

Diplomacy World



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Notes from the Editor

Welcome to the latest issue of **Diplomacy World**, the Winter 2012 issue. Even here in Dallas we've had cold weather and snow in the past week, like a real winter. And I enjoy having more than just a long summer and a short fall/spring combination like we sometimes get.

But I'm writing this column finding myself depressed.

I'm not depressed in the sense of my mental state, although I've battled that on and off for years. No, I am depressed about **Diplomacy World**. Last issue resulted in a lot of positive feedback, and that was greatly appreciated. But there are so many things I wish I had for issues like this one which I simply don't have.

The biggest example is face-to-face material. I don't know HOW many times I have asked organizers to create a simple one page flyer to promote their events. Hardly anybody does. I can't understand why; it isn't like I am charging for the space they take up. **It's FREE PUBLICITY!** Some of these Diplomacy World issues are still being downloaded 10,000 times between initial release and the newxt issue.

I shouldn't be surprised, though. After all, hardly anybody even bothers to go list their events on the www.diplom.org website where any face-to-face event can be posted for free. As of this writing, there are a grand total of FIVE events listed (all of which are included in our "Upcoming Convention" section). In prior issues I've had to choose to delete one or two from Diplomacy world, because there were simply too many.

Then there are the convention reports. I email participants over and over, but I can't seem to generate articles from the players. I've told them they can focus on the games if they want to, even though we prefer the full experience...the travel, the people, the meals, the highs and lows, the sightseeing, anything. But the response is – well – depressing.

So far (3 days before the deadline) I have one face-to-face article. It's a nice piece, about a small house game. I love those articles. But nothing from any players at a larger event. NOTHING.

And the organizers? I've repeated this many times: use Diplomacy World to promote your event up to four times a year. Write a short article about what you're doing to prepare for this year's event. Then the next issue, advertise. Rercuit at least two participants to write

articles about their experiences. Finally, follow it up with an article about your overall impressions, what you liked, and what you hope to change the next year. This kind of constant but not overbearing article stream not only helps remind people that your event is not a one-off, but also gives ideas and tips for the organizers of other events (and perhaps motivation for future organizers).

Variants...Diplomacy World used to be a variant powerhouse. Strategy articles, design notes, comparing variants by the same designer or covering the same topic...they all appeared here with regularity. These days variant material has REALLY dried up, and that saddens me.

I can't remember the last time we ran an interview in Diplomacy World. Point/Counterpoint lasted an issue, and now has died out. The Demo Game has ended, and the new one is not even organized yet.

I know I am too critical of the Diplomacy World issues I've published as Lead Editor. That's part of my nature. But some of that is because I see so much more that Diplomacy World could be, or has been...and I want every issue to be the best one possible.

I can also still use more outside help. I need to get many of the older issues tryped into Word format so can post the articles in HTML. I need an up-to-date searchable database of every issue published to date. Like always I have more projects than time, more demands than energy...and more need for assistance than offers.

So, take what I've said here and write me a letter for next issue. What do you think I've listed here is unfair, or unnecessary? What do you want to see more of, what do you think we print too much of? Did you enjoy our attempts at "theme issues" a few years ago, or is that a gimmick which you'd rather not see return? What do you read first in **Diplomacy World**, and what do you look for that isn't there? **FEEDBACK helps people...send some in, PLEASE!**

I'll close by reminding you the next deadline for Diplomacy World submissions is April 1st, 2013.

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 manufactured by Hasbro and the name is their trademark with all rights reserved.

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Knives and Daggers - The Diplomacy World Letter Column

Brendan Hickey: Sorry to hear about Richard. He provided quite a bit of help with an (unpublished) bourse variant I developed about two years back.

[[Richard was a unique individual. I am very lucky that he fell victim to my harassment and agreed to start participating in the hobby again. We all benefited from that.]]

Larry Peery: Well, well done. One of your best and certainly one of the best issues ever of DW.

I think everyone who wrote about Walkerdine got him down pat, and you'll notice the common threads that ran through all the obits. I have to confess that I'm getting tired of writing obits. But, that's the way it is. Maybe we need to come up with a Celestial Variant for Dippers who have gone to The Big Dot In the Sky?

I do have one suggestion for next time. Why not put up a list with links for all eight segments of Ulrika? I've never read any of it in any detail, but I think it would be fun to sit down with a bottle of spirits, raise a toast to Richard, and read the whole thing at once. Having the links in one place would certainly make that easier. Oh, and perhaps a link to the AA site would also be in order.

[[I've still got months of work to do on the DW site, where we eventually want every article in html format, all indexed. In the meantime they are simply in the format of one per issue going back 8 or nine issues.]]

I apologize for the typos and such in my stuff. So much for Spell Checker. Some of them I blame on my tri-focals and some on the quality of type and my computer screen. Argh. Oh well.

It all looked so good when I printed them out. And then came the online stuff.

I enjoyed the Con reports enough that I'm seriously tempted to consider going to one in the coming year, doctor's orders be damned. As Walkerdine proved, you only live once!

[[If I won the lottery I'd throw a huge con in the Dallas area, free hotel rooms, no reg fees....well, may as well wish fome something.]]

Choices, choices. The French championships in Paris this winter. I've been to that event before. It has its challenges, but its always been memorable. Providence,

RI. Well, I suppose I owe Burgess a Con; and I hear Providence is actually a nice place to visit. But WDC in Paris! AH, there's a challenge. I will have to consult with my French friends and see if that will work. At least I can handle their promotion over here, although that's not the challenge it was twenty years ago. Ah, Paris.....As long as it's not in the winter.

Speaking of which: a little article on a Diplomat who made good is in order. Do you know or know of Francois Rivasseau? It's time for an update on his career. At the rate he's going I expect by the time WDC is in Paris he'll be French foreign minister.

[[Start writing...]]

Andy Bate: Just been reading the sad news about RJW in the latest DW. Spotted the piece below in there and thought I'd write and say that the Beast still exists –

<http://www.beast-clothing.com/>

“Well, you remember I got those special WDC4 sweatshirts made by the guy in Bristol who told me to make out the cheque to ‘Beast’ (authors note – that is totally true, he was a real weirdo but a great guy and he didn't charge too much)?”

Peter McNamara: Never too early to start planning... the website for WDC 23 is now up, it is

<http://www.worlddipcon.com/>

You can see all the information at the website. Important is the location (Paris!), the date (Fri Aug 23 - Sun Aug 25, with preparty on Thu evening) and the cost (free accommodation for nonEuropeans).

The observent will notice that this is the same time as the fifth and final Ashes test (Wed Aug 21 - Sun Aug 25) at the Oval. So I give you another website.

<http://www.kiaoval.com/ballot/>

I would love to take in the first day's play at the Oval, then Chunnel it down to Paris for WDC. If you're interested in joining me, or just want to help me get tickets, please sign up to this ballot (which closes December 1)

[[That's the kind of plan that makes sense and sounds like a ton of fun.]]

XENOLOGIC: AN OCCASIONAL COLUMN DEVOTED TO dip AND DIP

By Larry Peery

Well, another year has come and gone; and it's been quite a year for dip and Dip.

Fifty years ago you could count the number of good Sinologists in the US on one hand and the number of objective articles published about China each year in the scores. Today there are hundreds of pundits out there trying to explain to us what's going on in China. I find this very amusing because even the Chinese masses (and I suspect the Chinese leadership) don't have a clue as to what's happening in their country. Both groups seem to know what they want to happen, but they don't know how to get from A to Z, and avoid all the pitfalls along the way.



Unlike in the US, where opposition to labor unions continues to grow (or at least Big Business and Media would have us think so), in China it is opposition to labor camps that has widened. China suffered its own version of Watergate this year, but whether Bo will end up in jail for a long time or be sentenced to death (and probably escape it) remains to be seen. Xi is in and Hu is out and what a breath of fresh air he brings with him. Only time will tell how much of that fresh air is real and not just more Hu (hot) air. The gunboat diplomacy quasi war over various islands in the South Pacific continues and the situation gets worse by the day. It's only a matter of time until somebody miscalculates and real bullets start to fly. See my predictions at the end of this column.

Factoid: Over a thousand articles filling some 5,000 pages is what I downloaded from the Media this year on China. That's about two-thirds of my total for the year. If you're interested in China and even if you aren't check out Bill Bishop's SINOCENTRIC on line. It's free and the best blog on China out there.

Real diplomacy stories slacked off toward the end of the year, but Huffpost raised an interesting question in an article by Nicholas Kralev, "Ambassador Wintour? Is Diplomacy a Profession?" An Ill Secretary of State Hillary Rodham Clinton fainted, sustained a concussion, and is recovering at home according to the State Department today. Clinton's 65 and a workaholic with a travel bug. She's also very, very popular. However, for age and health reasons I don't think she's a realistic choice for a presidential bid four years from now. She needs something less stressful. How about Secretary General of the UN? Susan Rice withdrew her name as a potential nominee to replace Clinton. Pity, she (Rice) has way more balls than John Kerry, and probably Justin Bieber as well.

If you don't read this before Christmas here's a few suggestions for some Epiphany gifts for your Dip friends, or yourself if you're that kind of guy. From 2010 the Academy Award and Golden Globe nominee JOYEUX NOEL is a movie about WWI. 2011 brought us WAR HORSE, a Steven Spielberg adaptation of "War Horse," also about WWI. And this year we have "Transcendence," a movie about Cui Jian and his band. It took twenty-five years, but we finally have a Chinese movie about Tiananmen. Well, sort of. And speaking of things Chinese go to Google/You Tube and do a search on Peng Liyuan; and just start watching and listening. Trust me.

A few odds and ends to round out the year and give you something to think about. The Washington Post had an interesting story, "When Texas was a country, it sent its diplomats to D.C." Strange, nobody mentioned that at the San Antonio DipCon years ago. One hundred years ago war was raging in Europe but almost everyone seems to have forgotten this. After the Ottoman defeat by the Italians in Libya, in Autumn 1912 the Montenegrins, Serbs, Greeks and Bulgarians allied to drive the Turks out of their remaining possessions in Europe. In the second Balkan War, in 1913, the Bulgarians, feeling cheated, fought the Serbs and Greeks. The Romanians joined in, and the Ottomans got some territory back. Sort of reminds me of Babcock's beta test game. Walter Pincus, the Washington Post columnist writes about "Debt and deficit lessons from

1917." Anyone peering (Sorry, I couldn't help myself) over the so-called Fiscal Cliff should read this. The Chicago Tribune, but NOT the Washington Post, reports that WWI vets won't be forgotten after all, as lawmakers OK a centennial memorial but they're already fighting over where in Washington to put it, and there will be no government funding involved.

Lest we forget, Russia continues to do interesting things as well. President Putin is vowing to spend billions on up-grading Russia's military forces; which are in pretty sad shape at the moment, but whether he'll actually do all he's promised is problematical. Last year the headlines were that President Medvedev was launching a new Hen House radar set up in Kaliningrad to keep an eye on European missile defense programs. This year President Putin has announced that Russia is pulling out of its Hen House radar station in Azerbaijan, refusing to pay the \$300 million (up from \$7 million) rent the country wants for the site. Once again, the little mouse has roared. And just over the hill NATO, including the USA, is sending Patriot missiles to Turkey just in case Syria goes ballistic. Sergei DeSilva-Ranasinghe (Seriously!) has written an interesting report on one side effect of the "Asian pivot," "The U.S. Marine Corps Surges to the Asia-Pacific." I had a chance to observe a recent 11,000 man demonstration at Camp Pendleton of what the Marines have in mind, complete with hovercraft and lots of ka-booms! Also present was a Philippine marine battalion. I couldn't tell if they were playing Blue or Red. The National Intelligence Council just published the latest quadrennial Global Trends 2030 report which

suggests Asia will "eclipse" the US and Europe by 2030. Strange, I thought they already had. Another good read is Paul Kennedy's THE RISE AND FALL OF BRITISH NAVAL MASTERY, a warning on how the Royal Navy became irrelevant during World War II --- and are we doing the same now? THOMAS JEFFERSON THE ART OF POWER by Jon Meacham is a biography of Thomas Jefferson and a good one at that. William Manchester took so long to finish his grand biography of Winston Churchill that someone (Paul Reid) else had to finish the third volume, DEFENDER OF THE REALM. I'm one of those who regards Churchill as the greatest man of the last century, with flaws to match, so I'm looking forward to reading it (Hint, Hint: there's still a bit of room in my Christmas stocking, but at 1,182 pages...)Kati Marton, the widow of the late diplomat Richard Holbrooke, write an memoir of her love affair with Paris in "My Lifelong Therapist Is Named Paris" for the WSJ. Most of you have seen or at least seen pictures of Picasso's GUERNICA, but did you know that John Singer Sargeant's GASSED (now in London's Imperial War Museum" did the same thing for WWI as Picasso's masterpiece did for WWII? A deadly weapon, a solemn memorial, indeed.

But let's close on a happy note. I have a bid for WDC 2030 on behalf of the City of Inchon, Korea. You'll understand why when you read the CNN report "Build it and they will come? Korea's whopping US \$275 billion tourism city plan."

Happy New Year!

Diplomacy Quiz

By Alfred Nicol

How many of these can you answer without referring to the map?

Answers later in the magazine, on Page 47.

1. How many supply centres are neutral at the beginning of the game?
2. How many sea zones are there?
3. How many territories are there in total?
4. Which supply centre has the largest number of adjacent territories?
5. Which land territories have the largest number of adjacent zones?
6. Which non supply centre land zones have the largest number of adjacent supply centres?
7. Which sea zone is adjacent to the largest number of supply centres?
8. Which territory cannot be retreated from?
9. What is the longest possible convoy route?
10. Which nation could obtain 18 centres quickest assuming all opponents merely ordered hold and in what year would the target be reached?

Eastern Triple: A Forgotten Alliance

By Alfred Nicol

A quick glance at the diplomatic web sites that compile strategies soon reveals a number of articles discussing the relative merits of particular alliances. Two popular triples include the First World War inspired Triple Alliance of a central three: German, Austria-Hungary and Italy, and the more game play based Western Triple comprising of England, France and Germany. What this article contests is why are there no articles discussing a possible Eastern Triple of Russia, Turkey and Austria-Hungary?

Before discussing its possible advantages it is worth answering my own question. Perhaps this triple has not been considered because there is no historical precedent in either of the World Wars or at any other stage, thus it is not rooted in our popular consciousness to even entertain the possibility. In addition there are certain factors determined by the game board that make suspicion a healthy feature of the openings of Russia, Turkey and in particular Austria-Hungary. Consider the damage that would be done by allowing your opponent into the Black Sea or Galicia in spring 01. The precedent set in many games is for two of the three nations to attack the other usually in the fall of 01 or more commonly in 02. The general aim is to deliver a knockout blow to a supposed ally, split the home builds and the Balkans equally and then turn to face the west before any definitive result has been procured. There is nothing wrong with such an approach and I've tried it many times before but in the interests of variety I believe an eastern triple could work as a very successful alternative to the norm. It would be particularly useful in a limited time tournament game and in the more open-ended online game there is always time to make that stab at a later stage.

So other than originality, what are the advantages of such an alliance? My first observation is that it would allow a much greater mobilisation of forces. Most diplomacy games begin with bounces in Galicia and the Black Sea. This means four units achieve nothing other than preventing a neighbour from winning an early positional advantage. Just think what could be achieved if these units were put to better use. Turkey could get a fleet into the Aegean Sea by the fall, AH could get two units onto Venice and Russia could launch a northern or anti German attack from the off.

The second such advantage would be the pre-emptive strike that could be landed upon Italy and Germany. By moving vie-tyl, tri-adr and bud-tri Italy would be under terrible early pressure. Serbia could be landed from tri in the fall if the unit was not required but more likely it could be claimed by agreement in spring 02. Turkey could without fear move his, or her, fleet via con into aeg by

the fall and the build of bul could provide the second fleet needed to break into ion. Russia's options are more varied. He could send Moscow north to support a Scandinavian campaign. This is well worthy of further consideration, but it might in actual fact make life easier for Germany, so maybe sending war-sil and mos-war would be a better bet. Certain that Germany would not risk Sweden in Russian hands f bal might chance a cheeky slip into the Baltic (perhaps matched by a prearranged English move into den). In the fall sil could chance an attack on mun with Austro-Hungarian support should trl not be needed for capturing ven. In essence a fairly stunning opening could be achieved with all units soon acquiring an assertive function rather than the negative and unproductive bouncing in contentious areas.

Builds in the winter would also be more constructive with armies in Warsaw and Trieste and a fleet in Smyrna. By negotiation I would allow Turkey to take gre and tun and nap. Other centres could be discussed by agreement with Russia essentially taking on either Germany or Scandinavia hopefully leaving her free, should she wish, to build a fleet stp nc without fear of attack from Germany through the middle as by this time they will already be in deep trouble.

Such an approach seems fairly original and decisive in the opening stages. The latter game may well be less clear. If Russia and others can stoke a French attack on England then a stalemate might develop there. This would normally be resolved by the intervention of Germany (who in this instance will be unable to meet that role) and therefore might well continue long enough for the critical mass of the eastern triple to be unstoppable.

There is however an evident weakness to the plan in both the opening and mid game. The risks are significant early on as it involves complete trust from the very first turn. Russia is particularly vulnerable from Turkey opening to the black sea and Armenia, if this is combined with an Austrian in Galicia the Bear looks set for an early bath. In addition both Austria-Hungary and Turkey are committing their forces as far west as possible from an early stage and thus are open to attack from Russia. In the mid game one can see the alliance grinding to a halt or at least resulting in an unequal division of centres. At this point the idea of stab might well creep into one of the three player's minds. This is often the case with the mythical juggernaut and would be all the more possible with a three way alliance. These concerns are probably the best reason for the alliance not being a popular feature of the game. However if they

can be overcome a highly interesting and effective blitzkrieg could be wrought on an unsuspecting board.

The strategy is essentially about trust, speed of mobilisation and originality of play with short term gain prioritised over long term strategy. Well worth a try if you're happy to try something new, have a high regard

for the morality of your nearest neighbours and are keen to get going in a game.

[[I'd like to get more comments from readers about S&T articles. Do you agree with the ideas, or disagree? You can counter them in a letter, or an article of your own?]]

Commentary on Youngstown IV: A Classic Variant Well Worth Revisiting

By Jack McHugh

Youngstown is one of the oldest Diplomacy variants out there having been invented in a group of Diplomacy players in Youngstown, OH, thus the name, in the late 1960's. Many of the revisions along the way were masterminded by Fred C. Davis, Jr. It is primarily a map variant which adds more powers, centers and provinces as well as several off board boxes [OBB] to allow players to transit around Africa to allow players to move via sea as well as land between Asia and Europe. The OBB concept is one of the innovations Fred introduced to the hobby.



There are significantly more supply centers in this variant. There are 72 on the map with a player needing the traditional half plus one centers, or 37, to win the game. In addition several new powers - China, India and Japan - are added to the game and some of the traditional powers, such as Russia and Turkey, pick up new units and centers as neither power is now a wicked witch. Both face new threats from the East and have to deal with these new powers.

There are several OBB's that allow fleets to transit around Africa to get to Asia. The twelve (12) boxes essentially make the map contiguous by allowing players to move between the map edges on the East, West, and South edges.

The game does not include the Western hemisphere so those players looking for the North or South America will be disappointed. The game is limited to Europe, Asia, the Middle East and North and East Africa. Colonia VII-B by the late Fred Hyatt is a terrific worldwide variant if you want to try something which seems to have been forgotten lately. But Youngstown IVb doesn't need that portion of the world to be balanced and exciting.

I enjoy the way this variant doesn't bog players down with a lot of rules—other than a rule for the Suez and the OBB's there are no other rule changes. The map is straightforward since it uses modern names for the various areas, so the players don't have to waste time learning the map.

It clarifies another issue we have with regular Diplomacy—the fact that the game treats the edge of the maps as impassible and act as the edge of the world, e.g. you can't flank the corner powers. That is not the case in this variant. Here you can flank any power since the maps connect via the off board boxes.

I also think this game is fairly well balanced although it inherits the same issues as regular Diplomacy—the Ven/Tri, Italy and Austria (now Austria Hungary) are still somewhat weak but this is much less of an issue with so many more provinces. Italy also picks up a colony in East Africa, while Russia and Turkey are weakened by the addition of India/China to the flank of the R/T.

Overall the game is one of my favorite all time variants and I enjoy playing any of the powers in this game. If anyone wants to run it you can sign me up.

[[Jack McHugh is the Diplomacy World Variant Editor. I plan to offer a game of Youngstown IV and of Woolworth II-B (mentioned in Jim Burgess' article later in this issue) so email me if you're interested.]]

Face to Face Diplomacy: Of Stooges and Ducks

By Bob Wilmenhymer

It is a wonderful feeling of accomplishment when you actually manage to get six other 'friends' to pledge to spend a Saturday evening playing a game of Diplomacy. In fact, getting a full, and stable roster for a face to face game is often as challenging and difficult as playing in the actual game itself! Anyways...

5:00 PM: With all the players arriving, everyone begins the miserable task of sorting out the cardboard pieces belonging to each country before play can really begin. It will of course take several turns anyways before France and Russia have traded all their flag markers, since the circular pieces look near identical on the flag side. Meanwhile, a suitable hat, with country names inside it, is found. Players draw the countries out of the hat, with Italy groaning predictably. Austria meanwhile, is a new player, and has no idea the fun he has gotten himself into.

