in Abatoir on accelerated schedule
Type of Tournament will be up to players.
Double elimination - Game Fee - \$25 or
Single elimination - Game Fee - \$20 (\$5 refunded for 1st Round elim)

Catch, Porter, and Tupungato are due by 20 July 1990.
Warships, Trouble Spots are due by 10 July 1990.

25 June 1990

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CATCH (1987CJ)

Diplomacy

Spring 1912
TOUCH AND GO FOR RUSSIA

RETREATS: English 2F Nth-Eng; Turkish 3F Bul(ec)-otb.

ENGLAND (Neill Goltz, 600 W. Franklin, Apt #307, Minneapolis, MN 55405)
Remove 4F Edi. 2A Yor-Edi, 2F Eng (S) 5F Bel-Nth, 3F Nrg-Edi,
5F Bel-Nth.

GERMANY (Tony Brooks, 789 Forsythe Terrace, Severna Park, MD 21146)
Constant. 1A Hol (S) 2F Hel-Kie/ANN, 4A Mar (S) TURKISH
2F Por-Spa(sc), 2F Hel-Kie.

ITALY (Vince Lutterbie, 1021 Stonehaven, Marshall, MO 65340)
Constant. 2F Rom H/UNO, 3F Adr H/UNO, F Tus-Pie/NSU, F Apu-Ven/NSU.

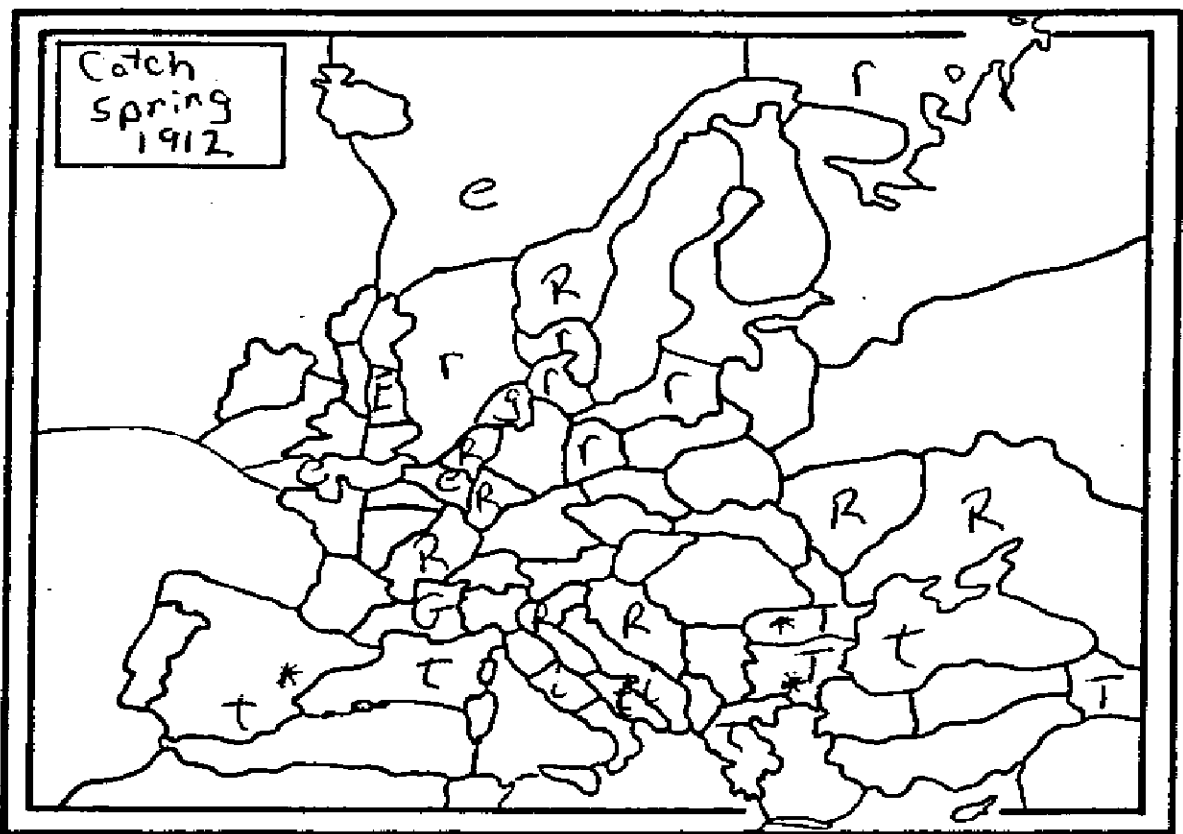
RUSSIA (John Crosby, 9031 Cardiff Road, Richmond, VA 23235)
Builds 11A Mos. 1A Tri (S) 3A Ven, 2A Spa H/dsl(Gas,otb),
3A Ven (S) 1A Tri, 4A Bul (S) 9A Rum/dsl(Ser,otb), 5A Ruh (S)
6A Kie-Hol, 6A Kie-Hol, 7A Bur (S) 3F Nth-Bel, 8A Nwy H, 9A Rum (S)
11A Mos-Sev/dsl(Ser,Bud,Gal,otb), 10A Gal-Ukr, 11A Mos-Sev,
2F Den-Hel, 3F Nth-Bel, 4F Ska-Nth, 5F Bal-Kie, 6F Bar-Nrg,
7F Pru-Ber.

TURKEY (David Hood, 104-F Terrace Drive, Cary, NC 27511)
Builds 4A Ank, 5A Con. 3A Sev-Rum, 4A Ank-Arm, 5A Con-Bul,
1F GoL (S) 2F Por-Spa(sc), 2F Por-Spa(sc), 4F Apu-Ven, 5F Gre (S)
5A Con-Bul, 6F Bla (S) 3A Sev-Rum.

DIP: The Fall 1912 moves are due by the date listed on Page 2.

PRESS

Italy-England/Turkey: I can't do much, but I'll help the best I can.



4

NEW ZEALAND.

Where is it? At the bottom of the Pacific, about 2000 km east of Australia.

How big is it? The size of Colorado, or 2 1/2 times the size of Virginia.

Population? 3.4 million people, 60 million sheep

New Zealand is a small, isolated country, with a small isolated diplomacy hobby. Few Americans know, or care about us, as one will find if one asks a random selection, but we have played, and do play, a larger part in world affairs than expected.

From Gallipoli, in 1915, we have borne more than our share of foreign wars: El Alamein, Cassino, Korea, Vietnam. We offered help in The Falklands War. We are a peaceful country, helping the microstates of the Pacific, and are generally known for our anti-nuclear views (and an official US boycott), our Green bias (the Rainbow Warrior affair, where France screwed us), and our dominance in world rugby and yachting. Few Americans have heard of the Whitbread race, lead 95% of the way by New Zealand boats, or the American Cup, which is right fully ours. Even in Newport, RI, my father met no one who knew who Dennis Conna (sorry, but I couldn't read the name) (do you mean Connor?) was.

We have two pbm zines, one based in Auckland, one in Napier, a cow-town in the wops. We have strong links with Australia, but are not part of it. We were part of New South Wales until 1840, but have been independent since. We are slowly being bought by overseas interests, especially Japanese, but those who seek a haven from commercial culture find it in "Damn the Consequences", edited by me (Brendan Whyte, 96 Waiatarua Road, Remuera, Auckland, 5 [\$1 + \$1.50 postage to USA = \$2.50 NZ/issue] 4 weeks, 20-24 pages, A5, xeroxed), which despite rumors to the contrary, reflects the mainstream of the NZ hobby, drawing its main members from NZ's third of the population in and around Auckland.

Diplomacy is small but growing down under, and the real inventors of the pavlova, airplane, and jetboat invite you to visit, to subscribe to piece of the real South Pacific, free of cyclones, smog, nuclear reactors, weapons, or "tests", and crass commercialism. (I currently need people for International Machiavelli.) Eat a kiwi fruit, and taste the natural difference. NZ is the place to be in the 90's, and beyond. With 20 sheep per person, you can't go wrong!

Brendan Whyte

((As Brendan so eloquently put it, he publishes one of the two zines from New Zealand. It is enjoyable reading, but it occasionally suffers from the same disease that its editor's handwriting does, an inability to be legible. By the way, Brendan, sign me up for the Machiavelli game. I keep forgetting to tell you.

And while I am thinking of it, has anybody ever received a letter from someone born and raised outside of North America that they could easily read? Or do all the foreigners write badly on purpose. I once asked a Brit to type their next letter so I could read it. You know what, I still had to get Sharyn to translate it for me.

5

Only 3.4 million people, huh? Sounds like a lot of people to me. Got anyplace with no neighbors within a mile?

I am sure most of the Diplomacy hobby is familiar with New Zealand's participation in the British Empire's many wars. The general population doesn't know, and probably doesn't care as you said. Your current stand on nuclear weapons is courageous, but it did not become "the popular thing to do" as I think your government hoped it would. And while the Green Movement is great in many respects, interfering with nuclear testing, or any other kind of testing, in areas that are outside of your domain is not only stupid, it is wrong. You are lucky more people haven't been killed.

