

Diplomacy World #175



Fall 2026 Issue

www.diplomacyworld.net

Notes from the Editor

Welcome to the latest issue of **Diplomacy World**, the Fall 2026 issue. Although, at least where I live, it doesn't exactly feel like fall. As a matter of fact, this is the first week in months where we've avoided temperatures over 100 degrees. And supposedly we may get measurable rain around the same time this issue is released...for the first time in almost two months.

In other words: it's been miserable! But I hope your summer was more comfortable, on every possible level.

Fortunately, it doesn't matter what the weather is when you play Diplomacy. Whether it is freezing or broiling outside, you're still able to feel the cold steel of a knife in your back. Or the sweaty anticipation as you wait for the latest orders to be revealed, so you can discover if your sneak attack on Rumania has succeeded.

And, in much the same fashion, I imagine you've been sitting there breathlessly, on pins and needles, hoping to learn what kind of fascinating articles you'll find in this issue? Good news: I'm about to tell you!

First up, you'll find David Hood's annual "all-in-one" tournament victor list. Where else can you see Kevin Lecoq and Geoff Mize in the same article?

Then we have an article from Stephen Agar – who publishes "God Save the Zine" – on why he started publishing Dipzines...and **why** he still does it, when so

many others (myself included) have moved on from the monthly publication grind. Admittedly, there are moments when I still miss it, but the parts I miss are parts I don't think I would ever be able to recapture. Stephen has my admiration for what he continues to accomplish.

One very pleasant surprise was the piece Craig Mayr deposited in my inbox, and which you'll find in this issue. It's an enjoyable read on how Diplomacy players often delude themselves into thinking they can spot a stab coming...and how, in many instances, there simply is no way to do so. "The Lie Detector Myth" is a delicious treatise on human psychology.

Of course, there's plenty more within these pages. Those are just a few of the highlights.

But, if you think there's something lacking...why aren't YOU writing articles and submitting them? Get off your duff and be part of the solution, not part of the problem!

That's enough from me this time around. ***I'll close by reminding you the next deadline for Diplomacy World submissions is January 1, 2027.*** Remember, besides articles (which are always prized and appreciated), we LOVE to get letters, feedback, input, ideas, and suggestions too. So, email me at diplomacyworld@yahoo.com! See you in the Winter, and happy stabbing!

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Contributions are welcomed and will earn you accolades and infinite thanks. Persons interested in the vacant staff positions may contact the managing editor for details or to submit their candidacy or both. The same goes for anyone interested in becoming a columnist or senior writer. **Diplomacy** is a game invented by Allan Calhamer. It is currently owned by Hasbro and the name is their trademark with all rights reserved. **Diplomacy World** is a quarterly magazine devoted to discussion of all topics related to the game of Diplomacy, and was founded by Walt Buchanan in 1974.

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Tournament Victors All-in-One - 2026 Edition

by David Hood

October means that it is time for my fourth annual listing of all the Diplomacy tournament winners of whom I am aware, starting in the Virtual Era (2020 forward) so that folk could see this information at a glance. Yes, these things can be looked up on the World Diplomacy Reference, for the most part, but I thought it might be helpful to keep this running total for the DW readership.

One particular organizer, Thomas Haver, separated himself from the rest of the Dip hobby many years ago for reasons known only to himself. He prefers to isolate himself and his players from the wider hobby (except for flooding Diplomacy World with material about events from which he bans most of the active North American hobby.) As such, his events are not covered on the Diplomacy Broadcast Network nor listed for DBNI points. I have nevertheless listed his non-teaching events below for the sake of completeness, and because his players for the most part have no idea the disservice he has done them through his shenanigans.

So, here are those recent tournament results, in the same random order as the list I published last year, with location of FTF event or location of virtual tournament organizers. I have left off a few events which either were not classic Dip events, which had single digit participation, or which have not run since 2020. I have included online press tournaments as well, but have not added leagues to this list as it is intended to be specifically for tournaments. If I missed any events, I apologize ahead of time and please tell me. Note that quite a few tournaments have not held their 2026 events at the time of this writing (a number of such events are coming up in October/November/December):

Diplomacy Broadcast Network Invitational - Virtual

2026	Nicolas Taillet
2025	Mikalís Kamaritis
2024	Peter McNamara
2023	Brandon Fogel
2022	Jason Mastbaum
2021	Peter McNamara

Cascadia - British Columbia/Canada

2026	David Miller
2025	David Miller
2024	Katie Gray (Also Dipcon)
2023	Riaz Virani
2022	Siobhan Nolen (FTF event in July)
2022	Tommy Anderson (Virtual event in January)
2022	Siobhan Nolen (FTF)
2021	Ed Sullivan (Virtual)

Poppycon (replaced in 2024 by Melbourne Open) - Victoria/Australia (FTF)

2026	Jamal Blakkarly
2025	Tianyu Sun
2024	Jamal Blakkarly
2022	Peter McNamara
2021	Jamal Blakkarly
2020	Peter McNamara

Euro Dipcon - Rotating/Europe (FTF)

2025	Tanya Gill
2024	Karthik Konath
2023	Jelte Kuiper
2022	Christophe Borgeat
2021	Alex Lebedev

Bangkok Diplomacy Open - FTF/Thailand

2026	Shane Armstrong (also APAC Championship)
2025	Ken Gordon
2023	Jamal Blakkarly (also World Dipcon)
2022	Sascha Heylmann

Boston Massacre - Massachusetts/USA

2026	Ian Rudnick
2025	Hunter Katcher
2024	John Bihn
2022	Robert Schuppe
2021	Farren Jane (Virtual)
2020	Tanya Gill (Virtual)

Carnage - Vermont/USA

2025	Ed Sullivan
2024	David Miller
2023	Jason Mastbaum
2022	Dan Lester (also was World Dipcon)
2021	Adam Silverman (FTF in November, also Dipcon)
2021	Katie Gray (Virtual event in May)
2020	Bill Hackenbracht (Virtual)

Dixiecon - North Carolina/USA

2026	Keith Worstell
2025	David Miller
2024	Karthik Konath
2023	Mikalís Kamaritis (also Dipcon)
2022	Brandon Fogel
2021	Karthik Konath (Virtual)
2020	Christian Kline (Virtual)

Regatta - Denver/USA (FTF)

2026	David Miller (also Dipcon)
2025	Ed Sullivan
2024	Zachary Moore
2023	Ed Sullivan

WeaselMoot - Illinois/USA

2025 Andrew Wu (also Dipcon)
 2024 Adam Silverman
 2023 Adam Silverman
 2022 Seren Kwok
 2021 Russ Dennis (Virtual)
 2020 John Anderson (Virtual)

Whipping - California/USA

2026 Ed Sullivan
 2025 Noam Brown (also World Dipcon)
 2024 Steven Hogue
 2023 Matthew Crill
 2022 Tanya Gill (also Dipcon)
 2021 Jason Mastbaum (Virtual)

GenCon - Indiana/USA (FTF)

2026 Mike Topczewski
 2025 Greg Vaughan
 2024 Robert Zahn
 2023 Dan McNeill
 2022 Erick Zahn

Origins - Ohio/USA (FTF)

2026 Phil Burk
 2025 Robert Zahn
 2024 Andrew Boyd
 2023 Dan McNeill
 2022 Geoff Mize

World Boardgaming Championships /Pennsylvania/USA (FTF)

2026 Harald Henning
 2025 David Hood
 2024 Dan Elkins
 2023 Robert Zahn
 2022 Anton Wilsbach

Spirecon - Chesterfield/UK (FTF)

2025 Gunther Bedson
 2022 Bradley Grace

French Championship - Rotating Host Site/France

2025 Christophe Borgeat
 2024 Maaïke Blom
 2023 David Thomae
 2022 Cyrille Sevin
 2021 Brieuc Thibault (FTF event in November)
 2021 Cyrille Sevin (Virtual event in March)

Swiss Open (FTF)

2026 Alex Lebedev
 2025 Vincent Reulet
 2024 Karthik Konath (also EDC)
 2023 Davide Cleopadre

Italian NDC (FTF)

2024 Nicholas Sahuguet (also World Dipcon)

2023 Thomas Haver
 2022 Luca Pazzaglia

Olympus Main Event - Online/Extended Deadline/Press

2026 Morio
 2025 Leonardo S.
 2024 Jordan Conners
 2023 Bradley Grace

Nexus Main Event - Online/Extended Deadline/Press

Season 10 Justin Falston
 Season 9 Cedric Williams
 Season 8 Koke Animal
 Season 7 Ed Sullivan
 Season 6 Greg Matthews

vWDC Summer Classic - Virtual

2026 Katie Gray
 2025 Maaïke Blom
 2024 Johnny Gillam
 2023 Seren Kwok
 2022 Katie Gray
 2021 Seren Kwok

Virtual Diplomacy Championship (VDC)

2025 Maaïke Blom
 2024 Jaxon Roberts
 2023 Jamal Blakkarly
 2022 Riaz Virani
 2021 Nicolas Sahuguet
 2020 Morgante Pell

Online Diplomacy Championship (ODC)

2023 Red Candle (PlayDiplomacy)

Hung Parliament Handicap (FTF) - Canberra/Australia

2026 Darcy Morris
 2025 Andrew Goff
 2024 Leena Hu

Cane Toad Classic (FTF) - Queensland/Australia

2025 Zoe Cameron (also Asia Pacific Championship, or APAC)
 2024 Jamal Blakkarly

Skycon (FTF) - Montana/USA

2024 Katie Gray

Diplostats Gauntlet - Online/Extended Deadline

Gauntlet III - Yosh
 Gauntlet II (finished Sept 2024) - Jamal Blakkarly
 Gauntlet I (finished July 2024) - Tim

National Diplomacy Masters (FTF) - Nevada/USA

2026 Toby Harris
 2025 Dan McNeil
 2024 Katie Gray

UK National Diplomacy Championship (FTF) -

Warrington/UK

2025 Dan Lester

2024 Dan Lester

Norwegian Diplomacy Championship (FTF) - Oslo

2025 Andreas Krohn

Manorcon (FTF) - Northampton/UK

2025 Nathan Lester

RegensCon (FTF) - Regensburg/Germany

2026 Francesco Conte

2025 Emily Kramer

Sydney Cup (FTF) - Sydney/Australia

2026 Brandan Austin

2025 Jamal Blakkarly

Netherlands Diplomacy Championship(FTF)-

Groningen/Holland

2026 Maaïke Blom

2025 Wesley Ketchum

2024 Mikalis Kamaritis

Australian Open (FTF) - Canberra/Australia

2025 Shane Armstrong

2024 Peter McNamara

Hechtstechen (FTF) - Dresden/Germany

2025 Maaïke Blom

2024 Cyrille Sevin

Asia Pacific Championship (FTF)

2026 Shane Armstrong (Bangkok/Thailand)

2025 Zoe Cameron (Brisbane/Australia)

2024 Max Wanji Row Banks (Melbourne/Australia)

2023 Chris Brand (Siam Reap/Cambodia)

Frankfurt Diplomacy Championship (FTF) -

Frankfurt/Germany

2026 Robert Schuppe

Brittany Championship (FTF) - Rennes/France

2026 Kevin Lecoq

2025 Kevin Jezequel

2022 Noel Bardelot

2021 Kevin Lecoq

Diplomat Mischief (FTF) - New York/USA

2026 Karthik Konath

Athens Championship (FTF) - Greece

2026 Mikalis Kamaritis (also World Dipcon)

Steel Showdown (FTF) - Middlesbrough/UK

2026 Mikalis Kamaritis

Blazecon (FTF) - Maryland/USA

2026 Rob O'Brien

Paris Open (FTF) - France

2026 Alexandre Godfroy

2025 Rene van Rooijen

Flying Fox Fandango (FTF) - Melbourne/Australia

2026 Marcus Loane

Why Did I Do It and Why Do I Still Do It?

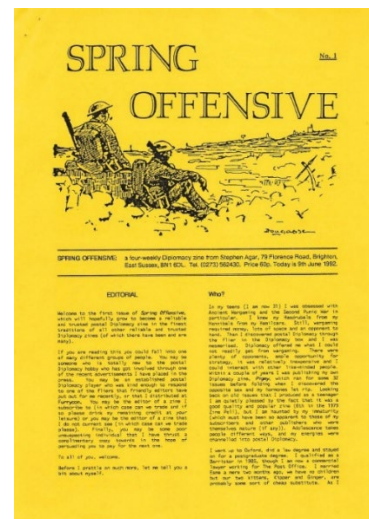
by Stephen Agar

A couple of years ago, I was having lunch with Chris Tringham and Pete Birks when Pete turned to me and said "What I don't understand is why you still do it?" (or words to that effect). This was coming from the editor of Greatest Hits, who produced 272 issues between November 1974 and January 2006. Chris Tringham, ex-editor of Megalomania (78 issues between March 1978 and August 1996) agreed with him. I had recently launched God Save The Zine - my 8th Diplomacy zine. I am 65 now (66 next month), yet when I produced my first zine on 5th August 1977, I was just 16. (Note to self – 50th celebration on 5th August next year.)

At its height in the late 80s there were something like 300 active Diplomacy zines in the world. Now, to the best of my knowledge there are only 12 remaining, 6 in the UK and 6 in north America. Only one (Fury of the Northmen) is a pure paper zine.

The fact that I probably spend 30-40 hours every 5 weeks or so producing a Diplomacy zine suggests that I must still be getting something out of it. But what? Most sane people have never edited a zine at all. Of those that have, the overwhelming majority only do it once. And many of those manage it for less than a year (a few only ever produced a single issue). But there are a handful of returnees – people who have over the years kept coming back to producing a Diplomacy zine, even with gaps of several years in between. A very select few just keep going. Mention must be made of the legendary John Boardman who produced the first issue of Graustark in May 1963 and kept going pretty much continuously until issue 793 in June 2013. In the UK we have John Marsden, Alan Parr, Alex Richardson and Neil Duncan who have been running their zines continuously since October 1979, September 1980, December 1987 and November 1992 respectively.

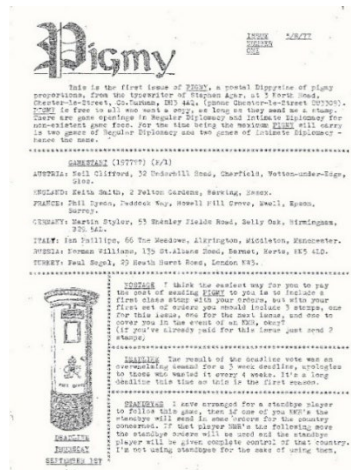
have no memory of it. So, Diplomacy exited my life stage left.



I missed out on the hobby's high-water mark of the late 80s. The 80s saw a greater diversity of games being played in zines and unfortunately in retrospect that led to a degree of fracturing within postal games zines as Diplomacy zines traded with Diplomacy zines and United zines traded with United zines and the multi-games zines in the middle were neither one nor the other. From the zines I've read, I get the impression that the hobby was certainly quite waspish in the 80s, with a fair amount of conflict and criticism between different hobby personalities, all vying to be more important and relevant than each other. Fortunately, the UK never had a schism on the scale of the tribulations within the north American hobby.

The postal Diplomacy hobby was not something that was easy to find, unless you bought a new copy of Diplomacy (where there was a flyer in the box) and I wasn't in the market for a new copy of the game. I discovered it again in the spring of 1992 when I saw an advert in (I think) a wargames magazine placed by Andrew Moss advertising his Diplomacy zine, Age of Reason. But rather than just enjoying subscribing to Andrew's zine and enjoying the odd game of Diplomacy, within a few short months I was producing my own zine again – a zine which I called Spring Offensive (after the Wilfred Owen poem of the same name). Why on earth did I do that?

It must be something to do with the time of life. By 1992 I was settled, just married to Esme and enjoying all the stability that comes with family life. So, I guess, I had the space for a hobby to fill up my time and what could be better than recapturing my youth, particularly when I realized that the likes of Richard Sharp were still going. I



I was a school kid. Why on earth would a teenager embark on the logistical nightmare of producing a Diplomacy zine? You have to remember that I was (and still am) shy. But you don't have to be shy behind a typewriter. So, the answer is ego, power and control. Or maybe that's three answers. Back in the day, editing a zine made you feel relevant, it gave you a platform within an expanding hobby, it allowed someone who is naturally introverted to pretend to be someone a lot more opinionated and assertive, while satisfying a nerdish interest in boardgames and history. If you edited a zine, you had an audience. If you traded widely, you got mentions in other people's zines and that fed the ego splendidly. Even a negative mention was enjoyable, because it proved your relevance, that you were worth having a pop at. The late Richard Sharp often had a go at me, sometimes quite nasty, but in some sort of sadomasochistic way, I didn't mind. The insult was a form of validation. The predominant culture was very Diplomacy-centered, football games were in the infancy, though there were the beginnings of a culture clash. The hobby old-timers were not always that tolerant of newer arrivals and, let's be honest, there were a sprinkling of good old-fashioned feuds.