5:30: Opening rounds, and different rooms have already been staked out as 'belonging' to differing countries. Britain takes the study, and manages to have the psychological advantage of making others come to him. Italy, in true Italian fashion, attempts to stake out a room, only to have no one visit him. Furious at this, he quickly plots Austria's demise with Turkey, who wisely has sat himself in the kitchen. Germany and France lounge on a couch in another room, outlining a plan to destroy that arrogant Brit in the study. Austria and Russia ponder the actual board, with Russia "helping" Austria understand the game.

6:30: Despite Britain's arrogance, France and Germany have both decided they also like the study, and therefore a Western Triple is the best solution for taking down both Russia, who is gleefully prodding on Austria and Turkey, and Italy, whom hasn't done anything wrong, but made the mistake of being Italy. Unfortunately for them, Italy has grown bored of his attack on Austria (who amazingly has not been annihilated by the much more experienced Turkey and Russia) and is swinging his forces to France.

7:30: By now, Turkey sees the clever game Russia is playing—taking advantage of the newbie Austria to suffocate both of them. In fact, Austria is so paranoid of the evil Turks (who launched a feeble attack during the beginning of the game and then backed off) that he has let Russia occupy Budapest to aid in his defense! Turkey calls for help, but the Western Triple has dissolved, giving way to a England-Germany alliance against the French, who's attack on Italy has gone less than stellar. France argues with both to turn on one another, but its

clear his heart isn't quite in it, and neither will budge. Russia takes advantage of this and starts moving on Scandinavia.

8:30: France's hopes of survival are now clearly not coming from his own diplomatic skill, but from the paranoia of both England and Germany, who every turn attempt to undermine each other while publicly proclaiming the everlasting friendship of the two countries. Russia meanwhile finally finishes off Turkey with the help of the gullible and enthusiastic Austria. In doing this, he achieves the ultimate goal of taking the kitchen from the departing Turkey, who heads out the door grumbling "enjoy the Russian steamroller!"

9:30: France is in the painful moral dilemma of being stuck in death throes for over an hour now, stuck perpetually at 1 or 2 Supply Centers, being unable to leave, yet unable to die due to England and Germany now fighting an open war despite continued pledges by both to exterminate France. Italy meanwhile, who in classic Italian fashion has done basically nothing besides resist the mediocre French invasion, tries to convince England and Germany to turn and face Russia. Both agree enthusiastically, then go back to fighting each other even more enthusiastically. Meanwhile, the star struck Austria lets Russia almost encircle him for 'protective purposes.'

10:30: France finally gets to leave after a frustrated Italy finally moves in and snatches the last centers from the bickering English and Germans. Austria too, has fallen, as Russia moved in and captured the Austrian remnant too easily. Amazingly, the Austrian still lays most of the blame on his originally enemies, the Turks and Italians, for allowing Russia to get that powerful. Russia finally has the kitchen, and the East to himself. Russia moving into Prussia and Norway seems to finally snap England and Germany into mutual action, and from then on the game passes quickly, with the united three attempting to stop the Russian powerhouse.

11:30: Over six hours later, the game is called for Russia, as everyone is exhausted, yet unwilling to declare a draw. Food is collected, paper on which the moves were written on is thrown out or tossed back in the box for future use, and Italy, amazed at his survival, leaves happily. Russia, who still feels the thrill of victory, stays for a bit longer and helps Britain and Germany clean up. The box is put back away to collect dust, and after hours of immersion and focus, the face to face game is over.

‘T WAS THE NIGHT BEFORE DIPCON, AND ALL THROUGH THE HOBBY EVERY PLAYER WAS DREAMING OF ALLIANCES AND STABS AND OTHER THINGS NOT SO NICE, OF WINS AND VICTORIES YET TO BE WON

By Larry Peery

In the spirit of the season, let me offer you this gift. What is the difference between win and victory? Think about that for a moment.

A dictionary will tell you that it's very simple. Win can be a noun or a verb. Victory is a noun. A wordsmith would tell you the difference is more subtle. In a year where sports has had more than its usual ups and downs, let's pause and think about that difference as another year of Dip events draws to an end. And yes, I do consider Diplomacy a sport as well as a game and hobby.

Soccer

I've been a soccer fan since I was in college. In fact, I played soccer before I played Diplomacy, albeit just barely. When I signed up for soccer as part of my physical education program (I know, hard to believe isn't it? And can you imagine me playing water polo? Tennis maybe. Folk dancing certainly. Folk dancing by the way was the hardest and most demanding of the lot.) I was the only USA native in my class. All the other players were foreign exchange students, and they beat up on me something terrible. But I kept at it and by the third year I was usually stuck with being the referee on games played between the Persians (as Iranians called themselves in those days) and Mexicans students. In time the Persians started playing teams of Mexicans from Tijuana, some of whom were semi-pros, but most of whom were just fans of The Beautiful Game. Many of my Persian friends were the children of the Shah's friends and after the Shah's fall they went home out of a sense of family loyalty and love of country. Most of them died in the Iran-Iraq War when the Revolutionary Guards used them as cannon fodder.

Twenty-five years later, and if you know me you've probably heard this story, but it bears retelling I think, I was in Holland visiting some Dip friends. One cold, foggy, damp winter night (and it was about 2200) my host Lex Pater started changing out of his street clothes into a soccer uniform. I thought he was crazy but he told me that he had a team practice to go to. As we walked over to the soccer field behind the dorm he explained to me that in Holland professional sports got very little public support, even if they had lots of fans. The soccer fields that did exist were usually used by students, youth groups, etc. and the pros (especially in the minor leagues) had to take the fields they could get when they could get them. Hence the late night practice. When we

got there the team started doing their warm-ups and drills, moving fast to keep warm. I stood on the sidelines in my London Fog, over coat, long woolen scarf, and ski hat. I looked a bit like Frosty the snowman. I didn't know that Lex had told his friends that I was a scout for an American soccer team, and they were all doing their best to impress me with their performance. The game was almost over and I was chatting with a few of the other observers. All of a sudden I felt a thump on my butt. I turned around to the sound of cheering! Apparently one of the players kicked the ball, missed his aim, and the ball hit my butt and then bounced into the net for a goal. Lex told me later that I had scored a goal off the Dutch National Team.

Another twenty-five years have passed and my soccer playing days are long behind me, but I still follow The Beautiful Game.

The Beautiful Game has given way to The Beautiful Players. Cristiano Ronaldo makes over EUR 12 million a year. "Kaka" Leite makes EUR 16.9 million a year. And Lionel Messi, with 88 goals, celebrated a record year, and he's not even at his peak. The two major teams in Spain, Madrid and Barcelona, are billion dollar enterprises, and yet Spain's unemployment rate is 25%.

Still, there is hope. Take a minute and read the inspiring story of Arrigo Brovedani, a loyal fan in Udine, Italy, at http://www.youtube.com/watch?v=KLRR9p_6ZTk

And what of the Americas? Six NFL players have committed suicide in the last two years. And God only knows how many others have been in and out of the press for crimes of violence against others. And yet the League owners blissfully sail on, counting their obscene profits. Here's a bit of trivia for you. Do you have cable TV? Did you know that one-half of your monthly cable bill goes to pay for broadcasting rights to professional sporting events? Think about it.

Perhaps the saddest soccer story of the year came just a few weeks ago when a Paraguayan player named Diego Mendieta, who played for Indonesian club Persis Solo, died of an illness and lack of medical treatment because he had no money to pay for it. Mendieta was owed months of salary, but the team refused to pay his wages. Apparently not uncommon in Indonesia. His friends and family at home had to raise the funds to bring his body back home for burial. What makes this

story especially sad is that on the same day the story appeared in the media the Financial Times was publishing a story about how Indonesia's economy was booming, especially in the luxury hotel market.

<http://edition.cnn.com/2012/12/06/sport/football/diego-mendieta-indonesia-football/index.html>

Remember those scrappy Mexican soccer players from Tijuana I mentioned? Well, things have improved down there. The Xolos of Tijuana, a team only five years old, has just won the Mexican League championship after only a year and a half being in Mexico's top league. Considering Tijuana's recent past as a major battleground in the Mexican Drug Wars, it's nice to see them get some good news. Xolo, by the way, is short for Xoloitzcuintle, an Aztec hairless dog.

<http://www.utsandiego.com/news/2012/dec/02/believe-it-tijuana-mexican-champion/>

In 1977 Freddie Mercury released "We Are the Champions. Interestingly, Wikipedia does not offer an explanation of what inspired the song, but it went on to become one of the most popular rock songs ever. Google has 177,000 listings for it, and one You Tube site shows 45,376,000 hits on it. Read the words while you listen.

<http://www.youtube.com/watch?v=04854XqcfCY>

"We Are The Champions"

I've paid my dues -
Time after time -
I've done my sentence
But committed no crime -
And bad mistakes
I've made a few
I've had my share of sand kicked in my face -
But I've come through

We are the champions - my friends
And we'll keep on fighting - till the end -
We are the champions -
We are the champions
No time for losers
'Cause we are the champions - of the world -

I've taken my bows
And my curtain calls -
You brought me fame and fortune and everything that
goes with it -
I thank you all -

But it's been no bed of roses
No pleasure cruise -
I consider it a challenge before the whole human race -
And I ain't gonna lose -

We are the champions - my friends
And we'll keep on fighting - till the end -
We are the champions -
We are the champions
No time for losers
'Cause we are the champions - of the world -

So, in soccer it's been a year of wins and losses, of victories and defeats, but let's go out on a high note. Aida, Verdi's masterpiece and one of the three most popular operas ever written, was first performed in 1871. Yes, it was commissioned by Khedive of Egypt and first performed in Cairo, but it was not written to celebrate the opening of the Suez Canal as some think. It's first performance in the Americas came two years later in Buenos Aires, followed a month later by a New York City performance at the Metropolitan Opera. The oldest recording we have dates from 1919 from La Scala. In 1962 Leontyne Price's Decca recording with the Rome Opera House Orchestra set the bar for all those, and there have been many, to follow. Latonia Moore's debut in Aida at the Met earlier this year raised the bat even higher.

Ritorno Vincitor!, (Return a Champion!) Has 211,000 hits on Google. Aida has 2,610,000. Alone in the hall she is torn between her love for her country, Ethiopia, and her love for the Egyptian Radames. Just about every soprano of worth has performed and recorded the aria. You can find lots of examples on You Tube. I suggest the Price, Caballe, and Moore's videos.

http://www.youtube.com/watch?v=G-W--M_VMIY
<http://www.youtube.com/watch?v=zanBDfg5fr0>
<http://www.youtube.com/watch?v=7kz7SSvw-Po>

While you're listening, read the words to Return Victor!

- Aide: Return victorious! The wicked words came from my lips
- Conqueror of my father
- of him who takes up arms for me
- To give me a homeland again, a kingdom
- and the illustrious name of Princess
- which I have to hide here
- stained with the blood of my brothers
- and watch him being applauded by the Egyptians!
- And my father behind the chariot bound by chains!
- Oh gods, obliterate the insane word "victorious" from my mouth
- Bring a daughter back to her father
- Destroy the ranks of our oppressors!
- Ah! Miserable me! What did I say?
- And my love?
- Can I forget this passionate love
- that made even a slave girl happy?
- Shall I ask for the death of Radamès,
- when I love him so much?
- There was never a heart on earth
- more overcome by such anguish!

- I can't say or remember the sacred names
- of my father or my lover
- I'm confused and trembling
- I want to cry and pray for both...
- But my prayer becomes cursing
- My tears are a crime and my sighs are guilty
- In the dark night my mind is lost
- I wish to die in cruel anxiety
- Gods, have pity on my suffering!
- There is no hope for my grief!
- Fatal, terrible love, break my heart and make me die!
- Gods, have pity on my suffering!

And now two prima donnas together.

<http://www.youtube.com/watch?v=EaAExrGO5Ks>

What you've just read and, hopefully, listened to segued (Or Segway, if you like) from an idea I had two weeks ago for an article on solo wins in Diplomacy which was in turn inspired by various articles and emails I've read recently in the hobby press. Here are my original notes: Thoughts on Solo Wins, Solo Win, Draw (2-way), Tie (3-

way), Survival with One Center, Helping somebody else win (especially for the first time), Making sure somebody (in particular) else loses, Revenge, Doing the unusual, Memorable event, Spoiler, Team Win (Western Triple), Coalition(s) vs. Alliance(s), Winning vs. Victoryms (win is a noun and a verb, victory is a noun), Draws, Survivals, and Eliminations, Puppets.

And there you have it, my take on Wins and Victories, whether solo or team; whether soccer, opera, or Diplomacy.

But to paraphrase Stanley Ralph Ross, Spanning the hobby to bring you the constant variety of Diplomacy...

The thrill of victory...

And the agony of defeat...

The human drama of Diplomacy competition..

This is Diplomacy World.

Christmas, 2012

In Which I Bemoan the State of Web-Based Diplomacy

By Joshua Danker-Dake

Overly dramatic article title, ho! Well, if you're reading this, I guess it worked.

Not all that long ago (in *Diplomacy World* #111), I sang the praises of internet diplomacy. I still think it's the best way to play, that when all seven players are invested in the game, it's the best Diplomacy experience around. But we can't just say "internet Diplomacy" as a catch-all anymore; there are a lot of big differences between email-based and web-based Diplomacy, and these are becoming more pronounced with the growing popularity of the latter.

When I say "email-based" Diplomacy, I primarily mean the judges. Perhaps the biggest strength of email-based Diplomacy is that the dedication level of the players tends to be higher, and so do your chances of getting a good game (by which I mean a game in which nobody abandons his or her position and everyone puts forth a reasonable amount of effort). But some people are intimidated by the judge mechanism; others just don't like it. I understand that; when I first started playing on the judges, it reminded me of how you run programs on a Commodore 64. Please note that I'm not making excuses for such people – a person ought to be able to follow basic instructions and write a coherent set of orders, the way God intended – but I understand why some people prefer to play web-based Diplomacy instead.

The strengths of web-based Diplomacy are its accessibility and ease of use. Everything's right there in

front of you, visually, in one place, with no typing of orders required. But with web-based Diplomacy, goodness gracious, it seems like too often, it's so blasted hard to get a good game. No doubt I'm preaching to the choir with all you upstanding *Diplomacy World* readers: I'm sure none of you ever cheat or quit or give less than the proverbial 110% when you play online, but nevertheless, let's continue.

I recently played a web-based game that was plagued by all the things that can bring down the web-based experience. Before the Spring 1901 orders processed, Germany was kicked out for having multiple accounts. By 1903, we were on our third France. In Fall 1906, the second largest of the game's four remaining powers was kicked out for fraudulent account activity. You can surely imagine the effects, great and small, that these events had on the outcome of the game. This was hardly the first time I'd experienced such things – far from it – but never in such horrendous confluence.

Quitting, multi-accounting, meta-gaming – these are all potential problems with web-based Diplomacy no matter where you play. But I wonder if the internet isn't also breeding a generation of lazy players, of Diplomacy dabblers. Long gone are the days when you had to work hard to get a game in (seven people with an entire evening free, play-by-mail, conditional builds, etc.); drop what you're doing this minute and five minutes from now, you can be in an active game on a site where you've never played before.

But just as web-based Diplomacy is attractive because of its convenience and ease of use, so too does it attract people who aren't inclined to put in very much effort.

(And I have to say, the lackadaisical inclinations of some players aren't limited to the interface or to sticking out a bad position; they carry over to the game itself. In the game I mentioned above, I played Turkey. With the obvious exception of Russia, nobody, not Austria, not England, not any of Russia's neighbors, asked me what was happening with the Black Sea. The replacement Germany couldn't even be bothered to reply to my messages until Fall 1903, when he ran into trouble. And thus, frequently, when playing web-based Diplomacy, one is forced to choose one's allies based on who can be bothered to write back in a timely and passably coherent manner.)

I dare say that cheating happens much more in web-based than in email-based games. But most of the web-based Diplomacy sites out there are pretty good at catching the cheaters, and I don't think that's where the fundamental problem is for those of us who are just looking for a good web-based game.

No, it's the quitting that has become an absolute plague. (I personally don't get quitting – not because I'm so virtuous, but because, as I've written before, I derive a perverse pleasure from playing a doomed country and having the absolute freedom to wreak as much havoc as possible. It's the silver lining of getting your butt handed to you.)

In some game systems, when a player drops out, everything comes to an indefinite halt until the power is taken over – games can literally *never* finish. In most web-based games, though, the game continues and the abandoned power's units hold in perpetuity. While this keeps things moving, it can affect the game profoundly, even for a one- or two-center country. In either setup, abandonment significantly impacts all the other players. Quitting isn't just unsportsmanlike; it's damn obnoxious.

One of the apparent factors that contribute to the web-based Diplomacy quitting epidemic is that it's now easier than ever to play in multiple games. I've played with people who've had five or more active games at once. If you can handle all that, then more power to you. But a lot of players can't: they lose track of which game is which, they don't communicate properly, they don't invest in each game the way you'd hope, and they're more likely to quit the games that aren't going their way.

Two of the biggest web-based Diplomacy sites are webdiplomacy.net and playdiplomacy.org. I challenge you to go to either site and take a look at the list of archived games. See what the percentage is without a

resigned (webdiplomacy.net) or a *surrendered* (playdiplomacy.org). On any given day, it's going to be less than 50% – and quite possibly closer to 20%. It's pathetic.

What can be done? Webdiplomacy.net has one approach. Its points system is designed so that expert players (that is, players who have played/won/survived a lot of games) can play against players of like status and exclude novices and the uncommitted. But there are a couple of problems. First, you have to get through enough low-level games to work up to it, taking your chances with your opponents. Second, the system works, but maybe not as well as you might think. In the list of archived games, you see a lot fewer *resigneds* on the games with larger pots, but you still see quite a few, especially on the winner-take-all games (after all, points are awarded based on game success, not game fidelity). Even so, the quitting rates tend to be better there than on playdiplomacy.org, which makes no effort to penalize quitters.

Can it be fixed? What would it take? Should serious players give up on web-based Diplomacy and go back to email? While I don't think that we're ever going to get rid of the flaky players, I believe that web-based Diplomacy can work, that it doesn't have to be a crapshoot. As far as sites that use points for rankings, perhaps the right system of rewards and penalties could be effective, at least to an extent. But ultimately, penalizing quitters on an as-you-go basis only treats the symptoms, not the disease.

What, then? I think a good place to start would be for web-based Diplomacy to take a page from Dipsters (a high-on-time-ratio gaming group on the judges). We don't need to have a site that's exclusively dedicated to such players, but surely any existing site could set up a "back room" only for players with high on-time move rates and no willing abandonments. This can't be a "pay extra" feature in and of itself – some quitters pay too; it has to be earnable. To the best of my knowledge, no such thing currently exists on any *web-based* Diplomacy site (if I'm wrong, by all means, please write in and tell me).

That's my one idea. If you've got other solutions, please feel free to write in and share them – or, better yet, write to your favorite web-based Diplomacy site and tell *them*.

In closing, I salute those of you who seek out and step into abandoned positions, whether in email- or web-based games. In doing so, you provide the best remaining outcome to the faithful players therein.

[[If you think you've got ideas on this topic, send in a letter or write up an article of your own!]]

The Diplomacy World Cup Team Tournament: Third Time's the Charm

By Jim-Bob Burgess

I've been part of the thinking and the planning and the executing of the Diplomacy World Cup since its inception and before that was involved in the Worldmasters tournaments that partly inspired it. And even before that, I was part of the discussions with the estimable Larry Peery as he has contemplated these sorts of tournaments since at least the 1970s ((Yes, I've been around what seems like forever.... Anybody for a discussion of the essential role of Margaret Gemignani in the history of the Diplomacy hobby? Nah, didn't think so.)). Anyway, this time around I am the Chairman of the Diplomacy World Cup Council that oversees this puppy and organizer of the USA Nor'Easter team.

Tournament Director Chris Babcock can be contacted and the tournament can be joined:

Read about it -

<http://www.diplom.org/Zine/W2012A/Babcock/challenge.htm>

Ask about it - aqmn-admin@asciiking.com

Join it - <http://aqmn.asciiking.com/>

There are three aspects of this third incarnation of the Diplomacy World Cup that I think will make it more fun and why everyone reading this should participate. First, and foremost, when we started to put this tournament together the idea was that we should find a way to make it "solo oriented". Second, it encourages lots of people to play, the more the merrier and the more your team has chances to get solos and win (either country based or regional within a country such as the USA Nor'Easter team that I've formed, contact me if you want to join us). And third, the games will not be aligned in time with game ends that distort the pure play of the game and offers many opportunities for team deals and crossgaming. These factors have not been the case to date in the first two Diplomacy World Cups, the structure has been more of the 7x7 format where teams had seven players, each one playing one power in first round and then up to finals which were pure 7x7's that encouraged lots of cross-gaming deals since everything aligned. Plus games ended on a deadline and there were very few solos; you could make a deal across boards to have your powers ally on all the boards simultaneously and all "do well". But when only solos count, ONLY one power in each game can succeed, solos must be thrown to make a deal count for anything.