You better hope sheep never get the vote.))

Tupungato

COLONIA VI

Spring 1755

DELAY REQUESTED BECAUSE OF SHORT DEADLINE

DIP: Because of the short deadline, two players asked for more time to conduct diplomacy. A couple of other players that did send in moves mentioned that they did not feel comfortable with their moves because of the need to hurry. Therefore, I will extend the deadline for Fall 1755 until next issue.

Some old press is being reprinted as an example for potential new players. For those that are writing, the press for this game has developed quite a following.

press from Winter 1753

"The Spanish, of course, had all the rights on their side: they had committed on aggression on Portugal, and had in fact been a proper neighbor; the Portuguese had given no warning of their attack, and had struck when the bulk of Spanish forces were deployed to the north; and last, the Spanish had trouble enough elsewhere in their far-flung but rapidly shrinking empire. In sum, the Portuguese offensive into Castile and Andulasia was vicious, treacherous, and (the real measure of Joao IV's canniness) it was both efficient and brutally effective. Spain was ruined, and Portugal was delivered from the threat of Spanish invasion."

Felix Gilbert, General Editor. The Norton History of Modern Europe, W.W. Norton and Co., New York, 1971. Chapter 20, "The Enlightened Absolutists Abroad," pp. 669-691.

"Well, my dear Count, it is well we travelled here from Madrid when we did, even though we had to endure the pleasures of midsummer in Estremadura."

"Indeed, Radziwill. Not only did we escape the vagaries of war, but we are here in Lisbon just in time to witness a marked rise in Portuguese fortunes."

Does that mean you still want to go to Vienna come spring, or no?"

"Alas, we must still go there. Great events are afoot, and we must all make our sacrifices to take part in them."

(Balmoral Castle, Winter 1754)

"Your Excellency!"

"Yes, Harcourt, what is it?"

"Decryption has finally finished with that Dutch interception from last July, sir. We can't determine whether it's a code phrase of merely a general order. It's just three words, sir. "EXECUTE PERFIDIOUS ALBION"."

"And what's that supposed to mean?"

"Us, sir."

Otto-Eng: Your reach should not exceed your grasp!

"But, my dear count, wherever are we off to now? We have only been in Hanover for a week."

"We are bound for Lisbon, Radzwill!"

"Why should we desire to go there?"

"Because someone needs to find out what is happening at the court of His Serene and Lusitanic Majesty Joao VI, and it might as well be me."

(Amstaller Zeitung, Wednesday, February 2, 1754) - The Army of Hanoverian Liberation (3rd Dutch) reports the arrests of most of its senior staff for failure to report their position last winter. The lapse, which resulted in a redundant invasion, was reportedly brought on by the overindulgence of certain tobacco-like smoking substances native to Hanover.

The main Dutch forces carried off the assault itself in an uncharacteristically well-coordinated manner, using almost every remaining unit of the Dutch ground forces. It only stalled at the abrupt capture of a number of 3rd Army troops, who were under the impression that their higher-ups had some idea of reality. The Stadtholder's office, in belated damage control, had attempted to pass off the affair as a "realistic training exercise", but lately has stated nothing further than that the individual units "comported themselves admirably under the circumstances." The general competence displayed by lower unit commanders has led some observers to comment that there may be some hope for Dutch survival, should these armies ever be sent against an actual enemy.

An eradication program directed at the drug (dubbed "Hanovian" by the typically imaginative English bureaucrats who first identified it) stalled quickly in the States General. Nor do analysts give the law much chance of future passage; merchants have discovered that income from export of the weed is much too high to permit the interference of military concerns.

The Stadtholder's office have attempted to put a bright face on the matter. They have stated a firm hope that, due to Dutch trade policy, their current Hanovian-induced military meandering will soon be matched by diplomatic, political and administrative blundering from trading partners. These which include (in the best Dutch tradition) all current enemy, allied and neutral countries.

(Press Release from the Stadtholder's Office: April 16) The recent landing by English troop on Continental soil is a source of great joy to the brother peoples of France and the Netherlands. As long as the troops are led in the correct direction and against the correct enemies, the Flag of Orange has little to fear.

(Press Release for the British Expeditionary Force: April 18) The Dutch needn't concern themselves; English officers are well-known for always being thoroughly in touch with their troops, and on top of every conceivable situation.

(Press Release from the British Expeditionary Force: April 27) Last week's attempt by the B.E.F. to march along an un-drained canal has been satisfactorily resolved. The commanding general of the lead elements, on Abercrombie Pottsworth, had taken the canal, featured on his map, to be a road. It is estimated that there will be a minor delay of no more than two weeks as the army rests, treats its croup, and cleanses its equipment.

Excerpts from U.S. Army Concepts Analysis Agency, Study 4105-A56-39D-X, Analysis of Amphibious Operations, 1700-1950; Part 2, Volume 1: "Operations in the Pacific During the Great Colonial War, 1752-1764"; Section IVb, Portuguese Operations

The Portuguese found themselves in an awkward situation. When Governor-General of the South Seas returned to Lisbon after having been turned out of Tahiti by the Russian Pacific Fleet, King Joao VI and admirals realized that they needed to strike at Russia, and that they had very little to do it with. Fortunately, their territories in Northwestern America was an ideal base for naval endeavors, graced as those lands were with extensive timber reserves, supplies of naval stores, and limited but significant production facilities. Perhaps of even greater value was the wife of Governor da Silva Oliveira, the English Comtessa Elizabeth Anne Gray Oliveira. The Comtessa often performed much of the day-to-day administration of the colony, usually forging her husband's signature when he was to busy fishing, hunting, or collecting botanical specimens. By the late spring of 1754, the Portuguese had put 16 ships of the line, 12 frigates, and over a dozen transports to sea in two squadrons, and were soon raiding the isolated fishing communities of far eastern Siberia.

Press From Fall 1754

"The fall of the government of the Count of Olivares came about because the Count's exploitation of the Mozambican coast came at last to the attention of the Viceroy of Africa, and Olivares was unable to buy off or threaten that worthy, as he had done with the Viceroy's predecessors. King Joao IV's fury knew no bounds, and he was prevented from burning Olivares castle to the ground (with the Count in it) only when a fearless and quick-minded courtier reminded the King of the art treasures inside the castle, many of them gifts from the King himself. When his anger had cooled, the King sent Olivares to Alaska as Deputy Inspector of Fisheries and Seal-Hunting, and determined to act as his own prime minister. Great things were afoot in Portugal."

Felix Gilbert, General Editor. The Norton History of Modern Europe, W. W. Norton and Co., New York, 1971; Chapter 20, "The Enlightened Absolutists Abroad," pp. 669-691.

PRESS from Spring 1755

"The situation of the Portuguese army in Manitoba was typical of the problems and opportunities faced by European armies operating outside of Europe. The commander of the army, officially designated "The Army of the Presidency of Nova Lusitania" [Vancouver], was Pedro Afonso Brito y Cotinho, Conte de Grandola. When the campaign season at last opened in late May 1755, he had assembled a force of 6 regiments of Portuguese infantry (totalling 9,000 men), 4 legions of native irregulars (another 3,000-odd), the 800-man "Battalion of Grenadiers of the Presidency of Nova Lusitania," about 1600 native pioneers, a lone regiment of regular Portuguese cavalry (the Princesa Dragoon) (600 strong), and a force of irregular native cavalry, recruited from Sioux and Blackfoot, with a few Nez Perce, totalling 2,500 light cavalry, and his artillery train included 12 field guns and 8 howitzers. De Grandola had 14,000 infantry, 3,100 cavalry, and some 400 gunners and engineers.

For the theater it was a formidable force, but the de Grandola was concerned with the new French reinforcements in Quebec, reputedly including a "brigade" of the Grenadiers de France and the Regiments de Navarre and de Royal-Rousillon, altogether over 4,000 French regulars. At least, de Cotinho was consoled by the news that the home government had opened talks with King Louis XVI's government in Paris."

---reproduced with permission from Diffy, C.J., The Military Experience in the Age of Reason. New York: Athanem, 1988.

Notes from Appalachia

This is a sample issue that is being distributed at DipCon XXIII. It is also being sent to all the people that have requested samples over the past six months. Enclosed are several articles, a few game openings (more in later issues as I publish some variant rules), and all the ongoing games. If you want to see what the future brings, send (or give) me a few dollars. If you want to sign up for a game, let me know. I will allow players to sign up at DipCon, though a few spaces will be reserved for those who wish to sign up by mail.

So much for the USA in football. While everybody else was pulling off upsets, we soundly got our butts beat. At least in 1994 we will have the home advantage, plus our players will be four years older and have four more years of international experience.

Nobody entered the contest that was hidden in the 1499 game start last issue, so I will make it more obvious. There is one province on the map that is not found in Italy. What is it, and what is its significance? One free issue for each correct answer.

