

DIPLOMACY DIGEST

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Staiguts Lines Issue

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Where was it? Oh, yes. I was saying that my printer was kaput. Definitely not the case. Turned out to be the phone company's fault. The response to the new "fine print" was reasonably favorable, so this is how it will be. The new rates stay. Only one person found it to be too small, and he's not a subscriber. So you get more and pay less. This leaves the question of recalculating subs. In my various readings of old diphines to find articles for these pages, I have not run across another case of a publisher significantly cutting his rates, so I don't have any precedent to go by. I'd like to think that if I were raising the rates, ordinary subs would not be recalculated. Besides, most subs have so little left on them. For those who for one reason or another got more than 10 issue subs, the excess over 10 will be multiplied by 1.4, and added back. The new numbers, if any, should appear by your name. Doug Beyerlein, that means you get another (sigh) 25 issues. I hope your grandchildren like this game, you may have to will them your sub. If there are any questions, ask.

If there is a 10 or 11 by your name, then your sub is up. The overwhelming majority are in this category, since most people asked for all the back issues, too, regardless of when they began subbing. I guess this is when I really find out how much you like the zine. And speaking of which, John Leader, 1211 5th Street, N.W. Calgary, Alberta, Canada T2N 3B6 is running a North American Zine and Gamemaster Poll, a very worthy project. You are asked to send John a list of the North American zines that you get, giving each a rating on a scale of from 1 (da pits) to 10 (can't live without). A similar rating should be done of all GMS of games in which you are currently playing, with the same 1-10 scale. You should also indicate your "most recent relation to the hobby" (i.e. player, pubber, disinterested observer, etc) and sign. You are free to use whatever criterion you choose in compiling the numbers, and get them to him before the end of June. The more who respond, the more meaningful the results will be, and the more who mention DIPLOMACY DIGEST, the happier I'll be.

The USPS, having heard that my new rates are firmly set, decided that it was safe to go ahead with their new rates. I'll leave to other publishers the sarcastic remarks about crummy service you get from your rising prices. With the 15c rate, the 25c you pay doesn't even cover printing and postage. A significant additional cost here is the complimentary copies that go out to publishers and writers -- copies of this will also go out to Boardman, Verheiden, Beshers, Schleicher, Kelf, and Boyer. If anyone tells me addresses of Vagts and Holcomb, they'll get a copy too. Your 25c pays for that, too. One thing that you don't pay for is trades, because there are none, except with me. The zines that I get are paid for out of my pocket, not yours, which takes a pretty major cost off the pricing of this zine. The one place where I can save money is postage for larger units -- this issue won't be 15c x 2, and I save even more when back issues are ordered. But the zine is still slightly in the red, and that's probably the way it'll stay. I'm not even talking about amortizing the cost of the peculiar object called a saddle stapler that is required to put this together.

Response continues to come in on the Convoy puzzle. This concerned whether an unopposed French move A Bel-Hoi could be thwarted by England chipping in with F Nth C A Bel-Hoi, and Russia dislodging the fleet. I have been favored with one of Diplomacy's true curiosities, a letter from Curt Gibson. He states "Anyone who can't see what the rulebook meant ought to be classified as a moron". Aside from the hyperbole, I think that most would agree that what the rulebook means is clear. The problem is, of those who think that the rulebook's intention is clear, some read it one way and some read it the other. As did Curt, Rod Walker felt that the French move would succeed. Rod's GMing experience goes back a long way, and he has been commissioned by A-N to prepare a 36 page handbook on the hobby, to be out this summer. Rod relied (as did Randolph Smyth, in a letter to me on the subject) by analogy with the real world (with Randolph stating that "shanghaies are singular"), and both explicitly rejected the analogy with being-supported-against-your-will. Rod, in fact went one step further and stated that even if the conveying army had been French, its dislodgement would not have disrupted the move.

I once heard Dick Gregory explain why he titled one of his books "Nigger". He said that when anyone used that slur, they'd really be plugging his book. Well, the next time you open your dipzine, see that you'd been screwed, and groan "Why Me", you've just plugged a new zine from Lee Kendler, Sr. (4347 Benner St., Philadelphia, Pa 19135) with that name. If you are looking for a new zine with an experienced GM, this is the place. Lee has GMed in Centurion, Claw and Fang and Brotherhood of Thieves (and possibly elsewhere that I'm not aware of) and is an experienced player as well. My own experience with him as the GM of 1976SD has been entirely favorable. Subs are 10/\$3.50, Game fees are \$2 + \$1 deposit (50c extra for a Youngstown Variant). Another new zine with an eye-catching title is Brew and Reeper from Roy Smith (64 Addicks Rd., Westwood, N.J. 07675). Subs are 15c per page plus postage, with no Game fees but a \$2 deposit, and openings in regular and "Absolute" diplomacy, and the Trader Variant. I've had less contact with Roy, but from his letters to me, he seems to take a serious interest in GMing. On the negative side (says he, beginning to slit his throat), if these two gentlemen have a talent for writing, they are keeping it well hidden. Between WH#1-2 and B&R#1 there is (aside from the HRs) virtually no sample of their writing. Roy mentioned prominently that he will pay for articles (and even letters), and Lee states frankly "I won't promise you great editorials, I won't promise you any great editorials".

I suppose that once I've given a zine a significant plug and recommendation (I don't mean something like the above paragraph), that when things change, note should be made of that. Thus, The Nixmaxu Gazette is now on a 4-week schedule, and the games are now \$3. However, just because I have plugged the zine (and I still do, incidentally) does not mean that I can "vouch" for it or even try to intercede on your behalf. I mention this because a couple of people have written me, referring to problems there. I appreciate your writing, and will give you my suggestions, but that's as far as it can go. In fact, I've been having my own difficulties with Mr Lipton, who has taken to rewriting my press in 1977KJ, and indeed, I've no longer been able to get replies to my letters on any topics.

Because of my policy of sending a sample copy of this to any novice whose address I can find (if you know of one, send me his address), I'm getting letters from a few of them with mention of their problems. I will make this suggestion: Do not make assumptions lightly, especially that your GM will be reasonable. In many cases, his concept of reasonable is just going to be different than yours. And sometimes, the GM just isn't going to be reasonable. In one case, a block of games was transferred from one major zine to another major zine when the former folded. A player in two of them naturally assumed that both his games would be played under the same HRs. Bad move! One was played under the old and one under the new. In another case, a player was subjected to a type of Cross game threat: Another person offered to change his position on a procedural dispute in one game if an alliance were formed in another game. The player complained to the GM of the procedure-dispute game, who did nothing. On the other hand, I was in a game in which the GM stated that any attempt to tie a vote in a procedural matter to diplomacy in the game would be grounds for expulsion. Two different philosophies. Personally, I believe that the GM should stay out of player-player relations to the utmost, so I would say that in the first case, the GM was right to do nothing. On the other hand, if you write the GM with questions as to how the game is being or will be run, and you

INTRODUCTION TO THE STALEMATE POSITIONS
by Mark L Berch

What follows are, I believe, most or all of the major stalemate positions. I cannot of course guarantee that they are all there, and I would appreciate people informing me if some important ones have been left out. I especially cannot guarantee the accuracy of these positions. I have no special skills in this area. I have spotted a few obvious errors, and have inserted my corrections of comments with the traditional double parenthesis. By and large I have stuck with the same format as was used in the original articles, with occasional variations for my own preferences (like Tyo for Tyrolia) or to squeeze things into fewer lines on occasion.

The three major presenters of listed stalemate positions are all represented here: Lipton, Beshera and Verheiden. While only one Beshera article has been reprinted, this is not a reflection of lesser output, but rather his request that only one reprinted article be used.

There is one significant omission. Elsewhere Eric Verheiden states that there are for all practical purposes no Stalemate positions which fail to control either all of England or all of Turkey. John Beshera writes me that he has discovered eight positions which control part but not all of England. I attempted to persuade him to release these positions, but I did not succeed. Mr. Beshera indicated to me that some additional work needed to be done on it, and that his involvement in the hobby is right now quite minimal. Further, he implied (but did not state) that he had a prior commitment to John Boardman. Finally, I have never claimed to be the most persuasive person in the world. But maybe you can be. John's address is St 1021, 133 West 68th Street, N.Y.C., N.Y. 10023, and if you'd like these positions released, I'd suggest you write to him. Don't expect a response, but if he hears from enough people, he may reconsider. I cannot believe that the hobby is better off with these things kept secret.

Some of you are going to look at this mass of boring material, shrug, and ask: What for? Who needs it? When I get near a position, I can figure out the details then of that particular position. First, have a good look at the two "Practical Considerations" articles by Verheiden for a good overall view of the strategic implications of stalemate lines. Second, such compilations as these have considerable use far before you actually get to one, and even if you never meet one. For example, Lets suppose its Sp 1903 and you're one part of the A-I alliance. The West is in disarray---for the moment. There's a goodly number of potential stalemate lines that the West is capable of constructing against you, depending on such factors as how soon they get their act together, and the health of Italy. Rather than focusing entirely on the acquisition of supply centers, a sharp eye must be kept on getting to those positions sooner than the west does. If you are quite close to the position in one area (eg Russia) but quite a distance away in the Medit, it behoves you to concentrate in the Medit, for if you're blocked there, an extra center or two in Russia is going to be of little value. Third, the knowledge that you're ahead of a stalemate position should have a liberating effect on your strategic planning. If you know that a given attack can at worst only lose a center or two, that you have a line to fall back to, then the attack can be quite feasible and sensible, even if it does not have a high probability of success. Finally, it can be of value if you are planning on shortening a draw. Suppose you decide that a troublesome minor ally does not deserve to participate in the final draw, but are afraid that the opposing alliance will take advantage of the situation and try to roll over you both. An examination of the various stalemate positions should allow you to evaluate the risks involved. Likewise, if you're the minor power, you want to maneuver yourself onto one of the essential Supply centers of a stalemate line, not a dispensable one, as the former will make it more difficult or even impossible for you to be dispensed with.

Knowing where the stalemate lines are is, I imagine, a little like knowing where the bridges are in a real war. They're not so important in and of them selves, but you do want to get there before the other side does.

We'll start off with the eastern stalemate positions, this first one from Graustark #304, 19 Jan 1974 (John Boardman, Ed., 234 E 19th St., Brooklyn, NY 11226)

FUNDIMENTAL STALEMATE POSITIONS - III
by John Beshara

These are unusual stalemate positions for the eastern Sphere powers against the West when it is not necessary to hold all of Italy.