Let's first talk more about the solos. Solos in the first round are required to give you access to the finals. You can have as many players as your team/country/region can recruit playing in the first round to increase your

chances at getting players into the finals. You need five solos in the finals to achieve victory, and can only have seven players at a time participating in the finals, if you can get that many people qualified. So, solos are the sole coin of the realm. There are now incentives to make deals ONLY that result in solos, and by definition (sounds silly, but you need to say it) in order to make a deal on a solo you have to be in position to do so and with members of your team in the same games with members of other teams. AND, the games have to be at similar stages (which won't happen so often in this model) and even more than that the STRONG incentives in this model, as opposed to a model that is C-Diplo center and board topping based is to take the solo on one board and then once achieved, stab and deny it on the other board. I will be shocked if the cross-gaming here is as strong as it was in the earlier incarnations of these types of tournaments, and even if it is attempted it will fail more often than it succeeds. And then once you're in the finals, where five solos are what are required to win, such trades get ever more and more tricky. Plus, since you do not want the problem of "ranking solos" to be part of the game, solos are ranked by game creation time, which is fairly random and will get more random as the tournament progresses. So, I think we need to expect that people will TRY to manipulate the tournament, but processes within the tournament structure and the game play can work to break those manipulations down.

But, the way to start "working the tournament" is to flood the tournament with more and more players on YOUR team, that's a given, so this incentive is already pushing the tournament player count up toward numbers not seen since the early Worldmasters tournaments, and perhaps beyond. The soft start to the tournament already has spread players and teams around the games, but more and more games can and will start as people see these announcements and join themselves. If you're reading this and don't want to be part of it, why not? Go for it!! This is going to be an incredible amount of fun and bring hobby participants together from around the various hobby communities. From my role here at DW and my own inclinations, I play around a little bit all over the place and know a lot more players than most people. This is fun, the clash of styles, are you someone who understands the Hedgehog? The Byrne Opening? Always play Lepanto? What about the Key Lepanto? Do you know how to execute a Sealion? What about bouncing Russia in Sweden? And of course, are you an Oktoberfest player?? Your Dip vocabulary will increase and your ability to play in a variety of styles will improve, how can you pass up this opportunity?

Another “problem” if you will is the move away from C-Diplo type scoring. So far, in the pre-registration, those players from countries where C-Diplo games and set ending times/game years are common have been slower to sign up. I have three things also to say to those players. First, variety is the spice of life. If you’ve been playing in mostly C-Diplo tournament scoring and with fixed endings, then you will have a great deal of fun learning how open-ended, solo oriented play works. Give it a try. Why not?? Second, at least one of those C-Diplo countries has performed extremely well in the previous two Diplomacy World Cups. Are you going to just walk away without a strong defense? One of those countries where C-Diplo is popular, OK, I’m just going to say it, is FRANCE! (FR is their code, go look at the player list at <http://aqmn.asciiking.com/webtools/players/>; as of this writing there are none as in nada as in ZERO French players registered for this tournament, with well over 100 pre-registered right now. I’m sure this is just an informational oversight.... And we’ll have a flood of French players registering soon, right? Third, I have been on the DWC Council throughout this process. I have played in tournaments in Paris and other places around the world under C-Diplo myself, and I was part of the group helping to put the DWC together. In the original charter, right there in black and white, it says that we need to give preference to models that promote solos, 18 center solos as the Ghod Calhamer intended. The first two DWC’s were not that kind of model. If Chris Babcock hadn’t come along to promote this tournament, with this model, we would have had to invent him. This model could have other unintended consequences, lots of other things might happen that haven’t happened before in DWC, but the sort of INTENSE cross-gaming that we saw in the first two DWC’s will not happen, no way. And I think that’s a good thing.

While I just noted that at least so far you aren’t about to be overwhelmed by the French players (and I hope you are shortly, at least with dozens of them playing), you might worry about the lil’ ol’ country I’m from, the US of A. USA could be a huge team that would overwhelm the tournament. Well, we thought of that! We have another opportunity that ALSO is an opportunity for the SMALL countries in places where there are fewer Diplomacy players. We are allowing the formation of other teams. In the USA, those teams are sub-regional or sub-cultural teams. So far, we have Nor’Easter, Dixie, and Pacific teams that are regional and a veteran older aged USA team that is SOOOO old, I don’t even qualify for it (I’m only 55, though I’ve been playing since the late 1960’s, I started young). I hope other groups also form in a sub-country basis, especially in the USA, but elsewhere as well. ALSO, you can form regional teams ACROSS countries. Maybe we’ll have an Indian subcontinental team, or a South American team, or wherever. If you have more questions about this process, check out the

Team Guide: <http://aqmn.asciiking.com/TeamGuide.pdf> or ask Chris Babcock or me. Finally, one of the more contentious issues last time around, regarding Team Scotland, was of course immediately resolved. We HAVE Team Scotland and they’re looking for more Scots of good character.... Well, ANY character, to join them! Ask Hamish Williams or any of the Scotland team for more information on that.

Ah, I should also cover one other thing you would discover if you go visit the Aquaman (AQMN) web site, yes, this has a Judge system as an under the hood adjudication system. But wait, there’s more! Chris Babcock has written a whole new Web Based interface system that sits on top of it, so you don’t have to FEEL like you’re playing with the Judge software. We got Larry Peery to be part of the beta test and even HE can do it, so you can too.

<http://aqmn.asciiking.com/webtools/gamelist?gamenamename=beta0001&pid=0> is that beta test game, so you can go look to see what it looks like, and you can click the orders tag in the upper left and then not have to do what looks so much like Judge orders. This is not really that dissimilar to Jeremie’s web based system that we used for the DWC before. Chris will help you, I’ll help you, you can play with this system. So come and join. After some badgering from me, Chris Babcock did a neat little video about entering orders and press.

<http://www.youtube.com/watch?v=mtfHWBVPQf0&feature=youtu.be> will show you how it’s done.

Here are some other little tidbits that you need to know. In the preliminaries, replacements can come from ANY team, but in the finals all replacements must come from the team the starting player was from, this is necessary to keep the “five solos” structure together and not have problems from replacement players having different incentives. Players need to be dedicated to their games, and there are penalties if you’re not, but you also can request breaks and vacations fairly liberally. Unlike previous DWCS, where we were trying to keep all the games “in line” in time, here we WANT the timing of the games to diverge and we want to make it fun and easy for you to keep playing. The key is reasonableness. It will NOT be OK if you are trying to manipulate the timing of your game to keep to a cross-gaming deal. The Tournament Director will be able to spot this, as well as other attempts at cheating, and they will be punished. This is going to feel as much like an individual tournament with team play as to my knowledge has ever been attempted. You’ll want to be part of this!!!

Ask me if you have any questions, I’ve predicted that the number of participating players is going to explode and go viral, be part of the explosion!!! See you in the Diplomacy World Cup!

IN MEMORIAM: HAL NAUS

By Larry Peery

Harold was born on September 10, 1931 and passed away on Monday, June 29, 2009. Harold was a resident of Chula Vista, California.

I'm going to quit doing Google searches on people from the hobby's past. It's too depressing.

Harold "Hal" Naus was one of the founders of the San Diego Diplomacy group back in the 1960s.

Perhaps not as well known as Conrad von Metzke or Rod Walker, Hal was every bit as important to the San Diego Dip community and hobby at large as they were.

Hal was from Boston and Irish heritage and spoke accordingly. He was intensely proud of that fact. Whether the subject was baseball, clam chowder, or The Kennedys his Boston roots always showed. He was a devout Roman Catholic and family man. I think the proudest day of his life that I can remember was when he introduced his son, that we all used to bounce around on our knee, to us dressed in his Marine uniform. I don't know who was prouder, father or son.

Hal worked at Ryan Aeronautical for years, making parts for jet engine nacelles, a grimy and dangerous job. His task was to take nacelle parts and dip them in various chemical baths to protect their surfaces. I remember one time his describing what he did to me. I thought to myself how dangerous that had to be. Sure enough, years later over half the men who did that kind of work for Ryan came down with various forms of cancer from exposure to those acids and other chemicals. Hal never complained about his work, although he did complain (loudly) about the failure of his union to protect its employees. But since he lived to be 78 I guess he was stronger than the strongest acid thrown against him.

Hal and his family lived in a trailer, not a mobile home. It wasn't a particular nice one as I remember. It was a 8 foot wide by 32 foot long unit with one small living and dining area, a tiny kitchen and bath, and one bedroom, but it always felt like home. Hal's wife was not particularly well, but she was always gracious and said hello before disappearing into the bedroom to "rest."

Their son would sometimes disappear to watch TV. At other times he would hang around the Dip board and watch what was going on while the rest of us played.

Playing conditions were difficult, at best. Usually Conrad or Rod (I wasn't old enough to drive at the time.) would drive around and collect the night's players and we'd drive down to Chula Vista, where Hal lived. We'd stop off along the way and buy some beer, sodas, and chips; and fill the gas tank (At 35 cents to the gallon.) Our playing area was confined, to say the least. We had a

small table, three chairs, and a small couch; all in an area perhaps 8 by 10 feet. Over the table hung a picture of Jesus and a crucifix. No smoking was allowed (or was it?). And no one ever swore. Negotiations were intense and if you wanted a private conversation with another player or two you stepped outside or perhaps down the narrow hall to the bathroom.

But somehow the playing and the companionship were fantastic. As I recently wrote elsewhere Hal was a fantastic player and GM. He could look at a game board in 1905 and tell you exactly how the game would (or should) end up. He knew the rules, strategy, tactics, and us that well. Often, when time was running out, we'd stop playing, he'd do the analysis (complete with moving pieces), we'd all concur, and off to home we'd go. This went on every week or couple of weeks for several years.

As the hobby expanded all of us took on other roles. Hal would play in any game, regular or variant, if you asked him. When nobody else wanted to do it, he was the hobby BNC. He kept track of the games (including their moves) in a huge ledger book that was probably three feet square. Every time we'd get together he'd bring out the book, open it up and go through each of our games offering his analysis and predictions. And remember, most of us were playing in 20 or more PBM games at that time.

Hal was also a GM and publisher. His 'zine, called ADAG (short for Adroit a Gauche) was a visual and literary nightmare, as Hal would be the first to admit. He used an old, very old, Ditto machine to crank out the 'zine. The results were barely readable. Press was limited to a line or two because that's all the room he had. Most issues were limited to one ounce (6 cents postage each in those days) because paper, masters, and fluid weren't cheap. Hal wasn't literate in the normal sense of the word, but he was a Diplomacy genius and the rest of us knew it.

More importantly, he was a great guy with a great sense of humor, and a huge heart. I just learned of his passing today and it saddens me greatly. Tonight I was going to listen to a recording of Verdi's Requiem in his memory, but I think The Irish Rovers might be more appropriate; and I'm sure Hal would have enjoyed it more. Tomorrow I will mourn him in my own way by going to Mass, lighting a candle in his memory, and then having a bowl of Boston clam chowder and a Sam Adams beer in his honor. Not things I normally do, but Hal was special. If you knew him or of him I'm sure you feel the loss as much as I do. If not I hope you realize we have lost a true hobby great and a great man.

Remembering Dad the Diplomat, or: Watching the Fatherland Stick It to Edi's Italy

By Heath Gardner

My father was a complex person. Despite having a troubled personal life (my mother was wife #3 out of 4) he was also an amazing mediator as well as a geologist, his main career. In his retirement, he did court mediation as a volunteer, and at the time of his funeral a huge number of his colleagues, people I'd never even heard about, came to say moving things about him. In the year and few months since his death, I've been examining and remembering different parts of that complex personality, mostly finding joy and interest in parts of his life that I had taken for granted.

It's interesting that the two things I'm most interested in pursuing – writing and gaming – came from each of my parents. My mom, from a family of writers, passed along the writing bug. My dad came from a Methodist minister's family, where games were the main social lubricant – even though they played “Oh Heck” instead of its profane cousin, “Oh Hell.”

My dad and I bonded over games beginning in my childhood. Initially, it was through card games. I learned to play 7-card stud when I was about 5 years old (a fact my mother loved, I'm sure!) as well as other board games like Clue, Monopoly, Risk, other standards.

When I first discovered Diplomacy as a 14-year-old, my dad geeked out with about as much excitement as I did. He took me to the games store after just hearing what it was about, bought me a copy, signed up along with me on some PBEM judge games (breaking gunboat, a rule we had not heard of) and played way more of the two-player variant during my visits to his home than anyone ever should. He even bought me a copy of Tuchman's *The Guns of August* and got me interested in a whole new field of history, and a new-to-me great author whose work I am still exploring.

Dad was strictly a “feel player” in all games, poker, Diplomacy, Monopoly, whatever. He didn't calculate the odds or memorize openings. He just went with his gut, which was often wrong! But not always...

My clearest memory of my dad playing Diplomacy, in his odd yet somehow perfect way, is one from adulthood. It also happens to be just a segment of one of my best memories of him in general.

That memory is of the trip we took to the West Coast in 2007. We flew to Vegas (a treat for me, never having been), stayed overnight, then drove a rented car to LA and up the coastal highway to the beautiful Bay Area.

The trip itself was a true delight and a great way to spend a good chunk of time with my father.

Then in San Fran, I made contact with the good Mr. Edi Birsan, who said he was going to set up a Dip game for us! He even drove into SF from Concord to pick us up in advance of the game. Extremely polite, extremely friendly and almost like a tour guide as he pointed out various trivia about bridges and roads and locations we were passing. Andy Hull, another hobby friend, met us there, and some other friends of Edi's filled in the other countries.

I pulled Turkey from the hat. Cool, I'm thinking, I can, at very least, survive the 4-max hours this game will last. Edi draws Italy. *Shit*, I'm now suddenly thinking, remembering every Lepanto reference ever written down, *he must make that same opening EVERY TIME if he thinks it's so good!* (I'm not saying my thought process was rational). And then my dad drew Austria.

First, I thought it would be cool if I could get my dad into an A/T and take Edi out, just to have the story for later. But no dice, he was being weirdly noncommittal and I was pretty sure an attack was coming, maybe from an A/I. Backup plan, get an R/T going; Russia seems to just generally dislike me or not trust me. Fail. Great, is this an A/I/R? And a final attempt to interest Edi in an I/T vs. A also fails, but he expresses great hopes that I will leave him alone as he focuses on something else, which gives me a bit of a needed breath.

Edi's “something else” turned out to be France, as he committed strongly to that front, leaving me somewhat surprised. Russia and I got into a quick squabble over Rum/Bul/BLA, tying us up a bit. And my dad finished a great 1901, given the circumstances, picking up two builds and walking into Galicia with his own territories untouched.

Here's where it gets weird.

My dad had apparently been spinning what he considered an elaborate snow-job with Edi, pretending to not know the game or the rules but being willing to enter whatever moves Mr. BirSauron deemed fit for his position. He was being honest on one front: he really didn't know who Edi was. And Edi really, really wanted to take advantage of the opening in France.

Even knowing that, would it surprise you to hear that in 1902, via a string of broken agreements and falsely

promised support orders, that my dad somehow took Bulgaria, Warsaw AND Venice? All in 1902?!



It was the big stupid move that everyone assumed was too crazy to work. And it was a bit too crazy to work; I managed to reclaim Bul the following year. However, doddering dad just caught Edi off guard. I believe he took Rome as well before the game was called early due to people needing to take off. Frankly, I don't think his

gambit would have ultimately worked, but at minimum it came damned close!

Unfortunately, I didn't get to join in with my dad in eliminating the best player in the world, as he obviously didn't tip me off to the fact that he was going for the biggest land grab in Austrian history. But when I remember my dad, I remember a few things: in games, and in life, he did not often let things intimidate him. At his best, he kept his cool, thought about what others wanted and perceived, and tried to come to consensus.

Or, in the case of gaming, to capitalize on those things to try to win.

The great part of it was he was not at all proud, didn't think he did anything special and contended that it would have been just as easy or difficult to go to war with Edi than it would have been with any reasonable player of the game.

Charles Harwood Gardner, June 19, 1937 – September 22, 2011. I'm grateful that we shared this game together, but I still am waiting for my chance to stab Edi.

[[Many things are passed from generation to generation...Diplomacy should be one of them.]]

XENOGOGIC: An Occasional Column About dip and Dip PREPPING FOR DIPLOMACY XXI/WWIII Or ALTERNATIVE SITES FOR FUTURE WORLD DIPCONS IMAGINE THE POSSIBILITIES

By Larry Peery

Imagine there's no heaven
It's easy if you try
No hell below us
Above us only sky
Imagine all the people living for today

Imagine there's no countries
It isn't hard to do
Nothing to kill or die for
And no religion too
Imagine all the people living life in peace

You, you may say
I'm a dreamer, but I'm not the only one
I hope some day you'll join us
And the world will be as one

Imagine no possessions
I wonder if you can
No need for greed or hunger
A brotherhood of man

Imagine all the people sharing all the world

You, you may say
I'm a dreamer, but I'm not the only one
I hope some day you'll join us
And the world will live as one
By John Lennon

Don Del Grande had a point in the last issue of DW, and when was the last time you heard me say that? When you've done WDC in places like Birmingham, England; Chapel Hill, NC; Canberra, Australia, etc. where else is there to go but up?! And we have. WDC has moved on to places like Gothenburg, Sweden; Paris, France; Sydney, Australia, and Chicago, IL (And not one gang killing while it was there). Still, can't we do better? Imagine.

I have some suggestions for some alternative sites for future WDC events. Places that, I think, might offer a bit more atmosphere and a real challenge to a WDC. These

are not your typical university campus or second-class hotel venues. Some of them are a bit out of the way. But I guarantee you one thing, they are all secure. The accommodations might be a bit Spartan. The food might be a bit bland. Transportation might be a problem for some. But communications won't be difficult. And the bars or wine cellars are always well-stocked. Most of them may be underground, but I guarantee you these are all over the top possibilities. Oh, and none of them take American Express, so you don't have to worry whether you take your card or not, or even if you have one. But above all, I promise you, you won't be bored at any of them.

Washington, D.C.

It's not widely known, but at the height of the Cold War at about the same time the US Government was building the NORAD headquarters in Colorado Springs, Site R near Gettysburg, and the Greenbrier Hotel bunker in White Sculpture Springs, there was a serious proposal to build yet another doomsday bunker. The requirements were that it had to be easily and quickly accessible for the president and his key staff, secret in peacetime, secure in wartime; and able to withstand the heaviest warheads and missiles the Russians could throw at it. After considerable research the Air Force, RAND, and the Architect of the Capitol (who is in charge of such things) found the ideal site. It was a five minute drive from the White House, so obvious that no one would consider it, protected by thousands of tourists who visited it every day, and offered natural caverns under 1,200 of granite that would require very little excavation work. Where was it? Right under the Lincoln Memorial. On one of my trips to DC I decided to check it out (The same trip where I visited Site R ((Again)), Mt. Weather, the Pentagon war room, and Mt. Pony.). Nobody would talk about it, until I found one retired National Park ranger who, after a few beers, not only confirmed the story, but admitted being on one of the exploratory expeditions that checked out the caverns. It was a go, until the powers that be discovered that the president at that time was claustrophobic, and there was no way he was going into a hole in the ground 1,200 feet deep; no matter how urgent it was. Still, what a place to play Diplomacy. Imagine.

A second, more modern facility would be the new bunker being built under the West Wing of the White House and adjacent grounds at a reputed cost of \$376 million. It's gotten a lot of attention from the Washington media. You know if Adriana Huffington covers a story it's got to be hot. Officially the new project is to update the old plumbing, electrical, and other systems of the White House. After all, it already has the president's situation room under the Oval Office and a Harry Truman era bunker underneath the East Wing. Why another one? Well, it's bigger, and deeper, and got more gadgets including the latest and greatest state of the art in video war games and such. Sounds perfect for a DipCon, don't

you think. And imagine being able, when it's all over, to say you slept in The Lincoln Room? Imagine.

London, England

The British and French have their own plans, of course. You can get an idea of what the Brits had in mind if you take the public tour of the underground facilities known as the War Cabinet Rooms which were built under White Hall just before and during WWII for Churchill and his cabinet. Keep in mind that portions of the facilities are still being explored, restored and open to the public. Eighty percent of the underground network is still off-limits to the public. But 10 Downing Street, the Knightsbridge Barracks, the Admiralty, and the Ministry of Defense are all just a hand grenade throw away. A bit primitive, perhaps, but imagine playing Axis and Allies on the plotting board that Churchill himself used to keep track of the movement of his armies and fleets. Imagine.



Paris, France

The French don't talk much about their plans, but there's a huge underground tunnel system underneath the Ile de France (the island in the Seine where Notre Dame is located) that connects some of Paris's most famous landmarks (Notre Dame, The Conciergerie, etc.) that you can access from the catacombs entrance in the area in front of Notre Dame. The command center underneath the Conciergerie is police central and whenever there's a big strike or riots going on that's where everybody that's anyone goes to watch the action on its elaborate video system. There's another presidential bunker located at a French Air Force base north of Paris, and probably something tucked away among the champagne wine cellars near Reims. Imagine.

Definitely more upscale (Think 4 star deluxe) is the new Peninsula Hotel opening next year on the Ave. Kleber just down from the Arc. When I got my invitation to the opening I thought the pictures looked a bit familiar. Sure enough, it's a redo (And what a redo!) of the very same 1928 building that served as the French Foreign Ministry's Conference Center for years. That's the same place where the meeting that basically ended the Cold War was held and where, as some Dippers may remember, the French Diplomacy hobby held their first European DipCon back in the 1980s. I know I wrote up an event report on that one because I was the only American there. There's a plaque on the wall noting the first. I wonder if there's one for Euro DipCon? Francois Rivasseau, see to it, if you please. Imagine the history! Imagine the prices! I stayed across the street at the Raphael Hotel and it was almost a thousand dollars for three nights. A plate of green beans in the restaurant was \$38. And those were 1980s prices. Still, nobody does Diplomacy like the French. Imagine sitting in the same room where Gorbachev brought an end to the Communist Empire. Imagine.