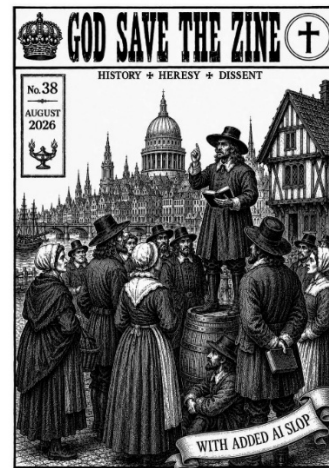
But life moves on. Like most schoolboy editors (and they were always schoolboys), university was not compatible with running a zine. There were always more interesting things to do. It all fell by the wayside – first due to the work, the parties and the death knell being the start of my first serious relationship around easter 1981. I must have dropped out of everything about then, though I

threw myself into it – the advent of home computers made the zine production process so much easier, cheap handheld scanner opened up the possibility of including pictures and (to be honest) I was a bit more grown-up. I was pretty obsessive. And within the terms of Diplomacy fandom, Spring Offensive was very successful, topping the Zine Poll three times, at a time when there were 50-60 zines to compete with. And I was competitive; I wanted to be the best and be seen as the best.

Something I was very keen on in the 1990s was hobby history. I wanted to find as many old Diplomacy zines as I could. The Diplomacy hobby already had a Hobby Archives that had been founded by Richard Walkerdine and then passed to Andy Bate. However, using my own zines as the core collection, I started to collect unwanted zines from others in the hobby to create another archive. My finest moment was persuading Walt Buchanan to repatriate the early UK zines held in the US Hoosier Archive – zines which were so early that they no longer existed in the UK. As the 90s wore on, Andy Bate agreed to pass control of the Hobby Archives to me, so I could combine both collections. Which is how I managed to put together a fairly comprehensive set of UK Diplomacy zines back to Albion #1 (July 1969). In addition, I had inherited the UK Variant Bank – and when Lee Kendtner Jr. wanted to pass on the North American Variant Bank in 2001, he sent it to me in the UK as he couldn't find anyone in north America willing to take it on. So now I had the world's biggest collection of Diplomacy variants as well.

But these things come in cycles. As the decade wore on, the time commitment and the “buzz” of producing an issue died down. My marriage gradually failed and with it my enthusiasm for lots of things. The zine took longer to turn around. My children were young and I couldn't really justify hiding away one weekend in four, not pulling my weight in the household. I tried to fold Spring Offensive many times. I folded at issue 50, only to restart a few months later when the zine I passed all the games too folded as well. I eventually managed to kill off Spring Offensive completely in October 1999 (at issue 73). I then put my energies into creating Diplomacy websites (diplomacy-archive.com and variantbank.org), but by January 2001 I was back with yet another zine (this time called Armistice Day). I think editing was a bit of a drug for me. I got my escapism from life, my validation, by putting out a zine. But my heart really wasn't in it to the same degree and things gradually faded away, as the postal hobby became less relevant, particularly after Richard Sharp's death in 2003. The Diplomatic Pouch and the Judges were supreme. Then my marriage ended. My job took up more and more of my time. Real life took over in spades.

Phase 3 (January 2023 onwards) – The Old Man – Nostalgia and the Urge to Preserve.



Although I had practically no contact with Diplomacy after 2004, I never completely lost touch as some people like Colin Bruce and Paul Evans kindly kept me in touch by continuing to send me copies of their zines for the Archives. Doug Kent always stayed in contact. Nearly 20 years later and I still had a garage filled with boxes and boxes of Diplomacy zines and nine lever arch files of Diplomacy variants. Obviously, I couldn't just throw them away. In the summer of 2020, I was made redundant as a result of Covid. The weirdest thing about losing your job suddenly is the complete collapse of routine. This was compounded by lockdown. I just found myself with a lot of time on my hands. One of the things I resolved to do was to sort the garage out – where of course I had boxes and boxes of Diplomacy zines which hadn't been touched for over 20 years. I resolved to sort them out.

In the intervening 15 years the hobby had changed massively. The Judges had gone, being replaced with nice looking websites. The Diplomatic Pouch, once so dominant, had gone. rec.games.diplomacy had gone. Diplomacy World was still there and Ode, Obsidian and The Cunning Plan were still going, if not quite as strong as before. Even Nick Kinzett was still publishing. There was now something called Discord which (in my opinion) has a very unfriendly interface and has helped chop the hobby into little small groups here and there. And everyone uses pseudonyms, so no one really knows who anyone is. Ugh.

This time the urge to publish came out of wanting to sort out the Archives, so I could pass them on to a Library somewhere. I thought it would be cool to reprint articles as I scanned the zines, and then I thought well, I have to run a few games or I will never have the impetus to publish regularly. And I could see that a handful of zines were hanging on, many produced by people I remembered, and I wanted to be one of them again. But the real urge was a need to create, curate and conserve. Publishing a Diplomacy zine wasn't a way of competing with other zines anymore, it was and is about collectively

celebrating in the connections that we still maintain through the medium of the printed page. The culture of the zines that remain is noticeably gentler and more co-operative, though my attempts to trade with the soccer zines have all ended in failure. My ambition is to reach issue 100 (by which time I will be in my early 70s) and call it a day. The next issue is number 40, so I am almost half-way. Time is moving quicker than I would like.

So, is there really any point to zines anymore? I am not daft enough to pretend that playing a game of Diplomacy to monthly deadlines is the ideal way to play the game. It isn't. Since Covid, the Face-to-Face hobby has thrived and that is the best way to play a shortened form of the game. But if you want to receive and participate in a

Diplomacy community, perhaps in addition to face-to-face or Discord, then having a game played to slow deadlines, to the bitter end, allowing you to feel involved in a zine is a fine idea. Zines can provide something a Discord channel cannot, they can remind us of the best of the past and give readers a greater depth of appreciation of all things Diplomacy.

If you want to see what a Diplomacy zine looks like these days, just visit www.godsavethezine.com and drop me an email if you want to go on the mailing list or better still, play a game of Diplomacy. To see a list of active Diplomacy zines just go to diplomacyzines.co.uk/zines-that-are-still-going.

Knives and Daggers - The Diplomacy World Letter Column

 **Markus Zijlstra** - You ask in the Diplomacy World 174 opener what the Diplomacy variant universe looks like at the moment, and whether it's doing well. I'm happy to report that the scene is likely doing better than ever before!

However, the games tend to be run on discord servers, which make them difficult to find - especially since there isn't a website or zine hosting map archives from them, so searching via google won't tend to get you anywhere. The Diplomacy Variant Club is a hub where these games are often advertised:

<https://discord.gg/Hhj3WuRmbc>

The most famous and most popular is probably 'Imperial Diplomacy' by Flare and Elle, which is a 24-player variant and sees about 9 games launch each month. It also occasionally hosts Chaos games, the largest of which had almost 350 players, and saw its first face to face game on a massive board at Carnage last year.

But there are plenty of other variants running too! We tend to see a different variant going into signups every few days. We had about 80 brand new variants submitted to the DiploStrats Variant Contest last year, and 55 so far this year, with about a month still to go. And at the moment I'm personally running three Forgotten Realms Diplomacy games, one of the winners of the 2025 contest, for a total of 75 players.

 **Thomas Haver** - I just saw Adam Sigal's letter to the editor. No one has been banned for their opinion on WDC 2027. Pure nonsense and you can print that.

 **Manus Hand** - At the end of Liam's interview you have "And our Facebook link is: <https://Facebook.com/groups/hatss>

But it should be ".../hattss" -- two t's, one S. You might also pimp the group's Website, <https://hattss.org>

[[So, for those of you following along at home, the correct link is <https://Facebook.com/groups/hattss>]]

 **Peter McNamara** - I thank Adam Sigal for his letter in the latest issue of Diplomacy World, calling out the incorrect statements published about the location of WDC 2027. I am glad to see a senior member of the community speak up about this and am embarrassed that I did not do so myself.

Like it or not, Diplomacy World has a unique position in the hobby and could be considered a publication of record. As such, I strongly believe that we should not be publishing known falsehoods.

If the editorial position on publishing known falsehoods described in the response to Adam's letter is not rescinded, whether they be Thomas Haver's denial over losing the WDC 2027 bid to Chicago or any other issues that may arise in the future, then I would like my name to be removed from the list of list of Diplomacy World Staff. I do not want my name associated with such behaviour.

 **Thomas Haver** - I'm excited to announce our Deluxe Map and Deluxe Token pack are shipping soon. Anyone who pre-ordered them from Backerkit will have them delivered to the address they listed.

<https://renegadegamestudios.com/diplomacy-deluxe-token-pack/>
<https://renegadegamestudios.com/diplomacy-deluxe-map/>

The deluxe tokens are used as Supply Center ownership markers. In some editions of the game, no markers were provided. While many grognards don't need the tokens to remember who owns what, I recommend getting a pack for any newcomers playing in your games. I've found them useful.

The double-sided deluxe map is made from neoprene, is larger than the map that comes in the original game (3' x 2'), and is double-sided! You get Diplomacy on one side and Era of Empire on the other. I highly recommend both accessories. For our tournament attendees, you can expect both the token pack and deluxe map to make their way to our cadre of volunteers, the Renegade Heroes. We'll also be giving away both accessories at events throughout 2027.

The tokens and deluxe map also tell us quite a lot about the state of Diplomacy. The reprint from Renegade (2023) has sold exceptionally well, and is now in the 5th print run. The game did so well that Renegade released the first standalone expansion in 30 years, "Era of Empire". That game also sold well, so Renegade decided to publish the first ever Diplomacy card game, titled "The Golden Blade". Now we have accessories for the first time ever. Many firsts for this ol' game of ours.

The game has also expanded globally. We have our first ever Mandarin edition of the game published in China courtesy of Banana Games. Our partners in Spain, DeVir games, make the Spanish-language edition of the

game and also distribute to Central & South America. "Let's Play Games" is our partner in Australia. And.... And... we have a new language edition of the game coming soon. As of the publication date of this edition of Diplomacy World it hasn't been announced yet. I can't reveal it yet but will spread the news far and wide as soon as I'm allowed.

We have expanded our community outreach efforts this year as well, with the Renegade Heroes program running more teaching events and more tournament events than ever before. We also partnered with Double Exposure to run teaching events at game stores, giving us the capability of running 40+ events the same day. Wow!

You may read some sniping comments from fan groups in the pages of Diplomacy World, but please remember those are people more focused on causing drama than actually building the game globally. The partnerships we have with publishers, game conventions, game stores, volunteers, schools, youth groups, and charities are helping to positively build Diplomacy worldwide. We'll continue that mission regardless of detractors. Anyone looking to join the cause can sign up for our community outreach program Renegade Heroes at <https://renegadegamestudios.com/blog/introducing-the-renegade-heroes-community-program/>

Submissions Now Open - WDC Charter Revision Project

by Shane Armstrong

Hi everyone!

As many of you will be aware, the hobby meeting in Athens earlier this year unanimously passed a motion to establish a working group to modernize the WDC Charter.

The process agreed at the hobby meeting was for the working group to seek submissions on the current charter, and to develop amendments to be presented in Chicago in 2027.

The current charter is here [\[https://drive.google.com/file/d/1Vzq8p0ZmTcAGwTrOZ1HUFvY6opxi6x9g/view?usp=sharing\]](https://drive.google.com/file/d/1Vzq8p0ZmTcAGwTrOZ1HUFvY6opxi6x9g/view?usp=sharing). As you can see, it is quite out of date and could benefit from revision to better serve the hobby today.

So now the working group is asking you for your thoughts. General thoughts on the charter's provisions and the areas where achievable change can be made.

All contributions are welcome, please just let us know if your submission represents a particular hobby group, and if you would like your submission to be handled confidentially or for it to be published with your name withheld, as it is the intention of the working group to publish all submissions in the interests of transparency. If your submission isn't for publication, please just let us know.

The submission period is now open - please email any contributions to wdccharter@gmail.com. Submissions should be submitted by 31 December 2026.

WDC Charter Working Group

Shane Armstrong
Katie Gray
Dan Lester
Lei Saarlainen



coming soon

**THIS
DECEMBER
2026**

VIRTUAL DIPLOMACY CHAMPIONSHIP

More Info: <https://linktr.ee/vdc2026>

Registration Opens Soon

The Lie Detector Myth: Why Diplomacy Players Aren't Nearly as Perceptive as They Think

Using Timothy R. Levine's Truth-Default Theory to Explain Why Stabs Work
by Craig Mayr

My Singular England Elimination

If you believe the World Diplomacy Reference (WDR) data, England is arguably my strongest country[1]. The WDR, a widely-used statistical archive for competitive Diplomacy results, reports that I have played 17 face-to-face games as England. I topped or shared the top in 11 of those games and was eliminated once. Allow me to recount the tale of that one elimination. It was in Round 2 of Cascadia in 2020. I drew England, and I was very happy. The board looked promising: Jason Mastbaum in Russia, Matthew Crill in Germany, and Brandon Fogel in France. Much as if they were my own children, I am fond of each of them equally and have worked well in games with them in the past. That day, early relations were stable — amicable even.

Germany planned to coordinate with me against Russia. I convoyed to Norway immediately. France and I maintained a cordial, flexible relationship. He may have even supported me into Belgium at some point. I felt secure, balanced, and in control — the kind of England position where you can choose your moment rather than react to someone else's.

Then, in 1903, all three of them turned on me in concert. There was no crack in the diplomacy, no hesitation in tone, no odd conversations, no positional warning on the board. One year I was planning joint operations against Russia; two years later I was gone. After the game, I replayed every conversation, convincing myself that I had missed cues. I imagined subtle signs I "should have" noticed. I told myself that if I had been more perceptive — more intuitive — I could have prevented my ignoble collapse. But that was merely a comforting fiction. There were no cues. There were no signs. They were all honest with me right up until the moment they weren't, and when they weren't, nothing in the tournament environment triggered my suspicion. I didn't fail to detect the lie. I never had the cognitive opportunity.

This experience is not unique to me, nor is it a reflection of poor play. It is a reflection of the basic wiring of human cognition. It wasn't until I read Timothy Levine's Duped [2] that I understood why I never saw the Cascadia stab coming. I hadn't missed anything. There was nothing to detect.

The Diplomacy Player's Favorite Delusion

Diplomacy players routinely claim they can "read people," "sense a stab coming," or "spot a lie a mile away." These claims feel authoritative, but what they are is confidence masquerading as competence. The idea

that Diplomacy players possess some special lie-detecting intuition is a myth sustained by hindsight and selective memory. And if I couldn't detect duplicity in the only England elimination of my entire tournament career — in a position I felt I understood deeply, surrounded by players I knew well — well then, mere mortal Diplomacy players certainly aren't detecting lies either. That's not a wounded ego talking, it's backed by science.

Truth-Default Theory: Why Humans Miss Lies

Timothy R. Levine is a professor and chair of communication studies at the University of Oklahoma and his Truth-Default Theory begins with a blunt premise: humans are designed to believe what they are told [3]. Not prefer, not lean toward, but default to. The truth-default is the automatic, unconscious assumption that others are honest. It is not a flaw; it is a feature of human communication. Without it, all interpersonal conversation would collapse under the intense cognitive load that suspicion imparts on us.

This truth-bias explains why, in Cascadia, I believed France and Germany. Nothing in their messaging contradicted the board state, so my cognition stayed in truth-mode. Across hundreds of experiments, humans detect lies at roughly fifty-four percent accuracy — statistically indistinguishable from guessing [4]. One of the most important findings in Levine's research is that the cues people think indicate deception — hesitation, eye contact, verbosity, nervousness — are useless [5]. Worse than useless, actually: relying on them makes people less accurate. After that Cascadia game, I invented "signs" I thought I had missed, but those signs weren't real. They were noise.

One could argue, and many have, that the environment of a Diplomacy tournament should make a player much more attuned to the potential for mendacity. Just because you're paranoid, it doesn't mean that you will catch more lies, in fact the research clearly shows you won't [6].

Levine's work shows that when people enter an interaction with heightened suspicion — whether because they're anxious, defensive, or trying to "catch" someone in a lie — their lie detection accuracy does not increase. What changes is their bias: suspicious people simply judge more statements as lies, but they do not become better at identifying which statements actually are lies. Suspicion shifts the threshold, not the accuracy.

This is why I believe “paranoid Diplomacy” is a losing strategy. A paranoid player doesn’t detect more lies; they mistrust more truths. They reject accurate information, misread cooperative signals, and sabotage alliances that would have otherwise benefited them. They become harder to work with, which in turn provokes the very behavior they fear. Paranoia creates noise, not insight.

Truth-Default Theory explains that people only exit the truth-default when something forces them to — a contradiction, a factual impossibility, or external evidence [7]. At Cascadia, none of the three attackers gave me a trigger. Without a trigger, suspicion never forms. Most lies go undetected because triggers are rare, and deception usually passes unnoticed.

Diplomacy Weaponizes Human Cognition

Diplomacy is not a game about reading people; it is a game about exploiting the truth-default. Players communicate constantly. Alliances require trust. The social environment reinforces honesty as the norm. And because most communication in Diplomacy is truthful — at least until the moment it isn’t — the truth-default remains intact. Levine’s research shows that most people lie infrequently — which is why assuming truth usually works [8]. This is why stabs work. Victims of devastating stabs aren’t fooled, and they are neither naive nor bad at reading people. They were simply behaving the way human cognition is designed to behave. The stab succeeds because the liar never triggered suspicion. A victim stays in the truth-default, exactly as human cognition is designed to do [9].