- I. Armies: Apu, Boh, Gal, Mos, Nap, Kom, Sev, Sil, Tri, Tyr, Ukr, Vie, War
 Fleets: Adr, Ion
 Supply Centers: Ank, Bud, Bul, Con, Gre, Mos, Nap, Rom, Rum, Ser, Sev, Smy, Tri, Vie, War (15)
 Moves: A Sev S A Mos; A Ukr S A War, A Gal & A Boh S A Sil; A Vie & A Tri S A Tyr; A Apu & A Nap S A Rom; F Adr S F Ion.
- II. Armies: Ber, Boh, Liv, Mos, Nap, Pru, Sil, Tri, Tyo, Ven, War.
 Fleets: Aeg, Aps, Adr, and Ion.
 Supply Centers: Ank, Ber, Bud, Bul, Con, Gre, Mos, Nap, Rum, Ser, Sev, Smy, Tri, Ven, Vie, War. (16)
 Moves: A Mos & A War S A Liv; A Pru & A Sil S A Ber, A Boh S A Tyo; A Tri & F Adr S A Ven, F Aps S A Nap; F Aeg S F Ion
- III. Armies: Ber, Boh, Liv, Mos, Mun, Pru, Sil, Tri, Tyo, Ven, Vie, War.
 Fleets: Aeg, Alb, Adr, Eas, Ion.
 Supply Centers: Ank, Ber, Bud, Bul, Con, Gre, Mos, Mun, Rum, Ser, Sev, Smy, Tri, Ven, Vie, War. (16)
 Moves: A Mos & War S A Liv; A Pru S A Ber; A Sil & A Boh S A Mun; A Tyo, A Tri & F Adr S A Ven; F Alb, F Aeg & F Eas S F Ion.
- IV. Armies: Apu, Ber, Boh, Liv, Mos, Mun, Pru, Sil, Tri, Tyo, Ven, War.
 Fleets: Aeg, Adr, Eas, Ion
 Supply Centers: Ank, Ber, Bud, Bul, Con, Gre, Mos, Mun, Rum, Ser, Sev, Smy, Tri, Ven, Vie, War. (16)
 Moves: A Mos & War S A Liv, A Pru S A Ber, A Sil & A Boh S A Mun; A Tyo & A Tri S A Ven; F Adr S A Aps; F Aeg & Eas S F Ion

A significance of stalemate positions, besides the obvious, is the ability of a country to survive. In some of these examples, Germany can sustain existence in Berlin but Russia's difficulties are compounded once Sev is lost. Italy, Germany and Russia, caught in the fringe of the battle, can bargain with both sides, for the decisions they make may determine the outcome of the game.

... Good gaming demands knowledge of stalemate positions. And a bedevilment of Diplomacy is the connivance in avoiding the traps to victory. But pity the player who has to win to be amused. Every position offers challenges, challenges everyone enjoys... ((For a significant expansion/modification of I by Karl Pettis, see page 16))

Next up is a continuation from Graustark #310, 11 May 1974.

Eastern Stalemate Positions
by Eric Verheiden

For all practical purposes, stalemate positions of less than 18 centers which do not include all of England or all of Turkey simply do not exist. In finding stalemate positions for the Eastern powers then, we must content ourselves with those including Turkey and seek to find what other areas must be included -- and what other areas can be safely sacrificed without risking the loss of the stalemate.

Positions including England as well as Turkey were explored... ((see later in this

issue)). Against a hostile England, stalemate positions for the eastern powers must include a portion of Italy or a portion of Scandinavia. The former positions were...((see preceding article)) The latter positions, those which do not extend into Italy, are dealt with here.

1. Armies: Ber, Boh, Bud, Bul, Den, Nwy, Pru, Rum, Ser, Sil, Vie
 Fleets: Aeg, Bal, Bar, Eas, Ska
 Supply Centers: Russia, Turkey, Scandinavia, Ber, Bud, Bul, Rum, Ser, Vie (16)
 F Bar S A Nwy F Ska S A Den F Bal S A Den A Pru S A Ber A Sil S A Boh
 A Bud S A Vie A Rum S A Ser A Bul S A Ser F Eas S F Aeg

(Note that here and in what follows, country designations represent home supply centers, Scandinavia represents Den, Nwy and Swe, and balkans indicates Bul, Gre, Rum and Ser.)

In terms of supply centers, this seems to be the minimal position for holding onto a piece of Scandinavia. Improvements to 17 centers are rather obvious. Shifting either A Pru to Mun or A Rum to Gre and the ordering appropriate supports holds the additional center. Each improvement forces an extra unit ((I assume he means "creates")) which may be used, among other things to compensate for the absence of F Bar ((which, if Germany or Russia is not part of your alliance, you almost certainly don't have)) with armies in Swe and STP supporting Nwy.

2. Armies: Ber, Boh, Bud, Gal, Gre, Nwy, Ser, Sil, Tri, Vie
 Fleets: Aeg, Bal, Bar, Bot, Eas, Ska, Swe
 Supply centers: Austria, Russia, Turkey, Balkans, Ber, Nwy, Swe (17)
 F Bar S A Nwy F Swe S F Ska F Bot S F Bal A Sil S A Ber A Gal S A Boh
 A Vie S A Tri A Bud S A Tri A Ser S A Tri F Aeg S A Gre

This position seems to be about minimal in terms of ownership of northern supply centers (i.e. those north of the North-South boundary line running Naf-Wes-Lyo-Pie-Tyo-Boh-Sil-Pru-Liv-StP/Moa) without giving up all of Scandinavia or going over 17 S.C.'s. Mun instead of Tri is held by shifting A Gal to Mun, A Tri to Bul supporting A Mun by all neighboring units and ordering A Bud S A Vie, A Bul S A Ser.

3. Armies: Boh, Bud, Bul, Con, Kie, Mun, Nwy, Ruh, Rum, STP, Tyo, Vie.
 Fleets: Aeg, Den, Eas, Hel, Ska
 Supply Centers: Germany, Russia, Turkey, Scandinavia, Bud, Bul, Rum, Vie
 A Stp S A Nwy F Ska S A Nwy F Den S F Hel A Kie S A Ruh A Mun S A Ruh
 A Boh S A Tyo A Vie S A Tyo A Rum S A Bud A Con S A Bul F Eas S F Aeg

This position appears to be about minimal in terms of ownership of southern centers (i.e. those south of the N-S boundary line), again without going over 17 centers or expanding to England. To hold Ser instead of Nwy, remove A Nwy, A Rum and A Con and replace them with F Swe, A Fin and A Ser; A Bud and A Bul S A Ser, F Swe S F Ska, A Fin S A STP, and the position is again solid. Or, to hold Ser instead of Mun, remove A Ruh, A Mun, A Tyo and A Con and replace them with F Bal, A Ber, A Sil and A Ser. Support A Kie with F Bal and A Ber, A Boh with A Sil, A Vie with A Bud, A Ser with A Rum and A Bul. The new position is again unbreakable.

Slight improvements are possible with many of the positions, sometimes freeing an additional unit. However, the above are generally minimal for the supply centers held

Moving counterclockwise to the North, this one is from Graustark #268, 1 July 1972

A SERIES OF PROGRESSIVE NORTHERN STALEMATE POSITIONS

by Robert Bryan Lipton

Below are nine basic positions of stalemate for northern alliances, particularly those spearheaded by England. It is crucial that all players recognize the stalemate for what it is: A last-ditch defensive position, to be moved into only when all possible ex-

6
pansion is blocked, and contraction is imminent. As such, it approaches criminality to move into these positions at any time before the late midgame, or endgame. Such actions indicate a lack of confidence, an unsureness of oneself, and alliance with a player who considers himself a bad one is advisable only when the ally is one who is well known as a good player. One can never win a game by moving into defensive position.

On the other hand, it is equally stupid to move into positions that cannot be held. The best strategy is probably the middle course: to realize that, although any offensive move entails risk, that risk is necessary. If there was no risk, what fun would Diplomacy be?

Position I:

Supply centers: Lon, Edi, Liv, Por.

Positions & Moves: F Iri S F Mid; F Por S F Mid; F Mid holds.

The center of any Northern Stalemate is England. This is understandable when one realizes that all stalemate positions (with the exception of the one described in my letter in GRAUSTARK #202) slant across the board. Thus, for the Northern Alliance to be able to move into stalemate, it either needs England as a partner, or it must capture it by the early midgame.

It is necessary to note that this is a truly last ditch effort, and can only succeed if Germany, France, and Russia are unable to attack by sea, and of course the countries of Austria-Hungary, Italy, and Turkey are bottled up in the Mediterranean.

Position II:

Supply centers: Lon, Edi, Liv, Por, Den, Swe, Nwy, St.P.

Positions & Moves: A St.P, A Den, & F Mid hold; F Nwy S A St.P; F Por & F Iri S F Mid.

This is the basic stalemate position mentioned by Beshara. Although a foreign fleet in the northern waters usually ruins the stalemate, if there are two extra supply centers as in this case two special cases exist. One is an enemy fleet in Bothnia, Sweden, or the Baltic. The extra units are an army in Sweden supporting Denmark and a fleet in Bothnia, Finland, or Barents supporting St. Petersburg. The other special case is a fleet in Barents, countered by a fleet holding in the Norwegian Sea and one in Finland supporting St. Petersburg.

((In a letter in #272, Bob noted that "the variation in position II will work only if the enemy is in either Fin or Bar. The Bot position can crack the stalemate.))

Position III:

Supply centers: Lon, Edi, Liv, Por, St.P, Nwy, Swe, Den, Hol.

Positions & Moves: F Mid, A St.P, A Den, & A Hol hold; F Por & F Iri S F Mid; F Nwy S A St.P; F Nth & F Hel S F Hol.

This position does not permit the variation of II, but there are two variations here: One is an army in Belgium, supported by F Nth & F Eng; another is A Kie, supported from Denmark, Helgoland, and the Baltic.

Position IV:

Supply centers: Lon, Edi, Liv, Por, Hol, Kie, Den, Nwy, Swe, St.P.

Positions & Moves: A St.P, A Kie, A Hol, & F Mid hold; F Nwy S A St.P; A Den & F Hel S A Kie; F Nth S F Hol; F Por & F Iri S F Mid.

This position can be moved into from the main possibility of III, or the Kie variation, but not the Belgian one.

Position V:

Supply centers: Lon, Liv, Edi, Por, Bel, Hol, Kie, Den, Swe, Nwy, St.P.

Positions & Moves: F Mid, A St.P, A Ruh, A Bel, & A Kie hold; F Por & F Iri S F Mid; F Nwy & A St.P; A Hol S A Ruh; F Nth S A Bel; A Den S A Kie.

