

THE DIPLOMAT

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Head, under whose guidance this magazine is affiliated.

1969K

Winter, 1903

GERMANY(REITER)

1A Hol
2A Mun
3A Ber
2F Kie

ITALY(CAREY)*

1A Ven
2A Tro
2F Ion

RUSSIA(WITT)

2A War
3A Mos
1F Den

FRANCE(ST CYR)

1A Del
2A Mar
3A ~~Par~~ Par
1F Spa sc
2F Mid

TURKEY(FLEMMING)

1A Rum
2A Bul
3A Ukr
4A Con
1F Sev
2F Aeg

ENGLAND(BRADLEY)

1A Stp
2A Nwy
3A Edi
1F Rcm
2F Ska
3F Bre
4F Lon

AUSTRIA(VON METZKE??)*

1A Tri
2A Ser
4A Vie
1F Gre

*No move received. Deadline for Spring, 1904 moves is 19 December at PAOLI. There will be a delay of two extra weeks during the Holidays, so that the next deadline will be 23 January.

1969L

Winter, 1903

GERMANY(COWAN)

1A Bur
2A Hol
3A Ruh
4A Mun
1F Bel
2F Edi
3F Den

FRANCE(ANSOFF)

1A Pic
2A Mar
3A Par
1F Wes
2F Lyo

RUSSIA(BOGGS)

1A Bud
2A Vie
3A Mos
4A Boh
5A Nwy
6A War
7A Sev
1F Swe

ENGLAND(COCHRAN?)*

1A Stp
3F NoS
4F Eng

TURKEY(RUBIN)

1A Tri
2A Gre
3A Con
1F A1b
2F Ion
3F Aeg
4F Eas

ITALY(FLETCHER??)*

1A Ven
2A Tro
1F Adr
3F Nap

*No move received. See above for info on next two deadlines.

RULES FOR BLITZ DIPLOMACY

1. The rules for Diplomacy as published by Games Research and as modified by THE DIPLOMAT house rules hold except as modified below.
2. The time between seasons will be one week. Results of each move will be sent out by carbon-copy and the moves will be reprinted, three sets at a time in THE DIPLOMAT.
3. Players will be required to keep one move ahead of the known situation. To start, the players send in Spring 1901 and Fall 1901 moves. The Gamesmaster then works out the results of the Spring moves and sends this out. Players next submit Winter builds/removals on the basis of how they think the fall moves will work out. The Gamesmaster then works out the Fall moves, sends this to the players, who send in Spring 1902 moves based on how they think the Winter will turn out. This procedure continues for the remainder of the game.
4. A player may launch a co-ordinated offensive at any time, by informing the Gamesmaster of his intent to do so. In this event, he awaits the results of his last move. Then he makes out and submits his next two moves simultaneously. In this way he can eliminate the "fog of war" created by rule #3 for one turn.
5. VICTORY CRITERION: A player wins if he has eleven or more units on the board after a Winter move. In case two or more players achieve their Victory Criteria at the same time, the game is continued until one player is further above his Victory Criterion than any of his opponents, at the end of a Winter move.
6. For each co-ordinated offensive a player launches, his Victory Criterion increases by one. Thus, a player who has used three co-ordinated offensives must reach fourteen or more units to win.
7. Players will not be told when one player launches a co-ordinated offensive, and players will not be told what each other's Victory Criteria are.
8. All units will be numbered. This numbering will serve to help the GM make the results for moves. For example, if Turkey ordered IF Ank-Con and this move failed and then ordered IF Con-Bla, the GM would follow this second order as well as possible and interpret it as IF Ank-Bla. Thus, the unit number takes precedent over the specified point of origin.

ANNOUNCEMENTS

Game openings for three games of regular Diplomacy, and one game of Blitz Diplomacy are now available in THE DIPLOMAT. Regular games cost \$5 and the Blitz section is open for \$2.50. 20% discount on all games to NPEP members or WARS members. Rod Walker says that I offer 20% off for IFW members, and who am I to call Rod Walker a liar?

Speaking of Rod Walker, he claims to have published Volume I Number 25 of THE DIPLOMAT. So does Jeff Key. Well, I wouldn't want to cast doubt on the character of either of these fine gentlemen, but really, I can't understand why anyone would want to steal the thunder of the real publisher.