INTIMATE DIPLOMACY

1. Intimate Diplomacy is a two-player Diplomacy variant. Each player controls one country (their Home Country) for the entire game. The remaining five countries serve as mercenaries.
2. To determine home countries, each player submits a preference list of two countries. If their first choices are different, they each get their first choice. If they are the same, but their second choices are different, they get their second choices. If the first and second choices are the same, one will randomly get their first choice and the other their second choice.
3. Control of mercenary countries is determined each game year after Winter adjustments. Each mercenary country is bid on separately, and the player who bids the most credits for a country controls it until the next bidding season.
4. Credits for bidding are awarded following each Fall season. Each player is given one credit for each SC owned by his home country. At the start of the game, countries have the following credit levels: E,F,R,T are given 20 credits, G gets 22, while A&I start with 24.
5. Credits are spent when a successful bid is made, and the amount of the bid is deducted from the players credit balance. Credits not spent are saved until the next bidding season. Not bidding for a country counts as a bid of 0, while NMRing counts as a bid of 0 for all countries.
6. Players are allowed to bid more than their credit will cover. If their successful bids amount to more than their balance, they fail to control any mercenary, loose half their credits (rounded down), and their opponent gains control of all the mercenaries they bid on at half price (rounded up).
7. When bids for a mercenary are equal, neither player gains control. The country is treated as if in Civil Disorder. Removals will never be made from Supply Centers, Rule XIV.4 will be used for all others.
8. Victory Conditions: The game is won by occupying during a fall season one of your opponents home supply centers. If this happens to both players simultaneously, then the player occupying more of his opponents home supply centers than they occupy of his will win. (Exception: occupying four Russian home supply centers is no better than occupying three.) If a tie remains, the game continues until the next fall when the victory conditions are checked again.
9. Games will be run using a four season year: a) bids, b) spring moves, c) spring retreats and fall moves, d) fall retreats and winter adjustments. NMRs result in all units holding and all retreating units disbanding. NMRing three consecutive seasons, or five total, will cause forfeiture of the game and loss of any refund or future prize. (If Double Elim is chosen, player will be replaced.)

10. Results will be reported in ABATTOIR, with only one game usually appearing since each game will be run independently. No subscription is required; the game fee will cover all future costs. Deadlines will be 2 1/2 weeks, but moves received early will be adjudicated and sent out, so games could move very quickly.

11. Prize for winning is \$75.



DAVIDS GAME (1990Jpw05)

Spring 1500

1499 (The Italian Wars)

STILL NO CONFLICT

FRANCE (Phil Reynolds, 2896 Oak Street, Sarasota, FL 34237)
A Marseilles-Turin, A Savoy H, A Parma-Modena,
F Genoa-Northern Tyrrhenian.

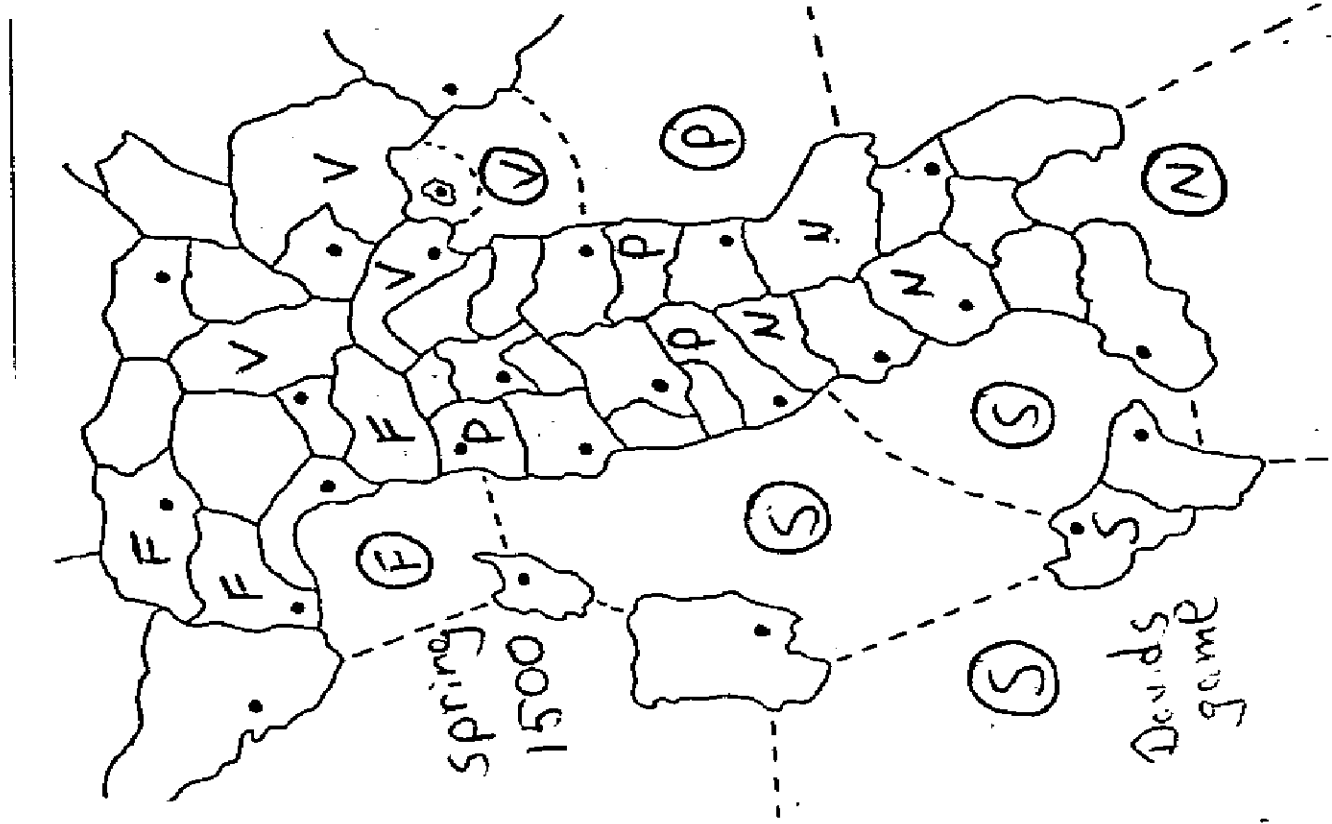
NAPLES (Fred Hyatt, 60 Grandview Place, Montclair, NJ 07043)
A Bari-Capatanata, A Naples-Lavoro, A Salerno (S) A Bari-Capa,
F Calabria-Ionian Sea.

PAPACY (Lee Kendter, Jr., 264 Spruce Ct, Bensalem, PA 19020)
A Ancona-Abruzzi, A Rome-Campagna, A Sienna-Pisa,
F Moeise-Mid Adriatic.

SPAIN (David Hood, 104-F Terrace Drive, Cary, NC 27511)
F Messina-Southern Tyrrhenian, F Sardinia-Southern Med, A Palermo H,
F Campagna-Mid Tyrrhenian.

VENICE (Marc Peters, 370 North St, Sun Prairie, WI 53590)
A Venice-Treviso, A Verona-Ferrara, A Milan-Mantua,
F Trieste-Northern Adriatic.

DIP: Fall 1500 is due 13 July 1990.



CUTTIN' OUT #6

CUTTIN' OUT is an irregular publication which normally appears in John Breakwell's GREEN GOBLIN, which itself is irregular. How irregular is irregular? Issue 5 was written in January 1988 and appeared in October 1988...

This issue is appearing in THE APPALACHIAN GENERAL #70.

Dave asked me "to write a small article about England." I will admit to being fairly reasonable at abstracting, but to condense England down to one small article...

AN ENGLISHMAN'S ENGLAND

Today is Sunday. That means that at 12:00, I must stop working to watch "The Waltons". At 6:30, I stop work to watch "The Wonder Years", and a little later I watch "Blackadder The First" (an English program at last!). Is England being over-run with cheap, nasty, and shoddy US soaps?!

American readers, faced as they are with a multitude of local stations and satellite viewing, will find it hard to believe the apparent scarcity of TV viewing in the UK. There are FOUR national channels, NO local channels, and only two satellite companies. Both of these were launched within the past 18 months. They have, so far, only attracted a small number of viewers.

Although there is only a small viewing choice, on the whole British TV is of a very high quality, in fact, probably the best viewing anywhere in the world. One of the arguments against making this into an open market is that many people believe that it will lead to a rapid decrease in quality.

Furthermore, of our four channels, two of them (the BBC) do not carry advertising of any kind, leaving only the two independent channels to do so. The BBC is funded via the government and TV fees, kind of a tax paid on a TV. Even the two independent channels produce good quality programmes, with few cheap 'n' nasty productions to be seen. Strange as it may seem, the fourth channel only started some eight years back!

There has been an influx of American soaps over the last eight years, starting with Dallas (cough, splutter), and following with a whole load of trash. Guess everything you American's don't like is palmed off onto us Brits! American soaps tend to be high-flying Fantasy-land productions, British soaps are more down-to-earth everyday events ("Brookside", "Coronation Street", and "EastEnders" are all set in distinct communities). Australian soaps tend to be just blatant rubbish. Curiously, there has never been a Canadian soap. Are Cannuks so sensible that they don't watch them, or are they keeping them under lock and key?