Consider again the Cascadia triple-stab. Afterward, I told myself I “should have known.” I replayed the diplomacy, searching for signs. I imagined subtle cues I “missed.” But Truth-Default Theory says I didn’t miss anything. There was nothing to detect. The liars didn’t twitch. They didn’t hesitate. They didn’t sound “off.” They simply didn’t give me a trigger. And without a trigger, the brain does exactly what it is built to do: believe.

The Sharp Edge: Diplomacy Players Aren’t Special

This is the part Diplomacy players won’t like, but need to hear. You are not better at detecting lies than the general population. You are not reading people; you are reading the board. Your confidence in lie detection is a cognitive illusion. Diplomacy rewards strategic deception

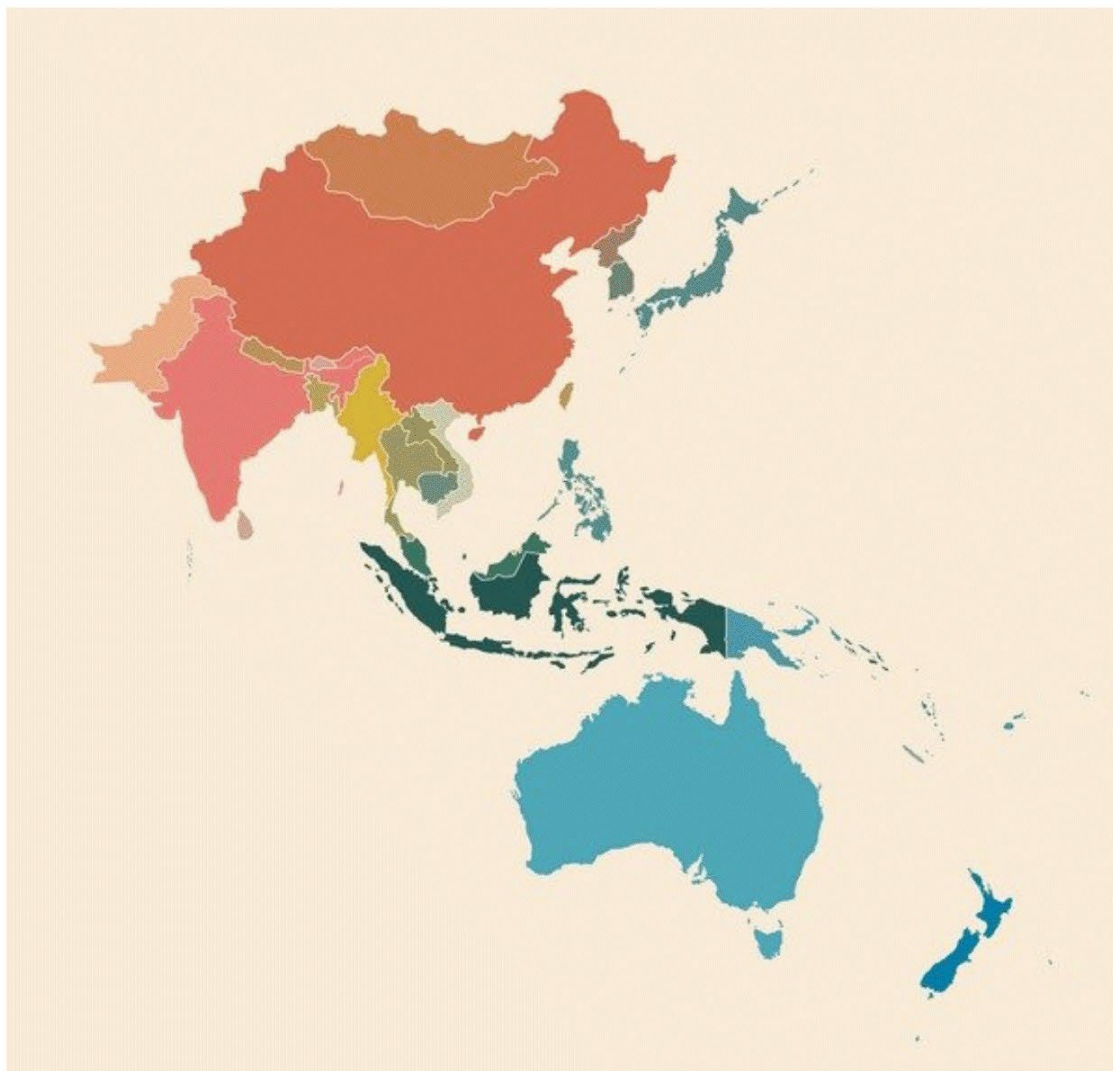
not because players are gullible, but because human cognition is optimized for trust. The game exploits a universal psychological architecture. Your “intuition” is not a skill. Your “gut feeling” is not a detector. Your “read” is not a read. It’s just the truth-default doing its job.

Truth-Default Theory dismantles the fantasy that lie detection is a skill players can cultivate. The science is unequivocal: humans cannot reliably detect deception, and attempts to exploit mythological cues of deception make them worse at it. Diplomacy players succeed not by spotting lies, but by managing trust, anticipating incentives, and reading positional context. The stab is not a failure of perception — it is a triumph of human cognitive design. If you want to stop being blindsided, stop trying to read people. Start reading the game.

Citations

1. <https://www.world-diplomacy-reference.com/>
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3. Levine, T. R. (2014). Truth-Default Theory (TDT): A theory of human deception and deception detection. *Journal of Language and Social Psychology*, 33(4), 378–392.
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6. Kim, R. K., & Levine, T. R. (2011). The effect of suspicion on deception detection accuracy: Optimal level or opposing effects? *Communication Reports*, 24, 51–62.
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2026-27 Asia-Pacific Diplomacy Schedule



17-18 October 2026 - Flying Fox Fandango, Melbourne
20-22 November 2026 - Australian Open, Canberra
30-31 January 2027 - Newcastle Classic - New Tournament!

DIPLOMACY at OWLCON XLIV

Rice University Student Center Houston, TX
February 19,20,21 2027

There will also be special awards given out, many prize drawings and giveaways for participating in the event, as well as lots of Diplomacy themed swag to give away.

Dates and times for the events are pending approval. All events are slated for Saturday.

In addition, there are games for beginner and new players to learn the rules and games. People who have not played in a while or feel they need a refresher are also invited to join.

OWLCON XLIV



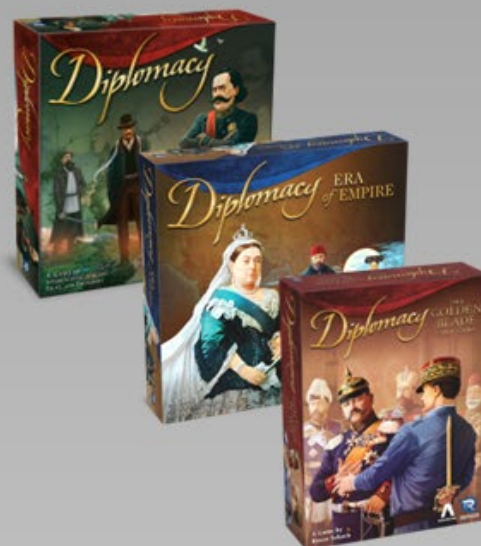


Canadian National Diplomacy Championship

Renegade Game Studios and Breakout Con are thrilled to announce the Canadian National Diplomacy Championship will return to Toronto's premiere tabletop gaming convention in 2027!

The tournament will be three rounds running Friday through Saturday. Best Country Awards and prizes will be awarded following the final round, with board game giveaways planned each round.

Teaching rounds will also be hosted for Diplomacy, Era of Empire, and Diplomacy the Golden Blade card game!



Breakout Con 2027 | Canadian National Diplomacy Championship



Dates: March 18-21, 2027

Venue: Sheraton Centre Toronto

Site: <https://breakoutcon.com/>

Contact for additional details: Heroes@RenegadeGames.com



One Year to Go: World Diplomacy Championship 2027 is Coming to Chicago

by Sabrina Ahuja

The countdown is officially on.

Less than one year from now, Diplomacy players from across the United States and around the world will descend on Chicago for the 2027 World Diplomacy Championship, September 23–26. [world diplomacy championship.pdf](#)

And the Windy City Weasels are getting ready to put on a WDC worthy of Chicago.

The championship will take place at the Warwick Allerton Hotel, right on Michigan Avenue in the heart of downtown Chicago. Players will be steps away from the lakefront, surrounded by some of the city's best restaurants, architecture, nightlife, and attractions.

But WDC 2027 is being planned for more than four days around a Diplomacy board.

Activities are expected to begin earlier in the week, giving visitors a chance to experience Chicago alongside players from across the Diplomacy community. Plans include opportunities for an architecture river cruise, Chicago baseball, live jazz and blues, bowling, Chinatown, lakefront biking, great food, and plenty of time to explore the city before the championship gets underway.

Then comes the main event.

The festivities officially kick off with a Welcome Dinner on Thursday, September 23, followed by three days of World Championship Diplomacy through Sunday, September 26.

Registration is already open, with round sign-ups and specific social outings coming closer to the event. Tournament payment information will also be released soon.

And there's an extra reason to get your name on the list early: the first 25 players who sign up and attend WDC 2027 will be entered into a raffle for a signed DBN Diplomacy board.

Chicago has one of the longest-running and most active face-to-face Diplomacy communities in North America, and next September, we're looking forward to welcoming the rest of the Diplomacy world to our city.

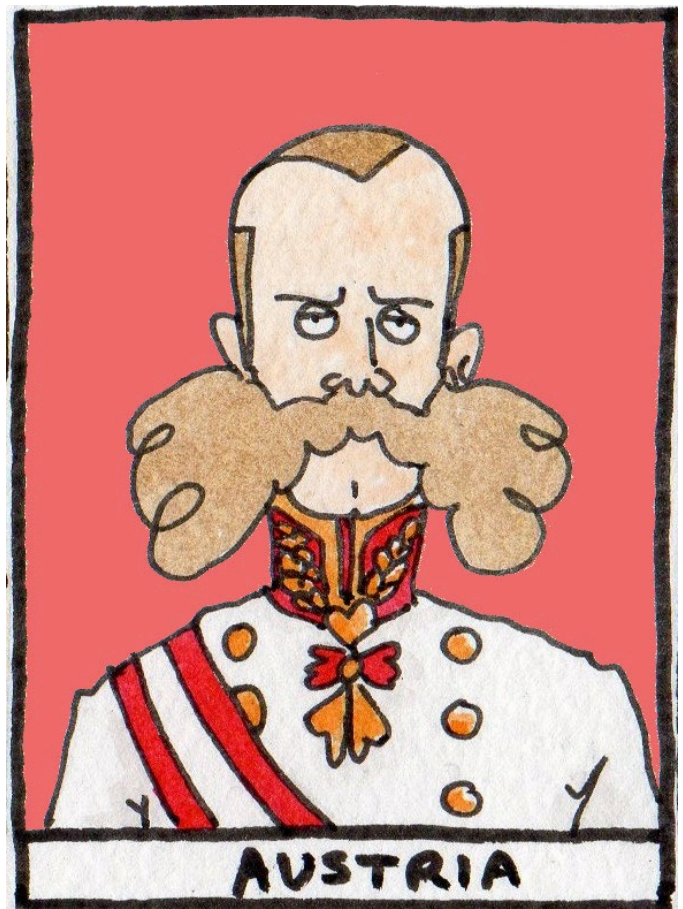
Seven countries. One board. One world championship.

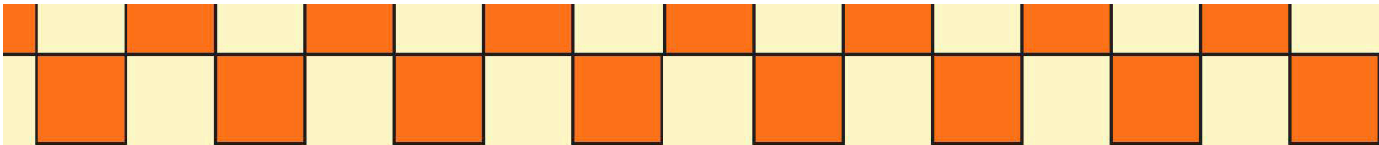
See you in Chicago.

MORE INFORMATION & REGISTRATION

For more information about WDC 2027 and to register, visit:

<https://linktr.ee/wdc2027>





2027 WORLD DIPLOMACY CHAMPIONSHIP

CHICAGO IL SEPTEMBER 23-26



<https://linktr.ee/wdc2027>

The Rats' Traps

by Edi Birsan

The Russian/Austria/Turkish alliance is the third - and least used - triple alliance, behind the Western Triple (EFG) and the AIR (Austria-Italy-Russia)...it also has the nastiest nickname. Like its two more popular echoes, it has serious dangers of internal betrayal, and in fact has the highest temptation of an early double cross compared to the other two. The Western Triple has a mid-game reputation of E-F stabbing Germany; this is often moaned about by those who do not take precautions to have England as the guarantor of the alliance by waiving builds and careful tactical alignment, so that Germany is not overcommitted with front line units, while England is sitting in the backfield with 4 or more units counting their moves to Berlin.

Likewise, the AIR alliance has a longer-term danger zone, alternating between each of the three at different times being under the shadow of the knife. Again, with the single biggest problem, (as with all triples) the disproportionate number of units that are on the front line relative to the number that are behind the lines and waiting to get used or abuse an ally.

And then there is the RAT which from the very start is just loaded with opportunities to double cross each other with deadly stab possibilities which also makes it the least of the three triples to overwhelmingly make the other side of the board quickly rally to stop the tactical breakthroughs to allow the triple to sweep the board.

So, if you like horror movies, and that tense feeling of living in the danger zone, and the joy of pulling something off that others think is near impossible...then, if you see the right game personality dynamic background in the game, this can be fun. And after all, according to my Mantra: we play games to have fun and make it fun for others.

Currently there is a vogue in play where the Italians ask the Austrians to give up Trieste in 1901 and the Austrians do it (totally unwarranted in many of these occasions). Mass hysteria is not limited to general population's social ills. Players will often ignore the fact that each alliance pattern rests on a balance of various personality, tactical and strategic skill capabilities as well as the perceptions that players can project or penetrate in the course of a game.

So here are several 'Trap' moves that can both expose the RAT countries as well as deliver crushing blows quickly and present such an overwhelming capability for betrayal that the other side will be less inclined to unite to stop the dirty RAT.

Aegean Steam Roller Trap

Best diplomatic set up is a Sea Lion in the West, and Austria feeding the Italians that there may be a R-T and that the two of them have to be ready to fight the evil Steamroller of a Russian Turkish alliance.

Spring 01

Russia: F Sev-Rum, A War-Gal, A Mos-StP, F StPsc-Both

Austria: A Vie-Gal, A Bud-Ser, F Tri-Alb

Turkey: A Con-Bul, A Smy-Ank, F Ank-Con

Italy: A Ven H, A Rom-Apu, F Nap-Ion

After the moves are read, the Austrian runs to the Italian and says, I told you so, we have a golden opportunity here to pinch off the Turks right away while the Russian is tracing his dreams in the north. So how about I give you Trieste and you move Ionian to Aegean so as to bounce the Turk back into Con, you build Fleet Naples and we pinch off Bulgaria and have three fleets to break the Turks in 1902. The Italian has to agree to it for the trap to work.

The killer moves then come in the Fall, when the most dramatic fun moves take place anyway.

Russia: A War-Gal, F Rum-H, F Bot-Swe, A StP-Nwy or Fin

Austria: F Alb-Ion, A Ser S Vie-Tri, A Vie-Tri

Turkey: A Bul-Gre, F Con-Bulsc, A Ank HOLDS

Italy: F Ion-Aeg, A Ven-Tri, A Apu- who cares.

The death blow is there. Italy gets no builds, Turkey builds 2 fleets Con and Smy, Austria builds A Vie. Russia builds Army Warsaw and maybe Fleet STPnc or even Army Moscow. In Spring 02, the Austrians force Tyrolia, the moves are Greece convoyed to Naples or Apulia, the Austrians are dislodged from the Aegean and can retreat to Greece if the convoy works or East Med. If to Greece the Austrian fleet cannot hold it as Bulsc can go there with Aegean support while Venice falls to Austria since the Ionian can cut Apulia. This cleverly gives the Austrians a safe southern border, Italy is reduced to 2 centers and the A-I side of things are rolling and no one sees the RAT.

The role of the Russian is to take advantage of either going after England or Germany.

Personally I prefer that there is a potential Sea Lion on England, and it gives the Russian the diplomatic possibility of having England give up Norway in exchange for an attack on Germany, which can be accomplished by builds in Warsaw and another army with the opening in S-02 of

Gal-Boh
War-Sil
Swe-Bal
Nwy-Swe
Mos/StP to Livonia

Note this also allows for the Austrians and the Russians to make a move on Munich instead of Venice that may be somewhat fun if they can out guess the Naples vs Apulia gamble or simply move Ionian to Tunis and bring a Turkish fleet into the Ionian for an Italian campaign in 03. It is good to have a weak enemy as you bring more forces to bear for a sweep.