At this point I am afraid that the variations become too numerous to mention. Therefore, I will only mention major ones when they are possible.

Position VI:

Supply centers: Lon, Liv, Edi, Por, Bre, Par, Bel, Hol, Kie, Den, Swe, Nwy, St.P.

positions & Moves: A St.P, F Mid, A Kie, A Bur, & A Bre hold; F Nwy S A St.P; F Por
& F Iri S F Mid; A Ruh S A Kie; A Pic & A Par S A Bur.

There are two variations that are potentially important. (1.) Instead of an army in Picardy, an army in Gascony, supported from Bre, paves the way for a land link-up of the southern and northern contingents. (2.) Instead of F Nwy, an army in Livonia, supported from St. Petersburg, and a F Rot or F Bel helps increase the safety of St. Petersburg in the event of a missed move.

Position VII:

Supply Centers: Lon, Liv, Edi, Por, Bre, Par, Bel, Hol, Kie, Swe, Nwy, Den, St.P,

Spa.

Positions & Moves: A St.P, A Kie, A Bur, F Spa, & F Mid hold; F Nwy S A St.P; A Ruh S A Kie; A Gas & F Por S F Spa; A Par S A Bur; F Iri S F Mid.

This is a position that, with the St. Petersburg variation, has only one weak spot: the Mid-Atlantic. If an army is placed in Denmark, then any missed move will not be crucial except in the Mid-Atlantic.

Position VIII:

Supply Centers: Lon, Liv, Edi, Por, Spa, Mar, Bre, Par, Bel, Hol, Mun, Kie, Den, Swe, Nwy, St.P.

Positions & Moves: A Liv, A Mun, A Mar, F Spa, & F Mid hold; A St.P & F Bel S A Liv; A Kie & A Bur S A Mun; A Gas S A Mar; F Iri S F Mid; A Ruh S A Mun; F Por S F Spa(see)

This position is the one preceding link-up of all forces. Such a link-up is preferable, because it shortens the lines.

Position IX

Supply centers: Lon, Liv, Edi, Por, Spa, Mar, Bre, Par, Bel, Hol, Kie, Mun, Ber, Den, Swe, Nwy, St.P.

Positions & Moves: A Liv, A Pru, A Mun, A Mar, & F Wes hold; A St.P S A Liv; A Ber S A Pru; A Ruh & A Bur S A Mun; A Gas S A Mar; F Naf & F Spa(s.c.) S F Wes.

This is a stalemate position that can stand up to a missed move. All the crucial minimal stalemate points are either completely behind the lines, or exposed to only one army unit.

The next progression yields not stalemate, but a win for the single player.

Thereafter, the south is on the defensive...I wish to assure everyone that all research into stalemates that appear in this article was done by the author. The Beshera article was not used in the writing ((so what?)).

From Atlantis #77 (Feb 1975) (Edited by Christopher Schleichner, PO Box 907F, Wheeling, Ill)

NORTHERN STALEMATE POSITIONS

by Eric Verheiden

During the past few years, a number of analyses of western stalemate positions were published. See, for example, the Articles by John Beshera and Robert Lipton, and my own "Western Stalemate Positions" in Graustark #313. None of these, however, extended a certain fundamental progression: Positions not requiring control of the Mid Atlantic.

1. Armies: Bel, Bre, Den, Den, Kie, Nwy, Par Pic, Ruh, StP

Fleets: Eng, Iri, Nat.

Supply Centers: England, Low countries, Scandinavia, Bre, Par, Kie, StP. (12)

F Eng S A Bre A Pic S A Par A Bel S A Ruhr A Den S A Kie A Nwy S A StP

Remove A Pic and A Bel. Add A Bur and with support from Par and Ruhr, this new position requires only 11 units for 12 centers. From Here, trade-in A Den for A Ber and F Bel. By supporting Ber with A Kie and F Bel, there are now 12 units and 13 centers. Notice in the last two positions St P is expendible; the stalemate is effective with A Swe S A Nwy.

(A slight reduction of this position appeared in John Beshera's "Fundamental Stalemate

positions, IV^m in Atlantis #73.)

2. Armies: Ber, Bre, Bur, Kie, Mun, Nvy, Par, Ruh, StP.
 Fleets: Bal, Eng, Iri, NAT
 Supply Centers: England, Germany, Low Countries, Scandinavia, Bre, Par, StP (14)
 F Eng S A Bre A Par S A Bur A Ruh S A Mun A Kie S A Mun, F Bal S A Ber, A Nvy SA StP

Extensions procede in two directions:

First, heading toward Russia, add armies in Pru and Liv. A new A Mos supported from Livonia and StP adds another center. Alternatively, A War is controlled by support from Pru and Liv. To hold both Mos and war, move A Liv-Mos. Then, A Pru S A War, A StP S A Mos, owns 16 centers with 14 units.

Finally, remove A Pru and A StP in favor of A Ukr to arrive at:

3. Armies: Ber, Bre, Bur, Kie, Mos, Mun, Par, Sil, Ukr, War.
 Fleets: Eng, Iri, NAT.
 Supply Centers: England, Germany, Low Countries, Scandinavia, Bre, Mos, Par, StP, war (16)
 F Eng S A Bre, A Par S A Bur, A Kie S A Mun, A Ber S A Sil, A War S A Ukr, A Mos S A Ukr

This position of 16 centers with 13 units allows certain reductions without sacrificing the stalemate: Remove A Par, add A Pic, A Bal and A Ruh. To retain this stalemate, F Eng and A Pic S A Bre, A Bal and A Ruhr S A Bur, needing all the units of the 15 centers.

By removing A Bre, A Bur, A Pic and replacing them with A Hol and F Nth, we arrive at a position Robert Lipton published previously ((In Graustark #262, page 16, referred to previously)):

4. Armies: Bal, Ber, Hol, Kie, Mos, Mun, Ruh, Sil, Ukr, War.
 Fleets: Eng, Iri, NAT, Nth
 Supply Centers: England, Germany, Low countries, Scandinavia, Mos, StP, War (14)
 F Iri S F Eng F Nth S F Eng A Hol S A Bal A Ruh S A Mun A Kie S A Mun
 A Ber S A Sil A War S A Ukr A Mos S A Ukr

Returning to position 2 again and heading toward Iberia instead of Russia, we see : that by moving A Par-Gas and then ordering A Bre and A Bur S A Gas, we're again solid. From here, build F Mid, supporting with all three fleets in the coastal waters off England. A Bre becomes superfluous.

With either of the above variations, Marseilles is held by A Bur and A Gas, reaching the last basic position:

5. Armies: Ber, Bur, Gas, Kie, Mar, Mun, Nvy, Ruh, StP.
 Fleets: Bal, Eng, Iri, Mid, NAT.
 Supply Centers: England, France, Germany, Low countries, Scandinavia, StP (15)
 F Nat S F Mid F Iri S F Mid F Eng S F Mid A Gas S A Mar A Bur S A Mar
 A Ruh S A Mun A Kie S A Mun F Bal S A Ber A Nvy S A StP

All positions described herein assume unopposed dominance of northern waters by the stalemateing power or alliance. Combinations of progressions proceeding in the two directions from Position 2 are generally viable and sufficiently obvious so as not to require delineation.

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 Next up is Eric again, this time from Graustark #313, 13 July, 1974

WESTERN STALEMATE POSITIONS

by Eric Verheiden

Stalemate positions in the west without the northern sea-going opposition are explored in some detail in John Beshara's "Fundamental Stalemate Positions, I" and "II" in Wazir Nos. 3 and 4, and Robert Lip-ton's "A Series of Progressive Northern Stalemate Positions" in GRAU-STARK #268. However, western positions with northern sea-going opposition were not seriously discussed previously and these are presented here:

In all of the positions examined, the west owns a minimum of Eng-land, France, Iberia (Spain, Portugal), the Low Countries (Belgium, Hol-land), Denmark and Norway. In some instances, Sweden, St. Petersburg and all or part of Germany is owned and in the course of the treatment it is necessary to expand as far east as Tunis and Italy. When permit-ted by the rules, any of the opposing spaces may be occupied by enemy fleets. Essentially, only minimal positions are presented!

1. Enemy holds St.P.

Armies: Bcr, Bur, Fin, Kic, Mar, Mun, Nwy, Ruh, Spa.

Fleets: Bal, Bar, Don, Mid, Naf, Swo, Wcs.

Supply Centers: England, France, Germany, Iberia, Low Countries, Scandinavia. (16)

A Nwy S A Fin	F Don S F Bal	F Swo S F Bal	A Kic S A Bar
A Ruh S A Mun	A Bar S A Mun	A Spa S A Mar	F Mid S F Wcs
F Naf S F Wcs			

If there is no danger from a fleet on the North Coast of St. Peters- burg, either actual or potential, then the position may be further re- duced by removing F Bar, F Wcs, F Naf and adding F Bro, A Gas, A Por. The orders for the new units are: F Bro S F Mid, A Gas S A Mar, A Por S A Spa.

2. Enemy holds Bar.

Armies: Bur, Gas, Kic, Mar, Mun, Nwy, Por, Ruh, Spa, St.P.

Fleets: Bal, Bot, Bro, Don, Mid.

Supply Centers: England, France, Iberia, Low Countries, Scandi- navia, Kic, Mun, St.P. (16)

A Nwy S A St.P	F Bot S F Bal	F Don S F Bal	A Kic S A Mun
A Ruh S A Mun	A Bar S A Mun	A Gas S A Mar	A Por S A Spa
F Bro S F Mid			

3. Enemy holds Bar with Bot.

Armies: Bur, Fin, Gas, Kic, Mar, Mun, Nwy, Ruh, St.P.

Fleets: Bal, Bar, Don, Naf, Spa(sic.), Swo, Wcs.

Supply Centers: England, France, Iberia, Low Countries, Scandi- navia, Kic, Mun, St.P. (16)

A St.P-Liv	A Nwy-St.P	F Bar S A Nwy-St.P	A Fin S A Nwy-St.P
F Swo S F Bal	F Don S F Bal	A Ruh S A Mun	A Bar S A Mun
A Gas S A Mar	F Spa S F Wcs	F Naf S F Wcs	A Kic*

* When the enemy has F Bar, Kiel must attack Berlin to prevent F Bal from being dislodged. When the enemy has A Bar, Kiel supports A Mun.

4. Enemy holds Bar and Mun.

Armies: Bur, Don, Fin, Gas, Kic, Mar, Nwy, Por, Ruh, Spa, St.P, Swo

Fleets: Bro, Mid, Ska.