Rome, Italy

I have to confess, my favorite would be site for a WDC is Rome. What's not to like about it?

I propose a location in a bunker, if you can call it that, underneath the wine cellars located beneath the basement of the Vatican owned palace known as the Quirinale which is now the home of the president of Italy. Again, going for the obvious, it's underneath one of the Seven Hills of Rome. When I asked about it, I was told that the chief concern the Italians had wasn't that the president might be killed in a WWII nuclear attack, but that he might drown in a sea of wine from all those bottles of Chianti in the wine cellars above the bunker. One thing you would have to watch out for, though, are the Carabinieri, those funny looking guys in the hats with the plumes that are the national police force I made the mistake of walking in the wrong entrance to the Quirinale and almost got shot by one of them until I yelled "American, Press!" at him. All that art. All that pasta. And all that Chianti. Imagine playing Diplomacy in Mussolini's backyard? Imagine.

Bonn, Germany

I'm sure there are a bomb shelter and other facilities underneath the Chancellor's new (c. 2001) residence in Berlin, after all the thing covers 129,000 square feet and is eight times the size of the White House. But the building looks sort of like Angela Merkel, all square and with sagging jowls. Well engineered, I'm sure, but not very exciting. Again, just like her.

Much more fun would be a WDC held in the former secret underground bunker outside Bonn (again, buried under some vineyards) built for the West German government's leadership. The thrifty Germans converted

some nearly forgotten railroad tunnels outside Bonn into a huge Cold War bunker in the 1960s and never used it. After the Cold War ended they couldn't decide what to do with it (One idea, turn it into a disco!) and eventually turned a small section into a museum, and sealed off the rest at a cost of millions. Although I did get to meet the president of Germany on one of my junkets I never got to visit the bunker. The East German government had something similar just north of Berlin, but from the pictures I've seen on line it isn't any place you'd want to visit, and certainly not a place for some serious Dip. Imagine.

Moscow, Russia

The Russian Kremlin bunker can be seen on Google if you do a satellite map search on Moscow, focus in the Kremlin, and know where to look. Go in for high magnification and look for the green area on the river side behind the Kremlin wall. You'll see the large Grand Kremlin Palace on the left and the building where Putin has his office on the right. If you look carefully you'll see some walk ways that don't appear to go anywhere in that park-like area. Underneath that park, accessible from those walk ways and from inside the Palace and office building by tunnel or from the tunnel underneath the River, is the bunker complex built by and for Josef Stalin's use during WWII (although I don't think he ever actually used it). In the years after The Great Patriotic War the bunkers were expanded on an on-going basis to keep up with the increased accuracy and greater MT warheads Soviet missiles could carry. They just assumed if they could do it, so could the USA, so the bunkers got deeper and alternate means of access were added. There's a whole lot of information (or myths) about this online. But it still exists, and it's ready to go. just waiting to host a WDC. Imagine.

Just a few kilometers north of the Kremlin is a huge, 124,000 seat stadium built in the 1930s. Like most places in Moscow built under Stalin it had multiple purposes. Besides the obvious one as a home for one of Moscow's major football teams, underneath it was a large parking garage area that served as a permanent home for a Russian Army tank regiment, just in case. And below that was a bunker built as an alternative command post for Stalin in case the German invaders got too close to the Kremlin. Today you can take tours, etc. Beware, a bit pricey. \$130 for the tour and extra if you want to take photographs. But if you're expecting a sellout crowd at your WDC this is the perfect place for you. Imagine, 124,000 Dippers in one site. Interestingly, the Russians bought the tunneling equipment that was used to build the Chunnel underneath the English Channel and have moved it to Moscow where it's busily digging more subway (?) tunnels.

There's also a very elaborate bunker underneath the dacha outside Moscow that Boris Yeltsin built for himself, and now occupied by Vladimir Putin. It's actually

very similar to the one under the Aspen Lodge at Camp David, complete with bowling alley, etc. Yeltsin, like Nixon, loved to bowl. Imagine.

Beijing, China

The Chinese loved to copy what the Russians were doing in the Stalin-Mao days. If Stalin had it, Mao wanted it. By the 1960s the Chinese leadership realized that they were more likely to be fighting a war with the Russians than the Americans, and began to plan and build accordingly. Subways began to appear all over Beijing and each had potential as a huge bomb shelter in case of war. Well, at least for the elites. Other shelters built during WWII and during the Chinese Civil War were also adapted for possible nuclear war use. Every key city had at least one. Every key Chinese leader had his own. Mao had no less than 17 of them scattered around China, although apparently he only used a couple of them. Rumor had it that he moved from one to another with his female secretaries trying to avoid the watchful eye and sharp tongue of Madame Mao. Any of these would be a great WDC site. Imagine, playing Diplomacy where Mao Tse-tung fornicated.

These are all documented online. Most of them were in the hills outside Beijing, and others were located in other parts of China. Most major cities subway systems include bunkers for local or national cadres. One, in Shanghai was supposedly built for 200,000 people. Rumor has it that Bo Xilai holed up in his until the Chinese Communist Party police rooted him out. But the Chinese also learned from the Americans. They went for the obvious approach. The piece de resistance is located in Beijing's northwest suburbs not far from the Forbidden City. Again, if you know how to use your Google search and satellite photographic maps you can spot it. It's located under one of China's most revered historical sites, the Summer Palace. It is a mountain (actually a hill about 800 feet high) with a pagoda tower on top of it. There are multiple temples, etc. on the grounds. But over to one side there's a railroad station, a subway entrance, and the end of a six lane highway that doesn't seem to go anywhere; all in one. As far as I know the only American ever to visit the facility was Robert Gates when he was secretary of defense. Underneath the hill is a modern command and control bunker for the Chinese political leadership. Just a couple of kilometers away is the same kind of facility for the PLA brass. Now there's a place to play Dip! Imagine.

Alice Springs, Australia

Right in the middle of nowhere in Australia is Alice Springs. Eight hundred people work and live there. Doing what nobody is quite sure of. Some say they're listening to Russian and Chinese radio and satellite

transmissions. Other suggest they're looking for or at least listening to UFOs. But it's got the beds, the dining hall, and the bar; and all those white golf balls would make great white dots for a mega-Dip game. It's called Pine Gap, and it's a joint Australian-American project. It may be out in the middle of nowhere but the local airport can handle a 747 or a 777.

There you have them, some intriguing, so to speak, sites for future WDC events. They may not be as exciting as a cruise ship, but for atmosphere you can't beat them. Imagine.

Here are some web sites you can use for more information about any of these sites, or just do a Google search and you'll find even more information, as well as some other possibilities.

<http://whitehouse.gov1.info/tunnel/index.html>
http://www.huffingtonpost.com/2012/09/12/white-house-big-dig-remain_1877484.html
http://en.wikipedia.org/wiki/Grand_Kremlin_Palace
http://maps.google.com/maps?q=grasnd+kremlin+palace+moscow&rlz=117AURU_enUS503&um=1&ie=UTF-8&hl=en&sa=N&tab=w
<http://www.iwm.org.uk/visits/churchill-war-rooms>
http://maps.google.com/maps?q=war+cabinet+rooms&rlz=117AURU_enUS503&um=1&ie=UTF-8&hl=en&sa=N&tab=w
http://maps.google.com/maps?q=notre+dame+paris&rlz=117AURU_enUS503&um=1&ie=UTF-8&hl=en&sa=N&tab=w
<http://www.peninsula.com/Paris/en/default.aspx>
http://en.wikipedia.org/wiki/Quirinal_Palace
http://maps.google.com/maps?q=quirinal+palace&rlz=117AURU_enUS503&um=1&ie=UTF-8&hl=en&sa=N&tab=w
http://en.wikipedia.org/wiki/German_Chancellery
<http://www.bunkerpictures.nl/datasheets/germany/datash eet-arweiler-bonn.html>
<http://allegriatravels.blogspot.com/2012/02/stalins-wartime-bunker-under-streets-of.html>
[http://en.wikipedia.org/wiki/Government_bunker_\(Germany\)](http://en.wikipedia.org/wiki/Government_bunker_(Germany))
[http://en.wikipedia.org/wiki/Underground_City_\(Beijing\)](http://en.wikipedia.org/wiki/Underground_City_(Beijing))
<http://www.travelchinaguide.com/cityguides/beijing/summer.htm>
http://maps.google.com/maps?hl=en&sugexp=les%3B&gs_mss=chinese+leadership+bunker+beijing&pg=chinese+leadership+bunker+beijing&cp=14&gs_id=28&xhr=t&q=summer+palace+beijing&rlz=117AURU_enUS503&bav=on.2.or.r_gc.r_pw.r_qf.&biw=1920&bih=897&wrapid=tlj_p1349565355256242&um=1&ie=UTF-8&sa=N&tab=w
http://en.wikipedia.org/wiki/Pine_Gap

New Variants coming to nJudge

By Chris Babcock



Previously only implemented only on test judges, MachHo, 1776, Nessie, Caucasia, South America 3, South America 5, Zeus_IV, SFRJ and Aegean are being added to the judge mainline.

MachHo is a 4 player Machiavelli variant played on a mirror map of Turkey and Naples. Like the SailHo variant that inspired it, MachHo is heavy on the sea spaces. Unlike SailHo, the map is symmetrical, so this game should be played with all advanced rules enabled – storms, famine, plagues and assassinations – to avoid stalemates. At the time of this writing, game machho02 is forming on the USTP Machiavelli judge. Contact the USTP Judge Keeper, <ustp-judgekeeper@asciiking.com>, for details.

1776 is five player variant set in the American Revolution. Designed by Marc Garlett, this variant attempts to balance historical accuracy and game play. 1776 is already available on the USAK Diplomacy judge - <http://usak.asciiking.com> – but the map has significant room for improvement. Please contact the USAK Judge Keeper, <usak-judgekeeper@asciiking.com>, if you

have PostScript skills.

Nessie is a 7 player variant set in Scotland. Like Switzerland in standard, Loch Ness is impassable. In fact, the variant was designed to mirror many of the features of standard Diplomacy. Like 1776, however, the map available to the judges could use a PostScript guru.

Caucasia, by Christian Dreyer, is a five player variant set in the Caucasus mountains. There is a Swedish press game forming now on USTP:

<http://ustp.asciiking.com/webtools/gamelist/caucasia01>

South America 3 and South America 5 by Erlend Janbu are, naturally, set in South America. SA3 is a four player variant, while SA5 is for 5 players. Both of these variants have been extensively tested. The judge map for South America 3 is quite good, but the SA5 map could use some work. The homepage for the South America variants is <http://southamericadip.asciiking.com/>.

Zeus IV, by Chris Northcott, is a 7 player global variant set in WWII. If you'd like to play Zeus V, by Chris Northcott and Fred Davis, please contact the USVJ Judge Keeper, <usvj-judgekeeper@asciiking.com>.

SFRJ is a 6 player variant set in the former republic of Yugoslavia (Socijalisticka Federativna Republika Jugoslavija). Previously available only on test judges and USOS (JK Swift2Plunder <swift2plunder@gmail.com>), SFRJ by Milos Eric is now available on USAK and will be coming to the judge mainline.

Aegean – formerly played as Aegean10 on DEUS, USTV and FROG – is now available in English again on USAK. This game is played on a map representing Greece during the 5th and 4th centuries BC. Designed by J.-F. Georget, this variant has a good map on the judges and a very informative info page:

<http://usak.asciiking.com/data/info.aegean>

With the advent of these 9 new variants, the nJudge now supports 60 map variants including standard, compared to 31 for DPJudge and 11 supported by playdiplomacy.com.

[[Chris is the Technology Editor of Diplomacy World.]]

Ask the GM

An Advice Column for Diplomacy World

By The GM

Dear GM:

I have made a New Year's resolution to play more Diplomacy...how do you suggest I do that? Should it be online or should I go to more tournaments. Tournaments are tougher since the wife and kids don't play Diplomacy.

Signed,
Want to play more Diplomacy

Dear Diplomacy,

Clearly you need to be more like me and get rid of the wife and kids if they are holding you back, however since I hardly attend anymore Diplomacy Cons I really can't fault you for not going. I do play locally so you need to start a new local Diplomacy group and start getting the locals to play with you.

As for online—you need to get more active on the judges or on sites like DiplomaticCorp or playDiplomacy and get into more online games as I am always looking for new victims.

*Your Pal,
The GM*

Dear GM,

Who are you and why won't you reveal yourself to your adoring public. Also how do you get a swell column like this?

Signed,
Your Biggest Fan

Dear Fan,

My identity is kept secret since, like other crime fighting super heros, if you knew my everyday identity it would compromise my ability to fight for truth, justice and the Diplomacy way.

As for getting a swell column—it helps to have a swell head so that you think people will actually care to read what you right. Since I know I am brilliant, this is not a problem, it may be for lesser mortals like yourself.

*Your Pal,
The Gm*

Selected Upcoming Conventions

Find Conventions All Over the World at <http://diplom.org/Face/cons/index.php>

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A Tribute to John Piggott

By Pete Birks

John Piggott was one of the earliest members of the UK postal Diplomacy hobby. If one had to name the five earliest driving forces, they would be Don Turnbull, Graeme Levin, Hartley Patterson, Richard Sharp and John Piggott.

While Don came from the AHIKS (Avalon Hill International Kriegspiel Society) side of things, with a nod to table-top wargaming as well, and Graeme Levin/Richard Sharp entered through more standard boardgames, John Piggott and Hartley Patterson were a link to a far older fanzine tradition, in Science Fiction and Fantasy. This "APA" tradition was to mould the UK postal Diplomacy hobby in a way that was not so evident in the USA, although by the mid-1970s there was evidence of a fanzine tradition in New York and on the west coast (one thinks immediately of Nick Ulanov, Scott Rosenberg and Conrad von Metzke).

John's seminal publication was Ethil The Frog, a postal Diplomacy zine completely unlike anything imagined by Graeme Levin when he suggested to Richard Sharp that Diplomacy could be run by post. Graeme's idea was more along the lines of postal chess. People would send orders to a games master, who would adjudicate the game and send that back to the players.

Ethil The Frog was nothing like that. All of the games it ran were included in a single publication, and that publication also brought in material traditional top APAs. There was a letter column. There was "press" attached to each game (a kind of "fan fiction"). There were stories of John's personal life and, in particular, of his dealings with the most prodigious postal games player at the time – his college friend Andy Davidson.

Nothing could have been more different to the single sheet publication envisaged by Graeme, but for Richard Sharp, who had begun a zine Dolchstoss, it showed that running postal Diplomacy could be something entirely new. By lucky happenstance, Richard was a professional editor. John was a natural writer. The two of them created a style of Diplomacy zine that many others (including me) would try to imitate.

Even the names of those two zines indicates the different influences. While "Dolchstoss" referred to war (Richard Sharp had created a fictional press character called "Dolchstoss von Hinten" – "stab in the back" – that being how Hitler referred to the Versailles Peace Treaty of 1919) Ethil The Frog came from the then relatively new comedy series Monty Python's Flying Circus. "Ethel The Frog" (as Monty Python spelt it) was the fictional TV documentary programme that exposed the Piranha Brothers, a thinly disguised version of the Krays.

While the name Dolchstoss evoked efficiency, seriousness, asperity, Ethil The Frog evoked concepts of anarchy, comedy and fun.

Incidentally Sharp and Piggott, who became great friends for several years, didn't even pronounce "zine" in the same way. Sharp pronounced zine with a long 'i', while Piggott pronounced it the "correct" way, "zeen" as in a contraction of "fan magazine".

John was brought up in Oxford, but went to Cambridge University. Although he did science, he always seemed to me to be more of an artist. He was blisteringly intelligent, but also highly strung. He was to become the General Secretary of the National Games Club for a year, and his handling of the annual general meeting, in a marquee in Henley, could best be described as "hesitant". John was not the kind of man to ride roughshod over objections. He was not a CEO in the making.

Ideally he would have been born a few years later and near to Bill Gates. I'm sure that if he had been put to work on technical details at a young Microsoft, he could have produced great stuff.

Ethil The Frog was to go through two, great incarnations, containing material of such joy that its subscribers cared less about the games in which they were playing and more about what stuff would arrive along with the adjudication.

Eventually John was to become a civil servant, having been taken on at a high grade in the Cabinet Office. If things had run smoothly, within 30 years he could have been at the top. But it was never quite for him. To succeed in the civil service you need to be a good politician, and that was not John's forté. Some years after that he was in a serious car crash. He married Pat and moved to Canvey Island. He left the civil service, not on the best of terms with HM Government for the way that he felt they treated him. In later life the two of them, very happy together until John's tragically sudden and early death, lived a life that would seem odd and ill-defined to other more career-motivated people, but which John found very much to his liking. One of their several little businesses was stained glass, and they created two beautiful windows for my mother in 2001. They were never going to make a fortune at what they did, but I don't think they wanted to. It was a way of life to which John, a man who was perhaps ill-set to fit in with the modern world, was suited. It's hard to imagine him not being around.

Tolkienized – Diplomacy Variants Based on Middle Earth

By Douglas Kent

It is no secret that a large part of early Diplomacy grew out of Science Fiction and Fantasy fandom. While the hobbies were exclusive entities, and were filled with subsections, there was a good deal of crossover early on. Familiar names like Zelazny and Gygas were easy to find in certain Diplomacy zines. Other zines included both fan fiction and original fiction mixed in between the games or as part of the games themselves, running narratives within the press releases. The late Richard Walkerdine's commentary on our last Demo Game is a good example of how hobby members would take the Press sections of games and use them for pure entertainment and humor, instead of simply a way to negotiate or make snide remarks. Melinda Holley also had her western-themed story throughout the game. Press writing is a lost art, and I pray that the current (or next) generation of Diplomacy fans learn to appreciate the magic of an ongoing saga.

But I digress. Now that the Lord of the Rings trilogy has been captured in a trio of films, and the first part of the Hobbit trilogy has hit the screens, I thought it might make sense to reprint the rules and maps for a few of the Tolkien-based variants. As a Fantasy world filled with good and evil, interesting characters, and a multitude of races, Middle Earth was an obvious choice for a variant base, and as far back as the 1960's Diplomacy players were introducing their attempts at variants in zines.

Because playtesting was a slower process in the days before email, it was not unusual for a variant to be released, and years later to find it had been revised numerous times. Variants were more of a collective

effort then; if you liked a variant and wanted to improve on it, you simply went ahead and did it, giving full credit to the earlier designers of course. I don't see nearly as much of this sort of community revision anymore, which in itself seems sad.

The complexity of the world Tolkien created did require a few adjustments for variants to work. Victory conditions were often quite different from the regular game, and many of the powers had special units with unique powers. Don't let those rules scare you away. Just because a variant is a bit too complicated to be adjudicated by a computer doesn't mean it isn't worthwhile. As a GM you really get a better feel for the flow of the game when you use paper copies of the maps, pens, pencils, and pins to adjudicate each turn.

There are dozens of Tolkien-based variants, so if these few examples don't do it for you, I urge you to explore the resources of the internet (or of the Postal Diplomacy Zine Archive) and learn what else is out there. If the new films have made you a fan of Tolkien, or if you were one already, these variants give you the chance to combine that love with the love of Diplomacy itself. And who knows? Maybe one of you out there will decide to add new ideas to the mix, and create a brand new variant or a new revision to an existing one! Or, maybe you'll even decide to explore new ground and create a variant based on a different Science Fiction or Fantasy setting. The possibilities are endless.

Now, on to a few choice examples....

Hardbop Downfall

by James and Mark Nelson and a cast of thousands

Hardbop Downfall is based on Coolbop Downfall which in turn was based on Downfall VII (Definitive) which was a creation of John Norris and Glover Rogerson. Other people who have made significant contributions to the design of Downfall over the years include Bryan Betts, Iain Bowen, Richard Egan, Martin Lewis, Hartley Patterson and John Wilman (and no doubt others whose contributions have been lost in the swirling mists of time). This version has been re-arranged and presented by Stephen Agar (May 1993) who has only really made substantive changes to the victory criteria.

0. This is a Diplomacy variant based around Tolkien's The Lord of the Rings and all regular Diplomacy rules apply, save where amended below.

1. THE POWERS

DWARVES: A(Erebor); A(Iron Hills); A(Blue Mountains)

ELVES: A(Imladris); A(Lorien); A(Elven Kings Hall); F(Gray Havens); Fellowship(Shire).

GONDOR: A(Minis Tirith); A(Belfalas); A(Lamedon); A(Lebennin); Faramir(Minis Tirith); Ranger(Bree); Gandalf(anywhere).

MORDOR: 2A(Barad-Dur); 2A(Minas Morgul); 2A(Udun); 2A(Nurn); A(Dol Guldur); A(South Rhun); A(Gunabad); 3 x Easterling Armies(off-board); Sauron(Barad-Dur); Nazgul(any home s.c.).

ROHAN: A(Helms Deep); C(Edoras); C(Dunharrow).

SAURMAN: A(Isengard); A(Dunland); A(Khazad-Dum); Saurman(Isengard).

UMBAR: P(City of the Corsairs); A(Havens of Umbar); A(Harad).

2. SPECIAL UNITS

2.1 There are a number of types of units in this variant: (a) ordinary Military Units (ie. armies and fleets); (b) Personality Units which represent Faramir, Sauron, Saruman, Gandalf, the Ranger, the Fellowship and the Nazgul and (c) Special Military Units which include Multiple Armies (eg. 2A, 3A), Easterling Armies, Cavalry, and Pirates. In the rules Military Unit means both ordinary Military Units and Special Military Units, while unit refers to all three types of unit.