The St. Pete Fainting Feint

With this variation, it works best with a France that goes to the Channel, and the German in the classic Ruhr/Kiel/Den opening, and the English terrified with the F-G.

In south the classic common appearance is:

Russia: War-Gal, Mos-StP, StPsc-Both, Sev-Bal
Austria: Vie-Gal, Bud-Ser, Tri-Alb
Turkey: Ank-Bla, Con-Bul, Smy- Con
Italy: Nap-Ion, Ven-Holds, Rome-Apulia
England: Edi-Nrg, Lon-Nth, Lvp-Yor

At this point the key in the south is that again the Italian is convinced to go to the Aegean in exchange for Trieste. Meanwhile the diplomatic play in the north is where Russia has to pull off a diplomatic move.

Option one is to convince the English to let you have Norway in exchange for going Norway-Sweden in Spring 02, and moving down Sweden to Baltic with Galicia going to Silesia and new built Warsaw going to Prussia. The English to be convinced to move Norwegian to North Atlantic and put on a full defense of Britain. The downside of this is that if Russia does not build a fleet in StPnc the German will be suspicious as they should so again it depends on the diplomacy of the Russian.

Second option, is to move StP to Livonia and take Sweden and then build armies in Warsaw and if two in Mos/Sev again depending on the skill of the Russians to talk the German into you Russia being more concerned about Turkey and Austria. This lets the English take Norway.

Third option is if there is no pressure from the French in the Channel, and the German is being asked to keep the Russians out of Sweden by an English-French alliance, the Russian, again depending on their diplomatic skill

and the willingness of the English can turn an interesting trap by convoying York/Edi to Denmark, and moving Norwegian to Norway, while the Russians move StP to Finland and then drop Bothnia to the Baltic.

This puts the English in Denmark, the German is in Sweden surrounded by enemies in Norway, Finland, Denmark, Baltic.

Then in Spring 02 the onslaught on Germany comes with Swe-Bal, Lvn-Pru, War-Sil, Gal-Boh, while the Austrians go Vie-Tyr with support from Trieste. The English move Norway to Sweden to be able to move on to Denmark and remove the threat to StP. Other options are for Nwy to move to Skag or get involved with the defense or attack on the North Sea.

Meanwhile in the Ionian front again the Austrian's job is to convince Italy to go Ionian to Aegean while offering Trieste and then have the Turks go Bul-Gre, Con-Bul, Ank-Bla.

Turkey builds 2 fleets and is in a brilliant position to stab the Austrians with armies in Greece and Bulgaria, but this is where the RAT alliance must hold as in the Spring of 02 Turkey bounces the Austrians out of the Aegean and moves Black to Con and the convoy gamble to Naples or Apulia goes forward.

Should the Italian go to convoy to Tunis then in the Spring of 02 the Austrians F Albania goes to Adriatic as the two Turkish fleets come up. This in the fall there are 3 units on Venice and 3 fleets on the Ionian, meanwhile, there are all sorts of options in the north depending again on the diplomacy of the Russians.

During all of this people will point out, and be quite correct that there are massive temptations and opportunities to crush one or the other in the RAT but what do you expect from RATs? The enjoyment is watching this horror movie unfold where the RATs stay together and break into the West over the poor body of Italy and the shattered hopes of Germany. The very fact that the RAT is an unstable alliance is exactly what can be built upon in the dealings with the E=F=G to delay them from uniting against it.

There are more twists and turns for the RAT in the opening, but this should give you an idea to work on with bringing Italy into Aegean as well as a very tense triple alliance that might be just perfect for a 1907 tournament timed game or someone who main streams Prozac...or all three that have medicinal restraints.

BGG CON 2026



- November 18-22, 2026- (9:00am Wednesday - 3:00pm Sunday)
- Hyatt Regency Dallas, 300 Reunion Blvd, Dallas, TX 75207

BGG Fall returns to downtown Dallas, TX this November for its twenty first year!

We will have many Diplomacy events again this year including learn to play events and a diplomacy Tournament.

There will be trophies for top three finishers in each round (Gold, Silver, Bronze) as well as a Grand Champion Award for the overall tournament winner with the most points from all three tournament rounds. Participate in one or more of the DIPLOMACY TRIATHLON events to qualify for the Champion Trophy. The more rounds you play the more points you get!

There will also be special awards given out, many prize drawings and board game giveaways for just showing up and participating in each event, as well as lots of Diplomacy themed swag to give away.

Dates and times for the events are pending approval.

To get tickets please go to:

<https://tabletop.events/conventions/bgg.con-2026>

In addition, there are games for beginner and new players to learn the rules and games. People who have not played in a while or feel they need a refresher are also invited to join.

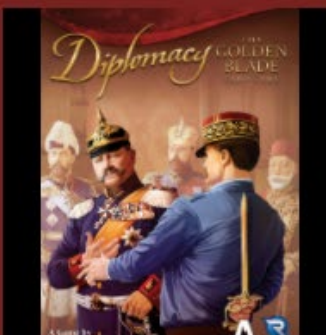
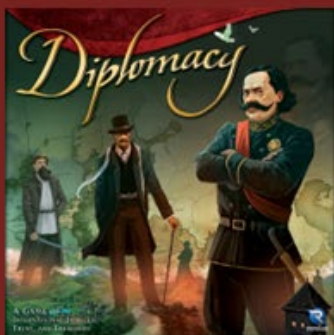
Diplomacy



Tournament Diplomacy is returning to Texas!



After years of growing Diplomacy in the Dallas area, veteran organizer Robert Lacy will host tournament events at BGG Spring and BGG Con in Dallas, Texas in 2026. Both events will be three rounds of Diplomacy using three different games: Diplomacy, Era of Empire, and a mystery Diplomacy game to be announced. Are you the best all around Diplomacy player?



BGG CON 2026

Dates: Nov 18-22, 2026

Venue: Hyatt Regency Dallas (Reunion Tower) in downtown Dallas

Site: https://boardgamegeek.com/wiki/page/BGG_Events



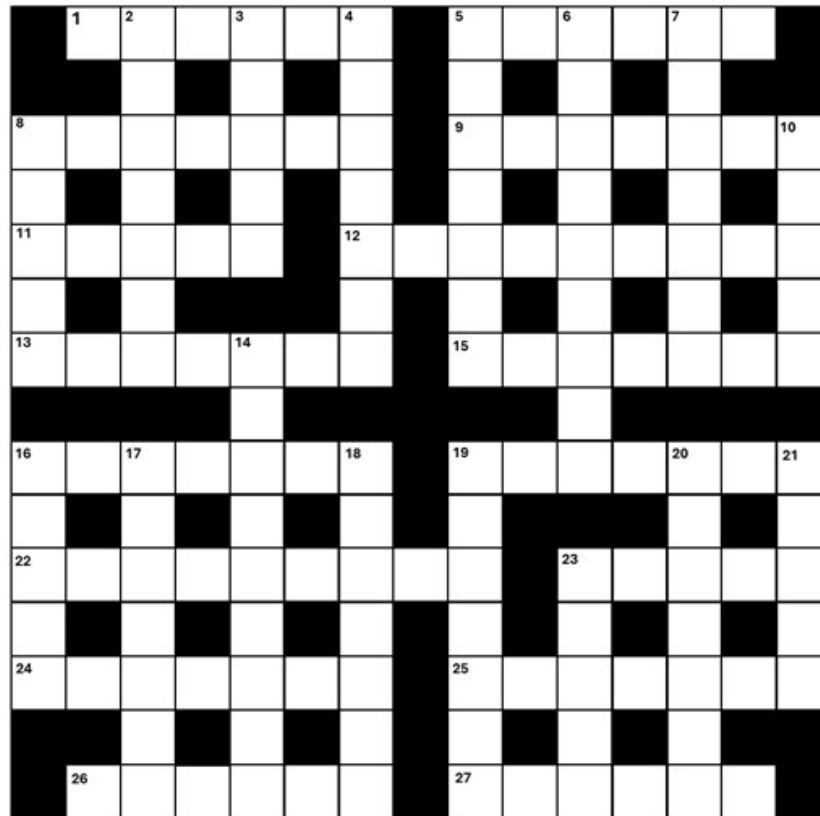
Contact Robert Lacy for additional details: r_lacy@yahoo.com



Never a *Cross* Word

By Archie Duke

Never a **CROSS** word No. 8



By Archie Duke



*'I cannot march to the sound of the guns, if the
sound of the guns is coming from the Skagerrak!'*

Never a **CROSS** word No. 8

ANSWERS at the foot of page *nm*.

ACROSS:

- 1 Good destroyer went down unfortunately somehow along the Baltic coast. (6)
- 5 Object of influence presumably. (6)
- 8 It could be offensive theatre of operations reportedly. (7)
- 9 Such confusion as Europe begins to get ahead of United Nations - they wouldn't have the balls - would they? (7)
- 11 Rent out with ease after the end of Fall. (5)
- 12 Here in France master arrangement for cessation of hostilities. (9)
- 13 Might you beg soda perhaps in these? (7)
- 15 Cancelled frivolous date after General briefly went back to Front. (7)
- 16 Shell Poles retreating somewhat disorganised around part of central Picardy. (7)
- 19 Perhaps beast in Napoleon brought him back here. (7)
- 22 Support record-breaking British middle-distance runner. (9)
- 23 Election process for a nobleman. (5)
- 24 Force oxygen inside dragon. (7)
- 25 Girl likely found on moor with former Conservative leader and old queen! (7)
- 26 Intelligence support comes before home security initially. (6)
- 27 Trap Ed repositioned was explosive device originally planted in 16th-century France. (6)



'If only your troops could squeeze the Austrians this tightly, ambassador.'

DOWN:

- 2 Swindle created by a dud ref, perhaps. (7)
- 3 Could new 007 partly use this to execute people? (5)
- 4 Might the Irish have contained their 'Troubles' in these? (7)
- 5 Rash men befuddled US General. (7)
- 6 Spot deer beforehand and maybe obtain the benefit of this. (9)
- 7 This could provide proof perhaps rocket tips piece together. (7)
- 8 Had liberty somewhat to be spontaneous. (5)
- 10 Warhorse crossed English river delta. (5)
- 14 Location of several landings - and top flight! (9)
- 16 Problem be damned - inherent fix! (5)
- 17 Mythical beast ran cute organisation. (7)
- 18 Licences past ten perhaps. (7)
- 19 Broadcast transport will be a Zeppelin. (7)
- 20 Renowned old German warship. (7)
- 21 Instrument of disturbed Tsar surrounding India. (5)
- 23 Plan plot! (5)



'Yes, A(Ber)-(Sil), A(Min)-(Ruh) and F(Kie)-(Hol) - remember to scent the envelope.'



But Constance dear, there will be flies, corpses and all sorts of other horrible things in Tunis. Moving to Tuscany would surely be far nicer.'



Veterans Day Weekend
(November 13-16, 2026)
Burlingame, CA

Diplomacy Events

- Teaching Session - Friday at 7 PM
- Diplomacy - Saturday at 10 AM
- Diplomacy: Era of Empire - Saturday at 6 PM
- Diplomacy - Sunday at 1 PM

Diplomacy organizer: [Alex Amann](#)

For more information about
the convention, visit
<https://kublacon.com/>

Event registration opens
mid-October



Circle DC Diplomacy Tournament 2027

Please join us in our nation's capital for Circle DC: A Conference on History, Education & Play. Registration for the three-day event is \$150.

Last year we were joined by an amazing group of game designers including Jason Matthews, Tory Brown, Volko Ruhnke, Sebastian Bae, and many more. Come join old friends and meet new friends at the friendliest game convention on the planet.

Circle DC will be hosted at the Spire DC (<https://www.spireeventsdc.com/gallery>). Tickets are available on Tabletop NOW! Get them at <https://tabletop.events/conventions/circle-dc-2027>

April 22nd – April 25th, in Washington, DC

DIPLOMACY TRIATHLON TOURNAMENT

Three Rounds -- Three Different Diplomacy Games!

In a Diplomacy Triathlon, players compete in a three-round event with a different game featured each round. Prizes for winning each round and overall event.

Teaching Round (all games) 10am-2pm Friday
Round 1 (Diplomacy) – 4pm-8pm Friday
Round 2 (Era of Empire) – 10am-2pm Saturday
Round 3 (The Golden Blade) – 4pm-6pm Saturday

Tournament Director: Thomas Haver
Email: Heroes@RenegadeGames.com
Website: <https://www.fortcircle.com/>



Box Scores

by Peter McNamara

In this feature, we report on the current standings of major circuits throughout the face-to-face world.

In the Asia/Pacific region, the Bismark Cup is awarded annually based on performances across tournaments throughout the year. The defending Champion is Shane Armstrong.

With two tournaments remaining, the leaderboard looks like:

Rank	Name	# Tourneys Played	Raw Score
1.	Brandan Austin	4	249.6
2.	Shane Armstrong	4	196.3
3.	Max Wanji Roe Banks	3	173.3
4.	Darcy Morris	3	149.3
5.	Connor Muirhead	3	141.5
6.	Clare Bradbery	3	127.7
7.	Jamal Blakkarly	2	126.9

Note: A player's final Bismark cup score is their raw score divided by the greater of seven or the number of tournaments they have played in plus three.

Over in Europe they compete for the European Grand Prix. The defending champion is Maaïke Blom and the leaderboard at the end of September looks like:

Rank	Name	Score
1.	Alex Lebedev	2770.2
2.	Maaïke Blom	2309.3
3.	Bradley Grace	2062.2
4.	Robert Schuppe	1876.6
5.	Phil Weissert	1821.9
6.	Mikalis Kamaritis	1675.0
7.	Simon Wesendrup	1597.5

North America used to have a Grand Prix that filled the same role there on a continental scale, but this has not been in place for a decade. Sources in the NADF say that there has been some discussion about resuming this, but nothing has been decided yet.

On the west coast of that continent, there is a Buz Cup, named after longtime hobby stalwart Buz Eddy. This year's edition has already concluded with a victory to Justin Loar. Here we see Justin being presented with his trophy by the 2025 winner Criag Mayr.





Diplomacy

Cascadia Open 2027

6th - 7th Feb 2027

Schedule:

- *Optional meal & social event Friday evening
- *Round 1 9:00am Saturday 6th
- *Round 2 5:00pm Saturday 6th
- *Round 3 8:30am Sunday 7th

Registration 15 minutes before each round.
All games will end in a solo victory, after
1909 fall retreats, or earlier if all surviving
players agree.

Where: Holiday Inn Express 15808 104th
Ave, Surrey, BC, Canada

Cost: \$40Cdn

Wise: @christopherb4580

Paypal: cascadia.open@gmail.com

Tournament Director: Chris Brand
Questions? Cascadia.open@gmail.com

10 Years of DiploStrats

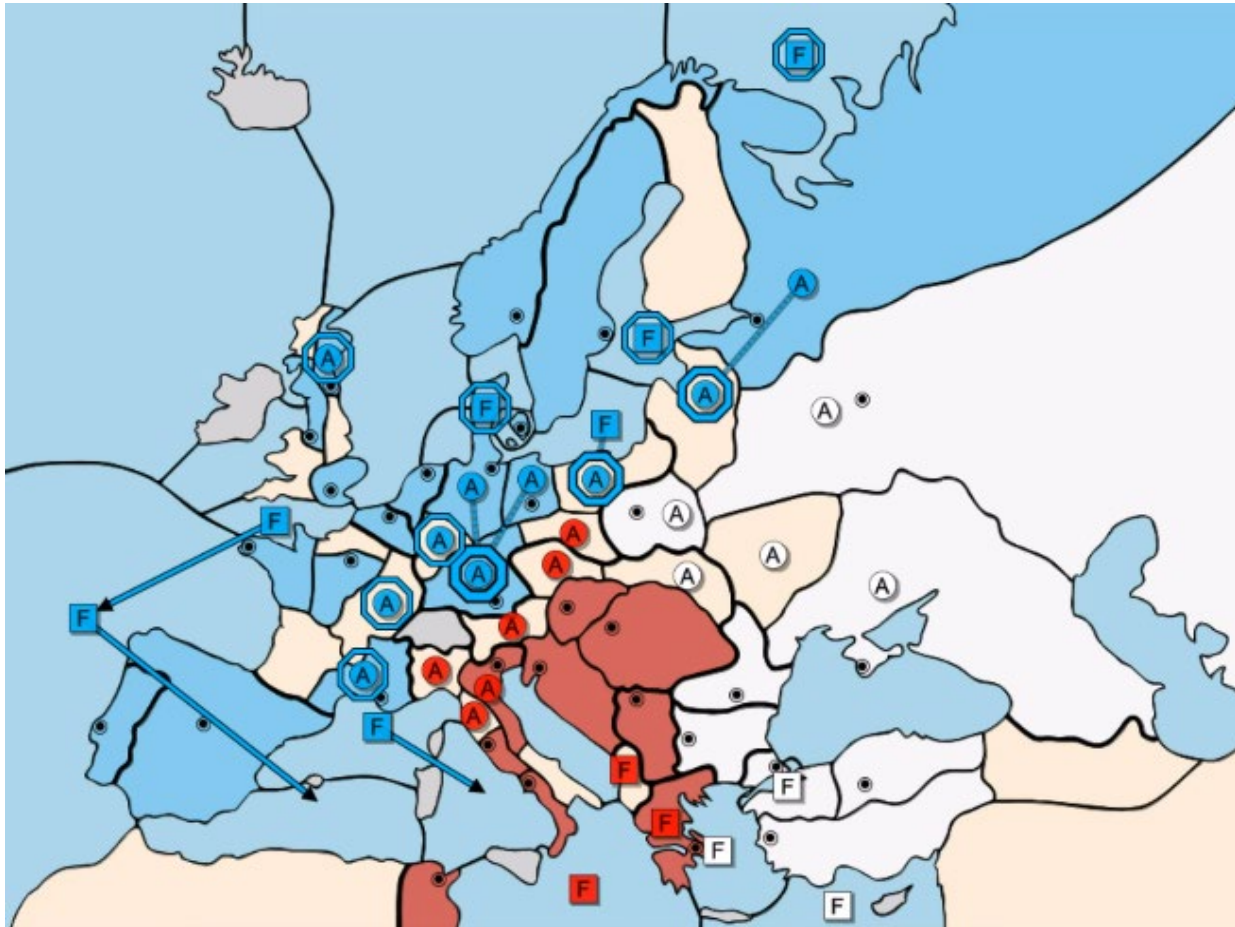
by Markus Zijlstra

The Beginning

In August 24th, 2016, I made a short video and uploaded it to YouTube. It was a puzzle based on a Diplomacy game my friend had played, where the opponent, playing France, makes a boast:

I'll win even if I tell you my moves every turn.