Supply Centers: England, France, Iberia, Low Countries, Scandinavia, Kio, St.P. (15)

A Fin S A St.P A Nwy S A St.P F Ska S A Swo A Don S A Kio
A Ruh S A Kio A Gas S A Mar A Por S A Spa F Bro S F Mid

5. Enemy holds Germany!

Armies: Bar, Don, Fin, Hol, Naf, Nwy, Ruh, St.P, Swc, Tun!

Fleets: Hol, Iyo, Mar, Ska, Wcs.

Supply Centers: England, France, Iberia, Low Countries, Scandinavia, St.P, Tun. (15)

A Fin S A St.P A Nwy S A St.P F Ska S A Swo F Hol S A Don
A Hol S A Ruh F Mar S F Iyo F Wcs S F Iyo A Naf S A Tun

6. Enemy holds Bar, Mun and St.P!

Armies: Bar, Don, Gas, Hol, Kio, Mar, Nwy, Ruh, Swc!

Fleets: Bar, Naf, Ska, Spa(sic.), Wcs.

Supply Centers: England, France, Iberia, Low Countries, Scandinavia, Kio. (14)

F Bar S A Nwy F Ska S A Swo A Don S A Swo A Hol S A Kio
A Ruh S A Kio A Gas S A Mar F Naf S F Wcs F Spa S F Wcs

To withstand the loss of the Barents Sea, remove F Bar, A Gas, A Mar, F Spa, F Naf, and add F Nrg, F Nth, F Mar, F Iyo, A Naf, A Tun. The orders for the new units are: F Nrg S A Nwy, F Nth S A Nwy, F Mar S F Iyo, F Wcs S F Iyo, A Naf S A Tun. This new position requires an additional center, Tunisia, for a total of 15!

7. Enemy holds Bar, Mun, St.P and Swc.

Armies: Bar, Don, Hol, Kio, Naf, Nwy, Ruh, Tun!

Fleets: Bar, Hol, Iyo, Mar, Ska, Wcs.

Supply Centers: England, France, Iberia, Low Countries, Don, Kio, Nwy, Tun. (14)

F Bar S A Nwy F Ska S A Nwy F Hol S A Don A Hol S A Kio
A Ruh S A Kio F Mar S F Iyo F Wcs S F Iyo A Naf S A Tun

To withstand the loss of the Barents Sea here, expansion into Italy is required, adding three additional centers for a total of 17! Remove F Bar, F Mar, F Iyo, F Wcs, A Naf, and add F Nrg, F Nth, A Pie, A Ven, A Tus, A Rom, A Nap, F Tyr. The orders for the new units are: F Nrg S A Nwy, F Nth S A Nwy, A Pie S A Ven, A Tus S A Ven, A Rom S A Ven, F Tyr S A Nap.

8. Enemy holds Germany and St.P.

Armies: Bar, Don, Fin, Hol, Nap, Nwy, Pic, Rom, Ruh, Swc, Tun, Tus, Ven!

Fleets: Bar, Hol, Ska, Tyr!

Supply Centers: England, France, Italy, Iberia, Scandinavia, Tun. (17)

A Nwy S A Fin F Ska S A Swo F Hol S A Don A Hol S A Ruh A Pie S A Ven
A Tus S A Ven A Rom S A Ven F Tyr S A Nap

If there is no danger from a fleet on the North Coast of St.P, either potential or actual, then the position may be further reduced by removing F Bar, A Pie, A Ven, A Tus, A Rom, A Nap, F Tyr and adding F Mar, F Iyo, F Wcs, A Naf. The orders for the new units are: F Mar S F Iyo, F Wcs S F Iyo, A Naf S A Tun. This new position holds 14 fewer centers for a total of 14 and does not require expansion into Italy.

9. Enemy holds Germany, still and Sweden
 Armies: Bur, Den, Hol, Nap, Nwy, Piu, Rom, Ruh, Tun, Tus, Ven
 Fleets: Bar, Hel, Nth, Ska, Tyr
 Supply Centers: England, France, Italy, Iberia, Den, Nwy, Tun, Low Countries (16)
 F Bar S A Nwy F Ska S A Nwy F Nth S A Den F Hel S A Den A Hol S A Ruh
 A Pie S A Ven A Lus S A Ven A Rom S A Ven F Tyr S A Nap

 Moving to the south, some editing is necessary, as the Verheiden and Lipton articles occasionally overlap, and I've tried to take the best from each. First off is from Graustark #282 (13 Jan 1973):

A SERIES OF PROGRESSIVE STALEMATE POSITIONS
 by Robert Bryant Lipton

After the reaction to my article on Northern stalemate positions, I have been badgered to write one on the southern position. Surprisingly, I found not one but two progressions. The more unlikely one goes first:

I.

Position #1: Supply Centers: Ank, Con, Por, Smy, Spa, Tun (6)
 Units and moves: A Spa, A Con, A Arm & F Naf hold; A Por & F Wes S A Spa.

I believe that this is the smallest possible southern stalemate position. Note that no enemy fleets can be tolerated in the Mediterranean; this is an unlikely stalemate, but possible. ("no enemy fleets" means real or potential. France, Italy Austria and Russia must all be out of the game, if this position is held by Turkey. Thus, it would only be meaningful against an E-G alliance)) Except for changing armies for fleets, there can be no variations.

Position #2: Supply Centers: Ank, Con, Nap, Por, Rom, Smy, Spa, Tun (8)
 Units and moves: A Spa, A Rom, F Naf, A Con & A Arm hold; A Por & F Wes S A Spa, A Apu S A Rom.

This expansion onto the Italian peninsula can be extended to include Venice by having the following units and moves in Italy: A Ven H; A Tus & A Apu S A Ven.

Position #3: Supply Centers: Ank, Bul, Con, Gre, Nap, Por, Rom, Ser, Smy, Spa, Tun, Ven (12)
 Units and moves: A Arm, A Ser, A Ven, A Spa, and F Naf hold; A Bul & A Alb S A Ser; A Tus & A Apu S A Ven; A Por & F Wes S A Spa.

As can be seen, this supply center has an extra supply center; a living Russia can be guarded against by changing A Arm to F Arm and having it support F Bla. (I'm not suggesting you do this in the middle of a game. Opponents tend to frown on this sort of thing ((and Gms get downright surly)).) Or, instead of this Piedmont can be taken and held by having A Tus support A Pie, and A Apu supporting A Ven. It's all a matter of personal taste.

Position #4: Supply Centers: Ank, Bul, Con, Gre, Mar, Nap, Por, Rom, Ser, Smy, Spa, Tun, Ven (13)
 Units and moves: A Arm, A Ser, A Ven, Mar, A Spa, F Wes & F Naf hold; A Alb and A Ser S A Ser; A Pie S A Ven; F Lyo S A Mar; A Por S A Spa.

This individual position is important because it links up the Italian and Iberian fronts. As I remarked in my previous article on stalemates (Graustark #268) this is desirable, since it cuts down on the number of units needed in defensive maneuvers. For instance, that army in Mar frees the fleet in the Wes (or Por, if a fleet is there) for an attack on the Mid.

Position #5: Supply Centers: Ank, Con, Gre, Mar, Nap, Por, Rom, Rum, Ser, Smy, Spa, Bul, Tri, Tun, Ven, (15).
 Units and moves: A Arm, A Rum, A Tri, A Ven, A Pie, A Mar, A Spa, F Wes, and F Naf hold; F Bla & A Ser S A Rum; A Ven & A Alb S A Tri; F Lyo S A Mar, A Por S A Spa.

What! better than half of the units are just sitting. something 's rotten in the south. Wrong. "Holds" are used when the units are not necessary for defensive purposes other than just being there. If there wasn't ((tsk. That should be the subjunctives weren't)) a unit in Armenia, then troops could pour down from Sev; ruining the hopes of

southern resistance. But, that army in Arpenia could be doing something like attacking Sevastopol; if it gets in, the situation becomes the following variation: A Arm S A Sev. That's it. You now have 16 units. Where can you get the seventeenth?

Position #6: Supply Centers: Ank, Bud, Bul, Con, Gre, Mar, Nap, ((Por)), Rom, Rum, Ser, Sny, Spa, Tri, Tun, Ven, Vie (17)

Units and moves: A Arm, A Rum, A Vie, A Tyo, A Mar, A Spa, F Wes & F Naf hold; A Bul S F Bla S A Rum; A Bud S A Vie, A Pie S A Tyo; F Lyo S A Mar; A Por S A Spa.

Now, pick up Sev, and you've won ((If you is just you. If you is an alliance,...)) I don't mean to imply that this is the only series of stalemate positions for the south. Although the south needs more units (6) than the North (4) for its smallest stalemate, this seems to be compensated by interesting series of positions, like the one that follows.

((I hate to be rude, but I want to insert something else here. Notice that Lipton's positions #2-#6 are extensions of #1 into Italy (and elsewhere). What follows is an extension of #1 that does not require so much as one Italian center. It appeared in Graustark #310 (11 May 1974) and was written by Douglas Kelf, dated 3 April 1973.))

Here is an eastern ((southern, really)) stalemate position for 13 units. Since the game I am participating in (1972 A) seems to be progressing to this position, I request that it remain unpublished until the end of the game. ((Didn't work out that way; Germany won.))

Supply Centers: Ank, Bud, Bul, Con, Gre, Por, Rum, Ser, Sev, Sny, Spa, Tri, Tun. (13)
Units: F or A Por; F or A Spa; F Wes; F or A Naf; F Adr; F or A Tri; F or A Alb; A Bud; A Ser; F or A Rum; F or A Bul (Must be e.c.) F or A Sev; F Bla, or F or A Arm.

The moves are: Por & Wes S Spa; Adr & Alb S Tri; Ser S Bud; Bul S Rum; Bla S Sev or Arm S Sev.

Extension: Add Rom, Nap, A or F Rom; A Apu S Rom

Extension: Add Ven, ARom, Rom & Apu S Ven

Extension: Add Vie, Bud & Tri S Vie

(Now, getting back to Lipton's article....)

II.

Position #1: Supply Centers: Ank, Bud, Bul, Con, Gre, Nap, Rom, Rum, Ser, Sev, Sny, Tri, Ven, Vie (14).
Units and moves: A Sev, A Rum, A Vie, A Ven, A Rom & F Ion hold; F Bla S A Sev; A Bul S A Rum; A Bud & A Tri S A Vie; A Apu & F Adr S A Ven; A Nap S A Rom; F Aeg S F Ion.

Variations are numerous. (1.) Change F Aeg to F Tyr and have it hold; then turn A Rom & A Nap to fleets, and have F Ion, F Nap & F Rom S F TyF (2.) Change A Bul in for A Gal, A Ven in for A Pie, and A Tri for A Boh. Then have A Vie & A Bud support A Gal, have A Tyo support A Boh, and have A Tus A Pie, and there's a new stalemate. It's also more comforting to realize that the only supply center in danger ((from an NMR, I imagine)) is Rum.