It is still Sunday, one of the best days to listen to the radio. Again, there are only four national stations, all run by the BBC. Each local area also has it's own station (again, run by the BBC) although it's normally possible to get four or five of them on your radio. Private companies are few and far between, although I expect there will be an influx of them in the next few years as the government deregulates radio.

RADIO ONE: Top 40 style pop-music. Trendy DJ's. Never listen to it.
RADIO TWO: MOR music, supposedly aimed at the over-50's. Has a number of programs aimed at minority tastes such as jazz and folk.
RADIO THREE: Classical music.
RADIO FOUR: News, discussion, theatre, plays. Serious stuff and the channel I listen to most of all.

Sunday is a particularly good day. Alister Cook's "Letter From America" rambles on in a pleasant way about some aspect of American life, some news-story. "Pick of the Week" is a potpourri of interesting clips of the previous weeks radio, telling you about the interesting programs you have missed.

The plays are particularly good since some of the best British actors appear in them. Two that I have taped for posterity are "The Hitchhikers Guide To The Galaxy" and "Lord Of The Rings" (a 13 hour epic that was originally broadcast as 26 episodes).

Much as I'd like to ramble on for another page or so, Dave told me to keep it short, and more importantly, it is time to put ball to bat, carefully playing with a straight bat..it's CRICKET TIME.

And a particularly hot, sunny day.

MARK NELSON

((Thank you for the wonderful article, Mark. This was just what I wanted.

Isn't it obvious why we send you our soaps? It is revenge for the way you treated us prior to 1776. You think Italians have a long memory...

I have seen "Blackadder". In fact, it has gone through at least four seasons. "The First" is set in the Middle Ages, while "The Second" is in Elizabeth I reign. "The Third" takes place during the reign of the German Georges, and "The Fourth" during WW I. All are hilarious, with "The Fourth" being my favorite. Basically, you have a member of the middle class, along with his loyal peasant, trying to rise socially and economically by hook or by crook. This program, "Faulty Towers", and "Yes, Minister", are not only my favorite British TV programs, but among my top ten favorites.

Did you ever get "Hill Street Blues"? I feel that was the best soap that has ever been made. "The Walton's" was good the first couple of years, but it lost a lot of its charm when they tried to address current day problems. And "The Wonder Years" is a show I rarely watch. It is very good, but I find it embarrassing being reminded of all those delicate situations back in Junior High School.

Mark, could you explain cricket in one syllable words for us? I have tried to figure it out, but when a game takes three days to play, I get lost. Your lucky I figured out football (soccer), you can't expect me to understand this flat bat crap.

Mark publishes THE YORKSHIRE GALLANT, a British zine that focusses on variants. It can be had for \$1 an issue, a great price, through the International Subscription Exchange. Otherwise, you can find Mark at 122 Huntley Ave., Spondon, Derby DE2 7D4 ENGLAND. And yes, Mark, I am working on that article I promised you. I should finish it up the week after DipCon. Ok??)

- FRANCE (Jeff Suchard, 210 Lille Ln. #214, Newport Beach, CA 92663 USA)
- NAPLES (Andrew England, PO Box 14, Civic Square, ACT 2608 Australia)
- PAPACY (Mike Gonsalves, 203 Brookside Terrace, Hagerstown, MD 21740 USA)
- SPAIN (Bill Wulff, 1605 Craighton Court, Arlington, TX 76011 USA)
- VENICE (Mark Nelson, 112 Huntley Ave., Sponson, Derby DE2 7D4 England)

Diplomacy In Perspective (DIP): The Spring 1499 moves due date need to be changed because Andrew will be traveling the world for six weeks, visiting such exciting locals as Chapel Hill. Therefore, the due date will be the same as that for TAG #72, or about 17 August 1990.

A rules clarification: only fleets may be built in in the special build centers, not armies.

THE "SECRETARIES OF WAR" GAMES 7x7 Gunboat Diplomacy
 GM: David Mc/Crumb, Rt. 1, Box 10, Shawsville, VA 24162

Lewis Cass (1987Jrb32) Spring 1915

- RETREATS: Turkish 5A Sev-Arm.
 AUSTRIA: Constant. 1A Ser (S) 7A Tri-Alb, 2A Bud (S) 1A Ser, 4A Rum-Bul/dsl (Gal,Ukr,otb), 5A War-Mos, 6A Sev (S) A War-Mos/dsl (Ukr,otb), 7A Tri-Alb, 8A Tyo-Ven/dsl (Mun,Boh,Vie,otb).
 ENGLAND: Builds 7A Lon. 1A Pie-Tyo, 2A Lvn (S) 5A StP-Mos, 4A Bre (S) 6A Bel-Pic, 5A StP-Mos, 6A Bel-Pic, 7A Lon-Nwy, 1F Nth (C) 7A Lon-Nwy, 3F Den-Kie, 4F Mid-Wes, 5F Mar-Gol, 6F Spa(sc) (S) 4F Mid-Wes, 7F Eng (S) 6A Bel-Pic.
 FRANCE: Removes 7A Par. 1A Ruh (S) 4A Hol-Bel, 2A Kie-Den, 4A Hol-Bel, 6A Bur (S) 4A Hol-Bel, 8A Pic (S) 4A Hol-Bel/dsl (Par,otb).
 ITALY: Builds 3F Nap. 1A Ven (S) ENGLISH 1A Pie-Tyo, 3A Rom (S) 1A Ven, 3F Nap-Apu.
 TURKEY: Removes 4F Ion. 1A Mos-Sev, 4A Gre-Ser, 5A Arm (S) 1A Mos-Sev, 6A Bul-Rum, 1F Bla (S) 6A Bul-Rum, 2F Wes-Mid/dsl (Naf,Tun,Trn,otb), 3F Alb-Tri.

Old Proposal: None.

New Proposal: None.