You control the Austrian and Russian units, and your goal is to prove the French player wrong. You can assume only the ENG, LYO, and MAO units will ever move, since the rest of their units are stalemated. Here are the enemy moves for this phase; assuming they continue telling you their moves in perpetuity, can you figure out how to prevent them from reaching 18 SCs?



This article isn't about the puzzle, so I'll leave the solution as an exercise to the reader. I really like this one though - if you have any thoughts on it, feel free to submit them as a letter to DW!

I loved reading Zines like the Diplomatic Pouch and Diplomacy World, and I loved watching the Diplomacy YouTube channels of the era; primarily HistoryGamerDotCom, DanceScholar, and Triumvir412. I wanted to make something that could stand alongside those inspirations, and eventually I decided to just go for it, regardless of my own lack of skill. I still cringe a little whenever I have to watch that video back - it has a bit of a cheesy intro, I had an awful microphone, I was editing in Windows Movie Maker, and there's no confidence in

my voice at all. But starting out often means embarrassing yourself a little!

The Missing Piece

That was the start of DiploStrats, but it didn't really find its footing immediately. I went in thinking I'd try to make a video every week, and after two years I'd made a grand total of...

drum roll please

...eight. I have to give a huge thanks to the people who put up with those terrible recordings and watched anyway - I especially remember Peter McNamara

solving every single puzzle I made instantly, seemingly with ease! Knowing there were a few people who liked what I was doing did keep me motivated, even though my output wasn't regular or particularly good.

There was a key element DiploStrats was missing through that time - and if you've played in any West Coast US tournaments recently, you've probably met him! He goes by Ezio online. With literal minutes notice, he jumped into a voice call with me to commentate the World DipCon Final back in 2018, and we've been commentating diplomacy games together on the channel ever since.

Anyone who has watched even one of our commentaries will know, Ezio and I are opposites in most ways. I prefer balance of power, his mantra is 'See dot, take dot'. I'll often do strategically terrible things based on my impulses, whereas he tends to let his head rule and stick firmly to what he thinks is the best line. Our negotiation styles are completely different too; I try to be the best friend by appealing to emotion where he tries to be the best friend by laying out the best mutual strategy. More importantly for the YouTube channel, the differences very much apply to the commentary style too:

I love giving the benefit of the doubt, which is great if you want all the players to feel good about what you say about them, but it isn't great when viewers are looking for advice or a firm opinion in the commentary. Ezio is the complete opposite; when he sees what he thinks is a bad move, he'll call it out. It means I can sit back and be the nice person, giving potential explanations for why a player did what they did, while Ezio takes the 'bad guy' role and gives his opinions on the moves directly. Nothing's ever completely straightforward in Diplomacy, and both approaches are useful, but it's that direct analysis that grounds the whole thing and makes the commentaries watchable.

YouTube and Zines

I wasn't around in the physical Zine era of the Diplomacy hobby, but thanks to the preservation efforts of the likes of Stephen Agar and the back catalogue of online zines like Diplomacy World and the Diplomatic Pouch, I've been able to read a lot of zines and articles from that time. I think YouTube publishing and Zine publishing really aren't all that different in terms of the energy and purpose behind them - the publishers are enthusiasts wanting to share their experience and love for the game with other people interested in it, and the readers/viewers tend to be diplomacy players wanting to see those articles/videos to explore more aspects of the game they enjoy and interact with the wider community.

There is one very key difference, though. My impression (please correct me if I'm wrong!) is that very few people would ever get hold of a Diplomacy Zine without already

having heard of Diplomacy itself. I've heard that this did occasionally happen through adverts/inserts in science fiction zines, but generally speaking when you're writing an article for a Diplomacy Zine, you can assume your audience is familiar with the game.

I initially assumed the same would be the case for YouTube, and for a long time it was - but YouTube's algorithm occasionally pushes out Diplomacy videos to people who watch videos about Grand Strategy games, or 4X games, or even just other board games, and have no idea what Diplomacy is. 95% of those people won't care for it, but because YouTube is so universal, over time that 5% becomes quite a large number of people.

Add onto that a few viral moments - most notably when a much larger YouTuber called Valefisk made some fantastic videos about the game, leading to many people searching for more about it - and we've now reached a point where most of the people who watch our videos discovered the game through YouTube. It's an odd feeling, because we never really prepared for it or catered much to it; we don't have a How To Play video or explain anything about the game going into the commentaries. But Diplomacy is clearly enough of a cool concept to keep people hooked regardless!

All that has led to the DiploStrats being able to grow an audience much larger than I would've thought possible when I started out. It's relatively small in broader YouTube terms, but for a very niche strategy/commentary channel, the numbers are kind of insane to look back on.

Some Numbers

Alright, it's the ego section. I tend not to talk about numbers much, because it feels a bit weird to do - but given it's the ten-year anniversary I'm going to be a bit self-indulgent and go over them, because I'm very proud of just how much DiploStrats has grown over the years.

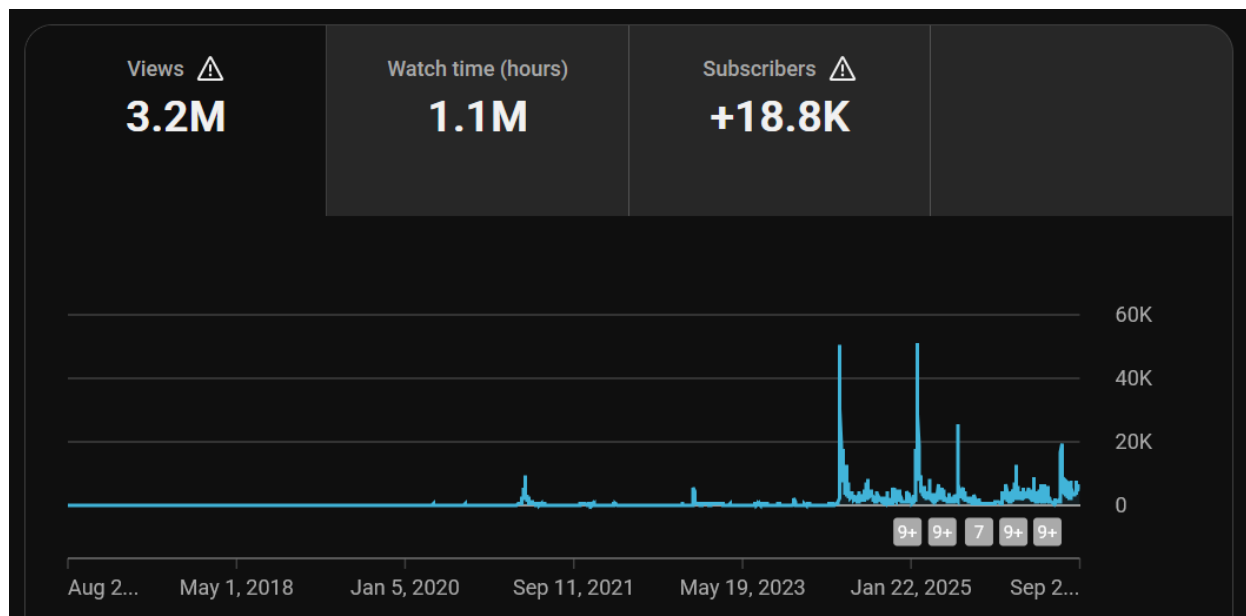
Over ten years, we've published 167 videos on DiploStrats. Our most viewed is 'An Unnecessarily Detailed Analysis of Valefisk's Diplomacy Game', which sits at ~420,000 views. Our most viewed Diplomacy video that isn't about Valefisk is 'The Longest Game of Diplomacy Ever Played - 1901-1910', the start of our commentary series on the webDiplomacy World Cup Final that lasted 105 in-game years, at ~120,000 views.

A little further down the list, we find the variant commentaries - 76,000 views for 'The Biggest Diplomacy Game Ever', the 81-player Chaos game - which is now a misnomer as we've participated in a 347 player game since! And the last I'll mention is 'Imperial Diplomacy' at 68,000 views, a variant which we covered while it was in Alpha, and which has since exploded to become the largest Diplomacy-related Discord server.

Across all videos, the channel has about 3.2 million views, and 1.1 million hours of watchtime. The latter is both the stat I'm proudest of and the one I'm in the most disbelief about - people have listened to myself and Ezio

chatting about this board game for more than 125 years in total!

I've loved every moment of doing this, and have no intention of stopping anytime soon. So here's to another decade of DiploStrats!



THE CANBERRA MANDARINS PRESENT...

THE 2026 AUSTRALIAN OPEN

CANBERRA
20-22 NOVEMBER 2026

WHAT?

The Australian Open is Australia's national Diplomacy championship, and is the national championship of some of the best Diplomacy players in the world. While maintaining a high standard of play, we also focus on providing a fun, safe environment for all who attend, with friendly gameplay and good people.

WHERE?

*Upstairs, Good Games Canberra City (38 Garema Place)
Cost: \$30 for four rounds of Diplomacy over three days.*

WHEN?

*20-22 November - Play as many rounds as you like!
Round 1 Friday, Rounds 2+3 Saturday, Round 4 Sunday*

GET IN TOUCH!

Visit diplomacycbr.wordpress.com or scan the QR code below to join our WhatsApp!



Ask the Hobby Historian: Diplomacy World Anthologies

by David Hood

When I broke into the wider Diplomacy hobby in 1985, the whole thing was a little bewildering. I had read (many times) the original Gamers Guide to Diplomacy published by Avalon Hill, yes, so I knew some of the terminology that folk used but certainly not all. I knew there was a thing called “Dipcon” but did not understand exactly what it represented. I knew the game was played by mail in addition to the face-to-face play I had experienced with my own local club, but I did not understand the hobby infrastructure surrounding postal play - the world of zines, house rules, ombudsmen, scoring systems, orphaned games, etc.

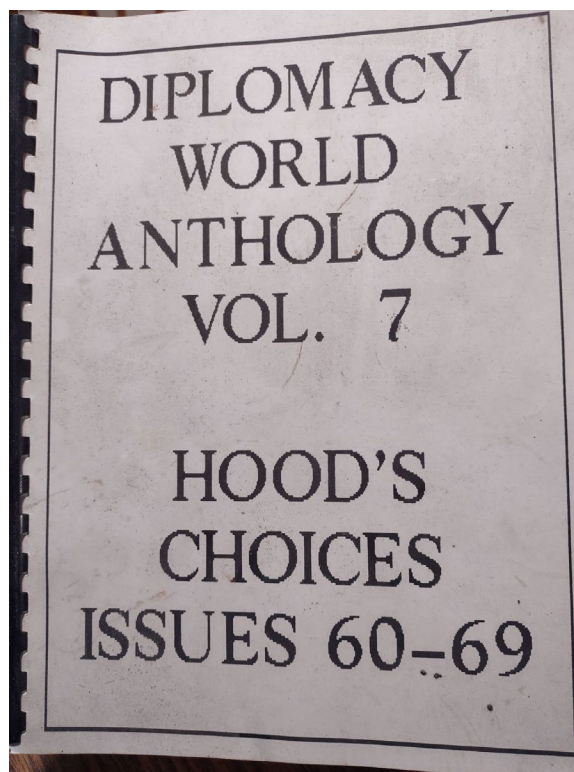
One item I did know about, through a flyer included in the Diplomacy set that my friend Michael Lowrey and I purchased together in 1984, was something called “Diplomacy World.” After subscribing to the zine, and reading the most recent issue, I was completely hooked. I was already an avid magazine reader anyway, and here was one that provided news, strategy articles, variant maps/rules, and information about other zines in which I could play my favorite game by mail. This was a smorgasbord of content, which I gobbled up quickly. Then I ordered a few back issues, as much as my limited budget of the time would allow, but after consuming all that in probably one long night, I needed more.

Lucky for me, a year or so later, DW publisher Larry Peery embarked on the production of a series of publications he called the “Diplomacy World Anthology” series. During the summer of 1986 I would read, and re-read, the first anthology so many times that it probably disintegrated into dust. (Which may be why I cannot currently find my copy of it.) That one was entitled “Best of Diplomacy World 1-39” and contained all sorts of great articles by the hobby’s classic names, like Birsan, Birch, Walker, Von Metzke, and others. I learned about the standard and non-standard 1901 openings, tactical situations and how to conquer them, hobby history and personalities, the popular zines of the past and present, and a number of other subjects. Again, I was utterly, completely hooked - not just on the game itself, which had won me over from my first play in May 1984 with high school friends, but also on the hobby surrounding the game.

Peery would go on to produce a number of other anthologies, all of which I enjoyed very much. Once I took over from him as DW publisher in 1990, he and I jointly publicized his anthology project as a way to gather into a few tomes as much of the hobby’s written knowledge about the game as we could. This would make it easier for people to access and benefit from these articles, variants, and demonstration games because the material would be centralized into a smaller

number of publications. It is probably hard for internet-age hobbyists to understand how important all this was at the time, but it really was. There was no Google search for “Diplomacy board game”, no Diplomatic Pouch archive, no nuthin.

While moving some things around in my garage recently, I came across several print versions of the DW Anthologies. One of my favorites, for perhaps obvious reasons, was Volume 7. That one was entitled “Hood’s Choices, issues 60-69” and was published in 1993. It was exactly as it sounded - I had started piloting the DW ship with issue 60, so this collection included my own personal favorite fourteen articles from those first ten issues I had published, plus an article from Allan Calhamer about his invention of the game.

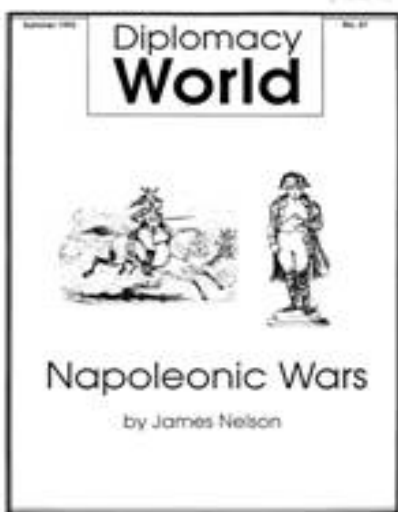


Alright, so what articles were included in this anthology? I ranked my choices one through fourteen. I reckon we could use discuss them in the same order.

First was a Jim Meinel piece called “Who Really Ran the First Postal Diplomacy Game?” in which he investigated exactly who should be credited with running the first “regular” game. Jim, an accountant in Alaska, had recently published the first Encyclopedia of Postal Diplomacy Zines so he was well qualified to conduct this inquiry. The controversy was that while the recently deceased (as I write this in 2026) John Boardman is

usually credited with this achievement, because he published the very first Dipzine in 1963, that first game he ran was actually a variant because it only had five players! (Russia, Turkey, Bulgaria and Rumania were not used.) A second zine started soon after Boardman's, but its first game would not have been considered "regular" either because it featured a married couple and because its GM eventually dropped out. The game was finished by Boardman himself though he was also playing in the game. That made the game irregular also. But anyway, you get the picture. The article was fascinating.

Second up was Joel Klein's article on "Pushing the Right Buttons" which was, as it sounds, about determining the secondary motivations of the other players and using that information to persuade. We hear about this subject constantly during the DBN analysis of today's players in game coverage, and here was Joel (a Chicago-area organizer) dishing that out in 1992. The third-place article was hobby strategy-and-tactics legend Marc Fassio discussing how to run the AGR triple in his "Putting into Practice the Dreikaiserbund." He also authored number four, called "One-Dot Grab" where he defended the necessity of stabbing just for one center, and the best ways to pull that off.