((I'm going to excise #2 and #3, as they appear to be extensions of positions to be covered in the following Verheiden articles))

III.

Finally, the last part of this ; you may have noticed that all southern stalemates control either the Italian peninsula, all of the Mediterranean, or both. But, working on hints dropped by John Beshera, concerning game 1967U, in which he and the late George Keep held out against the Italians and Germans for such a long time that the game took 27"years", I have discovered a stalemate position that requires neither.

Supply centers: Ank, Ber, Bud, Bul, Con, Gre, Mos, Mun, Rum, Ser, Sev, Sny, Tri, Ven, Vie, War. (17)

Units and moves: A Liv, A Ber, A Mun, A Ven, F Ion hold; A Mos & A War S A Liv; A Pru S A Ber; A Sil & A Boh S A Mun; A Tyo, A Tri & F Adr S A Ven; F Gre, F Aeg & F Eas S F Ion.

((Note that we are coming full circle here. That position is just a minor variation on Beshera's position IV given in the first article.))

what follows appeared in two parts, in Graustark #306 and #307 (March 1 and 23, 1974)

MINIMAL SOUTHERN STALEMATE POSITIONS
by Eric Verheiden

As anyone familiar with the Eastern stalemate positions should know, the following position is usually given as minimal (assuming no French or Iberian centers are owned):

1. ((Skipped, covered in previous article))
2. A Ukr, A Bud, A Tri, A Pie & F Tyr hold; A Rum & A Sev S A Ukr; A Ser S A Bud; A Alb S A Tri; A Ven & A Tus S A Pie; F Nap & F Ion S F Tyr. Centers: Italy, Turkey, Balkans, Bud, Sev, Tri. (13) The loss of Sevastopol can be withstood...
3. A Arm, A Rum, A Vie, A Pie & F Tyr hold; F Bla & A Ser S A Rum; A Tri & A Bud S A Vie; A Tus & A Ven S A Pie; F Nap & F Ion S F Tyr. Centers: Italy, Austria, Turkey, Balkans. (13) Not that the presence or absence of a fleet in Sevastopol is irrelevant for this particular position.

Tunis can be held in either (2.) or (3.) by moving the three western fleets into the blocking position F Naf & F Tyr S F Wes. This addition gives the East a free unit to play with, which can be used to compensate for the loss of Pie in (2.) or (3.) with A Rom S A Tus; A Apr S A Ven. The loss of Ukraine in (3.) can be compensated by A Bul S A Rum; A Arm S A Sev. Finally, the more usual F Nap S F Tyr; F Ion S F Tun holds Tunis for the east without the extra unit.

In order to withstand the loss of both Vie and Sevastopol, further expansion into the Mediterranean is necessary, to the final position:

4. A Arm, A Rum, A Bud, A Tys, F Lyo & F Wes hold; A Bul & F Bla S A Rum; A Ser S A Bud; A Ven & A Tri S A Tys; F Pie S F Lyo; F Naf S F Wes. Centers: Italy, Turkey, Balkans, Tun, Tri, Bud. (13)

In addition to the positions previously mentioned, there are a few others which may be of interest:

5. A Bul, A Bud, A Boh, A Pie, F Bla, F Wes hold; F Arm S F Bla; A Ser S A Bud; A Vie & A Tys S A Boh; A Tus S A Pie; F Tyr & F Naf S F Wes. Centers: Austria, Italy, Turkey, Bul, Ser, Gre, Tun. (13) This might be called a "basic" position for holding the south without either Sev or Rum. As before, certain adjustments are possible. If Boh falls, the following position is still viable:

6. A Bul, A Bud, A Vie, A Tys, F Lyo, F Wes & F Bla hold; F Arm S F Bla; A Ser S A Bud; A Tri S A Vie; A Ven S A Tys; F Pie S F Lyo; F Naf S F Wes. Centers: ((same)) From here, retake Boh, and the loss of the Bla can be withstood.

7. A Arm, A Bul, A Bud, A Boh, F Lyo & F Wes hold; A Ank S A Arm; A Con S A Bul; A Ser S A Bud; A Vie & A Tys S A Boh; F Pie S F Lyo; F Naf S F Wes. Centers: ((same))

Certain rather obvious extensions to 14 or 15 centers are possible ((eg: to Rum and Sev)); however, these will not be dealt with in further detail here.

While the cycle has been completed, it is necessary to pick up those positions which have both England and Turkey. This comes from Graustark #301, 17 Nov 1973:

A PROGRESSIVE SERIES OF ASYMMETRICAL STALEMATE POSITIONS
by Robert Bryan Lipton

In my previous two articles on stalemate positions I covered those positions which depended on Control of England or Turkey as a base. Normally, these are the countries which head the stalemates.

Now that I am a Diplomacy publisher, I have begun trading with other 'sines. In the present Russier Archives demonstration game (1973B1) I discovered that the Russo-Turkish alliance, tho they lost control of the Balkans and were being destroyed in the north, were managing to stave off the Austro-Italian alliance ((game was won by France. The R/T alliance was a real flop. Never held more than 10 centers and in fact I and R were both wiped out in the same year)). Working with this as a basis, I set up the following series of stalemates:

I(A1c) Supply centers: Ank, Con, Edi, Liv, Lon, Por, Smy (7)

Moves: F Mid, F Aeg, A Arm hold; F Por (or NAT, Iri, or Eng) S F Mid; F Con & F Eas S F Aeg. ((I may be missing something, but if the bad guys have F NAT, F Wes and F Spa, then another fleet will be needed to hold Mid, so toss in F NAT, Iri or Eng. Further, as F Spa-Por is always a possibility, you really must keep that fleet in Por))

The success of this depends on the opposing alliance not controlling any fleets in the black sea or the northern waters ((and also no fleets in either Cas or Spa(nc))). Note that the northern section has an extra supply center, and that the southern section requires the unit that is supplied in the north. The problem is to get a unit from the north into the very opposite end of the board.

It is necessary for the Russians to be involved in this; Russian units are often spread from Turkey to England.

Continuing, we expand the northern section of the stalemate in the manner described in my article on the northern stalemates:

II(A1b) Supply centers: Ank, Con, Edi, Liv, Lon, Nvy, Por, StP, Smy, Sve (10)

Moves: F Mid, F Aeg, A Sve, A StP, A Arm hold; F Eas & F Con S F Aeg; A Nvy (or F Bar, A Fin, or F Bot) S A StP; F Por & F NAT (or F Iri or F Eng) S F Mid.

Or the supply centers could substitute Jen for StP, in which case A Sve S A Nvy and A Den holds. An expansion to another supply center (all of Scandinavia and StP has A Den H and a unit in Bar, Nvy, Fin or Bot supports A StP. This gives the alliance an extra supply center which enables the southern front to lose control of the Aeg and assume the following southern position:

A Con & A Smy hold, A Syr S A Smy; F Bla (or A Ank) S A Con; A Arm holds.

A further expansion makes it apparent that Russia is the heart of the stalemate position:

III(A1d) Supply Centers: Ank, Con, Den, Edi, Liv, Lon, Mos, Nvy, Por, StP, Sev, Smy, Sve. (13)

Moves: F Mid, A Con, A Smy, A Ukr, A Liv & A Den hold; F Por & F NAT (or Iri or Eng) S F Mid; A StP (or Bot or Bal) S A Liv; A Mos & A Sev S A Ukr; A Ank (or F Bla) S A Con; A Syr S A Smy. Or the move to Aeg provides an extra unit.

((Another interruption. In Graustark #303, Joh Beshera had a letter, complimenting Bob's article, and adding another position which involves the exact same 13 centers:))

Armies: A Arm, Den, Livonia, Mos, StP Sev.

Fleets: Aeg, Bal, Con, Eas, Eng, Mid, Por.

Supply Centers: ((same as III))

Moves: A Arm S A Sev; A StP & A Liv S A Mos; F Bal S A Liv; F Con & F Eas S F Aeg F Eng & F Por S F Mid.

The position is different in that it is not necessary to occupy Ukraina in order to hold Moscow and Sevastopol, so long as the Aegean is controlled.

The progression continues by transferring A Arm-Ukr and removing F Bal. Then, A StP S A Liv; A Mos & A Sev S A Ukr. Thus, more space is held with only 12 units, making Denmark expendable. With the extra unit available, there are alternate courses of expansion:

(1) Bul may be secured supported by F Con and the addition of F Bla. Then RUM may be held too.

(2) Expansion into Warsaw is easily accomplished with the same 12 units now owning 14 supply centers. Two fleets could be added to anchor Holland, establishing a base for further progress...((And now, back to Lipton's article))

Finally, the addition of War as a supply center lets a good deal of pressure off the east. The supply centers are the same as position III save that War is added:

IV(A1e) Moves: F Mid, A Con, A Smy, A Ukr, A Den & A War hold; F Por & F NAT (or Iri or Eng) S F Mid; A Liv & A Mos S A War; A Sev S A Ukr; A Ank (or F Bla) S A Con; A Syr S A Smy.

A continued expansion along this route by taking Rumania and Bulgaria enables the stalemated powers to hold their own; however, the other side cannot; for there are other

two free units that can move about, tying up more units than the other side has supply centers. However, if war is not taken, expansion into Rum and Bul can take place without upsetting the stalemate.

V(Aff) Supply Centers: Ank, Bul, Con, Den, Edi, Liv, Lon, Mos, Nvy, Por, Rum, Stp, Sev, Smy, Sve. (15)

Moves: F Mid, F Aeg, A Bul, A Rum, A Ukr, A Liv & A Den hold; F Por & F NAT (or Iri or Eng) S F Mid; A Mos (or F Bal or F Bot) S A Liv; A Mos S A Ukr; A Sev & F Bla S A Rum; A Con S A Bul; F Eas S F Aeg.

And that appears to end this series. Again, any further expansion to, say, Gre causes the other side to lack sufficient units to hold its position.

There are expansions that may take place in the west with the overall positions remaining stalemated. These are left as problems for the reader.....Any mistakes that appear are, naturally, the editor's.

By now you should have a good feel for what constitutes a stalemate line. I recommend the next pair of articles as an exercise for the reader. Get out the board, set up the pieces, and make your own judgement. The first is from Graustark #315, the second, Graustark #318, August and 3 Oct 1974.