2.2 Some units (Gandalf, Ranger, Nazgul, Cavalry) are permitted to move two spaces per turn. save where modified below, the following general rules apply to such units. The first move is simultaneous with normal movement and may interact with other units in the normal way, the second move takes place after retreats and such movement may only give and receive support from other units capable of moving two spaces. See the Summary of Move Sequence below. These units can only retreat one space if dislodged.

3. PERSONALITY UNITS

3.1 General Rules: Save where explicitly mentioned below, Personality Units generally move as a normal unit (though their whereabouts are not reported with the game report) and they have an intrinsic combat value of zero. They may move across land or sea without restriction and they may be convoyed as a regular army if wished. They may share a space with any other unit (Personality Unit or Military Unit), but cannot on their own affect the control of a supply centre. If they share the space with a unit of another player, or they pass through a space occupied by another unit, the players concerned are informed privately by the GM with the game report.

3.2 In addition to normal moves they may also be ordered to Lead a unit whose space they are sharing (eg. Faramir L A(Minas Tirith)-Anorien) with the effect that the activity being carried out by the unit in question will have +1 added to its strength (more than one Personality Units can lead the same unit with cumulative effect). They cannot give or receive support on their own

account, but must act through the intermediary of the unit which they are leading.

3.3 A Personality Unit which leads another unit will have its position revealed. If a unit being lead by a Personality Unit is forced to retreat or is annihilated, then the Personality Unit will retreat with it or be annihilated with it (even though the Personality Unit may have a valid retreat available to itself). Personality Units do not retreat in any other circumstances. Personality Units may also be destroyed by any Military Unit with which they are sharing a space at the end of a turn, including Military Units which are built in a space occupied by a Personality Unit, provided that the Military Unit in question has orders to this effect, save that the Personality Unit cannot be destroyed if the Military Unit concerned has retreated into the space occupied by the Personality Unit. provided that the player concerned has had the foresight to so order. It is advisable for players to submit standing orders as to the destruction of any Personality Units they may encounter.

3.4 Sauron: Sauron's moves are always reported in the game report and Sauron can only lead Mordor units. If Sauron is destroyed, Mordor is eliminated from the game and all its units stand as single armies in civil disorder.

3.5 Faramir: Faramir's moves are only reported when he leads a unit and he can lead both Gondor and Rohan units (though in the case of the latter only with the specific permission of the Rohan player).

3.6 Saruman: Saruman's moves are only reported when he leads a unit and he can only lead his own units. See also Special Build rules below.

3.7 Gandalf: Gandalf starts the game in any space elected by Gondor and he may move up to 2 spaces per turn and cross mountain ranges without penalty. Gandalf can only be destroyed if at the end of a turn he shares a space with a Multiple Army (including a single unit being led by a Personality Unit) and that player so orders. If Gandalf is destroyed he re-appears in 1-6 moves (determined randomly by the GM) in any space the Gondor player chooses. In addition to the above general rules, Gandalf's position is also revealed if he uses any of his powers, which are:

1. Gandalf may support a unit as if he were a normal unit himself;
2. He may lead any Good or Neutral unit (+1 strength), though such units may only move one space per turn unless they are otherwise permitted to move two spaces;
3. Gandalf may order any Good or Neutral unit (supersedes the order of the original player) if he shared a space with it at the end of the previous move, provided that neither Sauron nor Saruman is also present in the same space.
4. Any unit he moves with, leads or supports, ignores the effect of the Nazgul.
5. Gandalf may enter Khazad-Dum and destroy the Balrog (see below). he will then miss 1-6 seasons (determined randomly by the GM) before appearing in any space the Gondor player chooses. After reappearing the effect of Gandalf supporting or leading a unit is increased to +2.
6. Gandalf will protect the Ranger and Fellowship units from being killed if he shares the same space as them and he is not killed himself.
7. Gandalf may claim the Ring, but he may not carry or wear it.

3.8 Ranger: The Ranger unit may move up to 2 spaces per turn and may lead only Gondor or Rohan units. The Ranger can only be killed in the usual way by Military Units belonging to an evil player or any other player who has had one of his supply centres neutralized by the Ranger. In addition to the above general rules, the Ranger's position is also revealed if he uses any of his powers, which are:

1. The Ranger may neutralize any unoccupied non-fortress supply centre, in any season, simply by declaring it to be neutralized at the end of any move in which the Ranger occupies that supply centre. The centre in question becomes unowned and must be re-occupied in the normal way.
2. The Ranger will protect the Fellowship from being killed if he shares the same space as it and he is not killed himself.
3. If the Ranger enters Edoras he may on his subsequent move, move to Erech (which is only passable to the Ranger) through the Paths of the Dead (but not vice versa until he has walked it in the correct direction first). Having done this the

Ranger is turned into a double Personality Unit (+2 when leading), though the Ranger's movement is reduced to one space per turn and the Ranger loses the ability to neutralize supply centres (though the ownership of any unclaimed supply centres which are neutral due to having been neutralized by the Ranger will immediately

pass to Gondor at this point). Once the Ranger has walked the Paths of the Dead special build rules comes into operation (see below).

3.9 Fellowship: The Fellowship unit does not have the power to lead units. If the Fellowship enters Fangorn it may on the subsequent move march with the Ents to Isengard and destroy that area's fortification and any garrison or occupying Neutral or Evil Military Unit provided that neither Sauron, Saruman or the Nazgul are already there. If the Fellowship is successful then Isengard is no longer a supply centre and the Ents return to Fangorn automatically.

3.10 Nazgul: The Nazgul unit may move up to 2 spaces per turn (though it may never cross a sea/lake space) and may lead units in the control of the player who controls the Nazgul (initially Mordor - see the rules relating to Ring, below). The Nazgul cannot share a space with Gandalf: if both are ordered to the same space then Gandalf prevails and if Gandalf ends a move in the same space as the Nazgul, the Nazgul will retreat. The Nazgul can only be destroyed if at the end of a turn it shares a space with a Multiple Army (including a single unit being led by a Personality Unit) and that player so orders. If the Nazgul is annihilated it is rebuilt 2 moves later in any home supply centre of the player controlling it. Instead of moving or leading a unit the Nazgul may elect to paralyse with fear any Military Unit sharing a space with it or occupying an adjacent space, provided that the unit in question is not a Multiple Army or being led by a Personality Unit. A unit which is paralysed with fear may not move or give support, though it may receive support. In addition to the above general rules, the Nazgul's position is also revealed if it uses its power to paralyse a unit with fear.

4. SPECIAL MILITARY UNITS

4.1 Multiple Armies: Originally only Mordor has Multiple Armies, though they may also come into existence if someone wears the Ring (which see). They may not split their strength into multiple supports or attacks. A single attack on a multiple unit cuts all supports being given by it. When retreating, Multiple Armies have the strength of a single army and once lost they may not be rebuilt. They count as one unit for the purposes of adjustments.

4.2 Easterling Armies: Mordor's off-board Easterling Armies are in all respect conventional armies and they may enter the board on the first or subsequent moves at Nurn, Ered Lithui, North Rhun and South Rhun. Units cannot offer support if they are off-board, no units may move back off-board and no further units may be built off-board. Easterling Armies are affected by the rules relating to the Ring (see below).

4.3 Cavalry Units: Only Rohan may build Cavalry units. Rohan starts the game with two Cavalry units and may

build an additional Cavalry unit when it reaches 6 centres and a further one for every four centres thereafter. Once built Cavalry units are not removed if the Rohan supply centre total drops below the numbers mentioned, though if destroyed they cannot be rebuilt until Rohan has sufficient centres to justify building a further Cavalry unit. Rohan may always have 2 Cavalry units provided it has 2 centres.

4.4 Cavalry units may move up to two spaces per turn, the second move cannot be made conditional on the success of the first move or on the moves of other units. Cavalry units may be supported by any unit on their first move, but only by Gandalf or other Cavalry units on their second move. Cavalry units must either spend their whole move either supporting or moving/standing, they cannot combine the two activities (though they can stand on the first move and move on the second or vice versa). If a Cavalry unit's first order fails, then the second order will fail also (this applies to both moving or giving support).

4.5 Pirate Units: Only Umbar may build Pirate units and it may never own more than 3 at one time. Pirate units are amphibious and may move/retreat across both water and land without penalty. When a Pirate unit is at sea it may convoy like a regular Fleet. Umbar starts the game with two Pirate units and may build a third Pirate unit when it reaches 8 supply centres. Once built the third Pirate unit need not be removed if the Umbar supply centre total drops below 8 centres, though if destroyed it cannot be rebuilt until Umbar once again has 8 centres. Umbar may always have 2 Pirate units provided it has 2 centres.

5. SPECIAL LOCATIONS

5.1 Fortresses: Some supply centres are deemed to be Fortresses which means that they add one to the strength of any Military Unit or Personality Unit occupying them. The bonus effect of some Fortresses is only available in specific circumstances as detailed below.

5.2 Garrisons: Some Fortresses start the game with a Garrison which confers on that Fortress an intrinsic strength of 1 even when it is unoccupied. Garrisons may receive support like conventional units. Garrisons are destroyed if the centre is captured by a player other than its original owner. If the original owner of a Garrisoned Fortress recaptures it, then the Garrison is reconstituted, save where noted below. The bonus effect of some Garrisons is only available in specific circumstances as detailed below. A Garrisoned Fortress adds only 1 (and not 2) to the strength of any Military Unit or Personality Unit occupying it.

5.3 In the following list, the power which initially controls the Fortress and/or Garrison is shown in brackets:

1. Fortresses (no Garrison): Barad-Dur (Mordor); Udun (Mordor); Dol Guldur (Mordor); Minas Morgul (Mordor); Minas Tirith (Gondor); Helm's Deep (Rohan); Dunharrow (Rohan); Khazad-Dum (Saruman); Elven Kings Hall (Elves)
2. Fortress/Garrisons: Iron Hills (Dwarves); Erebor (Dwarves); Blue Mountains (Dwarves); Imladris (Elves); Lorien (Elves); Isengard (Saruman)
3. Special Cases: (a) Khazad-Dum and Helm's Deep become Fortress/Garrisons (and build centres) for the Dwarves for as long as they are controlled by them. (b) The Shire is a Fortress for Good units only and is garrisoned against Evil units. If the Shire is taken by an Evil player both fortress and Garrison are destroyed forever preciousss (gollum). (c) Fangorn is a Fortress for Good players only. No Evil unit may enter Fangorn except when they are led by Sauron (in which case the Ents and the Fortress are destroyed forever and Fangorn becomes passable to all units).

5.4 Khazad-Dum: Any non-Saruman unit which successfully enters Khazad-Dum is annihilated by the Balrog, unless it is Gandalf, Sauron, or accompanied or led by Gandalf or Sauron. If Gandalf enters Khazad-Dum the Balrog itself is destroyed (see Gandalf). If Sauron enters Khazad-Dum the Balrog changes sides and now any non-Mordor unit entering Khazad-Dum is destroyed (though it remains a Saruman home centre until captured in an Autumn turn). The Ranger may pass through Khazad-Dum provided he doesn't end his turn there.

5.5 The Hollin Gateway: Units in Azanulbizar cannot receive support for attacks on Khazad-Dum from units in Hollin or Rhudaur. Likewise units in Hollin or Rhudaur cannot receive support for attacks on Khazad-Dum from units in Azanulbizar.

5.6 Erech: This space is passable to the Ranger only.

5.7 Mountains & Marshes: The lines of Mountains marked on the map are impassable to all units except Gandalf, Sauron, Saruman and the Nazgul. Marshes are impassable to Armies and Cavalry units.

6. SPECIAL BUILD RULES

6.1 All Powers may build in their home supply centres without restriction as normal. However, the following is a list of special cases which should be noted:

6.2 Good players may not take control of home supply centres of other Good players for as long as the other Good player in question remains in the game. If a Good player occupies the home centre of another Good player in an autumn turn, control does not pass.

6.3 Gundabad starts the game as a neutral supply centre, although there is a Mordor army in it initially. It is not a home supply centre for any Power.

6.4 Saruman: Saruman may build in any centre occupied and owned by Saruman in a build season (provided no other Military Unit is there).

6.5 The Ranger: Once the Ranger has walked through the Paths of the Dead, Gondor may build in any centre occupied by the Ranger (whether owned by Gondor or not) in a build season (provided no other Military Unit is there).

6.6 Dwarf build centres: Khazad-Dum and Helms Deep become garrisoned Build centres for the Dwarves if controlled by them.

6.7 Fleets: The Elves and Gondor may own up to 2 Fleets, while Umbar may have as many Fleets as it wants. No other player may build more than one Fleet (unless they control the City of the Corsairs, see below).

6.8 City of the Corsairs: Any power controlling the City of the Corsairs (save Umbar) may build one Fleet there in addition to the above restrictions.

7. THE RING

7.1 The Ring is a piece as opposed to a unit, it cannot move on its own accord. The Ring is hidden by the GM somewhere on the map more than three spaces away from the starting position of a Mordor unit. The GM may if he wishes inform Mordor, Saruman and Gondor where they think the Ring might be (eg. a list of 2-4 spaces), but none of these need be correct!

7.2 The Ring is claimed by the first unit to enter the space in which the Ring is hidden. In the event that more than one unit enters the space simultaneously, the order of priority in claiming the Ring is as follows: Sauron, fellowship, Gandalf, Ranger, Nazgul, Saruman, Faramir, normal unit.

7.3 The Ring may be carried by a unit during its normal movement and additionally at the end of a move it may be passed to any adjacent unit. If the unit carrying the Ring is dislodged then the Ring is left behind for the victorious unit to claim (save that the Fellowship may take the Ring with it when retreating).

7.4 No Good player may put on the Ring. Neutral or an Evil players may put on the Ring (but may never take it off) in the following circumstances and with the following effect:

1. If Sauron puts on the Ring, Mordor wins the game (see Victory criteria).

2. If a Dwarf unit or an Umbar unit puts on the Ring, then the unit concerned becomes a 2A, 2F or 2P as appropriate.
3. If Saruman puts on the Ring then any of Saruman's original three armies still in existence become 2As. Ordinary Saruman units may not put on the Ring unless Saruman has been destroyed, in which case the unit putting on the Ring becomes a 2A.

7.5 If any player other than Mordor puts on the Ring at any time then the following happens:

1. All Mordor 2As become single Armies permanently.
2. Mordor loses control of its Easterling Armies which stand unordered and loses control of its three off-board supply centres until the Ring wearer in question is eliminated in which case Mordor regains control of the three off-board centres and may rebuild Easterling Armies as appropriate.
3. The Nazgul comes under the control of whoever wears the Ring and only reverts to Mordor if the Ring wearer is destroyed.

If any player puts on the Ring and subsequently loses it, they are eliminated from the game and their units will stand in civil disorder. The Ring may be destroyed by any player carrying (but not wearing) the Ring who takes it to Orodruin and orders its destruction (see Victory Criteria)

8. ALIGNMENT

Players are initially defined as GOOD (Elves, Gondor, Rohan), NEUTRAL (Umbar, Dwarves, Saruman) and EVIL (Mordor). Good and Evil players remain so for the duration of the game. A Good unit can never support an Evil unit and vice versa. A neutral player remains neutral until (a) one of that Power's units put on the Ring (in which case the Power becomes Evil), (b) that Power captures a home supply centre of a Good player (in which case the Power becomes Evil), or (c) that Power elects to become Good or Evil. Once a Neutral player becomes Good or Evil that alignment remains constant for the rest of the game.

9. SUMMARY OF MOVE SEQUENCE

In order to make adjudications simpler and to clarify the rules, the following is the sequence of events in a normal move [Autumn events are in square brackets]:

- i. Neutral declarations of change of alignment;
- ii. Normal movement: Military Units; Personality Units (first move where appropriate);

- iii. Combat adjudications;
- iv. Retreats;
- v. Passing of the Ring;
- vi. Gandalf, Ranger, Nazgul, Cavalry second moves and the Ents move to Isengard;
- vii. Further combat adjudications stemming from second Cavalry moves;
- viii. Further retreats stemming from second Cavalry moves;
- ix. Passing of the Ring by Gandalf, Ranger, Nazgul & Cavalry after second moves;

[x. Adjustments - builds & removals;]

[xi. Neutral players become Evil if captured Good home s.c.]

xii. Personality Units may be destroyed if possible;

xiii. Destroying or Wearing of the Ring;

10. CALENDAR

10.1 In this variant the role of game years is replaced with months with two turns per month, the first turn of the month being the Spring turn and the second turn of the month being the Autumn turn. The two turns are differentiated each month by putting "I" after the first turn and "II" after the second turn.

10.2 The months are taken from the Hobbit calendar as follows: Afteryule, Solmath, Rethel, Astron, Thrimidge, Forelithel, Afterlithel, Wedmath, Halimath, Winterfilth, Blotmath and Foreyule. The game starts in 3019 so the first turn is AFTERYULE I 3019, followed by AFTERYULE II 3019 (a build season), SOLMATH I 3019 etc.

11. VICTORY CRITERIA

Downfall is not a game where Victory criteria readily exist.

1. Sauron certainly wins if he puts the Ring on, while all non-Mordor players win if the Ring is destroyed in Orodruin.

2. Any Ring-wearing Power or Good Ring-carrying Power can win the game by controlling more than half the supply centres on the board and controlling more than half the units on the board (including Personality Units, hidden or not).
3. Any Power which is neither wearing the Ring nor carrying it can win the game by controlling more than three-quarters of the supply centres on the board and controlling more than three-quarters of the units on the board (including Personality Units, hidden or not).
4. All surviving players may unanimously agree on a draw at any time, but victory may not be conceded to any one player until the Ring has been worn by any player.

PROVINCE LIST

Amo Amon Sul And Andrast Anf Anfalas Ang Angmar
 Ano Anorien Adu Anduin Aza Azanulbizar Bar Barad-Dur
 Bel Belfalas Beo Beorn's Marshes Blu Blue Mountains
 Bra Brandywine Bre Bree Bro Brownlands Cad Cardolan
 CDu Carn-Dum Crk Carrock Cel Celebrant CMi Central
 Mirkwood Cit City of the Corsairs Dag Dagorlad Dal Dale
 DMA Dead Marches Dol Dol Guldur DoS Desolation of
 Smaug Dru Druwaith Iaur Dld Dunland Dhw Dunharrow
 EEm East Emnet EWa Eastern Wastes Edo Edoras
 EKH Elven King's Hall Emy Eryn Muil Ene Enedwaith
 Ent Entwash Erb Erebor ELi Ered Lithui Ech Erech Esg
 Esgaroth Ett Ettenmoors Fan Fangorn Far Far Harad Fli
 Forlindon Fnd Forlond Fch Forochel Fdw Forodwaith Fra
 Framsburg Gap Gap of Rohan Gla Gladden Fields Gor
 Gorgoroth GHa Grey Havens Gun Gundabad Gwa
 Gwaithlo Har Harlond HUm Havens of Umbar HDe
 Helms Deep Hrd Harad Hdw Haradwaith HPa High Pass
 Hol Hollin Iml Imladris Iro Iron Hills Ise Isengard Knd
 Khand KDu Khazad-Dum Lam Lamedon Leb Lebennin
 Lhu Lhun Lor Lorien Los Lossarnach Min Minhiriath
 MMo Minas Morgul MTi Minas Tirith Nen Nenuial NDo
 North Downs NHa Near Harad Nig Nuriag Nin Nindalf
 Nlt North Ithilien NRh North Rhun Nrn Nurn OFo Old
 Ford OFR Old Forest Road Oro Orodruin Osg Osgiliath
 Por Poros Rhu Rhudaur RRu River Running Shi Shire
 SGo South Gondor Slt South Ithilien SMi Southern
 Mirkwood SRh South Rhun Sut Sutherland Udu Udun
 WEm West Emnet WWa Western Waste Wil Wilderland
 WHe Withered Heath Wol Wold

BAY Bay of Belfalas GoL Gulf of Lune ICE Ice Bay of
 Forochel SoN Sea of Nurn SoR Sea of Rhun SOU
 Southern Sea TOL Tolfalas WES Western Sea



HARDBOP DOWNFALL
 by James & Mark Nelson
 and a cast of thousands

- = HOME SC
- = NEUTRAL SC
- ▲ = FORTRESS
- ▲ (with dot) = CARRIAGED FORTRESS
- △ = GOOD-ONLY FORTRESS
- ≡ = MARSH

Middle Earth IX by Mark Nelson

1. The 1971 rules of Diplomacy will apply, except where modified below.

2. There are five players. Their starting units and locations are:

ANGMAR : A's (CDu, SAn, Gun) and Nazgul (Gun)

ARTHEDAIN : A's (Frn, TFo, WTo), 2A (Anu)

CARDOLAN : A's (HGi, Tin) and 2A (TGo)

DUNLENDINGS : A's (Ene, Mag, SDu)

HILLMEN : A's (CBr, EMO, PTe)

Players home supply centres are the supply centres where his units start, except that Cardolan doesn't own TGo but instead owns Tha.

3. Double armies are the same as single armies except that they have double strength. Thus a move by a double army dislodges an unsupported single army. A double army may support with the strength of two supports. It may not split the support between two different units. A single attack cuts the support of a double army.

When retreating a double army retreats with the strength of a single army. Once destroyed the may not be rebuilt.