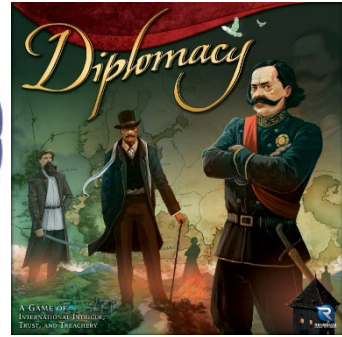
Bruce Linsey's two-parter called "Sherlock Holmes & the Dip Mystery" was a completely different animal, combining an interesting board situation with humor and sharp prose. Longtime DW S&T Editor Mark Berch talked about negotiation tricks in his "Repeating What you Never Heard" while New York hobbyist Garrett Schenck outlined his ideas for variant play in his piece "Ultimate Gunboat." (As an aside, Garrett and I disagreed about all political subjects of the day in the early 90s but we remained good collaborators and friends. Would that we could see that more often in the Real World of today.)

Articles eight and nine focused on zine publishing. Bob Grier described what aspiring publishers should consider from the outset in his "So, You Want to Start a Zine?" while Conrad Von Metzke filled us in on the wild and wooly world of faking issues of others' zines in his "Counterfeit Publishing." The tenth article was one of two choices I made of new variants I had published during the ten issues, with this one being the map and rules for the Napoleonic Wars variant designed by James Nelson. This one had five major powers and nine minor powers, with the play of the latter's units being controlled by a major power through the use of Influence Points. Pretty cool.

Next up was Michael Lowrey with "Misuse of the Runestone Poll", which related to hobby politics and the ranking of zine quality. My own article called "Overview of Austrian-Italian Relations" was pretty much exactly what you think it was, and then in number 13 was the worldwide variant Fred Hyatt created called "Colonia VII" which predated today's very popular Imperial Diplomacy by several decades. As I already stated, number fifteen was Allan Calhamer describing how he started all this in his "Invention of Diplomacy."

But the fourteenth article deserves special mention. The late great Jim Burgess had a piece in my very first issue 60 called Game on the Edge of Forever, in which he laid out in some detail a postal game that started in 1982 and ended MANY ACTUAL YEARS later with an English solo after the Fall 1930 turn. The game was played in two different zines, and with fifteen different players total (since many players dropped out before the end.) It featured multiple alliance shifts and an eight-gameyears-long fight to establish a stalemate line against the English, who were at 16 centers in 1922 before finally breaking through to 18 in that Fall 1930 turn. And this in a game where England had only 8 centers in 1915 facing a 12-center Russia and 11-center Austria. Truly one for the record books, and for an excellent DW article which featured, among other things, endgame statements from three of the players.

You need not go read this "Hood's Choice" anthology. That was not the point of me writing this piece. My point, instead, is to emphasize how much richer my early hobby experience was due to the work of more experienced hobbyists in writing, in creating variants, and in spreading the good word. You could have that positive influence today on those just joining our hobby. Write. Organize. GM. Run a tournament. Start a club. Diplomacy can be more than just a game you occasionally play as a passive consumer. It is a community of people with shared interests who could really benefit from your leadership and experience as an active producer. Don't let them down.



February 26-27, 2027

Diplomacy has a long history at the PrezCon gaming convention. Diplomacy was part of the first PrezCon in 1994 and the convention previously hosted DipCon in 2006. Renegade brought PrezCon back and we're happy to announce the PrezCon Diplomacy Tournament will return in 2027. The three-round event will be held on Friday night & Saturday (2/26-2/27) in Charlottesville, Virginia.

Details about PrezCon

“The PrezCon Annual Convention presented by Faceless Men Productions, LLC, is proud to have been hosting their Winter Board Gaming Convention since 1994. PrezCon has grown into a big event. It is now attended by hundreds of people from around the globe. We host over 100 Tournaments and dozens of demos during the convention! Our Open Gaming rooms entertain over 200 players utilizing our 500+ board game library. PrezCon Winter Nationals include some of the old favorites and many new tournaments as well.”

Purchase Tickets here:

<https://www.prezcon.com/program>

Dates:

February 20th – February 28th, 2027. The Diplomacy tournament is February 26th – 27th.

Diplomacy Tournament:

Contact - Thomas Haver (tjhaver@gmail.com)

Tournament Details - PrezCon is an annual gaming convention held at the Hilton Doubletree in Charlottesville, Virginia. The 21st edition of the Diplomacy tournament will be three rounds over two days. The best two rounds of three will count towards the tournament score. Best Country awards and tournament prizes will be provided by the organizer. Firm time limits for negotiation and order writing will be followed to ensure expedient play for competitors with other events on their schedule. The style of play is open to all skill-levels and encouraging for new players to gain experience.

Intro/Demo: Friday 2/26 from 5pm to 7pm

Round One: Friday 2/26 from 7pm to 11pm

Round Two: Saturday 2/27 from 10am to 2pm

Round Three: Saturday 2/27 from 7pm to 11pm

Scoring System: C-Diplo

Rank: Best two out of three rounds

Past Event Pictures Here: <https://photos.app.goo.gl/5hZCmwARv7rBVuRD9>



Siouxpercon Report

by Nolan David

Diplomacy arrived tournament style to the northern great plains for the first time as Sioux Falls South Dakota got its first ever Diplomacy Tournament known as "Siouxpercon Stabathon" which took place at the city's annual fandom & pop culture convention Siouxpercon. Nolan D., a local to Sioux Falls who frequently travels the country to play and teach the game, organized his first tournament as a GM in his own city. The tournament was structured in triathlon style with three rounds, one of each: classic Diplomacy, Era of Empire, and the Golden Blade.



Results of the tournament were held on a knife's edge during the final board with Arthur M. controlling Turkey and Max K. as the Netherlands in a game of Era of Empire. Both players were competing for top board and needed to secure a solo victory to earn the tournament's champion plaque. However, unknown to Arthur at the time, one order for one piece would have dire consequences for his chance for the champion plaque as he ordered his fleet in the south Indian Ocean to move to French occupied Sumatra instead of the Dutch controlled island of Java which would have secured a solo victory preventing a tie for 1st place. This would have brought his point tally to be one better than Max for the overall tournament. The Era of Empire board was tied in the end between Turkey and the Netherlands for 10 centers each. Fortunately for Arthur, his early expansion as Turkey was enough to break the tie and earn him a gold board top plaque for Era of Empire. In the end, Max would take home the Siouxpercon Diplomacy champion plaque because of this one move.



On the classic board first time player Dane. S took a solo victory as Turkey with 12 centers earning him the gold 1st place plaque and a great experience as a first-time player. Dane's game consisted of a one-on-one war with Austria which was controlled by Arthur M. throughout the whole game. Dane's Turkey would remain largely unbothered as it slowly consumed the Balkans and the entirety of Austria to secure him the solo win.

The Golden Blade was the first round to be played with Cooper K., Dane S., and Max K., all taking a shared 3rd place, Arthur M., earning 2nd, and Jaime K., securing first place with a strong help from one of his neighbors. In total the gold plaques were distributed evenly throughout the weekend with 4 separate players taking one home from Sioux Falls' first ever Diplomacy tournament.

Never a Cross Word Answer Key

ANSWERS to 'Never a CROSS word' No.8
ACROSS: 1 Gdansk, 5 Sphere, 8 Affront, 9 Eunuchs, 11 Lease, 12 Armistice, 13 Bodegas, 15 Negated, 16 Escalop, 19 Antibes, 22 Bannister, 23 Count, 24 Dragoon, 25 Heather, 26 Brains, 27 Petard
DOWN: 2 Defraud, 3 Noose, 4 Kitbags, 5 Sherman, 6 Hindstight, 7 Receipt, 8 Adlib, 10 Steed, 14 Gallipoli, 16 Embed, 17 Centaur, 18 Patents, 19 Airship, 20 Blucher, 21 Sitar, 23 Chart, Archie Duke

Selected Upcoming Events

Find Conventions All Over the World at <http://petermc.net/diplomacy/> and <https://www.thenadf.org/> and <https://www.diplomacybriefing.com/diplomacytournaments> and <https://diplobn.com/schedule/> and <https://www.world-diplomacy-reference.com/tournaments/upcoming>

Euro DipCon – October 2nd – October 4th, 2026 – Chesterfield, United Kingdom - <https://diplomacy.co.uk/edc2026>

Weasel Moot XX – October 2nd – October 4th, 2026 – Chicago, Illinois - <https://windycityweasels.org/weasel-moot-xx/>

Carnage – October 16th – October 18th, 2026 – Killington, Vermont - <https://carnagecon.com/>

Flying Fox Fandango – October 17th – October 18th, 2026 – Victoria, Australia - <https://docs.google.com/forms/d/e/1FAIpQLSfkK7qpOdooyLcL9dGSev7INsddSlqDWcBUtUkLGOJ3mXrQw/viewform>

Hechtstechen 2026 – October 17th – October 18th, 2026 – Dresden, Germany - <https://hechtstechen.com/>

Battlefront: Dayton – November 6th – November 8th, 2026 – Dayton, Ohio – <https://www.battlefront.events>

Dutch Masters – November 7th – November 8th, 2026 – Leiden, The Netherlands - https://docs.google.com/document/d/1BWjd6FuSJ0_tzyK1H2CDvNgocGu2sle4/edit

KublaCon Fall – November 13th – November 16th, 2026 – Burlingame, California – <https://kublacon.com>

BGG Con 2026 – November 18th – November 22nd, 2026 – Dallas, Texas - <https://tabletop.events/conventions/bgg.con-2026>

Australian Open – November 20th – November 22nd, 2026 – Canberra, Australia – <https://diplomacycbr.wordpress.com/the-australian-open-2026/>

Championnat de France – December 4th – December 6th, 2026 - Paris, France – No links yet

Cascadia Open – February 6th – February 7th, 2027 – Surrey, British Columbia, Canada - Email: Cascadia.open@gmail.com

Con of the North 2027 – February 12th – February 14th, 2027 – Bloomington, Minnesota – No links yet

Diplomacy at Owlcon XLIV – February 19th – February 21st, 2027 – Houston, Texas – No links yet.

Prezcon 2027 – February 26th – February 27th, 2027 – Charlottesville, Virginia - <https://www.prezcon.com/program>

Breakout Con 2027 – March 18th – March 21st, 2027 – Toronto, Canada – <https://breakoutcon.com>

Circle DC – April 22nd – April 25th, 2027 – Washington, DC – <https://tabletop.events/conventions/circle-dc-2027>

World DipCon at Weasel Moot 2027 – September 23rd – September 26th, 2027 – Chicago, Illinois - <https://windycityweasels.org/weasel-moot-xxi/>

WSBG Diplomacy Masters – September 24th – September 28th, 2027 – Las Vegas, Nevada – <https://www.wdc2027.com>

NOVEMBER 6 - 8, 2026
BATTLEFRONT: DAYTON
LIMITED SEATS AVAILABLE!

Diplomacy TRIATHLON!
HOSTED BY THOMAS HAVER

SATURDAY, NOV 7
 9:00A: DIPLOMACY: CLASSIC
 2:00P: DIPLOMACY: ERA OF EMPIRE
 8:00P: CHARITY BATTLE ROYALE

SUNDAY, NOV 8
 10:00A: DIPLOMACY: THE GOLDEN BLADE
 4:00P: MASSIVE RAFFLE!

3-Day Badge: \$140
 TRIATHLON TICKET
 GAME DEMOS
 SPECIAL GIFT
 ADMISSION INCLUDES LUNCH SAT & SUN
 CASUAL PLAY
 PRIZES

BADGE SALES & HOUSING BLOCK NOW OPEN!

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WWW.BATTLEFRONT.EVENTS

CON of the NORTH Est. 1992
Diplomacy TRIATHLON
 2027

**THE GOLDEN BLADE
 CLASSIC DIPLOMACY
 ERA OF EMPIRE**
 + Learn to Play Events!

Feb. 12th – 14th 2027
 DoubleTree Hotel – Bloomington, MN

Gencon 2026 Report

by Robert Lacy

GENCON 2026 was another great and massive event. The large numbers of people who show up is impressive, not to mention all of the bystanders that stop to watch and observe. I played in all four qualifying rounds but came up short for the final board. I wanted to mention the first and fourth rounds of the qualifiers as they stood out to me for several reasons.

In Round One I drew Italy. It seems every tournament I am in I draw Italy the first round, it is an amazing skill that I have for some reason. Not that I mind playing Italy, I actually like it, just want some variety!

At the start the Austrian player and I talked, we both agreed that we hang together or both hang separately. From there it was come up with a plan. He proposed a Lepanto and I countered with if we are going to do that, let us do a Key Lepanto and that we should totally commit. Austria considered it and said that was a bit too far for him in the trust right from the start. I said OK and that I would stay in Venice. After negotiating with the other players for a while the Austrian came back to me stating that he had reconsidered. His take was its; Austria, he trusts me or he doesn't and what does he have to lose. I pointed out that if it works it is nice and he agreed stating he has never actually pulled one off. My reply was that we should defiantly do it and have some fun and show the board a thing or two.

From here it was fun and exciting to work hand in hand with another experienced player in planning and coordinating our moves. Add to this from the start the Turkish player didn't fully grasp what was coming and misread the opening moves and the Russian player was too worried about the north for most of the game.

Austria and Italy had so much trust that by 1904 there were no Austrian or Italian forces in the Balkans or in Turkey, we had redeployed and cleared out those areas to attack the north and the west. This was because we both had the same vision for the board, and just sort of clicked in that game. Once the initial trust was established early on, it became easy to extend more trust.

The point I am getting at is that things can work when players want it to. Establish the trust early, maintain the balance and communication, be flexible and make it a true partnership and both will have fun no matter what. This is what we did and it made for a very enjoyable and mentally stimulating game for us that we could say afterwards and for many years that we pulled off a perfect one. Even other players that came to look or heard about our board after were amazed we never broke faith all game.

The next one I wanted to talk about was the last round. I drew Austria. I had a player as Russia that I have amusing history with in that I always end up attacking or backstabbing them or both. The Italian player and I know each other and how we play, neither of us wanted to get tangled with the other and we suspected the France player had it out for the Italian so Italy and Austria had an alliance of convenience more or less in that we just didn't mess with each other. I had Russia and a wild card Turkey to deal with and a Russia who was competent and new I would be eying him.

I enjoyed this round for the amusement aspect. I had a small chance to get to the final board for the championship but needed to do well. The number I needed to reach as Austria was a difficult but not impossible number that I needed to get to, in the end I was one supply center shy but I had so much fun in this round. I messed with the Russian player all game. Remember: I always have attacked or backstabbed him in the past. It has almost become 'a thing' that I do that amuses me, and then seeing his reactions. In a way it amuses him as well, at least after a game.

The amusement was that I played on the paranoia and assumption that I was going to attack Russia. The entire game I did not. I didn't even tap an army of his to cut support. I actually was playing on that I knew he thought I would attack, and acted accordingly which let me hold my position against this attack and moves that ended up not mattering at all. Meanwhile Russia overextends in the north and gets a Germany and England counter attack that whittles him down slowly. Each turn that passed where I didn't seem to increase the frustration that I was not doing anything and kept doing exactly what I said in the negotiations that I would do each turn. My intention was to show I wasn't going to do anything because I wanted to eliminate Turkey and wanted his help in doing so. I actually really wanted to work with Russia that game because I needed to keep Russia and Turkey from really coming together. So, my Austria stalled a little, but the negotiations, tension and suspicion made things amusing to me each turn.

This mess with Russia strategy by me did keep me from hitting my target number, but he also locked himself down from growing but it also killed his top Russia chances because he would not and felt he could not move his pieces off my border. Eventually Russia decided to work with me at the end, but it was too late and we could not grab stuff fast enough. The rest of the board was also amused by it, and the funny comments made things even more amusing.

The real victory was at the end when he admitted he should have trusted me earlier. I knew I could not get top the Austria score; the math wasn't there. So, I made my own goal: mess with the Russian player like usual, but in reverse! Now next time he really will not know what I am up to.

And here is the point of this game. It is not always in the cards. Try for a win, if not try to do well, and if that fails find the fun in the game. And as a player, don't assume you know how the game will go or even if past history will affect the current game, you never know.

National Diplomacy Masters (2026)

by Thomas Haver

The World Series of Board Gaming (WSBG) was held over Labor Day Weekend in Las Vegas, Nevada this year. Players from around the world descended on the Horseshoe Resort & Casino to crown the brightest star in board gaming. The WSBG is host to the "National Diplomacy Masters" tournament, the "Diplomacy Era of Empire" North American championship, and the first ever standalone "Diplomacy The Golden Blade" card game tournament. The convention has become a celebration of all things Diplomacy. It starts with a dual teaching round, where players learned how to play Diplomacy and Era of Empire at the same time.