THE HOLCOMBE POSITION by Ted Holcombe

Much has been written about the English locked-up position of A StP, A Nvy, A Den, F Por, F Mid, and F NAT which, assuming no fleets behind the line, locks up six ((sic, eight)) supply centers (Lon, Liv, Edi, Nvy, Sve, StP, Den, and Por) with only six units. However, very little has been said about the corresponding French locked-up position, which is even stronger once obtained.

The key is the land blockade of A Bur, A Ruh, and A Kie, where Kie replaces Den in the English locked-up position. (Note that you could get by with Holland and Dem in place, but this would require one more unit for one less supply center.) If Germany is still alive and capable of building fleets in Berlin which could attack Scandinavia through Liv and Ber, the addition of F Bal & F Bot would suffice for 100% safety in the north.

The southern half of the French position is a little more difficult. The minimum would be F Mar, F Spa(sic), F Lyo, with F Wes and F NAF. This provides a total of 15 centers for 10 units (12 with two fleets in Bot and Bot). By replacing NAF with Tunis, we obtain 10 ((does he mean 16?)) for the same 12 units.

Additional expansion could add Ven, Rom and Nap by replacing the above 3 units with A Pie, A Ven, A Tun, or Rom, A Apu, A Nap, A Tun, and F Tyr. This provides 19 centers (StP, Nvy, Sve, Den, Kie, Hol, Bel, Edi, Liv, Lon, Mar, Bra, Par, Spa, Por, Tun, Ven, Nap, Rom) "locked up" with only 14 units maximum (A StP, A Nvy, A Kie, A Ruh, A Bur, A Pie, A Ven, A Rom, A Apu, A Nap, F Tyr, A Tun, F Bal, and F Bot, where "*" indicates units that could be replaced with fleets). If you think that the position is unobtainable, I'd refer you to 1971P (Erehwon) where, if I elected to do so, I could easily conquer Scandinavia and obtain the above position ((if he means 1971P, this game was won by Holcombe)).

For those to whom the orders are not obvious, the locked orders would be: A StP, A Kie, A Bur, A Ven, A Apu, F Tyr and F Tun hold; A Nvy S A StP; F Bot S F Bal; F Bal S F Bot; A Ruh S A Kie; A Pie & A Rom S A Ven; A Nap S A Apu.

The key to it all is the "Holcombe Line" of A Kie, A Ruh, A Bur. Any English-French alliance which can establish this line would become virtually impregnable in the North, and would have all kinds of units to play around with in the south. Similarly, it should be noted that a French-Italian alliance wherein France controls the Northern seas, would be equally powerful. It goes without saying that an English-French-Italian alliance would be extremely hard to stop (but also difficult to keep together, as E/I vs F is so tempting).

THE HOLCOMBE POSITION: A CASE STUDY
by Eric Verbeiden

Ted Holcombe recently published an article entitled "The Holcombe Position" in Graustark #315. To those who have been following the stalemate articles by Beshera, Lipton and myself, Holcombe's article may seem a bit confused. But then it was also confused when it was published in Hoosier Archives #73 in May 1972, and I presume it was no better in Diplophobia #93, where it was published before that. ((Perhaps in Ted's defense, Editor Boardman prefaced this article by saying that he had "found an old article in the files..."))

To begin with, the passage of time has made some of the statements, if you will excuse the expression, "inoperative". John Beshera published... Robert Lipton ran his... My own... so it can hardly be said that nothing has been published on his French "Locked Up position" or indeed that published material has been restricted to the single English position he mentions.

As for his major line itself, there is a significant error. Two fleets are not sufficient in general to hold the north against an active Germany with fleet-building potential, since German fleets in Berlin, Pru and Livonia would be sufficient to dislodge one of them in the position he mentions ((Bal)). For lines that do work, the reader is referred to my Western article ((reprinted here)). That combined with the other articles mentioned above, provide the reader with an infinitely more comprehensive and accurate analysis of Western stalemate positions in general than the historical tidbit offered here ((So why, you ask, did I reprint it? Well, I wanted for you to see if you could find the flaw. And also for historical reasons, as a rare example of a dispute in this rather dry area. Most of the disputes that have occurred (in print) have dealt with the propriety or lack thereof of reprinting the materials of others, without permission.))

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This is the Pettis position referred to earlier. It appeared in a letter in Erahwon #65 1 March 1972, and represents a significant expansion on Beshera's position I, in that it holds Nap and Rom but not Ven, thus resembling Beshera's, but also holds Berlin:

Armies: Apu, Boh, Mos, Sil, Vie, War. Fleets: Adr, Eas, Ion. Units (i.e. either F or A)) Ber, Liv, Nap, Pru, Rom, Tri. Supply Centers: Bud, Tri, Vie, Ank, Con, Smy, Bul, Gre, Rum, Ser, Nap, Ber, War, Mos, Sev, ((Rom)) 16... A Apu S Rom, A Mos S Liv, A Sil S Ber, A Vie S Boh, A War S Liv, F Adr S Tri, F Eas S Ion, U Nap S Rom, U Pru S Ber. ((Rod Walker adds "Since this is an expansion pattern by one of the Eastern powers, Austria or Turkey, the unit in Pru is almost certainly an Army". I disagree. Russia could easily achieve this position, having done well in the south, progressed in Germany but overrun in Scandinavia, as so often happens to Russia there. Indeed, that F Pru could even be German! Stranger things have happened.))

The following article, really about pre-stalemate position positions, is from Graustark #316, 24 August 1974.

THE DYNAMIC STALEMATE
by Robert Bryan Lipton

...last year I received a letter from Douglas Reif, dated 8 Oct 1973. In it, he outlined a position he believed used a novel concept for stalemates. In his position, certain units must be active, as opposed to static, to maintain the stalemate. Within a few weeks time, we agreed to call such positions "dynamic" in contrast to the "Static" stalemates in which all units hold or support.

A few weeks later, I spoke with John Beshera about Doug's letter. He said he assumed dynamic stalemates are rather obvious. When I pointed out that I was only recently aware there were generalized rules for formulating stalemates, he said, "Well, if you don't know about them, it is possible that almost no one does." We then discussed the situations under which dynamic stalemates occur.

17

The basic idea is somewhat simple. Normally, stalemates are achieved by units being in places the enemy may attack and by being capable of supporting those units, if necessary, with sufficient force to prevent dislodgement. In actuality, it is not mandatory to occupy the spaces; merely preventing the enemy from doing so is sufficient.

Consider for example this static stalemate:

1. Armies: Arm, Con, NAF, Por, Spa. Fleets: Wes

Supply centers: Ank, Con, Por, Spa, Smy, Tun. (6)

By ordering A Por and F Wes S A Spa, this line holds when there are no enemy fleets in the Mediterranean or BIA Sea. To become dynamic, assume Arm, Con, NAF, and Spa are vacant with the supply centers still owned by you, and remove those units; Add F Lyo, A Smy, A Syr and A Tun. By ordering A Por and F Wes S F Lyo-Spa(sc), A Tun-NAF, A Smy-Con and A Syr-Arm, the same spaces are controlled with the same number of units retaining the stalemate. Obviously, whenever the enemy fails to oppose a dynamic unit, the unit reverts to the static ((in its new position)). In this dynamic example, either F Lyo-Spa(sc) or A Tun-NAF must succeed.

Often, the criteria for a dynamic stalemate are these: Look at each unit in a static stalemate that is holding. If, behind the stalemating power's lines, there is a vacant space bordering on the holding unit, then the holding unit is placed in that adjacent space, leaving the space vacant. The unit then moves to the original space and, if necessary, is supported by the units supporting the original position. Thus, multiple active units may be engaged in a dynamic stalemate.

Another type of dynamic stalemate is obtained in this manner:

2. Armies: None. Fleets: Mid, NAT, Por. Supply Centers: Edi, Liv, Lon, Por. (4)

Assuming there are no opposing forces in the west ((huh? Surely he means north/east, as he is utterly vulnerable there)). When F Por is removed with F Eng and F Iri added, a different type of dynamic position is created because four units instead of three are required to maintain the same spaces. The orders are: F Mid-Por, F Eng and F Iri S F Nat-Mid. ((Once again, if an opposing fleet is present in Gas, Mid can be taken)).

In the preceding dynamic stalemate, the discovery process involves looking for units in static stalemates that border a single enemy unit. If the unit it is supporting is bordered by two unoccupied spaces behind the stalemate line, remove the unit on the front line facing the single enemy; order the supporting unit into the now vacated space; then move in another unit with support sufficient to standoff enemy forces attacking the vacated space. Thus, this type of dynamic stalemate evolves. In example 2, it is interesting that when F Mid is transferred to F Eng, the same spaces are again impregnable with three units.

The totality of dynamic positions is not something apparent to one skilled in the refinements of tactics but are a labor of love -- with a bit of luck and a lot of persistence.

((John Beshera wrote an addendum to this. He says that "in unique situations when the support of an opposing unit is capable of being cut" a dynamic situation can require fewer units than a comparable static position, but gives no examples. I wonder, tho: If the dynamic move is unopposed, and thus the move succeeds, the new static position will require the extra unit. What if you don't have one right there? Does the line then crumble? Beshera also thates that there are positions where the stalemate must be dynamic. The example he gives, is that of Western Stalemates #3, where an enemy fleet in Berlin requires A Kle-Ber.))

FRA 17

FRA was not one of the "great" tacticians of all time and after being stopped on the ITA front, finally agreed to attack ENG. Moral: (1) The strongest "power" was not AUS but the ENG-RUS coalition. The very fact that they were strongly allied should have forced FRA to honor his AUS treaty and attack ENG, otherwise the situation could only get worse for FRA (ENG would very shortly attack him since he had no place else to grow). (2) AUS had the wrong ally in RUS (against TUR) since he didn't know about the ENG-RUS strong alliance. He should have assisted TUR against RUS. (3) If you are going to alienate (stab) a former ally, do not underestimate his ability to ally with former mutual enemies (after all, what else can he do?). (4) Do not stab if you have only spoons at your disposal, i.e., know where the rest of the silverware is and how to use it, especially the knives.

From Impassable #33, 3-10-74, and #42, 11-3-74 come this pair of classics by Verbeiden

STALEMATE POSITIONS: PRACTICAL CONSIDERATIONS

It has been something over two years now since articles exploring stalemate positions on the Diplomacy board began coming out. In that time the subject has been treated in great detail, to the extent that with the publication of a few additional positions in the coming year, the entire field will most likely be nearing a state of exhaustion!

Being that this is the case, it is now time to consider some of the implications the distribution of these positions may have on general practical play, in particular for the player who wishes to perform well in defensive as well as offensive positions.