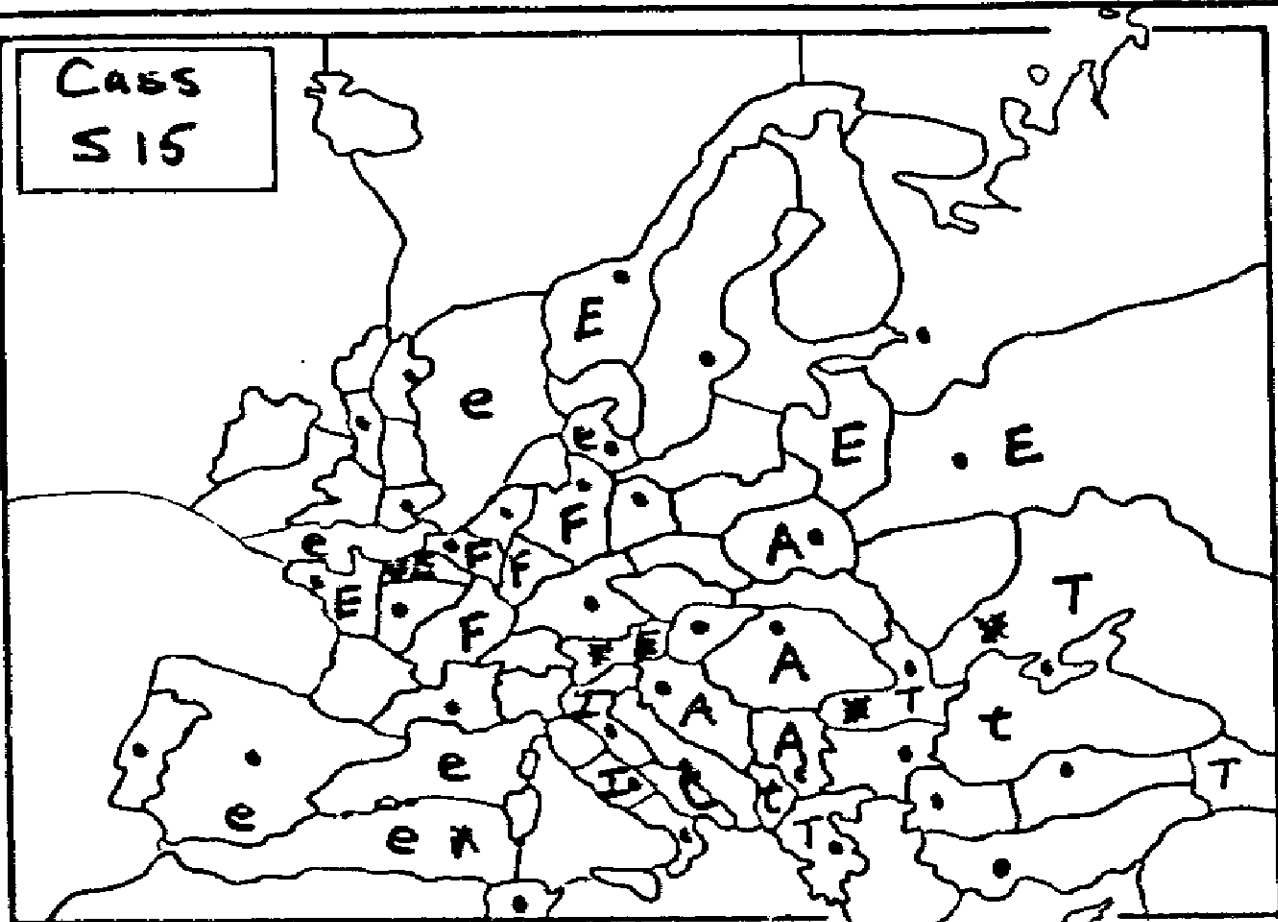
James Porter (1987Prb32) Fall 1915

- AUSTRIA: 7A Bur-Mun, 8A Kie (S) 7A Bur-Mun.
 ENGLAND: 1A Gas (S) 2A Mar, 2A Mar (S) 2F Spa(sc), 3A StP H, 4A Ruh (S) AUSTRIAN 8A Kie, 5A Nwy (S) 3A StP, 6A Edi-Hol, 7A Bel-Bur, 2F Spa(sc) (S) 2A Mar, 4F Nth (C) 6A Edi-Hol, 5F Bal-Ber, 6F Mid (S) 2F Spa(sc), 7F Den (S) AUSTRIAN 8A Kie, 8F Por (S) 2F Spa(sc), 9F Iri (S) 6F Mid.
 RUSSIA: No units.
 TURKEY: 2A Mun-Kie, 3A Pie (S) 2F Gol-Mar, 4A Sil (S) 6A Ber, 5A Tyo-Mun, 6A Ber (S) 2A Mun-Kie, 7A Boh (S) 5A Tyo-Mun, 8A Lvn-StP, 9A War-Pru, 10A Mos (S) 8A Lvn-StP, 11A Ukr-Gal, 12A Arm-Sev, 1F Aeg-Ion, 2F Gol-Mar, 3F Naf-Wes, 4F Tus-Gol, 5F Wes-Spa(sc), 6F Trn-Wes.

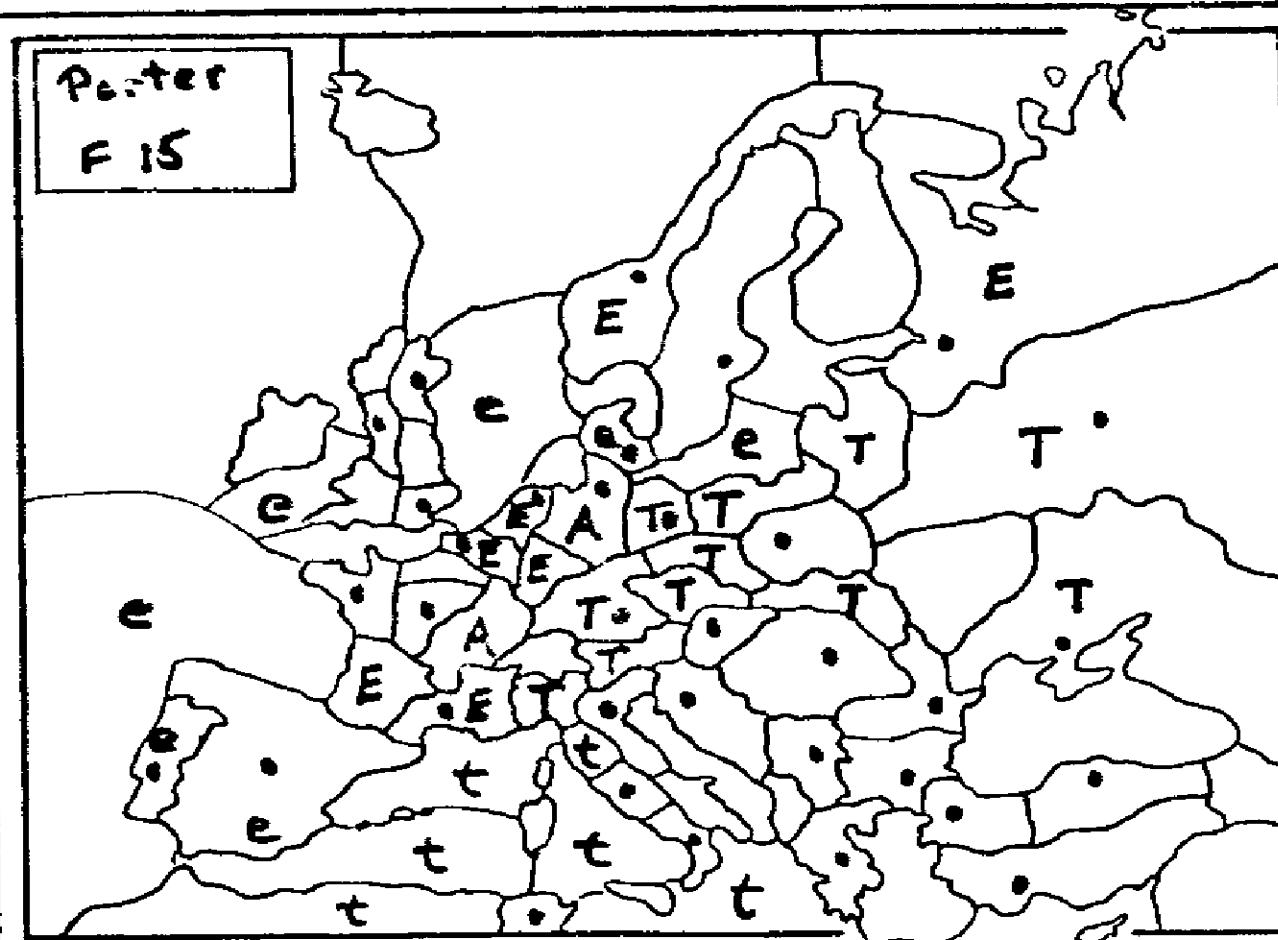
	Points	
AUSTRIA: (ber) Kie.....	1	8
ENGLAND: Edi Lon Lpl Bre Por Par Spa Mar Bel Hol..	14	28
FRANCE: Swe StP Nwy Der.....	5	5
GERMANY:	5	8
ITALY:	0	5
RUSSIA: (mos).....	0	7
TURKEY: Ank Con Smy Bul Tun Gre Ser Rom Tri Bud..	19	38
Ven Nap Vie Sev Rum War Mun <u>Ber</u> <u>Mos</u>	19	38

DIP: The due date for Cass is listed on page 2.

Cass
S 15



Porter
F 15



14 Gunboat Diplomacy Ratings (Cahlmer Points)

Place	Name	Score	Games
1.	Bob Aube	4.25	5
2.	Jon McCleery	3.25	4
3.	Jeff McKee	2.67	4
4.	Robert Addison	1.83	3
5.	Jeff Hoffman	1.50	2
6.	Dick Martin	1.33	2
7.	Russell Blau	1.25	2
8.	Bill Hunter	1.08	3
9.	Dave Anderson	1.00	2
	Derwood Bowen	1.00	1
	Doug Brown	1.00	1
	Phil Cooper	1.00	1
	Jeff Cornett	1.00	1
	Don Croyle	1.00	1
	David Fugelso	1.00	1
	Chisholm Gentry	1.00	1
	Neill Goltz	1.00	1
	Fred Hyatt	1.00	1
	Pete Jackson	1.00	1
	Paul Kelly	1.00	1
	George Martin	1.00	1
	D. S. Palter	1.00	1
	Garrett Schenck	1.00	1
24.	Conrad Minshall	0.75	2
25.	Jacques Balange	0.67	2
26.	Robert Acheson	0.50	1
	J.R. Baker	0.50	1
	Kathy Caruso	0.50	1
	Tom Heffner	0.50	1
	Melinda Holley	0.50	1
	Matt Kazur	0.50	1
	Eric Lanier	0.50	1
	Mark Luedi	0.50	1
	Bob Olsen	0.50	1
	David Rice	0.50	1
	Ron Spitzer	0.50	1
	Dan Stafford	0.50	1
	James Wall	0.50	1
	Paul Watson	0.50	1
40.	Larry Botimer	0.33	1
	Bob Gossage	0.33	1
	Randy Grigsby	0.33	1
	Ernest Hakey III	0.33	1
	Thomas Johnson	0.33	1
	Mark Keller	0.33	1
	Steve Langley	0.33	1
	George Rifle	0.33	1
	Ray Scott	0.33	1
	Ray St. Onge	0.33	1
	Al Tomaszewski	0.33	1
51.	Steve Arnawoodian	0.25	1
	Hugh Christie	0.25	1
	Rick Davis	0.25	1
	Jim Diehl	0.25	1
	Nick Felella	0.25	1
	Pete Gaughan	0.25	1
	Thomas Manning	0.25	1

57 players with points

Each game played is worth 1 point.
 This point goes to the winner, or is divided
 evenly among the members of a draw.

THE AUSTRALIAN TOURNAMENT CIRCUIT AND HOBBY by Andrew England

It is proposed that World Dipcon III be held in Australia in 1992. The likely location will be Melbourne at Easter 1992 (although Canberra in January or Sydney in June are possibilities). Here is a brief rundown on the Australian hobby with special emphasis on tournaments.