4. Nazgul (N) is a special piece. When it starts a turn in the same location as an Angmarian army and finishes a turn with the same army (i.e.. it duplicates the army's move) that army may be regarded as a double army (see 3).

In addition the Nazgul has a movement factor of two when it moves on its own. The first move takes place with the movements of armies and the second mover afterwards (but before retreats). I mat move into a province occupied by another Angmarian army but not a province occupied by an army of another nation (if ordered to do so the Nazgul is destroyed). If at any time the Nazgul is on its own in a province and a non-Angmarian army orders to that province then that move goes ahead ant the Nazgul is destroyed (except in the case of a stand-off.

If a unit with the Nazgul has to retreat, the Nazgul must retreat with the unit.

5. There are no fleets in this game.

6. CDu, Gun, BCa, Eld, Eke, Frn, Cbr, TFo, WTo and Tha are all forts. A value of one is added to a unit in a

fort (i.e. holding or supporting). This extra strength is purely defensive. Hence, a single army successfully holds (or supports) in a fortress even when attacked by an unsupported double army.

7. Mountain Passes: Direct movement is possible between Gun-SAn and Gnd-GHi. Otherwise mountains are impassable.

8. River Movement: Direct movement is possible between PFe-Mai, Pfe-Dun and EDa-Dun in autumn season ONLY. (NB: movement between MBr-Oio is possible at all times) whereas NWR-Hfe, CBr or NNi is impassable at all times.

9. Due to their knowledge of the hills, the Hillmen player may nominate one unit starting in PFe, Mai, Pte, Dun or NNi to be a double army for the next season's movement. He does this by simply writing 2A(xyz) instead of the normal A(xyz). The double unit reverts back to a single unit on the following move, however a different unit starting in one of the above provinces can be selected as a double army.

10. Bef must be occupied each Autumn season or it will rebel and become an unoccupied neutral supply centre again.

11. There are 36 supply centres on the board (note Eke and Eld are fortresses and NOT supply centres), 19 of which are required for victory except for the Angmarian player who needs 24.

12. The game starts in Autumn 1409 so there will be a construction phase after the first move.

Options for less than five players:

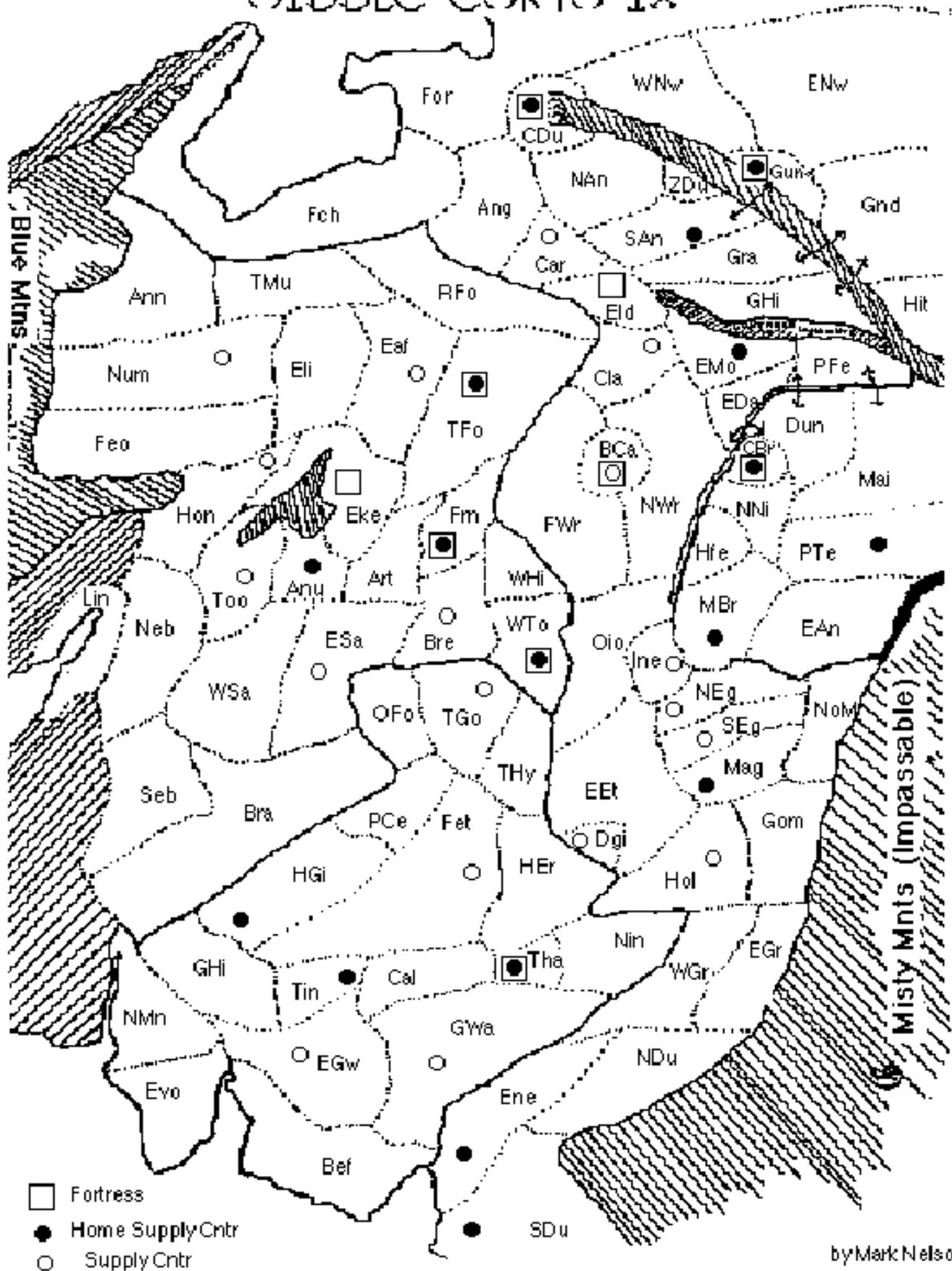
(NB: these options have not been play-tested. They may be suitable for face-to-face play but are not intended for play by mail.)

1. Four players: Remove the Dunlending supply centres. Victory requirement is 17 centres.

2. Three players: Use option 1 but also place the Hillmen in to civil disorder.

3. Two players: One player takes Arthedain and Cardolan and the second player takes the remaining three powers. The Hillmen start with a unit short (no unit in EMO).

MIDDLE EARTH IX



by Mark Nelson

Designing a Historical Variant: The Danelaw

By Andy Tomlinson

For a long time I've been fascinated by British history, and the later 9th century – the era of the Danelaw – is one of its most interesting chapters. And for a long time I've thought the British Isles would make a good geographical setting for a Diplomacy variant. So why not design a variant set in the British Isles of the late 9th century? This article gives a summary of the issues involved in that process.

First, the historical background:

The Vikings

The first Viking raiders came to the shores of Britain in the late 8th century. They raided settlements, especially monastic ones, on the coasts of what is now England, Scotland and Ireland, and sailed back to Norway with their booty. Later, during the 9th century, they raided inland, then started overwintering in the British Isles, and finally established permanent camps and settlements.

In southern Britain, Vikings from Denmark eventually conquered a considerable swathe of territory in what we now call England. (See below.) This waxed and waned, but the Danes remained on English soil well into the 11th century, during which England was actually ruled by the House of Denmark for nearly 30 years.

In northern Britain, Viking influence grew until the islands of the Shetlands, Orkneys and Hebrides were all controlled by them. On the coasts of the mainland, in what we now call Scotland, they settled and intermarried with the local population.

On the island of Ireland, Viking raids intensified after 821. The Norsemen began to overwinter in fortified camps which the locals called 'longphorts'. One of the earliest of these was set up at Dublin, in 838 or 841. Later longphorts included Waterford and Cork, with Wexford and Limerick being established early in the 10th century. Note that all these have developed into what are now major Irish cities.

The Anglo-Saxon kingdoms

In what is now England, the Vikings of Denmark began raids in about 835 and first overwintered in 851.

Previous to these raids, the Anglo-Saxon lands had been divided among seven kingdoms, known as the Heptarchy, of which the major powers were Northumbria, Mercia, Wessex, and East Anglia.

In the 860s, instead of the usual raids, the Danes mounted a full-scale invasion, and soon most of the Anglo-Saxon kingdoms had fallen to the invaders: Northumbria in 867, East Anglia in 869, and most of Mercia in 874-7.

One of the leaders of the victorious Danish armies was called 'Guthrum'. East Anglia became his stronghold, and was known as 'Guthrum's kingdom'. The Danes installed a puppet ruler in Mercia, but then Guthrum took over eastern Mercia himself.

Only the Kingdom of Wessex was able to survive, but not without being seriously threatened. In early 878, the Danes advanced deep into Wessex, forcing its king, Alfred the Great, to hide in the marshes of Somerset. However, he then managed to rally an army which defeated the Danes, forcing them to accept the Treaty of Wedmore (or Chippenham). Its provisions required Guthrum to withdraw from Wessex, and defined the boundaries of the area to be ruled by the Danes (which became known as the Danelaw).

Having rebuilt his kingdom and taken London from the Danes, Alfred died in 899. But his son and daughter continued the fight against the Danes, and they reunited Mercia under Anglo-Saxon control. His grandson annexed Northumbria, forced the kings of Wales to submit, and defeated an alliance of Scots and Vikings to become 'King of all Britain'.

Wales

In the 9th century, there was West Wales and North Wales. West Wales is also known as Cornwall, for which the Cornish name is Kernow. This extreme southwest of Britain remained Celtic long after the rest of southern Britain had become Anglo-Saxon. Some sources claim it was conquered by Wessex in 815, but it allied with the Danes to fight back in 838. Some sources claim it was still British, not Saxon, at the time of the Treaty of Wedmore.

The 9th century was when the term 'Cymru' became used as the Celtic name for North Wales. It contained 4 major kingdoms: Gwynedd in the north, Powys in the eastern centre, and Dyfed and Deheubarth in the south. One by one, however, the ruling dynasties of these kingdoms died out. In addition, Dyfed and Powys suffered from military incursions by the Angles of Mercia.

The resulting power vacuum was filled by Rhodri Mawr (Rhodri the Great), originally king of Gwynedd. He defeated a Viking army in 856 and went on to become king of almost all of Wales by 878. In their defence against his expansion, the princes of southern Wales accepted the overlordship of Alfred the Great of Wessex. Rhodri was then killed in battle against an English force, probably from Mercia.

The Kingdom of Alba

In the beginning, northern Britain was inhabited by Picts, a Brythonic (British Celtic) people, speaking a language similar to Welsh, Cornish and Breton. The Scots, after whom northern Britain is now named, were in Ireland. They were a Gaelic people, speaking a different kind of Celtic language.

The original Scots kingdom of Dal Riata (or Dalriada) was in northeast Ireland. It expanded, however, across the North Channel to the west coast of northern Britain. From here, it extended its influence inland, taking advantage of the weakness of the Picts caused by Viking depredations. Scots and Picts intermarried, but the Scots were dominant. It didn't take long for the Picts to disappear from history.

The unification of Scots and Picts is traditionally dated to the 840s. The name of Alba for the kingdom created by the merger was in use by 900. In the 920s, Alba recognized the overlordship of the Anglo-Saxons, who successfully invaded in 937.

Ireland

The Anglo-Saxon kingdoms were united as the Kingdom of England in 927. The Scots and Picts were united in the 840s, and in the 870s most of the Welsh were united under Rhodri. But Ireland never came close to unification within the timeframe of this variant.

In the 9th century, Ireland -- for which the Irish name is 'Eire' -- was an amalgam of small kingdoms. These kingdoms were sometimes grouped together and ruled by a single, provincial ruler. If such a ruler could establish and maintain authority over a considerable group of kingdoms, he was sometimes granted the title of High King of Ireland. This did not bring peace or unity, however; any High King could expect military opposition from one or more of his competitors.

With the Vikings active in Ireland during the 9th century, these Irish rulers had more than just each other to contend with. Naturally, they fought against the Norsemen to protect their homeland. But, since the struggles for Irish supremacy continued, they also formed temporary alliances with the Vikings against their countrymen.

The local kings in the north had more success against the Norse than did those in the south. In 866 they cleared the northern coast of Viking bases, but the longphorts of the south and east remained for the rest of the century. In 902 an alliance of Irish rulers managed to drive the Norsemen out of Dublin, but they came back in a stronger wave in the early 10th century to re-establish

Dublin, Waterford and Cork, and set up successful new settlements at Wexford and Limerick.



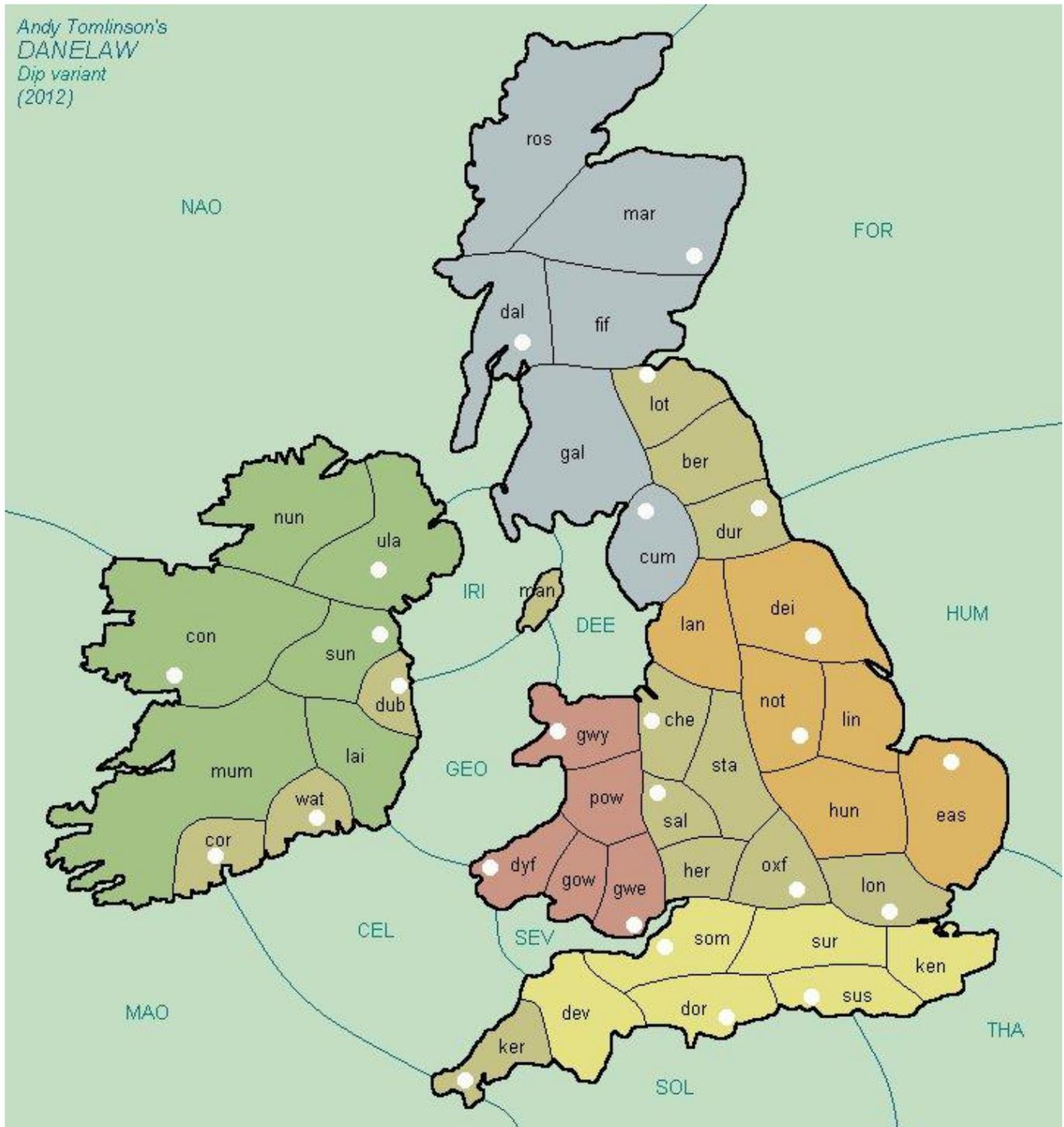
Four powers or five?

So, with 5 major powers on the Isles, this looked like a natural 5-handed variant. The trouble is, the Welsh are right in the middle. I couldn't find a way of designing the game so that they stood a chance of survival. So I took out the Welsh and made their centres neutral. It became a 4-hander: Irish, Scots-and-Picts, Saxons and Danes. For a while I managed to ignore the anomaly that the Irish were represented as a single power while the more unified Welsh were not.

That ended with the first response I got to my announcement of the variant in the Dipsters forum. If I took out the Irish, the Welsh wouldn't be in the middle any more. Obvious, really, isn't it? So I came up with a four-hander that included the Welsh and excluded the Irish, along with most of Ireland. (Ireland only existed as a coastline with a supply centre, much like northern Africa in Standard.)

But I wasn't happy with that geographic mutilation, so I did a bit more research and learned about the Viking longphorts. Not only was this an added element of historical veracity, but I thought they might act as a buffer offering Cymru some protection from the west. Igor Janke had suggested starting the game with occupied neutral centres, and his idea seemed to fit very well with the nature of the longphort settlements. So the Irish are back, and I've got the 5 powers I originally wanted.

Andy Tomlinson's
DANELAW
Dip variant
(2012)



The map for the current, 5-handed, version (L3)

Map design: gameplay vs historical accuracy

On the island of Ireland, the 3 neutral centres correspond to the three main Viking 'longphorts' of the 9th century. The rest of the island, that is the power called 'Eire', is divided along authentic boundaries. For historical accuracy, so far so good. But the locations of the Eire supply centres have been chosen only for the purposes of gameplay. To be honest, I don't know where they would go for greater historical accuracy, or even whether anyone really knows.

In northern Britain, Alba turns out to be far larger than the historical state ever was. You can never be sure you've done enough historical research. I'd read plenty of stuff on the history of the Scots and Picts, and their union in the Kingdom of Alba, before someone finally mentioned that their territory was much smaller than that of modern Scotland, which they shared not only with the Vikings, but with the independent kingdom of Strathclyde.

So a more accurate map would make the north and west of Ross neutral, as it was occupied by Vikings; and Galloway and Cumbria would be neutral, too, as they composed Strathclyde. However, having belatedly made this discovery, I decided not to make any changes, as I didn't want more neutrals, and I didn't want to move Alba even further north than it already was.

The boundaries of the Danelaw, however, correspond pretty well with those of the Treaty of Wedmore. It's arguable that London should be Danish, but historians don't agree as to when exactly it was under Danish control, and when it was part of Wessex. So it's neutral, as that is better for gameplay.

By the late 9th century, Wessex had extended northwards into what was Mercia, and arguably incorporated Cornwall (Kernow). But I've used boundaries that belong to about the beginning of Alfred's reign. That's because this produces a Wessex that's about the right size for 3 supply centres, and I didn't want to take any out of the neutral Midlands.

Those neutral provinces north of Wessex and west of the Danelaw represent the remnants of Mercia. This had been a powerful kingdom, but was already in decline when the Vikings arrived. They conquered half of it in the 9th century, and the other half was incorporated into Wessex in the 10th. So it's historically reasonable, as well as good for gameplay, to implement the non-Danish half as neutral provinces.

Northumbria has a similar story, having also been stronger before the Danes arrived, and is treated similarly in the variant. The three neutral provinces north of the Danelaw correspond to its northern section, which lay outside the Danelaw of the Treaty.

The boundaries of what is now Wales have been surprisingly constant over the ages, so the shape of Cymru pretty much drew itself. On historical grounds, Kernow should arguably be part of Wessex. It's neutral mostly for purposes of gameplay, but it was in fact independent of Wessex for most of the 9th century.

A word on the naming of provinces. I've used Gaelic names for the provinces of Eire, and I wanted Welsh names for the provinces of Cymru, but found too many of them beginning with "Gw-": Gwent, Gwynedd and Gwyr. That last one is the Welsh name for Gower, so I gave in and used the English instead. Elsewhere, there's no consistent naming convention: some provinces are named after the main city, but most take the name of the area they cover – even Deira, which you might expect to be called "York".

Current version: outline of the game

The board represents the British Isles of the late 9th century AD. The major powers are:

- the **Danelaw**: that part of what is now England that was occupied and controlled by Vikings from Denmark;
- **Wessex**: the most powerful of the Saxon kingdoms, and the predecessor to the Anglo-Saxon kingdom of England;
- **Cymru**: (pronounced "Come, Ree") the largest part of the Cambrian-speaking area of southern Britain that had not been settled by Germanic immigrants; the homeland of the Welsh;
- **Alba**: a kingdom established in what is now Scotland, inhabited by Brythonic Picts ruled by Gaelic Scots, immigrants from Ulster;
- **Eire**: the homeland of the Irish: the island called 'Ireland' in English, all but the major Viking settlements on the south and east coasts.

The rules are bog-standard, the classic Diplomacy rules, except for the three 'longphorts', the neutral centres on the island of Ireland. These are occupied by neutral (Norse) fleets that hold (and can receive support) until dislodged, when they disappear (back to Scandinavia). Each power starts with two armies and a fleet, and there are no special rules for movement or builds. Play begins in Spring 901. There are 15 home centres and 10 neutrals (including the longphorts), so the winner is first to 13.