To begin with, the center of every stalemate position is one of Calhauer's "wicked witches": England and Turkey. Without possession of one or the other, an attempt to stalemate against a united opposition holding at least half the centers is probably doomed to failure. This suggests that for a play expecting trouble in the later stages of the game (and who doesn't?) high priority should be placed on securing the nearest wicked witch, either diplomatically or militarily as seems the most appropriate.

The board may be divided into western and eastern halves. The western half consists of England, France, Germany, Scandinavia, Iberia, the low countries and StP. The eastern half consists of the remainder, i.e. Italy, Austria, Turkey, the Balkans, Tunis, Moscow, Mar, and Sev. Either group of centers can be held in a stalemate position. However, more importantly, most stalemate positions consist of centers from one group or the other, but not both. In particular, the West may occasionally hold Rome, Naples and Tunis and the East may occasionally retain Mar, Spa and Por.

In any event, the clear implication is that gains on one's side of the board tend to be more defensible than gains on the other. It may then be prudent, again from a view of setting up a potential defense, to put one's own side of the border in order before embarking on adventures on the other.

The influence of the hole in the middle of the board known as Switzerland is apparent in many stalemate positions. In particular, Switzerland serves as an anchor for a great number of positions, with the actual lines emanating from it. The only exceptions, again aside from improbable positions, are certain English positions which assume complete, unopposed dominance of the northern waters. Consequently, the spaces surrounding Switzerland assume a particular importance. For the east, Venice, Tyo and occasionally Ple or Man can be critical. The west often finds itself in a somewhat less critical position regarding Switzerland, however, Munich and Mars can be critical in preventing a win by a single eastern power (usually Turkey).

More important to the west are the two corner spaces: StP and Mid. StP is a critical component on the land defense of Scandinavia by the west. In the opposite corner, the Mid (almost invariably in conjunction with Portugal) forms the anchor of the western sea defense. Neither space is absolutely critical, however typically problems begin to multiply with the loss of either. The loss of both probably means the loss of the game, except under very special circumstances.

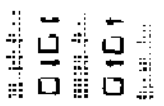
In addition to the spaces already mentioned, the Ionian is always critical for the east. Exceptions occur only in improbable circumstances. Italy is important, although partial losses can be compensated for by northern gains.

Conversely, Vie, Rumania and Sevastople are important, altho partial losses can be compensated for with partial gains in the West Med and the spaces around Switzerland mentioned earlier.

The implications of the existence of these critical spaces are twofold: The defender or potential defender should be aware of the possibilities of his position, and seek to secure the critical spaces which are or may be needed. Access to some of the published

material on stalemate lines may be helpful. For the attacker on the other hand, these critical spaces are the places to concentrate the offensive, break through and the enemy position crumbles. Fail and the draw may be forced. The important thing is to recognize which losses may be sustained and which may not be.

STALEMATE POSITIONS: MORE PRACTICAL IMPLICATIONS



By Eric Verheiden

In my original article in Impassable #33, the practical implications of some of the more common and easily reachable stalemate positions were discussed. However, there are others, less common and more difficult to obtain, which may nevertheless assume a more critical importance under certain conditions.

To begin with, consider the west, in particular, England, Scandinavia and the western coastal provinces most often included in stalemate lines. In the previous article, it was noted how two spaces, the Mid-Atlantic and St. Petersburg, are usually critical to the western defense. Usually, that is, but not always. A foreign fleet in the Mid-Atlantic need not prove fatal if the North Atlantic, Irish Sea and English Channel are all occupied (or under repeated attack) by friendly forces. In addition, Scandinavia must be secured, as must be a minimal continental position running from Brest to Kiel along the coast with Paris and Ruhr thrown in. With Burgundy secure as well, St. Petersburg becomes dispensible, with armies in Norway and Finland (or even Sweden) sufficing to hold Scandinavia from the north. This makes the conventional assumption, of course, that enemy fleets have been permanently eradicated from northern waters.

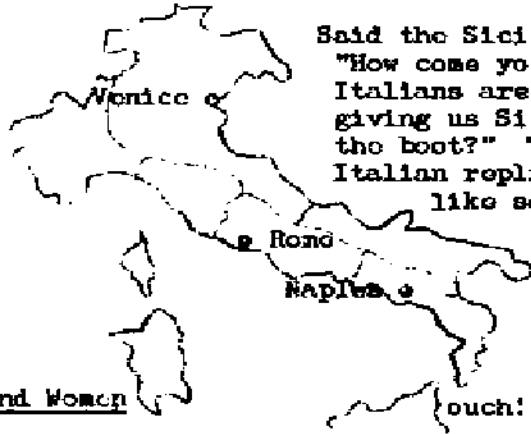
Also worthy of note is one unique position in which France becomes completely dispensible, along with the Mid-Atlantic, for the northern powers. In its place, the continental position must be extended to include all of Germany and all of Russia except for Sevastopol; nothing less will suffice. The western defensive line of fleets proceeds much as the above.

In the east, of interest are the positions which can be formed without one or more of the Italian centers. If all the Italian centers are lost, then stalemate is impossible without a strong hold over most of Scandinavia, which as a practical matter is possible only for Russia and even then often with some difficulty. If not all the Italian centers are lost, however, then the possibilities are more promising. With only Venice and five southern fleets (one of which may be replaced by an army in Apulia), a compact line may be formed running through the Ionian, the Adriatic or Apulia, Venice, Tyrolia, Munich, Berlin, Prussia, Livonia and Moscow. The two German centers in particular assume a vital importance here, one which an eastern alliance should be aware of if Italian losses seem likely.

The improvement in prospects apparent with the addition of a second Italian center varies considerably. Holding Rome in addition to Venice but without Naples is a desirable end in itself, but it does nothing to reduce the northern requirements of a complete line, owing to the large chunk of Italian territory (Piedmont and Tuscany, to be precise) which must be held along with Rome if it is not to be retaken eventually.

Holding Naples along with Venice is somewhat better; the loss of Munich may then be withstood without adverse consequences under the proper conditions.

Curiously enough though, best of all is if Rome and Naples are held without Venice, so long as Venice is held by an army rather than a fleet. The fact that a unit in Naples can support a unit in Rome allows the saving of an additional unit, which in turn reduces the minimum requirements for a northern line to Silesia in Germany and Moscow, and Warsaw (without Livonia) in Russia.



Said the Sicilian, "How come you Italians are always giving us Sicilians the boot?" The Italian replied, "We like soccer."

You may have the universe if I may have Italy. --Verdi--Attila
Open my heart and you will see, Graved Inside of it, "Italy." --Browning--Men and Women

ouch!

From the late, great, Erehwon, #87, 13 May 1975, by John Doyer.....

STALEMATE LINES ARE CRAP!

Yes, to me, stalemate lines are a bunch of crap! That is to say, stalemate lines occur when they are allowed to occur, and very rarely are forced to occur. Thus, in my opinion and from my own experience both as a player and as a gamesmaster, stalemate lines form mainly because of the philosophy of play. Strong players who tend to win are also the same ones who will not allow stalemate lines to come into being if they can help it.

Another way to look at it is that stalemate lines require, in general, at least 13 units or so. Consequently, those players who form stalemate lines are those who give up too easily or early, or who could not force a win -- or, more importantly, were allowed to form a stalemate line. To me, owning 13 units with no one ahead of you generally means that you have an excellent chance of winning the game.

It is at this point, the middle game, when a power has grown to thirteen or so units, where important decisions are necessary in order to maintain the momentum of your own growth so that you can win. The beginning game's most important aspect is to establish an alliance and fights among your enemies allowing you to survive and to expand. After the initial expansions, the game comes to grips, in order that the major powers and their minor power allies must fight each other. In order to get past this middle game, you must maintain your own momentum.

To maintain momentum ((getting a little tired of that phrase?)), the best possible technique is to employ your weight around Europe in a combination of power and diplomacy. The good players win their games here! The almost good players are good tacticians and study stalemate lines---but they play defensively and do not worry about the real game. For if they did, they would not have to worry about building a stalemate line for defense, since they would have maintained their own momentum of growth.

I am not against developing stalemate lines if your cause is otherwise hopelessly lost, but I believe that in most cases this would be, at best, a poor alternative to what you could have done to maintain your momentum ((I count 5!)). The balance of power on the board with respect to the good players is maintained in their own favor. There is thus far less likelihood of stalemates or draws forming in the game.

My game style is different from that of the player who would employ a stalemate line. I play to break lines, to maintain and nurse allies who can help my own cause, or as the case may be, our cause. Tactics do play a part, but only in the offensive sense. In brief, to study stalemate lines is a waste of time when you could study techniques of being able to decipher the balance of power and to make it lean in your direction. If this is done, you won't need any stalemate lines.

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Some advice from Hoosier Archives #4! (23 October 1971)

YOU HAVE A LOCKED UP POSITION, SO NOW WHAT?

by
Arnold E. Vagts, Jr.

The cost of first seeking a Locked Up Position (LUP) and then trying for a win may be too great. Anything which reduces the probability of a win should be avoided even if you subscribe to the "Surviving is better than being eliminated" theory. (There are a number of people who believe this theory is nonsense; these people are called "insane.")

A LUP should NOT have been attempted if to accomplish it you had to:

- (1) Break up a possibly winning coalition.
- (2) Force another power block to form to get a LUP.
- (3) Weaken a country to the point that another country can win or get a LUP.
- (4) Alienate countries to the point that another country can win or get a LUP.

The second situation above tends heavily towards draws by the formation of very tight alliances which are impossible to break up. I've been a survivor in several face-to-face games in which two power blocks formed, each consisting of two countries sharing a LUP; no country was willing to attack his ally for fear of losing his LUP and being eliminated by the other power block. This was discussed in great detail in one of the games and each of the major countries in the opposing power blocks agreed to attack his minor ally provided the other did so first; neither was willing to take the initial risk, consequently the game ended with four unhappy players in a four-way draw. This is the equivalent of playing "chicken": "I won't break up my LUP coalition until you do, and if you don't, you can't win." This argument is, of course, symmetric.

If another country gets a LUP, he may be satisfied with a draw and be unwilling to risk his LUP for an increased probability of a win. You can still win, but the probability of your doing so is considerably less once another country gets a LUP. If another country has gotten a LUP, you are not a "great" player. (Although you may still be a "good" player.)

Once you get a LUP, your first diplomatic act will be an attempt to get all of the other countries to attack your largest opponent (why not dream LIC?) in return for non-aggression from you; if pressed, offer an alliance. Point out to them that it is futile to attack you since you have a LUP; on the other hand, you are willing to assist them and they have a chance to make gains. Suggest specific tactics and show how they succeed (not everyone will be persuaded by your flowery oratory alone.)