The Postal Hobby

An organised Australian Diplomacy hobby first appeared in 1973 with the publication of Australia's first postal Diplomacy magazine Carmilla. Since then, many Diplomacy magazines have come and gone. At present there are 8 Diplomacy magazines in Australia and approximately 250 people involved in the Australian postal hobby. Over the last decade close to 600 people have played postal Diplomacy in Australia.

The Tournament Circuit

Diplomacy tournaments have been held in Australia for as long as anyone can remember. Since 1987, a regular tournament circuit has developed which involves both State and National titles. At present State Diplomacy championships are held in Melbourne (Victoria), Sydney (New South Wales) and Adelaide (South Australia). A national championship is held in Canberra (Australia's capital) every year.

Attendance at Australian tournaments has been steadily increasing. The 1990 Australian Championship attracted 63 competitors and the 1990 Victorian Championship attracted 52. It would be expected that World Dipcon III in Australia would attract close to 100 local players.

Australian tournaments are generally run over three days with one game per player per day. Diplomacy games take place over a set period, usually from 9am to approximately 5pm. All games at a tournament are run in synchronisation so that all competitors play on equal terms. After each day's play is completed, players will usually disperse to engage in social activities or more gaming. This system enables players to compete together and socialise together (if they wish). The Melbourne tournament is especially renowned for its great social atmosphere.

It is usual for a dinner to be held on one night of the tournament. This is usually an event at which speeches are made and (non-serious) awards given.

It is envisaged that World Dipcon III in Australia will be run along these lines. This will provide internationals with a taste of how things are done in Australia.

Anyone interested in more information about Australian tournaments or World Dipcon III in Australia can write to John Cain, 76 Banool Road, Balwyn, Vic. 3103, Australia, or Andrew England, PO Box 14, Civic Square, ACT. 2608, Australia.

Bust up California or bust

By ROBERT A. JONES

LOS ANGELES — Welcome to the '90s. If you have been reading the predictions for California over the next decade, perhaps you share my fear that we are fast approaching the end of civilization as we know it. Vicious water wars are scheduled to break out between the north and south, the last redwoods will be chopped down, and 19,000 more people will be arriving each week to enjoy it all. Very gloomy.

So I have a modest proposal. Let's face the fact that California has grown far too big, that it makes about as much sense for California to be a single state as it does for the Soviet Union to be a single country. Let's deal with the reality that the cotton farmers of Visalia in Central California don't give a fig for the TV execs in Burbank, and vice versa. Let's break up California.

I'm not just talking about the old strategy of drawing a line between the north and the south. Things have gotten much trickier than that. We need a "Plan for the '90s," and here it is.

The Plan provides for three separate states in the new Californias, plus "Oregon." We will get to "Oregon" later. Right now let's take the states one at a time:

■ In the south, we must recognize that Los Angeles has become a separate world, a city-state only dimly aware of the nether regions to the north. A recent survey showed that Los Angeles makes approximately 500 times more telephone calls to New York than it does to Fresno, 200 miles to the north. The fact that this survey surprised no one is evidence of L.A.'s estrangement from its geographic neighbors.

Creating a state of Los Angeles would liberate the region from the nattering influence of the environmentalists in Northern California. We in the south could get on with making Los Angeles the richest and ugliest city on

OPINIONS FROM ELSEWHERE

Earth. We will require lots of desert to convert into subdivisions, and that has been provided. Ditto with coastline. We get the unspoiled stretch from Santa Barbara to San Simeon so we can make it look like overdeveloped Redondo Beach.

If anyone gets nostalgic about open space, the Plan offers a rental program from the state of Lettuce.

Since Los Angeles itself would be too crowded to accommodate the state capitol, we might want to declare San Bernardino a tear-down site and build a new one from scratch, Brasilia-style. As for the name, we should probably recognize the new realities of our time and call it "Sony." The Sony people might even chip in on construction costs.

■ In the Central Valley of California, the state of Lettuce would provide a sense of place to our heartland. The valley has always shared more with Nebraska than coastal California. This way, the farmers could listen to Tammy Wynette and eat chicken-fried steak in peace. Lettuce would be all theirs.

To provide some needed revenge for all the cultural slights suffered over

the years, Lettuce would also get the Sierra Nevada. When the coastal folks got sick of their cities, the people of Lettuce could rent them chunks of the Sierra for breath-taking user fees.

■ Around the San Francisco Bay Area, we would create what you might call a boutique state. Ecofornia would be small because not much would happen there. San Francisco could convert entirely to tourism and stop worrying about its declining position in California. Within this tiny empire, San Francisco would be forever the center of things.

For territory, Ecofornia would acquire Big Sur to the south and Napa-Sonoma to the north. This would provide some degree of employment diversity. Anyone who got tired of mixing Irish coffees for Pennsylvania optometrists in San Francisco could go to the country and mix Irish coffees at a bed-and-breakfast.

■ As for the far north, the harsh truth is that this region does not belong to California and never has. Does anyone know what goes on in Alturas? That's what I thought, so let's give the far north to Oregon. In return, all we ask is that they leave a few redwoods standing, just for old time's sake.

A brilliant plan, I hear you saying, just brilliant, but reality-wise a little unlikely. I understand these doubts. Just keep in mind that they were saying the same thing six months ago in Prague.

Robert A. Jones writes a column for the Los Angeles Times, which distributed this article.



**BIOHAZARDOUS
MATERIALS**

HOUSE RULES FOR THE APPALACHIAN GENERALA. Receiving TAG

1. Subscription
2. Trades
3. Mutual sub

B. Game Starts

1. New game starts will be listed in TAG on Page 2.
2. Preference lists will always be used for country selection.
 - a. Players that have submitted preference lists that list every country in that game will be assigned first.
 - b. Players that have submitted a partial preference list will then be assigned countries if any they picked are still available, otherwise they go to the third step:
 - c. Players that did not submit preference lists, or were not assigned countries in step two, are randomly assigned the remaining positions.

C. Game Fees

1. Variable depending on the complexity and length of the game (see Rules Section for that particular game)
2. A subscription need not be maintained to play in games in TAG, but a \$0.50 fee for three turns will be assessed to pay for postage.

D. Submitting Orders

1. Due dates
 - a. Phoned in moves
 - 1) The deadline will be 3-5 days prior to those for mailed moves.
 - 2) Moves received by phone will only be read back to the player if requested.
 - 3) Moves received by phone will not be readjudicated if the player claims that there was an error in their listed moves.
 - b. Mailed in moves
 - 1) This deadline will be after the deadline for phoned moves.
 - 2) After this deadline, the games may be adjudicated at any time at the discretion of the GM.

2. Mechanics

- a. All orders are required to have:
 - 1) Type of game
 - 2) Name of game (in TAG)
 - 3) Number of game (Boardman Number, Miller Number, etc.)
 - 4) Season or Seasons
 - 5) Country
 - 6) Date
 - 7) Moves
 - 8) Player signature
- b. Orders that are not legible will be discarded.
- c. Orders for different games should be on separate sheets of paper.
- d. Moves for each unit should be on a separate line.
- e. Joke orders are permitted.
 - 1) The unit will hold and may receive support.
 - 2) Will be edited for length and obscenity.
- f. Undated orders
 - 1) The GM attempts to date all orders when they are received, but due to circumstances can not always do so.
 - 2) If a player has several sets of orders submitted and if any of them are not dated by the GM, or were received by the GM on the same day, their priority will be determined as follows:
 - a) Player dated orders will always have priority over player undated orders, the last set of dated orders being used.
 - b) Notes on the orders stating that all other orders are null and void.
 - c) Random drawing.

E. No Orders Received (NMR)

- 1. Players will not be notified that they have NMRed.
- 2. A standby player will be called for that position. If the original player does not submit moves for the next turn, the standby will become the player of record.
- 3. Standbys will be called for all positions, regardless of size.
- 4. Units dislodged during an NMR will be allowed to retreat.
- 5. No NMR insurance will be accepted. This includes General Orders, permanent moves, and preliminary moves more than two seasons in advance.
- 6. Players that NMR out of a game will be removed from all games they are playing in TAG and have all sub fees confiscated by the publisher.

F. Reporting of Moves

- 1. All game reports will be published in THE APPALACHIAN GENERAL.
- 2. Only supply center counts and votes on draw proposals will be given out over the phone.

G. Adjudication Errors

- 1. Minor - includes retreat options, number of builds, and movement errors for units more than two provinces away from units of any other country.
 - a. GM will not usually inform players prior to next turn
 - b. will not result in a game delay
- 2. Major - includes all other errors
 - a. all players will be informed of the error by the GM
 - b. may result in a game delay, depending on when the GM was informed of the error

H. Game Ending Proposals

- 1. A game will end with a single winner when all of the conditions for victory have been met. This will have priority over all other proposals.
- 2. A game ending proposal may be made at any time by any surviving player in the game.
- 3. Game ending proposals may include any surviving positions.
- 4. A game ending proposal will be defeated ONLY by a NO vote. Failure to vote will be counted as an ABSTENTION and will allow the proposal to pass.
- 5. The player that makes the game ending proposal must vote YES for that proposal.
- 6. The originator of any proposal will never be revealed.
- 7. The votes for any proposal will never be revealed, only the totals.