National Diplomacy Masters

We play two rounds per day, giving people an opportunity to compete in the "Ring" events or sleep in after enjoy the Las Vegas nightlife. The convention started several years ago as a competitive board gaming event with cash prizes. Every day there are multiple qualifying "Ring" events. The winners of each Ring event (such as Acquire, Azul, Terraforming Mars, etc.) proceed to a playoff to determine the WSBG champion. They have over \$200,000 in cash & prizes.

After the last round each day, we head out to enjoy some dinner and drinks. Vegas is best experienced at night, so the schedule fits for everyone. Each round of the event, we had some amazing recruiting by both Robert Lacy and Richard Sweat in drawing players to our area, followed by teaching sessions. Big convention events are an excellent opportunity for Diplomacy to grow its core base of players. The competitive nature of the convention brings in those eager to claim glory for themselves.

For the Diplomacy rounds, we had random board and power assignment, with the restriction you cannot play the same Power twice. The one difference this year to last year (and to next year's WDC) is the classic Diplomacy event was best two of three rounds. Next year we return to three qualifying rounds followed by a fourth round with Top Board for the World Championship.



Congratulations to Toby Harris on winning the 2026 National Diplomacy Masters! Toby traveled to Las Vegas all the way from Droitwich, UK to claim this year's Diplomacy tournament. Toby won the event with board tops as Turkey in Round 1 and Russia in Round 3; He also finished 2nd in Round 2 as England. Joining him on the Top Board was Cyrille Sevin (France), Robert Zahn (Ohio), Nick Benedict (California), Gregory Vaughn (Illinois), Jack Brawner (Florida), Dan McNeill (Florida), and Richard Sweat (Texas). For winning the National Diplomacy Masters this year, Toby will receive a "Stay & Play" package to next year's World Series of Board Gaming, giving him a free hotel room and convention pass.

--Top Board (places 1st through 7th)--

1. Toby Harris
2. Cyrille Sevin
3. Robert Zahn
4. (tie) Nick Benedict
4. (tie) Gregory Vaughn
6. Jack Brawner
7. (tie) Dan McNeill
7. (tie) Richard Sweat

--Best Country--

Best Austria - Richard Sweat
Best England - Jack Brawner
Best France - Cyrille Sevin
Best Germany - Robert Lacy
Best Italy - Robert Zahn
Best Russia - Toby Harris
Best Turkey - Dan McNeill

--Additional Awards--

Best Diplomat: Robert Lacy
Diplomacy Historian: Karthik Konath
Best New Player(s): Caroline Chuang & Shimoyee Biswas



Era of Empire

This year's Era of Empire event was for the North American Championship. The game had been released for more than a year, and some players had begun to set a meta., we hosted a three-round Swiss style tournament with the worst score dropped. Since there are more centers on the Era of Empire map (50c to 34c in classic Diplomacy), we had some large center counts across the three-round event. We also modified the central clock from classic Diplomacy to account for the added time needed for Order writing.



Congratulations to Mike Topczewski of Phoenix, Arizona on winning the 2026 Diplomacy Era of Empire tournament at the World Series of Board Gaming. Mike won via tiebreaker with Robert Lacy, with an 18-center

board top as Britain and a 17-center board top as Russia. Robert Lacy also had two board tops: a 12-center Japan and 13-center France. Defending champion Richard Sweat had multiple solid results, including a board top as Netherlands. He was eliminated in the final round by the eventual champion -- a passing of the crown from one champ to another. Many thanks to all our players for making this event great!

--Top Board--

1. Mike Topczewski
2. Robert Lacy
3. Robert Zahn
4. Toby Harris
5. Richard Sweat
6. Nathaniel Lea
7. Michael Middleton

--Best Country--

Best Britain - Mike Topczewski
Best China - Robert Lacy
Best France - Robert Lacy
Best Japan - Robert Zahn
Best Netherlands - Michael Middleton
Best Russia - Mike Topczewski
Best Turkey - Nathaniel Lea





The Golden Blade

Congratulations to Nick Henning for winning the first ever "Diplomacy: The Golden Blade" card game tournament! The World Series of Board Gaming is the place to crown the brightest star in Board Gaming, and you would be hard pressed to find a better gamer than Nick Henning. The five-time Ring event winner added to his laurels with a Diplomacy championship.

Compared to classical Diplomacy and Era of Empire, a game of The Golden Blade takes about an hour to play. The game was released earlier this year so there's no established strategy for playing the game. The competitors at this year's event participated in a demo round followed by three Swiss rounds to determine the champion. Nick came out on top after winning two of his three games.

Followed closely behind Nick are former classical Diplomacy world champions Cyrille Sevin and Toby Harris. Players all received Golden Blade shirts and special wooden promo pieces for the game. Thanks to everyone who participated in the event!

--Top Board--

1. Nick Henning
2. Cyrille Sevin
3. Toby Harris
4. Andrew van Essen
5. Robert Zahn
6. Dave Rynkowski
7. Richard Sweat

Special thanks to Toby Harris, Cyrille Sevin, and Shimoyee Biswas for their long journeys to the tournament. Toby traveled from the UK, Cyrille from Germany, and Shimoyee from Singapore. Each left with awards and prizes for their strong play during the event. If you're interested in other opportunities to play, please reach out to Heroes@RenegadeGames.com for more information.



Future Years

In 2027, we'll host World DipCon with a four-round Swiss tournament and a Top Board to determine the World Champion. WDC 2027 will take the place of the existing "National Diplomacy Masters" event at the World Series of Board Gaming. We'll also host the World Championship for Era of Empire and The Golden Blade. That's three world championships for the price of one! Look out for notifications on Nov 1, 2026 – that's when the Diplomacy-specific ticket and ticket plus hotel combo will go on sale. The hotel site is also the event site, so no additional travel is required. Additional event information can be found at the WSBG site and on the Renegade Game Studios official Discord (<https://discord.gg/uGzzUQbq>).

The National Diplomacy Masters tournament traditionally honors four competitors each year as part of the event. Each competitor receives a "Stay & Play" package to cover hotel & event costs. This tradition will continue at WDC by celebrating the achievements of players on the board and those organizers who uplift face-to-face play. Additionally, four hotel rooms will be made available to international travelers representing different nations. Each hotel room has two queen-size beds, so multiple competitors can elect to stay together for the duration of the event. Lastly, the WSBG will offer travel stipends to select VIPs to help support event attendance. Reach out to Heroes@RenegadeGames.com for details!



WSBG 2026 Report

by Robert Lacy

The WSBG Diplomacy events were three tournaments in one. The first was a classic Diplomacy tournament, after that ended there was an Era of Empire tournament and a Diplomacy the Golden Blade tournament the final day.

In the Classic events I started out strong with a 12 Germany. I was allied with France from the start and keeping Russia friendly and oriented to the south. I let Russia into Sweden at the start, which helped me convince him I was friendly. This was followed up midgame when I moved armies to Silesia and Prussia, then convinced a nervous Russia I was there to support his army in Warsaw against the Austrians, which I then did while also taking Galacia. Making Russia feel better by doing that I then on the following turn took Warsaw. France and I eliminated England fairly fast, I then focused on Scandinavia and then Russia while France went after Italy.

After the first round I had a tough time. My other draws were Italy in round two, which went just OK, it was not stellar but we were up against a western triple. I sniffed it out real fast, especially after the three French fleet builds. I was able to rally the east fast against this, we held it together out of stubbornness, and it became a stalemate game real fast with us just waiting for France to attack England or England to attack France. The last round I was Austria and it went bad from the start. Somehow I managed to stay on the board almost to the end. I should have been eliminated much faster.

In round one I drew Japan and topped the board with 12 centers. I was slow and steady the first game with let me top the board but in retrospect also kept me from potentially getting an even bigger score that game.

in Round two I was on fire. I guess it was the nap or the coffee that fueled me up. I volunteering to play two boards as we were one player short to fill a board out. I drew Russia on one board and China on another. One the first board I did a typical Russia, ballooned and then shrank. I ended up third on that board, which was respectable as I had divided attentions. For most of the game I was on top and a driving force on that board but eventually I had Japan turn on me and take some of the east. If I did not have divided attentions I think I would have definitely done even better.

On the other board in round two as China, I wanted to test out a strategy I had been thinking about. I went after Japan at the start while keeping France as a friend. Russia was on board for this; at the same time, I got Japan oriented towards Russia. Most of the game my moves were counter moves, a lot of position swapping and not trying to be everywhere at once. Each fall I managed to gain a supply center, and in the fourth fall I actually ended up with three builds at once which when the supply center counts and builds were announced made people turn their heads in surprise. At several points a few players complimented my play, especially after. I was on my A game here it seemed. And even a few comments about 'how is China still alive after all of that?' I was proud of this performance. I ended up with a shared a board top as China with a score of 10. A small top but that game had constant changes and shifting alliances. Most importantly I was in a good position for the tournament and showed how China can do well.

In round three I topped the board again as France with a score of 13. I got lucky and managed to pull off a fast attack on China gaining a good comfortable position early. The Dutch were by biggest allies in the game and we coordinated well. In the south Britain was the mutual France-Netherlands target. We took turns helping the other take supply centers in India. At the same time, I was cordial with Japan and working well with Russia. We had China out early; I then slow played to stab Japan at toward the end of the game while prepping my Dutch ally to take advantage of any moves in the east.

At the end I had two board tops and a shared board top. But when the final scoring was done, I had a tie with another player, so it went to tiebreakers and I ended up losing in the tiebreaker placing second in the Era of Empires tournament. It was bitter sweat. I had some best country awards, but missed out again on the top award and placed second. I seem to place second way to often! I wasn't no way mad or upset though, the winner even came up to be and started apologizing. I said he had nothing to apologize for! He said he was surprised and even said in a way that I deserved it with the constant performance each round which I appreciated him saying. At the same time, I was happy for him to win the Era of Empires tournament.



WDC 2027 Las Vegas

The World Series of Board Gaming (WSBG) and Renegade Game Studios are joining forces to host World DipCon in Las Vegas, Nevada. The tournament is being held in conjunction with the WSBG championship to crown the brightest star in board gaming.



Compete in **THREE** World Championship events:

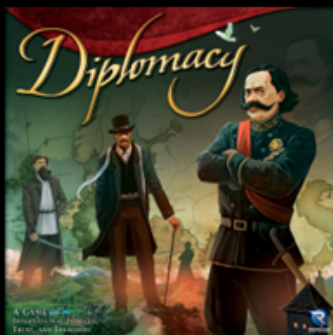
- Four-round **Classical Diplomacy** tournament with Top Board
- Three-round **Diplomacy: Era of Empire** tournament (best two of three rounds)
- Four-round **Diplomacy: The Golden Blade card game** tournament (best three of four rounds)

Enjoy the fabulous Las Vegas Strip and all the side events!

- September 24-28, 2027
- Horseshoe Hotel & Casino
- Hotel & Tickets: <https://wsbgvegas.com/>
- Reach out to GM Thomas Haver for additional event details at Heroes@RenegadeGames.com

Ticket cost: \$50 for ALL THREE events! Special WDC 2027 hotel & event package available starting November 1st, 2026.

Official WDC 2027 site: <https://wdc2027.com/>



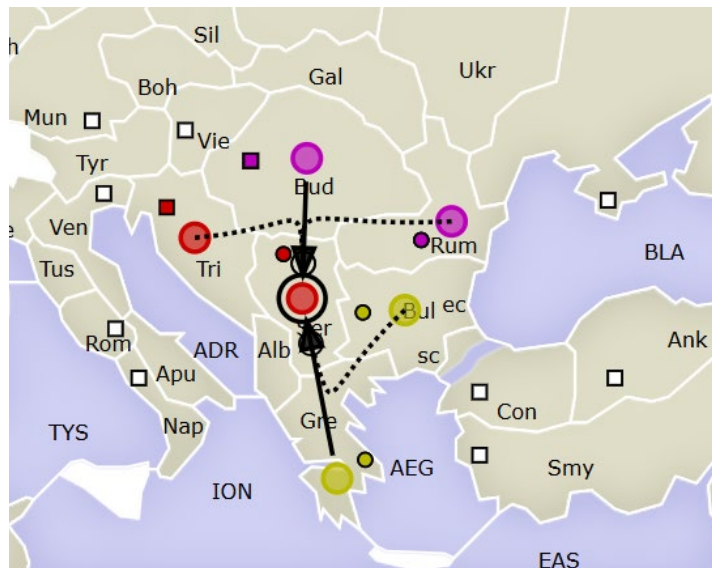
A Forgotten Adjudication

by Lucas Kruijswijk

Who remembers *rec.games.diplomacy*? For the younger generation, it is a Usenet group. Something like Reddit, but simpler: flat text only, no moderation, no algorithm selecting posts for you, fully distributed, not owned by anyone. It predates the World Wide Web. When I studied at the university, the program used to read Usenet posts was *m*, short for “read news”. The first time I started it, it subscribed me to all newsgroups, and by simply hitting the spacebar I could read everything. Later, *nn* and other programs were developed, which, through an opt-in, spared my spacebar and my nighttime.

The Usenet archive can still be accessed via groups.google.com. It shows 22918 messages for *rec.games.diplomacy*, and the first message is from November 6th 1992 posted by Nick Fitzpatrick. It is about an electronic protocol, probably a follow-up on a discussion on the more generic group *rec.games.board*. The last serious post was in 2015.

The standard Google search sometimes brings you to a Reddit post, but I never seen it refer to Usenet. So, it slowly fades into oblivion and before it gets totally lost I want to bring one thread from August 2001 to your attention. It is about the following peculiar adjudication situation:



Austria:

A Trieste Supports A Budapest – Serbia
A Serbia Holds

Russia:

A Budapest – Serbia
A Rumania Supports A Budapest - Serbia

Turkey:

A Bulgaria Supports A Greece – Serbia
A Greece - Serbia

The odd thing here is that the army in Trieste supports the Russian army in Budapest into Serbia where a countryman army holds. So how should this be adjudicated? Budapest has a strength of three, beating Greece's strength of two. For the dislodgement of Serbia, the support from Trieste should not be counted, but with the support from Rumania there is still a strength of two, enough to dislodge Serbia. Therefore, the army in Budapest should advance. End of story.

But wait! If the support from Trieste had not been given at all, then Budapest and Greece would have had equal strength. A beleaguered garrison, both failing, and Serbia surviving. This means that if the move from Budapest with the Trieste's support is adjudicated as successful, then Trieste effectively helped dislodge its own countryman, which is not allowed under the rules.

So, should the prohibition of supporting self-dislodgement apply only to the attack being supported, or should it also apply to a beleaguered garrison? This was the subject of a long thread on *rec.games.diplomacy*. Initially, people disagreed, but in the end the decisive argument was that if the support had not been given, there would have been no dislodgement. It is not considered disputed, unless someone brings it up as a new issue and we have forgotten this discussion.

Tournament Haven

by Thomas Haver

In this edition of "Tournament Haven", we'll cover our Summer tournaments, upcoming events, the North American Grand Prix, and we'll look ahead to WDC 2027 Las Vegas. Let's dive in!



the Renegade Heroes program (<https://renegadegamestudios.com/blog/introducing-the-renegade-heroes-community-program/>), a central body for organized play within the Diplomacy community made it possible to align on standards for teaching the game and running events. The current North American Grand Prix rules are posted on Renegade's site: <https://renegadegamestudios.com/diplomacy-north-american-grand-prix-2026>

As an incentive to win we awarded a free trip to the World Series of Board Gaming to the champion. In 2026 we kept the same scoring system and are providing a track for interested tournament directors or potential tournament directors to participate. Anyone interested in running an event should submit their registration for the Renegade Heroes program using the link above. For anyone with questions, please reach out to Heroes@RenegadeGames.com.

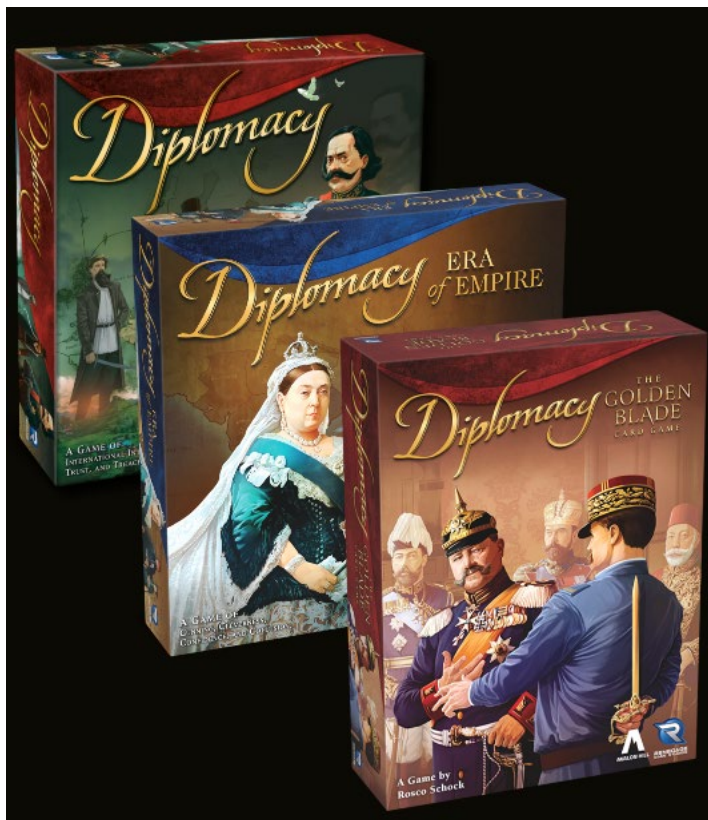
Onto the current top players!