Initial setup:

Danelaw:	A Dei, A Not, F Eas
Wessex:	F Sus, A Dor, A Som
Cymru:	A Gwe, A Dyf, F Gwy
Alba:	A Mar, A Dal, F Cum
Eire:	A Ula, F Sun, A Con

The opening: design issues

Eire's opening options are deliberately minimized by having its fleet start in Sun, the least useful of the three home centres. I found that any other starting configuration gave Eire too easy a time in overcoming the three Viking longphorts, thus gaining an early advantage over its neighbours. A Con is a spectacular useless unit in the opening!

The situation is similar with Alba's fleet, which can achieve little in 901. It starts in Cum so that Danelaw can be sure of taking Dur in the opening year (since there is no adjacent Alba army to bounce with). It also keeps Cymru out of Eire's way, by naturally bouncing CF Gwy out of DEE on its opening move. Otherwise, a Cymru fleet in either Dyf or Gwy could sail into GEO and support Dub, preventing Eire from building in year 1.

A more intuitively obvious fleet arrangement would be AF Dal bouncing EF Ula out of NAO (allowing Eire to use its armies to take Dub or Wat for its first build). This would also be historically more respectable, as the Scots arrived in Dalriada by sea from Ulaid. But to implement this would, I think, require the Cymru fleet to start in Gwent, guaranteeing difficulties between C and W at the outset. The final option would be to remove the fleet altogether, and have Cymru start with three armies.

Most units have predictable opening moves, especially for Alba and Eire. These are likely to lead to 2 first-year builds for Cymru (Che, Sal), Danelaw (Dur, Lon) and Wessex (Ker, Oxf), but only one for Alba (Lot) and Eire (Dub).

So the three southeastern powers (CWD) have an apparent early advantage over the two northwesterners (EA). I don't think this matters to Alba: being at something of a distance from the other powers, it has time to develop unmolested. It may cause problems for Eire, though, which will have trouble gaining further strength if it comes under early pressure from its neighbours. However, if it doesn't come under pressure before securing the last longphort, it will surely enter the middle game from a position of strength.

I'd like to see DW conflict from the beginning. That would be historically accurate, and it would take pressure off Cymru, which I think is a good thing, since Cymru has the weakest geographical position, being the most central power. That DW conflict would naturally come over Lon (again historically accurate). In the previous version, L2, this was pretty much guaranteed: for one thing, Ker wasn't a supply centre. Its reinstatement gives Wessex the option of leaving Lon to Danelaw and heading west for that build. Moving W's SC currently in Sus to Ken would ensure DW conflict even with Ker as an SC, but I fear that would weaken D too much.

For greatest dramatic impact, the game would start in 878, the year of the Treaty of Wedmore. But it's not a very 'round' figure. The various areas of the map relate to various times between the mid-9th and early 10th centuries, so 901 represents a convenient compromise.

Comparisons with the Standard game

	Danelaw	Standard
Home centres	15	22
Neutral centres	10	12
Other land provinces	18	22
Sea provinces	11	19
Centres / total provinces	0.46	0.45
Centres / SQRT(total provinces)	3.4	3.9

The bottom two rows of this table each reflect a different aspect of gameplay. Centres / provinces characterizes

the opening. With the Danelaw figure being so close to that of Standard, opening play should be very similar. The end game, however, is characterized by the figures on the bottom row. The lower figure for the variant indicates that the end game will be more open than in Standard, with stalemates less likely.

The sea provinces are relatively large and few, outnumbered nearly 4:1 by land provinces. In Standard, the ratio is nearly 3:1. They adhere rather rigidly to the standard of having sea spaces neighbour 3 supply centres each. (The only exception is CEL, which neighbours 4.) This seems like a reasonable measure to me, and it's the median for the Standard game. But of course there's a far greater range in Standard: from 1 (NAO, IRI, EAS) to 6 (NTH).

The odd number of centres in Danelaw makes 2-way draws impossible. Personally, I consider 2-way draws to be one of the glories of Standard Dip, so I'd be happy to find reason to take out an existing centre or create a new one. In previous (untested) versions, Man was a supply centre and Kernow wasn't, so I'm watching them both keenly.

As well as an even centre count, 2-way draws require at least one stalemate line that splits those centres in two. The most significant stalemate line that's evident on the current map is SOL-Ker-Dev-SEV-Dyf-Pow-Gwy-Che-Lan-Dei-HUM. This requires 12 units to defend 14 centres in the southeast. To see that being used to force a 2WD, I'd need to demote Kernow and add two new centres in the north-and-west, for a count of 13 on either side.

Basic concerns and possible changes

My main concern is still Cymru's weak central geographical position. One obvious response is to take Eire out of the game, so that Cymru is no longer surrounded. This results in a 4-handed variant in which CD are closer to each other than AW are. That weakens CD, requiring them to be strengthened in compensation.

Another response is to remove Cymru as a power instead, making its provinces neutral, and keeping Eire. This is less satisfying from the perspective of historical accuracy, but better from the perspective of gameplay, it seems to me. The result is a 'squarer', more even arrangement of the 4 powers. Danelaw has the closest neighbours, and could perhaps be compensated with a fourth home centre.

Alba is somewhat remote from the rest of the game. One response to this would be to instate the kingdom of Strathclyde as a sixth power. From the point of view of historical accuracy, I doubt this could be justified. And there are a couple of gameplay issues: for one thing, it would require cutting up Gal and Cum into rather small

pieces; for another, I'm afraid the new power would suffer, like Cymru, from its central position.

There used to be a North Sea province, reaching all the way from the English Channel to the North Atlantic. Now that it's gone, fleet mobility is obviously rather reduced in the east. That may prove to be undesirable, so I may need to reinstate this province, or something like it. To make Alba more accessible from the southeast, it might perhaps touch land in Ross (and perhaps Mar) and East Anglia and/or Kent (thus creating a startling convoy option!).

The only way of evaluating these concerns is through playtesting, of course. Sadly, that has been delayed. I

intended to get some done before writing this article, but RL hasn't been cooperative. So the big questions about which concerns are valid, and which ways of addressing them would be effective, will have to wait for answers until that delay is over.

(I'd like to thank David Norman for the many observations of his that I've incorporated into the later sections of this article.)

[[Got some idea for this variant, or interested in playtesting it? Get in touch! Send your comments or letters to me and I'll make sure Andy gets them.]]

Answers to Diplomacy XXI Final Exam

By Larry Peery

VENICE: Venice (Italian: Venezia [ve'nettsja] (listen), Venetian: Venexia [ve'nesja]; (Latin: Venetia) is a city in northeast Italy sited on a group of 118 small islands separated by canals and linked by bridges.[1] It is located in the marshy Venetian Lagoon which stretches along the shoreline between the mouths of the Po and the Piave River.] The Republic of Venice was a major maritime power during the Middle Ages and Renaissance, and a staging area for the Crusades and the Battle of Lepanto. The Arsenal was the historic shipyard and naval depot for the Republic, and in its peak employed 25,000 shipbuilders and built one galley a day.

MALTA: , officially the Republic of Malta (Maltese: Repubblika ta' Malta), is a Southern European country consisting of an archipelago situated in the centre of the Mediterranean, Throughout history, Malta's location has given it great strategic importance,[13] and a succession of powers including the Phoenicians, Greeks, Romans, Arabs, Normans, Aragonese, Habsburg Spain, Knights of St John, French and the British ruled the islands

BOUVET; Bouvet Island (Norwegian: Bouvetøya[1]; earlier Bouvet-øya[2]) is an uninhabited subantarctic volcanic island and dependency of Norway located in the South Atlantic Ocean. Lying at the southern end of the Mid-Atlantic Ridge, it is the most remote island in the world. Some naval historians claim the island was used by the Germans in WWI and WWII as a u-boat supply base.

The Andaman Islands are a group of Indian Ocean archipelagic islands in the Bay of Bengal, between the Indian peninsula to the west and Burma to the north and east. Most of the islands are part of the Andaman and Nicobar Islands Union Territory of India, while a small number in the north of the archipelago belong to Burma.

India is currently expanding its naval base there..

HAINAN: Hainan (Chinese: 海南; Mandarin Pinyin: Hǎinán (help•info); Jyutping: Hoi² Naam⁴; Pèh-ōe-jī: Hái-lâm; literally "South of the Sea [Qiongzhou Strait]") is the smallest province of the People's Republic of China (PRC). The name "Hainan" also refers to Hainan Island (海南岛, Hǎinán Dǎo), the main island of the province. Hainan is located in the South China Sea, separated from Guangdong's Leizhou Peninsula to the north by the shallow and narrow Qiongzhou Strait. Hainan Island is home to the People's Liberation Army Navy Hainan Submarine Base and strategic nuclear submarine naval harbor

The naval harbor is estimated to be 60 feet (18 m) high, built into hillsides around a military base. The caverns are capable of hiding up to 20 nuclear submarines from spy satellites. The harbor houses nuclear ballistic missile submarines and is large enough to accommodate aircraft carriers. The U.S. Department of Defence has estimated that China will have five Type 094 nuclear submarines operational by 2010 with each capable of carrying 12 JL-2 intercontinental ballistic missile. Two 950-metre (3,120 ft) piers and three smaller ones would be enough to accommodate two carrier strike groups or amphibious assault ships. The island has 7 airbases and China's largest ELINT base. In 2001 a USN P-3 patrol plane was forced to make an emergency landing there after a mid-air collision with a PRC jet fighter that got too close.

ADAK: Adak (/'eɪdæk/), formerly Adak Station, is a city in the Aleutians West Census Area, Alaska, United States. At the 2010 census the population was 326. It is the westernmost municipality in the United States and the southernmost city in AlaskaThe city is the former location of the Adak Army Base and Adak Naval

Operating Base, NavFac Adak

SHEMYA: Shemya or Simiya (Aleut: Samiyaᖃ[1]) is a small island in the Near Islands group of the Semichi Islands chain in the Aleutian Islands archipelago southwest of Alaska, at It has a land area of 5.903 sq mi (15.289 km²), and is about 1,200 miles (1,900 km) southwest of Anchorage, Alaska. It is 4.39 kilometres (2.73 mi) long and 6.95 kilometres (4.32 mi) wide. A United States Air Force radar, surveillance, and weather station and aircraft refueling station, including a 10,000 ft (3 km) long runway, opened on Shemya in 1943 and is still in operation. The station, originally Shemya Air Force Base or Shemya Station, had 1,500 workers at its peak in the 1960s. Observations from Shemya were normally the first radar reports of new Russian satellite launches from Tyuratam (Baikonur) in the early days of satellite tracking

HAWAII: Hawaii (/həˈwaɪ.i:/ or /həˈwaɪ.ʔi:/; Hawaiian: Hawai'i Hawaiian pronunciation: [heˈveiʔi]) is the most recent of the 50 U.S. states (joined the Union on August 21, 1959), and is the only U.S. state made up entirely of islands. It is the northernmost island group in Polynesia, occupying most of an archipelago in the central Pacific Ocean In 2009, the United States military spent \$12.2 billion in Hawaii, accounting for 18% of spending in the state for that year. 75,000 United States Department of Defense personnel reside in Hawaii The Islands contain 28 major installations and 35 units.

GUAM: Guam (/iˈɡwɑːm/; Chamorro: Guåhån) is an organized, unincorporated territory of the United States located in the western Pacific Ocean. It is one of five U.S. territories with an established civilian government.[3][4] Guam is listed as one of sixteen Non-Self-Governing Territories by the Special Committee on Decolonization of the United Nations.[5] The island's capital is Hagåtña (formerly Agaña). Guam is the largest and southernmost of the Mariana Islands.

The U.S. military maintains jurisdiction over its bases, which cover approximately 39,000 acres (16,000 ha), or 29% of the island's total land area:

- U.S. Naval Base Guam, U.S. Navy – Sumay
- U.S. Coast Guard Sector Guam, – Sumay
- Andersen Air Force Base, U.S. Air Force – Yigo
- Apra Harbor – Orote peninsula
- Ordnance Annex, U.S. Navy – South Central Highlands (formerly known as Naval Magazine)
- Naval Computer and Telecommunications Station, U.S. Navy – Barrigada and Finegayan
- Joint Force Headquarters-Guam, Guam National Guard – Radio Barrigada and Fort Juan Muna

In addition to on-shore military installations, Guam, along with the rest of the Mariana Islands, is being prepared to be the westernmost military training range for the U.S. Guam is currently viewed as a key military hub that will

further allow U.S. military power to be projected via sea and sky.

The U.S. military has proposed to build a new aircraft carrier berth on Guam and to move 8,600 Marines, and 9,000 of their dependents, to Guam from Okinawa, Japan. Including the required construction workers, this buildup would increase Guam's population by 45%. In a February 2010 letter, the United States Environmental Protection Agency sharply criticized these plans because of a water shortfall, sewage problems and the impact on coral reefs.[29] By 2012 these plans had been cut to only have a maximum of 4,800 Marines stationed on the island, two thirds of which would be there on a rotational basis without their dependents.[30]

With the proposed increased military presence stemming from the upcoming preparation efforts and relocation efforts of U.S. Marines from Okinawa, Japan to Guam slated to begin in 2010 and last for the next several years thereafter, the amounts of total land that the military will control or tenant may grow to or surpass 40% of the entire landmass of Guam.

OKINAWA: Okinawa Island (沖縄本島 Okinawa-hontō?, alternatively 沖縄島 Okinawa-jima; Okinawan: ウチナー Uchinaa; Nakijin: フチナー Fuchinaa) is the largest of the Okinawa Islands and the Ryukyu (Nansei) Islands of Japan, and is home to Naha, the capital of Okinawa Prefecture. The island has an area of 1,201.03 square kilometers (463.72 sq mi). It is roughly 640 kilometres (400 mi) south of the rest of Japan. There are 32[7] US Military bases of the United States Air Force, Navy, Army, and Marines. These bases include Futenma,[8] Kadena, Hansen, Torii, Schwab, Foster, and Kinser.[citation needed] They account for 4 to 5% of the island economy.[9] In 2012, an agreement was struck between the United States and Japan to reduce the number of US military personnel on the island moving 9000 personnel to other locations, but 10 000 marines will remain on the island, along with other US military units

KWAJALEIN: Kwajalein Atoll (/ˈkwɑːdʒɪlɪn/; Marshallese: Kuwajleen broadly /kʷiɸwətɪlɪʒhɪʒni/ or narrowly [kʷuɸwɔɸæzæɬɛɬɛn]),[1] is part of the Republic of the Marshall Islands (RMI). The southernmost and largest island in the atoll is named Kwajalein Island, which English-speaking residents often call by the shortened name, Kwaj (/ˈkwɑːdʒ/).The atoll lies in the Ralik Chain, 2,100 nautical miles (3900 km) southwest of Honolulu, Hawaii, The mission of the Ronald Reagan Ballistic Missile Defense Test Site (RTS) is to provide a Major Range Test Facility Base (MRTFB) activity on Kwajalein Atoll & Wake Island at

JOHNSTON ATOLL:Johnston Atoll is a 1.03 sq mi (2.7 km²) atoll in the North Pacific Ocean[1] about 750 nmi (860 mi; 1,390 km) west of Hawaii. The atoll, which is

located on the coral reef platform, comprises four islands. Johnston and Sand islands are both enlarged natural features, while North (Akau) and East (Hikina) are two artificial islands formed by coral dredging. The Johnston Atoll area was used during the 1950s and 1960s as an American nuclear weapons test site—for both above-ground and underground nuclear tests. Later on, it became the site of a chemical weapons depot and the site of the Johnston Atoll Chemical Agent Disposal System (JACADS). All of the chemical weapons that were once stored on Johnston Island have been incinerated, and that process was completed in 2000 and JACADS demolished by 2003.

SAN CLEMENTE: San Clemente Island (SCI) is the southernmost of the Channel Islands of California. It is owned and operated by the United States Navy. The US Navy acquired the island in 1934. It is the Navy's only remaining ship-to-shore live firing range, and is the center of the integrated air/land/sea San Clemente Island Range Complex covering 2,620 nm² (8,990 km²).

During WWII, the island was used as a training ground for amphibious landing craft. These small to mid-sized ships were crucial to the island hopping that would be required to attack the islands occupied by the Japanese. It is an active sonar base and has a \$21 million simulated embassy for commando training.

There is a US Navy rocket-test facility on San Clemente. Some Polaris-program test rockets were launched from San Clemente between 1957 and 1960. The SEALAB III project took place off San Clemente in February 1969.

The US Navy uses the island as an auxiliary naval airfield: Naval Auxiliary Landing Field San Clemente Island. The main runway 23/05 is used for carrier training by the Navy. Other branches also use this airfield, including the United States Coast Guard. Pilots that use this airfield find it to be one of the most demanding airbases in the US, known for its high winds and dangerous terrain surrounding the runway.

The airfield is home to the United States Navy SEALs training facilities located north of the runways.

Simushir (Russian: Симушир, Japanese: 新知島) is an uninhabited volcanic island near the center of the Kuril Islands chain in the Sea of Okhotsk in the northwest Pacific Ocean. Its name is derived from the Ainu language for "large island". Under the Soviet Union, Brouton Bay was used by the Soviet Navy as a secret submarine base between 1987 and 1994, and had a population of approximately 3000 people. The remains of the base can be seen clearly on satellite images. Today the island is uninhabited. It is now administered as part of the Sakhalin Oblast of the Russian Federation.

ITURUP: Iturup (Russian: Итуруп; Ainu: エトゥオロプシリ, Etuworop-sir; Japanese: 択捉島, Etorofu-tō) is the largest island of the South Kuril Islands. It is the northernmost island in the southern Kuril/Chishima islands, and though it is presently controlled by Russia, Japan also claims this island (see Kuril Islands dispute). It was Japanese territory until the end of the Second World War, but Japanese residents were forced out following the Soviet invasion in 1945.

Iturup is located near the southern end of the Kuril/Chishima chain, between Kunashiri (19 km to the SW) and Urup (37 km to the NE). The town of Kurilsk, administrative center of Kurilsky District, is located roughly midway along its western shore. On 26 November 1941 a Japanese carrier fleet left Hitokappu Bay (Japanese: 単冠湾), on the eastern shore of Iturup, and sailed for an attack on the American base of Pearl Harbor.

In 1945, according to decisions of the Yalta Conference, it was occupied by the Soviet Union after Japan's defeat in World War II. The Japanese inhabitants were expelled to mainland Japan.[2] In 1956 the two countries agreed to restore diplomatic relations, but the peace treaty, as of 2007, has not been concluded due to the disputed status of Iturup and other islands Japan and Russia continues to claim.

A Soviet Anti-Air Defense (PVO) airfield, Burevestnik (English: storm-petrel), is located on the island and since the 1950s has been home for a number of Mikoyan fighter jets. In 1968, Seaboard World Airlines Flight 253 was intercepted over the Kurils and forced to land at Burevestnik with 214 American troops bound for Vietnam. An older airfield, Vetrovoe, exists on the eastern part of the island and may have been used primarily by Japanese forces during World War II.

YEONPYEONG: Yeonpyeong Island or Yeonpyeongdo (hanja: 延坪島) (Korean pronunciation: [jɔ̃npɥɔ̃ŋdɔ]) (referred to by the DPRK as Yŏnphyŏng Islet) is a group of South Korean islands in the Yellow Sea, located about 80 km (50 mi) west of Incheon and 12 km (7.5 mi) south of the coast of Hwanghae Province, North Korea. The main island of the group is Daeyeonpyeongdo ("Big Yeonpyeong Island"), also referred to simply as Yeonpyeong Island, with an area of 7.01 km² (2.71 sq mi) and a population of around 1,300.[Yeonpyeong lies near the Northern Limit Line and is only 12 km (7.5 mi) from the North Korean coastline. The 1953 Armistice Agreement which ended the Korean War specified that the five islands including Yeonpyeong would remain under South Korean control.[6] North Korea subsequently respected the UN-acknowledged western maritime border for many years until around the mid-1990s.[7]

However, since the 1990s North Korea has disputed the western maritime border, called the Northern Limit Line (NLL).[7]

The North Korean government claims a border farther south that encompasses valuable fishing grounds (though it skirts around South Korean-held islands such as Yeonpyeong). North Korea's claim is not accepted internationally.[8][citation needed]



LA REUNION: Réunion (French: La Réunion, IPA: [la 'ʁeynjõ] (listen); previously Île Bourbon) is a French island with a population of about 800,000 located in the Indian Ocean, east of Madagascar, about 200 kilometres (120 mi) south west of Mauritius, the nearest island. French navy base.

Administratively, Réunion is one of the overseas departments of France. Like the other overseas departments, Réunion is also one of the 27 regions of France (being an overseas region) and an integral part of the Republic with the same status as those situated on the European mainland.

Réunion is an outermost region of the European Union and, as an overseas department of France, is part of the Eurozone

PAPEETE: Papeete (pronounced [pape 'ʔete]) is the capital of French Polynesia, an overseas collectivity of France in the Pacific Ocean. The commune (municipality) of Papeete is located on the island of Tahiti, in the administrative subdivision of the Windward Islands, of which Papeete is the administrative capital.

The French High Commissioner also resides in Papeete.[1] It is the primary center of Tahitian and French Polynesian public and private governmental, commercial, industrial and financial services, the hub of French Polynesian tourism and a commonly used port of call. French navy base and was the center for French nuclear testing in the Pacific.[1]

NUMEA: Nouméa (French pronunciation: [nume'a]) is the capital city of the French special collectivity of New Caledonia. It is situated on a peninsula in the south of New Caledonia's main island, Grande Terre, and is home to the majority of the island's European, Polynesian (Wallisians, Futunians, Tahitians), Indonesian, and Vietnamese populations, as well as many Melanesians, Ni-Vanuatu and Kanaks that work in one of the South Pacific's most industrialised cities. The city lies on a protected deepwater harbour which serves as the chief port for New Caledonia. French navy base.