I. Deception of the GM

- 1. Definition:
 - a. playing under a false name without the GMs knowledge
 - b. trying to convince the GM that you are somebody else
 - c. submitting orders for a player other than yourself
- 2. If this occurs, and has been proven to the satisfaction of the GM and a second party (to be determined by the GM), the following actions will be taken:
 - a. removal from all games the player is currently playing in TAG
 - b. forfeiture of all game fees and NMR deposits
 - c. forfeiture of all subscription fees to TAG and prohibition from resubscribing within the next two years.
- 3. To protect against this, a player may request that all correspondence from him will have a code word attached. If the code word is not present, that set of moves will be ignored.

J. If anything strange comes up (such as two players moving in together), the GM will rule on the best way to rectify the situation (in this case, one of the players must resign). If there is a problem with the ruling, a neutral party will be consulted, after which their ruling will be final.

DIPLOMACY RULES FOR TAG

A. Rules Priority

1. This set of rules will have top priority.
2. House Rules For TAG
3. The Avalon Hill 1971 edition of the "Rules for Diplomacy".

B. All provinces will be designated by the first three letters in their names with the following exceptions:

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

In addition, the following abbreviations will be used:

A - Army	(C) - Convoys	NMR - No Moves Received
F - Fleet	dsl - Dislodged	NSU - No Such Unit
H - Holds	ANN - Annihilated	NSO - No Such Order
(S) - Supports	imp - Impossible	UNO - Unit Not Ordered

- C. Moves that fail will be underlined. If only part of a given move failed, only the part that failed will be underlined. (example: F Aeg (S) F Gre-Ion means that the move F Gre-Ion failed but that the support was successful.)
- D. After each Fall season, a supply center chart will be included. Newly gained Supply Centers will be underlined while newly lost Supply Centers will be enclosed in brackets. Unit adjustments will be listed.
- E. Kibitzer maps will be included for each game. However, the printed moves are the final word on unit positions. Mistakes on the maps are to be ignored.
- F. Diplomacy in Perspective (DIP): This is a regular section with each game and appears immediately after the moves. It will included game ending proposals and subsequent votes, the next due date, and any other information deemed relevant to the game.
- G. Most games will be played using the North American system of Spring retreats/Fall moves, and Fall retreats/Winter adjustments/Spring moves. Spring moves will be separated from the Winter season only at the request of half of the players (rounded down). Move/adjustments may always be made contingent on the retreats. Occasionally, I will offer a game using the European system of Spring/Spring retreats and Fall/Fall retreats/Winter adjustments.
- H. Press is permitted for all games. Players will vote on whether they wish to allow Black Press.

OIL, OIL, EVERYWHERE

The hazardous nature of oil was not understood by the general population until 24 March 1989 when the Exxon Valdez ran aground in Prince William Sound. The spill was of such a huge size that there was little chance of it being ignored, but when it was announced that the Captain may have been drunk while on board, the media were even more willing to dramatize the disaster.

Most people think that the only hazard associated with a crude oil spill is to the birds and mammals that get covered with the oily substance. Everyone has seen pictures of the poor creatures flopping around, unable to stand because of the residue that has coated their bodies. The many attempts to catch and clean these animals is applauded by nearly everyone, and a sense of "We partially made up for our errors" is common when the animals survive and are released back into the wild.

Unfortunately, the pictures that you see on your TV screen are only part of the story of an oil spill. The crude that is spilled, while inflicting great harm and suffering, causes damage for a relatively short duration because the oil sinks and gradually

coalesces into large balls which percolate back into the earth from which it came. A greater and more long term hazard from the crude oil is caused by the many other chemicals that are found in it. Benzene, naphthol, anthracene, and phenol are just a few of the more dangerous ones. Each of these will remain in the environment, poisoning everything that comes in contact with it. These chemicals are in very dilute amounts and pose little, if any, health hazard to humans. Even the larger birds and mammals are not harmed. However, the smaller lifeforms such as phytoplankton and krill can be wiped out. These creatures form the starting point of the food chain in many locations, and once they are gone, the whole system breaks down.

While a great deal of attention has been given to the Exxon Valdez spill over the past year, little has been done to prevent other large oil spills. Since last April, there have been over 10,000 spills larger than 50 gallons. While most of these were of less than 500 gallons, there were a few notable exceptions such as the 1.3 million gallon spill in Pembina County, North Dakota on 13 July; a 1.25 million gallon spill of fuel-oil near Linden, New Jersey on 18 July; and another fuel-oil spill of 800,000 gallons in Bridgeport, Connecticut on 2 May. Currently, the Norwegian tanker Megabore is burning in the Gulf of Mexico and has leaked an estimated 6 million gallons.

These are all disasters that may be preventable, but what can each individual do to help? About the only thing that each of you can do to prevent these accidents from happening again is to write to your Congressman and let them know what you think. But aside from that simple, and sometimes symbolic gesture, most people feel at a loss.

While there is little that you can do to prevent these major problems from occurring, there is one simple guideline that you can follow that will dramatically help the environment. With the increase in cost for automobile maintenance, do-it-yourself (DIY) oil changing has become very popular in the United States. Unfortunately, most of this oil ends up in the environment since there is no simple way to dispose of it. By far, most DIYs (50%) dump it directly in their backyards, in sewers, creeks, or streams, or on their driveway. Many DIYs (30%) place it in bottles or jugs with the normal trash where it ends up in a landfill where it can percolate throughout the environment. It is estimated that over 175 million gallons of motor oil is disposed of this way each year, each gallon causing its own little chemical hazard. Each gallon by itself is nothing to worry about, but collectively they rival that size of any of the large spills that make the news.

Luckily, there is something that you can do to help. By recycling the oil that is drained from your automobile, you not only do your part towards helping the environment, you also conserve energy as this oil can be re-purified and used for other processes such as paving and lubrication. Most locations now offer oil recycling centers. Over 30 states now have mandatory oil recycling, Maryland being the first to enact such legislation back in 1978. All it takes is the time to call around and find out where you can take your oil. Most service stations can help you since they probably recycle oil themselves. Some areas charge you for taking their oil, but it is rarely more than a few cents per quart, and after all, a few cents saved now is better than paying for the problems caused by the environment's damage later. About 20% of the DIYs now recycle their oil, up from only 12% only five years ago. So do your part to help the environment, and DON'T DUMP THAT OIL.

WARSHIPS 7x7 GunBoat Diplomacy

GM: Tony Brooks, 789 Forsythe Terrace, Severna Park, MD 21146
301-647-6851

GAME	27 Prince	29 Keith	30 Kidd	31 Kidd	32 Iowa	33 Enter
PROPOSAL	F win	F/R/T	I/T	G/I/T	F/T	E/F
Austria	No	No	Yes-3	No	Yes-2	Yes-1
England	NV	Yes-5	NV	NV	No	Yes-4
France	Yes-13	No	NV	NV	No	No
Germany	NV	No	No	No	Yes-2	No
Italy	Yes-1	No	Yes-7	Yes-7	NV	No
Russia	No	NV	No	Yes-2	No	No
Turkey	No	Yes-9	Yes-8	Yes-8	Yes-10	No

RESULTS 14 14 18 17 14 5

ALL PROPOSALS FAIL

Proposals 26, 28, and 34 dealt with Yamato

- 35) Bismark Russia proposes A/F/G/R
- 36) Bismark Italy proposes F/G/I
- 37) Prince Austria proposes A/F/G/T
- 38) Iowa France proposes E/F/T
- 39) Keith Italy proposes F/I/R/T
- 40) Enter Turkey proposes E/F/R/T
- 41) Kidd Russia proposes G/I/T

Dear Wargamers; Please send winter 1907 builds for all games except Iowa, for which you should send in Fall 1907 moves.

Also send in your comments of Yamato. I plan to publish each game analysis as it is completed. My thoughts on Yamato were that the one French fleet in the MID prevented Germany's fleets from entering the Med. Otherwise, I felt Germany may have won.

Another player stated that it will take about 250 points to win the tournament. We'll see. I enjoy the comments.

Good luck, Tony

Bismark Fall 1907

Austria: A Vie H/dsl(Boh,Gal,Bud,otb), A Apu H, A Ser H, F Adr H.

England: A Den (S) GERMAN A Ber-Kie/NSO, F Edi H, F Nrg (S) F Edi.

France: A Bel H/UNO; A Yor-Edi, A Mun-Kie, A Ruh (S) A Mun-Kie,
A Bur-Mun, F Lon-Nth, F Bel (S) F Nth-Hol, F Nth-Hol,
F Eng (S) F Lon-Nth.

Germany: A Sev (S) A Ukr-Rum, A Sil (S) A Ber-Mun, A Swe H,
A Ukr-Rum, A Ber-Mun, F Hol-Kie/dsl(Hel,otb), F Bal-Kie.

Italy: A Tri-Vie, A Tyo (S) A Tri-Vie, F Gre-Ion, F Alb-Tri,
F Ion-Nap.

Russia: A Con-Bul, A Alm-Sev, F Ank H, F Smy-Aeg.