Rank	Player	Points
1	Robert Zahn	116
2	Toby Harris	52
3	Mike Topczewski	51
4	Richard Sweat	47
5 (tie)	Cyrille Sevin	37
5 (tie)	Robert Lacy	37
7	Max Keating	33

Since the last update, we've completed tournament events at WBC, GenCon, SiouxperCon, and the World Series of Board Gaming. There are many more opportunities to participate this year. Join the Renegade Discord for the latest updates (<https://discord.gg/PNqNt2Uy>)!

February 21-23 - OwlCon (Houston, TX) - Robert Lacy

"Richard Sweat is the champion of the first ever OwlCon mini tournament. The Diplomacy Tournament at Owlcon XLIII was held at Rice University on February 21. Diplomacy has been a part of Owlcon since the beginning. Since Owlcon X in 1989. There were two rounds to the tournament, each round there was a classic Diplomacy board and a concurrent Era of Empires board. Each game was to the end of 1907 on the Classic board and 1877 on the Era board.



Last year we brought back the "North American Grand Prix", a circuit event for Diplomacy to support travel and play across the continent. Aligning with the creation of

The number of people who walked up to comment on the game and the setup, get information about what we were doing, and take flyers for upcoming events. Another positive thing of note as well was bystanders taking pictures and people stopping by to just see what was going on. I had two different people come up to me wanting information for a friend that loves diplomacy and lives in the area.” – Robert Lacy, tournament director

Top Board:

1st - Richard Sweat
2nd - Caden Towilson
3rd - Bryce Cruise
4th - Andrew Katcher
5th - Frankie Torres
6th - Lance Hlvaty
7th - Daniel Bowers

February 27-28 - PrezCon (Charlottesville, VA) - Thomas Haver

Congratulations to Robert Zahn for winning the PrezCon Diplomacy Tournament in dominant fashion. Zahn earned a Best Country award on all three boards he played over the weekend. The best two of three round event was brought back in 2024 after a 14-year hiatus. Held annually in Charlottesville, Virginia the convention is known affectionally as the "Winter Nationals", a sister convention of the World Boardgaming Championships. Per usual, we treated players to Diplomacy shirts and some winter wear -- Diplomacy hoodies! The thick winter clothes keeps you warm and doubles as protective padding from backstabs.

Top Board:

1st - Robert Zahn
2nd - Jeff Hayman
3rd - Paul Konka
4th - Claude Worrell
5th - Santiago Carnice
6th - John Carpenter
7th (tie) - J Smith
7th (tie) - Michael McKibbin

March 19-22 - BreakoutCon (Toronto, Canada) (Canadian National Championship) - Thomas Haver

Congratulations to Robert Zahn for winning the Canadian National Diplomacy Championship at BreakoutCon in Toronto. The tournament was best two rounds of three in classical Diplomacy, with added games for "Era of Empire" and "The Golden Blade". The tournament finale was hotly contested, with local favorite John Carpenter being narrowly edged out by Robert Zahn in the third round. Zahn rode two board tops (Germany and England) to the championship.

Top Board:

1st - Robert Zahn

2nd - John Carpenter
3rd - Adrian Ongteco
4th - Dylan Surovec
5th - Owen Casselman
6th - Aaron Fischer
7th - Mike Keepence

April 10-12 - Circle DC (Washington, DC) - Thomas Haver

The Circle DC Diplomacy Triathlon wrapped up in dramatic fashion, with a single placement point separating first and second place. Designer Rosco Schock led the third round session, which included a rules explanation for the newly released Golden Blade card game. The tournament leaders, Blake Hakimian and Robert Zahn, both won their games of classic Diplomacy and Era of Empire in the first two rounds. It would come down to who could perform better in Golden Blade. Zahn edged out Blake by one point for the championship, winning an engraved Golden Blade with his championship!

Each of the top seven finishers received a copy of The Golden Blade. The Diplomacy Triathlon format was popular, making it our biggest event in four years at Circle DC. Check out the full tournament writeup posted on Renegade's site:

<https://renegadegamestudios.com/blog/race-to-the-finish-in-dc-the-circle-dc-diplomacy-triathlon-2026/>

Top Board:

1st - Robert Zahn
2nd - Blake Hakimian
3rd - Whit Swafford
4th (tie) - Kevin Fernandez
4th (tie) - Andrew Burnard
6th - Gavin Burnard
7th - Keith Boone

May 22-24 - BGG Spring (Dallas, Texas) - Robert Lacy

BoardGameGeek Spring expanded this year from a teaching event to a full-blown Diplomacy Tournament courtesy of veteran organizer Robert Lacy. The event was easy to attend because of its proximity to DFW airport. My family made a vacation of the event, visiting many of the sights in Dallas, including multiple stops for some wonderful BBQ.

"Our overall Tournament Champion was Ivory Whitehead. Ivory tied for placement points with Anatoly Morosov and won on tiebreaker (three medals). Ivory had played classic Diplomacy online some but never played in an actual face to face game ever much less a tournament event and had never played Diplomacy Era of Empire or Diplomacy the Golden Blade. Ivory had smart consistent gameplay, good negotiations and took

advantage of the board where opportunities presented while not worrying about moves that didn't work out beating out some more seasoned players.

We also made history at BGG Spring 2026! After checking, we confirmed that Ivory Whitehead is now the youngest person ever to win a Diplomacy Tournament. Ivory, a soon to be high school junior, placed third in each of the qualifying rounds of the BGG Spring Diplomacy Triathlon taking the Bronze Plaque in each event. Ivory told me before round three started that they wanted third place "to have the trifecta of thirds". Ivory was so happy to take all three Bronze plaques "to make the set" that they didn't realize they won the whole event! Congrats to our winner! Now Ivory has a title to defend at BGG Fall 2026!" – Robert Lacy, tournament director

Top Board:

1st - Ivory Whitehead
2nd - Anatoly Morosov
3rd - Bill Woodmansee
4th - Aiden Schramm
5th - Nolan David
6th - Arthur McManus
7th - Pete Tanthmanatham

June 19-22 - Origins (Columbus, Ohio) - Thomas Haver

Congratulations to Phil Burk on winning the Midwest Diplomacy Championship at Origins Game Fair! Phil expertly navigated the field to board tops with England and Turkey. Close behind him were Robert Lacy, Nick Bays, and Tony Prokes -- with the championship determined by two centers centers on the final board.

Origins is one of the "original" Diplomacy events and now in its 51st year. In addition to the tournament, we held teaching games for classic Diplomacy, "Era of Empire", and "The Golden Blade". Many thanks to Rosco Schock, designer of the Golden Blade, for traveling to Origins to teach his game.

1st - Phil Burk
2nd - Robert Lacy
3rd - (tie) Nick Bays
3rd - (tie) Tony Prokes
5th - Aaron Fischer
6th - Glenn Gasner
7th - Larkin Hastriter

July 31 - August 1 - WBC (Seven Springs, PA) – Kevin Youells

This convention is held at the Seven Springs Mountain Resort outside of Pittsburgh, PA. Many attendees are decades-long supporters of classic titles by Avalon Hill. The Diplomacy tournament is best two rounds out of

three, with a teaching round on Friday before the first round. Website: <https://www.boardgamers.org/>

"With both having scored wins, Round 3 was shaping up to be a battle between Ed Prem's England and Harald Henning's Russia for the championship. Kevin and Evan were still in it, but needed a board top and help to challenge for the title. A Russia/Turkey quickly developed and Harald was able to put in the diplomatic effort to convince both Italy and Germany to focus on the England/France partnership. Seeing the board dynamics and realizing that he was unlikely to take any more centers, Ed proposed a draw at the end of 1903. Kevin felt as though there was more game to be played, as he was already attacking Austria, but the other six players disagreed, so he reluctantly accepted the draw. Harald was the only player with two board tops, which was more than enough to claim the shield." - Kevin Youells, tournament director

1st – Harald Henning
2nd – Ryan Feathers
3rd - Ed Prem
4th – Dennis Mishler
5th – Kevin Youells
6th – John Stevens
7th – Evan Walter

July 30 - August 1 - GenCon (Indianapolis, IN) (US National Championship) - Thomas Haver

GenCon is the longest running tournament & Diplomacy gaming event aside from DipCon itself. The first Diplomacy event was at the first GenCon back in 1968 and today is the United States Diplomacy Championship. GenCon hosts the largest Diplomacy event in the world.

This year, Mike Topczewski emerged as the US Champ, winning the top board as England in 1910. He was followed closely by Alex Arbuckle as Russia (11 centers) and defending champion Gregory Vaughan as Turkey (9 centers). It's immensely difficult to repeat as champion, so kudos to Gregory for returning to the top board and finishing third. Past champions Erich Zahn and Andrew Shallue also made the top board along with newcomers Max Keating and Max Youngquist.

1st – Mike Topczewski
2nd – Alex Arbuckle
3rd - Gregory Vaughan
4th – Erich Zahn
5th – Andrew Shallue
6th – Max Keating
7th – Max Youngquist

September 4-7 - National Diplomacy Masters (Las Vegas, NV) - Thomas Haver

Renegade Game Studios partnered with the World Series of Board Gaming to create the “National Diplomacy Masters” tournament in 2024. The Masters event celebrates some of the best on-the-board players and the biggest contributors to the Diplomacy community every year. The convention packs the most Diplomacy you could want out of an event: three rounds of classic Diplomacy to crown the National Diplomacy Masters champion, three rounds of “Era of Empire” to crown the North American Era of Empire Champion, and three rounds of “The Golden Blade” to crown the first ever Golden Blade champion. Nine total rounds of Diplomacy at one convention!

National Diplomacy Masters

1st - Toby Harris
2nd - Cyrille Sevin
3rd - Robert Zahn
4th - (tie) Nick Benedict
4th - (tie) Gregory Vaughan
6th - Jack Brawner
7th - (tie) Dan McNeill
7th - (tie) Richard Sweat

Era of Empire

1st - Mike Topczewski
2nd - Robert Lacy
3rd - Robert Zahn
4th - Toby Harris
5th - Richard Sweat
6th - Nathaniel Lea
7th - Michael Middleton

The Golden Blade

1st - Nick Henning
2nd - Cyrille Sevin
3rd - Toby Harris
4th - Andrew van Essen
5th - Robert Zahn
6th - Dave Rynkowski
7th - Richard Sweat

September 25-26 – Siouxpercon Stabathon (Sioux Falls, South Dakota) – Nolan David

A new addition to the Grand Prix this year is the Siouxpercon Stabathon. Nolan is the 2025 “Diplomat of the Year” and decided to run a tournament event this year. He elected to run his first tournament at his hometown con, as many organizers do. It was a fantastic success and his writeup should be in the same issue of Diplomacy World. GenCon Top Board finalist Max Keating won his first championship at his third tournament by being the best all around player in our Triathlon format (check out Diplomacy World Issue #174 for details).

“Diplomacy arrived tournament style to the northern great planes for the first time as Sioux Falls South

Dakota got its first ever Diplomacy Tournament known as “Siouxpercon Stabathon” which took place at the city’s annual fandom & pop culture convention Siouxpercon. Nolan D., a local to Sioux Falls who frequently travels the country to play and teach the game, organized his first tournament as a GM in his own city. The tournament was structured in triathlon style with three rounds, one of each: classic Diplomacy, Era of Empire, and the Golden Blade.” – Nolan David, Tournament Director

1st - Max Keating
2nd - Arthur McManus
3rd - Cooper K
4th - Jaime Kim
5th - Dane Sullivan
6th - Evan David
7th - Chad David

Coming up...

November 6-8 - Battlefront Dayton (Dayton, Ohio) - Thomas Haver

Board Game Nation brought us an amazing convention in 2025 at Wright Patterson Air Force Base in Dayton, Ohio. The primary focus was on tabletop war, historical, and fantasy games. Battlefront Dayton has the distinguished honor of hosting the first ever Diplomacy Triathlon, which has since spread to many general gaming conventions. The convention returns this year with more surprises for players. Last year they hosted multiple notable game designers, including Axis & Allies creator Larry Harris. The convention space is linked to the hotel and just across from a bar & restaurant in the same building. You don’t have to walk far to get what you need at Battlefront Dayton. The Diplomacy tournament will once again be a Triathlon, with three different Diplomacy games across three rounds of play to crown the best all-around Diplomacy player. Discord: <https://discord.gg/tU9Td8b9> and Website (2025): <https://tabletop.events/conventions/bgn-bfd>

November 18-22 - BGG Con (Dallas, Texas) - Robert Lacy

Dallas is host to a second Diplomacy tournament this year at BoardGameGeekCon. Robert Lacy has been teaching Diplomacy events at BGG Con for a few years now, and the players are eager for tournament play. The Hyatt Regency Dallas is located in downtown Dallas. Like the Spring edition, Lacy will be hosting a Diplomacy Triathlon – three different Diplomacy games over three rounds. As per the tradition, multiple teaching rounds will occur during the 5 day convention to give players of all skill levels the opportunity to play the event they want. The championship “trophy” for this year is sure to excite players once they see it – and in Texas you can actually brandish the award in public without causing alarm.

Website: <https://tabletop.events/conventions/bgg.con-2026>

December 4-6 - PAX Unplugged (Philadelphia, PA) - Thomas Haver

PAX Unplugged has quickly become one of the largest gaming conventions in the US, with more than 30,000 attendees in the halls of the Philadelphia Convention Center. The event location in downtown Philly puts you in the heart of the action, with Terminal Market and Chinatown within walking distance. The Diplomacy event is part of the "Classic Cardboard" tournament hosted by ReedPop. Diplomacy is one of the classic games included in the lineup. Teaching games will be held for "Era of Empire" and "The Golden Blade" in the exhibit hall. Join us for one of the lighter Diplomacy tournament events on the circuit then visit Renegade Game Studios in the dealer hall for some extra swag. Website: <https://unplugged.paxsite.com/>

WDC 2027 – LAS VEGAS

In 2027, we'll host World DipCon with a four-round Swiss tournament and a Top Board to determine the World Champion. WDC 2027 will take the place of the existing "National Diplomacy Masters" event at the World Series of Board Gaming. We will also host the world championships for both "Diplomacy: Era of Empire" and "Diplomacy: The Golden Blade" card game. Three world championships at one convention – The World Series of Board Gaming!

The hotel site is also the event site, so no additional travel is required. Additional event information can be found at the WSBG site and on the Renegade Game Studios official Discord (<https://discord.gg/uGzzUQbq>).

The National Diplomacy Masters tournament traditionally honors four competitors each year as part of the event. In 2026 we expanded to sponsor seven competitors. Each competitor receives a "Stay & Play" package to cover hotel & event costs. This tradition will continue at WDC by celebrating the achievements of players on the board and those organizers who uplift face-to-face play. Additionally, four hotel rooms will be made available to select international travelers representing different nations. Each hotel room has two queen-size beds, so multiple competitors can elect to stay together for the duration of the event. Lastly, the WSBG will offer travel stipends to select VIPs to help support event attendance.

For full details and updates, visit:

Website: WDC2027.com

2025 Photos: [Google Photos Album](#)

2024 Photos: [Google Photos Album](#)

Video Coverage: [Board Game Nation YouTube](#)

Key Details on WDC 2027:

- **Dates:** September 2027
- **Location:** Horseshoe Hotel & Casino, Las Vegas
- **Signup:** [WSBG Site](#) | [WDC Info](#)
- **Contact:** WDC2027LasVegas@gmail.com
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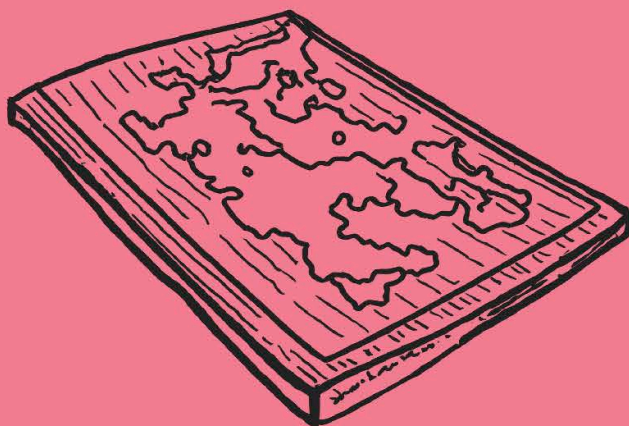
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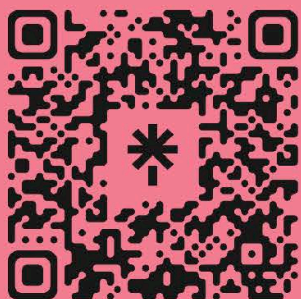
DIPLOMACY

Board Game Club

GAMES
EVERY
MONTH



Beginners and
all skill levels
are welcomed



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