KODIAK: Kodiak (Russian: Кадьяк, tr. Kad'yak) is one of 7 communities and the main city on Kodiak Island, Kodiak Island Borough, in the U.S. state of Alaska. All commercial transportation between the entire island and the outside world goes through this city either via ferryboat or airline. The population was 6,130 as of the 2010 census. The United States Navy operates a small training base near the city called Naval Special Warfare Cold Weather Detachment Kodiak which trains United States Navy SEALs in cold weather survival and advanced tactics.[14]The United States Coast Guard has a major presence in Kodiak, Alaska.

CROZET ISLANDS: The Crozet Islands (French: Îles Crozet; or, officially, Archipel Crozet) are a sub-antarctic archipelago of small islands in the southern Indian Ocean

Moneron Island, (Russian: Монерон, Japanese: 海馬島 Kaibato, Ainu: Totomoshiri) is a Russian possession located off Sakhalin Island. Korean Air Flight 007, with 269 passengers and crew, spiraled around Moneron Island twice during the final phase of its controlled 12-minute descent following the close explosion of a single air to air missile launched at it on September 1, 1983 for straying into restricted Soviet airspace. Its precise position and final distance from the island are disputed.

For more information try a Google search, look at their Wikipedia entries, and specialty sites such as FAS.org or GlobalSecurity.org.

A Personal Tour Through Some Fred Davis Variants

by Jim-Bob Burgess

I have a relatively short history of designing and playtesting variants myself, but a pretty long history of playing them. While “the game” is still the best, variants are fun and especially with players who play together all the time, it avoids locking you into “oh, you ALWAYS open to the Channel” discussions. Arguably, one of the most prolific variant authors and co-authors of all time is Fred C. Davis, Jr., the hobby’s resident MENSA. One never will think of Fred as one of the great players in hobby history, but he will go down as one of the great variant designers in hobby history. Fred is currently still living in Maryland with his devoted wife, Inge, and Fred doesn’t read so well any more, but I am sitting here writing this imagining them going through this issue together. Hi Fred, hi Inge!

So, my strategy for approaching this is the easiest one for me to take, a personal one. I’m going to tell my story of experiencing particular Fred Davis variants, and approach them in no particular order with no attempt at completeness. After all, depending on how you count, Fred has designed or contributed to over 100 Diplomacy variants or versions of variants and I’ve hardly played even a handful of them. Also, Fred had a particular skill in taking a variant that was a good idea and offering adaptations, and sometimes I can’t recall which version of a particular variant I played, whether it was the Fred Davis contributed version or not. Will that stop me? No way. So here we go...

Let’s start where I’m currently playing now in Balkan Wars in Doug Kent’s *Eternal Sunshine* GMed by one of the OTHER co-designers of Balkan Wars, Brad Wilson. This variant has always been troubled by certain countries (e.g. Serbia) being landlocked and others (e.g. Albania) being troubled by being surrounded in the very dense supply center structure. Brad Wilson, Charles Reinsel and others have contributed to trying to get this variant “in shape” so it is playable. I’m not sure which ideas were Fred’s but one of the things that makes it play differently every time is that Albania, for one, in Balkan Wars VI can choose whether to build armies, fleets or both at the beginning. The game we’re playing right now, I built all armies, so I am in a knockdown dragged out battle with Serbia. But the game also can be played with Albania as a sea power, each game plays out differently. Places like Malta are sea spaces, but also supply centers. It is a really dense variant that requires deft tactics and aggressive play.

I’m going to discuss Abstraction as one of the essential and purely Fred Davis designed variants (Abstraction II is the one people usually play) that illustrates another fascination of Fred’s. Taking the regular Diplomacy game and mixing up the map to get a new game that is

somehow “better”. I’ll have to say I’m not sure if Abstraction II completely succeeds at this, but it takes the following steps, in general, to open up the board. It separates Spain into four provinces, expands access to Africa, Atlantic spaces, and the western border of the map, and most importantly adds one supply center to each of the seven powers for a total of 29 home centers and five other centers for a grand total of 46 centers. It also attempts to approximate more directly the path of WWI with seasons dropping to months and the game ending at the end of 1918. He also builds in the frozen northern waters during the winter months and the truly outstanding A/F rules to change the way fleets and convoys work. Single fleet/sea space “Fast Ferry” convoys still work in the same way, but longer convoys have an embarkation and debarkation structure to them. And this structure with A/F units stops long convoys with multiple powers that probably don’t make much “true to life” sense anyway. Abstraction is a brilliant design with nuances that take a long time to understand, but it hasn’t been played anywhere near as much as it could be. Like all “bigger variants” it scares off GMs and players alike for its complexity. But it also has a clear ending time, so it doesn’t go on forever. The rules for Abstraction II are in the Variant Bank. Think about trying them out some time.

<http://www.variantbank.org/results/rules/a/abstraction.htm>

The Army/Fleet rules are available to be added to other variants as a “module”. There are a variety of these A/F module rules floating around trying to deal with various logic adjudication issues that can arise with A/F rules. I’m not sure precisely where it comes from, but I like the version on Tom Howell’s web site, which I think is the one written by Fred:

<http://home.olympus.net/~thowell/o-t-s/rules/AFmodule.html>

Note that there are some tricky issues of retreats, dislodgements, and removals, so if you are going to use those rules, you need to read through the examples there to implement A/F rules.

Finally, though I could go on and on through a host of Fred Davis solo designed variants and variants to which he contributed, I want to discuss Woolworth, version II-D that has the direct input from Fred, working from what Glenn Overby originally designed. This is also in the Variant Bank

<http://www.variantbank.org/results/rules/w/woolworth2d.htm>

and the version I have played the most. I think the most exciting and fun part of Diplomacy is the way you can build chains of levels of the game. Woolworth "five and dime" with ten powers, five public and five private, is one of the most ingenious of these ideas. But as always, Fred had a way of discerning playability problems and making this idea better. The idea of winning the game while keeping your private power hidden, possibly creating fake ways and other distractions, makes Woolworth games endlessly fascinating, especially if people write great press coming from their private powers. The game isn't any fun unless you have people who really get into working with the rules and making it work. In practice in the Postal Hobby it was much too common that players would NMR and then "reveal their private power", at least it kept happening in the games I

was in. I haven't seen too many Woolworth games lately and hope to see some more start in the near future.

So, activity in Diplomacy variant design and construction continues apace. We're always interested in more discussion of variant issues in Diplomacy World. If you have thoughts on any of Fred's variant designs, I'm sure he'd love to hear from you via postal mail. Drop him a line at: Fred C. Davis, Jr., 3201-D Wheaton Way, Ellicott City, MD 21043.

[[Fred C. Davis Jr. has been a part of so many great variants over the years, you owe it to yourself to check some of them out. Besides the ones mentioned here, the L-O-N-G list includes Skinny Dip, Youngstown IV, and so many more.]]

NOW IT CAN BE TOLD

By Larry Peery

OK, the 30 year statute of limitations law doesn't apply any more. I think, so I can tell this story in public for the first time.

Ironically my first real job required a security clearance. I was still in college and had enrolled in an AF ROTC program. My major study area was Poli Sci/IR with a heavy emphasis on the Communist countries of the day: Russia, China, etc. I had taken the exam to work as a clerk at the San Diego and I did well enough to score an interview. During the interview I was asked the usual questions and then came a zinger, "You are in an ROTC program? Do you think you could get a security clearance?" What kind of security clearance would I need to work in a public library, I wondered, but I said I thought so. A few weeks later I was called in for a further interview. I was told the library needed a clerk to handle government, especially GPO (Government Printing Office), documents. They explained to me that the library was a depository and received copies of everything coming out of Washington. Oh, lots of filing, I guessed. What they didn't tell me at first was that a lot of that stuff was "classified" and handled separately from the more routine stuff. It came into the library in special heavy canvas bags with heavy keyed locks and was signed for before it was stored away in a secure fenced area in the library basement. Hardly anybody knew it was there and only rarely did somebody ask to see any of it. Once in a while a clerk from a local congressman's office or a military type would come in looking for something or other, but generally it was just me and all those documents, bags of them, every day. Some days, usually Monday and Thursday, there would be half-dozen bags, weighing as much as 70 pounds. Most of them looked exactly alike: same print, same size, etc. Only some were bigger, much bigger than others. The smallest could be as little as ten pages. The big ones,

dealing with budgets or special reports, could run tens of thousands of pages. And I got to see it all. A lot of it was military and foreign policy related. Because of the Cold War and the Vietnam War build-up there was a lot of military stuff. Practically every day there was a report for this or that congressional committee dealing with some hot foreign policy issue. Russia, China, the Warsaw Pact countries, it was all there, in mind-boggling detail. Who could possibly read it all, I wondered. And who would want to?

Well, after a while I got to learn how to spot the interesting stuff and whenever I had time I would go through it. I even arranged for a couple of sources in Washington in various congressmen's offices to send me extra copies of reports, etc. from the military and foreign relations committees, and their sub-committees, and their sub-sub-committees. Yes, it was that bad. It was a recycler's dream, except in those days nothing, especially the classified stuff, was re-cycled. It just collected and took up more and more space. From one small room when I arrived, by the time I left it had grown big enough to fill a house, an apartment house. The fun stuff usually involved money, as you might expect, and the biggest documents were always the annual budget proposals; which could run hundreds of thousands of pages. For instance, for the Navy you'd have the Navy's original request, and then you'd have the proposed budgets of the Armed Services Committee Navy Sub-Committee. That would lead to the Armed Services Committee's version of the Navy budget. Then you'd have the Appropriations Committee Military Committee's Sub-Committee on the Navy and its report. You'd have these for both the Senate and House, often with a senator serving on both the Armed Services and Appropriations Committees, and usually as chairman or senior member of both. Then you had the special

committees looking into this and that. All of these committees generated budget documents, hearing reports, etc. etc. It never stopped. I learned quickly what was important (and interesting) and what wasn't. 99.9% of the stuff wasn't important and I handled it accordingly, but once in a while something of interest would show up in the document bags.

Here's one example. When Lyndon Johnson was Vice President and then President and Robert McNamara was Secretary of Defense he, McNamara, tried to get the Air Force and Navy to buy one plane type for both of them. It was supposed to do everything for everybody, and the government was going to buy 1,700 of them, as I remember. It was a huge contract for the time, and everybody wanted a piece of it. Boeing, which had a huge presence in Texas, was one of the primary contractors bidding for the job. The military experts argued back and forth about which proposal was the best, but everybody knew it was the politicians who would make the final decision in private and after much wheeling and dealing. As this drama played out I collected duplicate copies of the various documents, budgetary, hearing reports, etc. etc. They filled a couple of boxes. There was nothing illegal about this, by the way, but why would anybody not involved take the time to collect, let alone read, this stuff? Well, I had a reason. I planned to write a term paper, ah book, on all this for my AF ROTC and other classes. In the meantime I just collected the stuff. Ironically, this was about the time I became involved in Diplomacy. Conrad von Metzke and Rod Walker (who was then an Air Force captain doing graduate work at San Diego State) introduced me to the game and hobby. One of my first PBM Diplomacy games began in 1966. I was GMing the game and one of my first players, who I shall call RP, came from the Los Angeles area. I didn't realize at the time he was only 15. Not a big deal, I was only 19. I had a chance to meet RP in person at his home which was in a very nice area of Los Angeles where a lot of Conservative, Barry Goldwater, Republican types lived.

I'll never forget walking into the home's two-story foyer. There, hanging on the wall was a larger-than-life-size picture of Lyndon B. Johnson looking very presidential. I learned later that RP's grandmother had been one of LBJ's grade school teachers and the family worshipped the man, as only Texans could do. It turned out that RP's mother's sister back in Dallas was married to a man named Peery. We talked about that over lunch and it gradually came out that he was an SVP for Republic National Bank, one of the largest banks in Texas, and RP's aunt was the chief bookkeeper for the bank. Somehow the topic of that plane I mentioned above (originally called the TFX and later known as the F-111) came up. I mentioned that I was researching the plane and intended to write a report on it for my AF ROTC course. About that time the scandals started to hit the newspapers. Johnson was definitely involved, but then

so was most of Washington in one way or another. Looking back I would say it was the biggest scandal to hit Washington prior to Watergate, at least in my time. I had just about finished my report and was getting ready to turn it in when I received a package from RP. I thought it was related to Diplomacy and I put it aside without opening it. A few days later I got a call from him asking what I thought of it. Naturally I grabbed it, opened it, and out tumbled a stack of photo-copies pre-Xerox days. I could barely read them the quality of the copying was so bad. It didn't take me long to realize that they were copies of checks, all drawn on Republic National Bank, for nice round numbers (\$5,000, \$10,000, \$25,000, and up). None of them had any payer information, just the bank's name, routing number, and account number. I noticed all the account numbers were sequential. In most cases the dates on the checks were the same in various groups. It took me a while to decipher the various payee names because most of them were blank on the front, and the endorsements were often merely an account number. It took me a while to figure it all out but when the light dawned I realized that what I had were copies of checks from Boeing accounts paid to some of the major figures in the TFX Scandal. It was all pretty primitive by today's financial scandals standards but in those days that's the way things were done; and nobody worried about the consequences. Call them bribes. Call it influence peddling. Call it graft. Call it anything you want, but that's the way the system worked. I hastily rewrote the last part of my paper, turned it in and waited for the other shoe to drop. My instructor, an Air Force pilot just back from Vietnam, and our PAS (professor of air science), a lieutenant colonel getting ready to retire, called me in and asked about the report I'd written. They didn't say a word about the checks, etc. that I had re-copied and pasted in the back of the report. Perhaps they never even read them.

Anyway, I got my A. I used the same basic report and documentation for another class in Political Science. Ironically that class was taught by an anti-war peacenik and he very definitely asked questions about the checks, etc. And I got another A. But current events quickly became history and people lost interest in the TFX Scandal and the F-111 Aardvark went on to be a great plane, The Australian Air Force was still flying them in 2010!

Boeing continued to grow and grow, and LBJ's story is still being told in the books of Robert Caro. That should be the end of the story but it isn't. I gave up my library job to concentrate on my studies and thought no more about those GPO documents stored in the library's basement secure area. For all I know they may still be there.

But let me back up a bit. In 1965, my last year in high school I was allowed to take some classes through the

junior college system, including a class in Political Science taught by a newly hired assistant professor named Gary Monell from Mesa College. Monell told his students he'd been a Navy officer before coming to teach, but we learned later that in fact he had been a CIA station chief in Cali, Columbia during the early days of the drug wars in Columbia. He was a very good teacher and largely responsible for my life-long interest in Political Science. Years, many years later I got a call out of the blue one day from him. Once he determined that I was the Larry Peery he was looking for, he asked me a strange question, "Had I ever done any research or writing on the TFX?" I told him I had, but it was years after I had been a student of his. He explained he was writing a major project on the TFX/F111 and had been doing his research. He'd actually been down to the San Diego library, gotten permission to access those old TFX documents I had filed away, and when he looked inside them had discovered that only one other person had ever signed them out. Me. And so he tracked me down. I told him about the papers I had written, the checks, etc. He was obviously getting excited by my story. And then he popped the question, "Do you still have them? Or copies?" I thought I did, but I had no idea where, and invited him to come over and look for them.

A few days later he arrived, and I'll never forget the look on his face when I opened that double, two-storied garage filled with bookcases and piles of boxes of books. Hundreds of feet of papers, magazines, etc. Yes, by then, I'd become custodian of the Diplomacy hobby archives, and it was all in my garage. He turned white, but when I explained that we were really only looking for perhaps ten or twenty out of those hundreds of boxes he lightened up. As it was, it took a week before he found the right box and the reports. He was so excited he was shaking. Again, you should have seen his face when he opened up my report and started reading. Then he stopped and looked at me. "It's no good," he said. What? "It's no good," he repeated. And he showed me what he was looking at. Those old photo copies had faded away to nothing and were unreadable. They were worthless. Of course the text of the report was still readable. He didn't cry, but he was close to it. I thought a moment. I suggested I would try to contact RP, who I'd lost track of, and see if by some chance his aunt might still have her copies of the originals she had copied. Well, I tried, but it turned out she had passed away sometime before and her papers had been tossed by her husband. Gary went on to write his book and eventually had a long and distinguished career as professor and department chair at Mesa College.



But no, that's not quite the end of the story either. Somewhere in my personal Archives I still have some pictures dating back to 1968 or 1969 that were taken at Nellie AFB outside Las Vegas, NV when I was there on an AF ROTC excursion (e.g. junket). One of the planes I got to see on the base flight line was a F-105 fighter-bomber that was being replaced by the F-111) and, next to it, complete with its own armed guard, was a brand new F-111. I snapped a few photos just before the guard walked around the front of the plane. We both knew I wasn't supposed to be taking pictures, but....The circle was complete.

Well, almost. A couple of years ago I had a chance to visit the aircraft museum at The March Field Air Museum. There were older planes and bigger planes and a few faster planes, but the one I made a beeline for was the F-111. There it was, forty years old but still an awesome plane. And if you read the last two items on the Reading List you'll see the story wasn't quite over yet.

Reading list

http://en.wikipedia.org/wiki/General_Dynamics_F-111_Aardvark
<http://educationforum.ipbhost.com/index.php?showtopic=6250>
<http://www.jfkassassinationforum.com/index.php?topic=4979.0:wap2>
<http://www.marchfield.org/fb111a.htm>
http://articles.latimes.com/1985-07-02/local/me-608_1_historical-documents
http://articles.latimes.com/1985-10-27/local/me-12756_1_san-diego-fire

Diplomacy Quiz Answers

By Alfred Nicol

1. How many supply centres are neutral at the beginning of the game? **12**
2. How many sea zones are there? **19**
3. How many land territories are there? **56**
4. Which supply centre has the largest number of adjacent territories? **Mun 7**
5. Which land territories have the largest number of adjacent zones? **Bur, mun and gal all have 7**
6. Which non supply centre land zones have the largest number of adjacent supply centres? **Ruh, gal, ukr, gas, bur and tyl all have 4. (Did you get all of them?)**
7. Which sea zone is adjacent to the largest number of supply centres? **Nts 6**
8. Which territory cannot be retreated from? **Por**
9. What is the longest possible convoy route? **There is more than one possibility and of course it works in reverse. Stp-smy or Syria via bar-nwg-nts-eng-iri-nao-mao-wms-gol-tys-ion-aeg-ems. The last two sea zones could occur in any order with the destination including con, bul or gre. Total sea zones crossed is 13.**
10. Which nation could obtain 18 centres quickest and in what year would the target be reached? (Assuming all opponents merely ordered hold and any dislodged unit would retreat off the board.) **Russia**

Orders needed to gain 18 centres most quickly:

Spring 1901

stp-gob
mos-stp
war-gal
sev-rum

Fall 1901

gob-swe
stp-nor
gal-rum
rum-bul ec

Winter Builds

a war
a sev
a mos
f stp nc

Spring 1902

mos-stp
sev-rum
bul ec-bla
stp nc-nor
rum-bul
swe-bal
war-sil
nor-swe

Fall 1902

stp-nor
rum-ser
bla-con
nor-nts
bul support bla-con
bal support sil-ber
sil-ber
swe-den

Winter

a sev
a war
a mos
a stp

Spring 1903

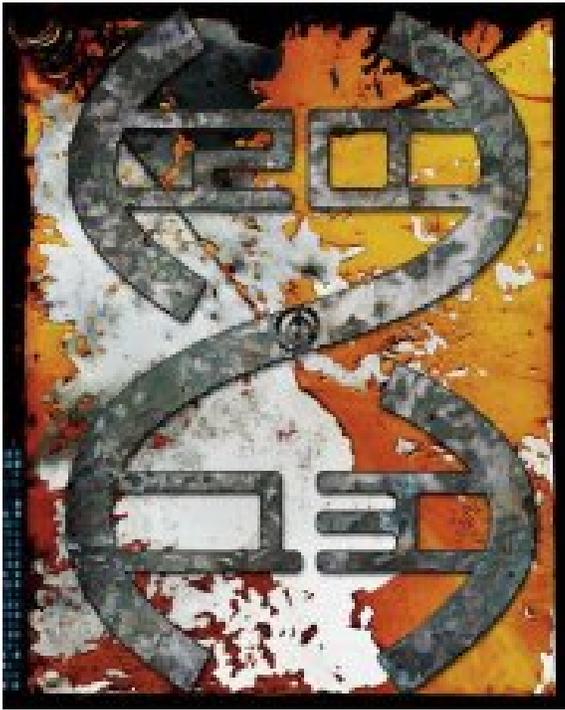
sev-arm
war-gal
mos hold
stp hold
nor-hol
nts convoy nor-hol
con hold
ber support den-kie
den-kie
bul-gre
bal hold
ser hold

Fall 1903

arm-ank
gal-bud
mos hold
stp hold
hol hold
nts-bel
support arm-ank
ber-mun
kie support ber-mun
gre hold
bal hold
ser support gal-bud

Winter 1903 Centres owned

stp den
mos bud
war gre
sev swe
ank nor
con kie
bul ber
rum bel
ser hol
Total 18 centres



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