Turkey: F Rum-Bul(ec).

AUS (vie)	Bud	Ser (tri)	2	Remove 1*						
ENG Edi (swe)	Den	2	Remove 1						
FRA Bre	Par	Mar	Spa	Por	Lpl	Bel (mun)	Lon	8	Builds 1	
GER (kie)	Ber (hol)	StP	War	Mos	Nwy	Mun	Sev	Swe	8	Builds 1*
ITA Ven	Rom	Nap	Tun	Gre	Vie	Tri	7	Builds 2	
RUS (rum)	Con (sev)	Smy	Ank	3	Remove 1	
TUR (ank)	Bul	Rum	2	Builds 1@	

*Retreats will affect adjustments

@No home centers, will play one short

Keith Fall 1907

Austria: A Vie-Bud, A Ser-Bud.
 England: F Nrg-Nth, F Ska-Swe, F Den (S) F Ska-Swe, F Yor-Edi.
 France: A Bur (S) A Mun, A Mun (S) GERMAN A Kie/NSO, A Bel-Hol,
F Eng-Lon, F Wes (S) ITALIAN F Trn/NSO, F Spa(sc)-Mar,
F Mid-Spa(sc).
 Germany: A Kie-Mun, A Ruh (S) A Kie-Mun.
 Italy: A Ven (S) F Nap-Apu/dsl(Pie,Tus,otb), F Tun-Trn,
F Trn-Rom, F Nap-Apu/ANN.
 Russia: A Nwy (S) A Fin, A Swe-Den, A Fin (S) A Nwy, A Ber-Kie,
F Hel (S) A Swe-Den, F Nth-Ska.
 Turkey: A Tyo (S) A Tri-Ven, A Tri-Ven, A Mos-imp, A Gal-War,
A Apu (S) F Ion-Nap, F Gre-Ion, F Ion-Nap, F GoL-Trn,
F Aeg (S) F Gre-Ion.

AUS	Bud	Vie	Ser	3	Builds	1						
ENG	Edi	Lpl (lon)	(nwy)	Den	3	Remove	1					
FRA	Bre	Par	Mar	Spa	Por	Bel	Mun	Hol	Lon	9	Builds	2
GER	(hol)	Kie	1	Remove	1
ITA	(ven)	Rom	(nap)	Tun	2	Remove	1*
RUS	StP	(mos)	(war)	Ber	Swe	(den)	Nwy	4	Remove	2
TUR	Con	Ank	Smy	Bul	(ser)	Rum	Tri	Sev	Gre	Ven
		Mos	War	Nap	12	Builds	3

*Retreats will affect adjustments

Enterprise Fall 1907

Austria: A Vie (S) FRENCH F Ven-Tri.
 England: A Nwy-Swe, F Ska (S) A Nwy-Swe, F Nth-Den, F Bar-StP(nc).
 France: A Sil (S) A Boh-Gal, A Tyo-Tri, A Hol H, A Den (S) GERMAN
F Swe, A Boh-Gal, A Tus (S) F Trn-Rom, F Ven (S) A Tyo-Tri,
F Eng-Lon, F GoL-Trn, F Tun (S) F GoL-Trn, F Trn-Rom,
F Eng-Mid.
 Germany: F Swe H/dsl(Bar,GoB,Fin,otb).
 Italy: F Rom (S) F Nap, F Nap (S) F Rom.
 Russia: A StP H, A War-Sil, S Ser (S) TURKISH F Tri, A Bud (S)
A Ukr-Gal, A Rum H, A Mos (S) A StP, A Ukr-Gal.
 Turkey: A Bul (S) F Gre, A Apu-Ven, F Gre (S) F Aeg-Ion,
F Tri (S) A Apu-Ven, F Aeg-Ion, F Ion-Trn.

AUS	Vie	1	Constant	
ENG	Edi	Lpl (lon)	Nwy	Swe	4	Constant	
FRA	Bre	Par	Mar	Mun	Por	Spa	Bel	Hol	Kie	Ber	
		Den	Tun	Ven	Lon	14	Builds	2
GER	(swe)	0	OUT!	
ITA	(ven)	Rom	Nap	2	Constant	
RUS	StP	Mos	War	Sev	Rum	Ser	Bud	7	Constant	
TUR	Con	Ank	Smy	Bul	Gre	Tri	6	Constant	

Iowa Spring 1907

Austria: A Tri H, A Vie H.
 England: A Sil (S) F Kie-Ber, A Lvn-Pru, A Wal-Yor, A Yor-Den,
F StP(nc) H, F Bal (S) A Yor-Den, F Kie-Ber, F Nth (C)
A Yor-Den.
 France: A Bel-Hol, A Ruh (S) A Bel-Hol, A Tus-Tun, A Mun (S)
ENGLISH F Kie-Ber, A Mar-Pie, F GoL (C) A Tus-Tun, F Wes (C)
A Tus-Tun.
 Germany: A Ber-Kie/ANN, F Hel (S) A Ber-Kie.
 Italy: A Tyo-Vie, A Pie-Ven, F Trn-Nap, F Rom (S) F Trn-Nap.
 Russia: A Mos (S) TURKISH A War-Lvn/NSO.
 Turkey: A Ser-Bud, A War (S) A Bud-Gal, A Ukr (S) A War,
A Bud-Gal, A Con-Alb, F Alb-Adr, F Sev H, F Ion (C) A Con-Alb,
F Eas (S) F Ion, F Aeg (C) A Con-Alb.

Kidd Fall 1907

Austria: A Bud-Vie, A Ser H, A Tri-Vie.
 France: F Eng-Mid, F Mid-Wes, F Naf (S) F Mid-Wes.
 Germany: A Yor-Lpl, A Bre H, A Par (S) A Bre, A War-Mos, A Lon H,
A Boh-Vie, F Nwy-StP(nc), F Swe-GoB, F Nth-Eng, F Lvn (S)
 F Nwy-StP(nc), F Bal (S) F Swe-GoB.
 Italy: A Gas (S) FRENCH F Mid-Bre/NSO, A Gal-War, A Rom-Ven,
 F Mar-Spa(sc), F Tun-Wes, F Ion H, F Adr (S) F Ion.
 Russia: A StP H/dsl(Fin,otb), F GoB (S) A StP/dsl(Fin,otb).
 Turkey: A Rum (S) ITALIAN A Gal-Bud/NSO, A Sev-Mos, A Mos-Sev,
 A Con-Bul, F Bla (S) A Rum, F Bul(sc)-Aeg, F Gre (S)
 A Con-Bul, F Aeg-Eas.

AUS	Bud	Tri	Vie	ser	4	Builds	1			
FRA	(lpl)	Edi	(lon)	1	Remove	2				
GER	Kie	Mun	Hol	Den	Swe	Bel	Bre	Ber	War	Par...	
	Nwy	Lon	Lpl	StP	14	Builds	3			
ITA	Ven	Rom	Nap	Tun	Mar	Spa	Por	7	Constant	
RUS	(mos)	(stp)	0	OUT!						
TUR	Con	Ank	Smy	Bul	Gre (ser)	Sev	Rum	Mos	8	Constant

Prince of Wales Fall 1907

Austria: Bud (S) ITALIAN A Ven-Tri, F Tun (S) FRENCH
F Naf-Trn/ANN.
 England: A Ber (S) FRENCH A Bur-Mun.
 France: A StP-Lvn, A Tvo (S) ITALIAN A Ven-Tri, A Fin-StP,
A Hol-Kie, A Mar-Tus, A Bur-Mun, F Den (S) A Hol-Kie,
 F Nwy-Nth, F Swe-Bal, F Ion-Trn/dsl(Apu,Alb,Adr,otb),
 F Naf-Tun, F Wes (S) F Naf-Tun, F GoL (C) A Mar-Tus.
 Germany: A Vie-Bud, A Kie-Hol, A Mun-Tvo/dsl(Ruh,Sil,Boh,otb),
 F Hel (S) A Kie-Hol.
 Italy: A Ven-Tri.
 Russia: A War-Lvn, A Mos (S) A War-Lvn, A Ukr-War, F Sev-Rum.
 Turkey: A Ser (S) A Tri, A Tri H, A Gre H/UNO, A Bul (S)
 F Bla-Rum, F Bla-Rum, F Rom-Trn, F Nap-Trn, F Aeg (S)
 F Eas-Ion, F Eas-Ion.

AUS	Bud	(tun)	1	Constant								
ENG	Ber	1	Constant									
FRA	Bre	Par	Mar	Bel	Por	Spa	Lon	Lpl	Edi	StP..			
	Nwy	Swe	Hol	Mun	Den	Tun	16	Builds	3*			
GER	Kie	(mun)	(den)	Vie	2	Remove	2@					
ITA	Ven	1	Constant									
RUS	Mos	Sev	(rum)	War	3	Remove	1					
TUR	Con	Ank	Smy	Bul	Ser	Gre	Tri	Nap	Rom	Rum	10	Builds	1

*If France retreats otb, they will be at Builds 4 and so will
 play at least one short
 @retreats will affect adjustments