If your largest opponent has a LUP as well, you still want to get all of the other countries to ally with you--it's just more difficult. First, no one may realize your opponent has a LUP (even himself). Moral: if you have a strong defense which can't be broken, let the countries with whom you wish to ally know about it (remember the RUS defense system in "Dr. Strangelove"?). If the other countries point out to you that your opponent also has a LUP, tell them that he doesn't know it, or if he has been wise enough to have already told them (your strategy is symmetric; whatever you can do, he can also do), you can tell them that he will probably "botch" it due to poor tactical skill or a habit of missing moves. If you have to fib (contrary to popular opinion, a fib is not a lie but merely a statement whose correspondence to a real space-time sequence of events is non-existent) a little about your opponent's skill, do so carefully and in a believable manner.

If the minor countries actually do make gains against the other major country, you can afford to sit back and be content with lining up your forces for THE LIC FISH; very mild pressure should be exerted on the minor countries to give you a supply center now and then but don't press them or get greedy (it has been my experience to observe more outright wins thrown away by CUPIDITY than by any other trait among experienced players). Continue to negotiate in detail with minor countries offering second place in return for helping you win. Be honest and keep your treaties if at all possible--your offers will be more credible and more likely to be accepted. It requires more skill to win without stabbing so try for that kind of win. Take advantage of stabs in a game to spread distrust among the other countries. A player's stabbing indicates to me that his negotiating ability has failed him (there are some, however, who stab merely for the pleasure of it--these people are called "criminally insane"). Honesty represents long-term policy; reputations spread fast.

If the minor countries do not make gains against your opponent, you have an excuse (as differentiated from the reason, which must always be that it increases your probability for a win /this, of course, is a simplification; some odd players do it to get even/) to attack them ("Everybody has to attack somebody, eh?" said with a sheepish grin, or "What else could I do?") even if it is purely offensive, e.g. Israel's "preemptive" strike in the Six Days War. You may eliminate them and outright win since their units will be deployed against the other major country.

If you haven't won yet, you have one last stratagem to employ before you must ally with the other major country: see if any of the remaining minor countries will throw supply centers to you for money. When this stratagem (or your money) has been exhausted, you are forced to ally with the other major country(s); you are in the situation that is unfortunate: everyone is against you. You may still win if you can get an ally. The worst you will get is second and that is better than a four- or five-way draw.

It was my experience once as AUS to be stabbed by RUS and FRA (ITA and GEN were almost eliminated) while fighting IUG. FRA attacked because he knew ENG and RUS were VERY strongly allied and were going to attack AUS; he was afraid to attack ENG because of the alliance and thought he could get a piece of the AUS pie. Fortunately FRA stabbed with a spoon and was allied with AUS against RUS so that RUS ended up losing one supply center while AUS maintained nine (although they weren't the same ones since the RUS-ENG alliance took two).

from Hoosier Archives #114 26 May 1973 comes.....

TACTICS OF OFFENSIVE AND DEFENSE II
by Eric Verheiden

As in the previous article in Hoosier Archives #102, this article will illustrate good tactical play in an idealized setting. In particular, all countries except for Russia, Austria-Hungary and Turkey are neutralized as are all neutral supply centers except for the Balkans. Russia and Austria-Hungary move with the single objective of destroying Turkey as quickly as possible, with the understanding that regardless of their choice of moves, the Turkish counter will be the best possible, i.e. Turkey will always guess the allied moves correctly and move with that in mind.

Spring 1901: Russia---F Sev-Bla, A Mos-Ukr, A War-Gal
Austria--F Tri-Alb, A Bud-Ser, A Vie-Bud
Turkey--F Ank-Bla, A Con-Bul, A Smy-Con
Fall 1901: Russia---F Sev-Bla, A Ukr-Sev, A Gal-Rum
Austria--F Alb-Gre, A Ser S F Alb-Gre, A Bud S Rus A Gal-Rum
Turkey---F Ank-Bla, A Bul-Rum, A Con-Bul
Winter 1901: Builds are A Mos, F Tri, A Vie, and S Smy

The 1901 Russian and Austrian moves are probably the best possible against Turkey even in a real game, assuming, of course, the non-interference of Germany and Italy. The objective is clear: prevent Turkey from taking the Black Sea without risking the loss of Sev or a bounce in Rum or Gre. To do this, it is necessary to utilize every available allied unit, as can be seen in the fall moves. RA Ukr acts as a hedge against a possible Turkish move to Arm in the spring and a subsequent Tur:F Ank-Con, A Arm-Sev in the fall. Note how Rus A Mos-Ukr in the spring is superior to A Mos-Sev since (1) Mos-Sev can easily be blocked along with F Sev-Bla by Tur F Ank-Bla (holding two Russian units with a single Turkish unit), (2) Rus A Ukr is adjacent to the front and has the additional options of moving or supporting in Rumania not available to A Mos and (3) it assures that Mos will be left open for a build in the winter. It might be mentioned here that ((note that all six of these words are superfluous. HA articles were not normally edited)) the usually strong spring spring move Tur A Smy-Arm is worse than useless here since the best A Arm can do in the fall is leave Sev open for a build while Tur A Con might be useful for supporting purposes later on.

Spring 1902: Russia---F Sev-Bla, A Ukr-Sev, A Rum S Aus A Ser-Bul
Austria--F Gre S A Ser-Bul, A Ser-Bul, F Tri-Alb, A Bud-Ser
Turkey---F Ank-Bla, F Smy-Aeg, A Con-Smy, A Bul H (dislodged, ret:Con)
Fall 1902: Russia---F Sev-Bla, A Ukr-Sev, A Rum S Aus A Ser-Bul
Austria--F Gre S F Alb-Ion, F Alb-Ion, A Bul-Con, A Ser-Bul
Turkey---F Ank-Bla, F Aeg-Ion, A Con-Bul, A Smy-Con
Winter 1902: Austria builds F Tri, Turkey removes A Smy

Observe the Turkish maneuver in the spring. Since Turkey is certain to lose Bulgaria (and would almost certainly lose it in a similar situation in an actual game as well), A Con is moved to Smy to provide a space for the retreat of A Bul. Altho in this particular case, it makes little difference in the end, in general, care should be taken to avoid annihilations when they serve no useful purpose; units thereby lost cannot be replaced until they are rebuilt and moved back to the front, a lengthy process at best. Meanwhile, one is for all practical purposes playing with one unit short, even tho one may possess the same number of supply centers as before. This assumes critical importance in delaying actions, in which one tries to stall a superior force as long as possible until either reinforcements are brought up or another power can be induced to stab your enemy in the rear while his units are engaged in the front against you. Note also how Rus A Rum and Aus A Ser are put to good use in the fall, preventing dislodgement of Aus A Bul and still allowing Aus A Bul-Con. As a general rule, whenever one writes up a set of moves and finds units simply holding in place instead of moving or conveying or supporting, one should wonder if he is doing something wrong and try to find something to do with his units besides holding in place.

Spring 1903: Russia---F Sev-Bla, A Rum S Aus A Bul, A Ukr-Sev
 Austria--F Gre-Aeg, F Ion S F Gre-Aeg, A Bul H, A Ser-Gre
 Turkey---F Ank-Bla, A Con S F Aeg-Bul, F Aeg-Bul (dislodged, Ret: Smy)

Fall 1903: Russia---F Sev-Bla, A Ukr-Sev, A Rum H
 Austria--A Gre-Con, F Aeg C A Gre-Con, F Ion-Eas, A Bul S A Gre-Con
 Turkey---F Smy S A Con, A Con H, F Ank-Bla

Winter 1903: No changes

Spring 1904: Russia---F Sev-Bla, A Ukr-Sev, A Rum H
 Austria--A Bul-Con, F Aeg C A Gre-Smy, A Gre-Smy, F Eas S A Gre-Con
 Turkey---F Ank-Bla, A Con S F Smy, F Smy S A Con (dislodged, ret:Syr)

Fall 1904: Russia---F Ank-Bla, A Ukr-Sev, A Rum H
 Austria--F Aeg S A Bul-Con, A Bul-Con, F Eas-Syr, A Smy-Ank
 Turkey---F Ank-Bla, F Syr S A Con-Smy, A Con-Smy (annihilated)

Winter 1904: Austria builds A Bud, F Trl; Turkey removes F Syr.

At this point, of course, A-H can take Ankara, completing the destruction of Turkey. 1903 and 1904 illustrate something about the use of convoys. They should be used to cut support when occupation of important sea spaces could not be assured by a similar move with the fleet and also when there is some special reason for wanting to move an army, as opposed to a fleet, to the front. In the latter case, every effort should be made to see that the convoyed attack succeeds the first time, or if that is not possible, to find something else that will work. In the above, the Austrian convoy of Fall 1903 gives the best shot possible at Constantinople, without risking loss of the Aegean. In Spring 1904, the Austrian convoy to Smy cannot be stopped and the placement of the army in Smy instead of Can gives Austria the option of hitting Ank later on without Tur F Ank being able to return the compliment by hitting Smy.

Continued from page 2

get no response, then just resign yourself to the fact that you've got a second rate GM. No HR's can cover everything, so I think that the GM is obliged to answer any questions, and to explain in detail his rulings, regardless of whether he sought any player input or not.

No point in avoiding it any longer. This is the Stalemate Lines issue, the most boring issue that will ever appear here, I promise you. Also included to round things out is an article by Verheiden on how to demolish Turkey. The article has been truncated slightly to remove an extended discussion on convoys that has reference to some games of the considerable past. The reasons for reprinting this article will become apparent at a future time. The next two issues will include (I'm not sure in which order) a theme issue on Hobby History, with an emphasis on some rather old (at least 7 years) material rather than the "As I look back in 1978 on my untreen years in this strange hobby of ours..". The other issue will be the gala anniversary issue, and I promise you it will be quite different from what these types of issues usually contain. Also this summer will be another theme article on a single country, most likely Austria.

I don't normally advertise game openings here, but there's a pair of them that its a pleasure to mention. Robert Sergeant has openings in St. George and the Dragon, a monthly zine well into its third year. Price is \$1 plus a sub at 10/\$2, one of the cheapest you'll find anywhere. Reproduction is flawless, a shining example of offset. My game in there is at 1908 and there's been neither significant delay nor so much as one GMing error. Also with openings is Steve McLendon's tri-weekly zine The Dragon and the Lamb, (Box 57066, Webster, Texas 77598). Caffe is \$1.50 plus a \$2.50 deposit plus a sub at 12/\$4.00. Steve features a map with each game, and for your game, he colors the map in. Layout and reproduction are excellent. He has openings in an ordinary game, and one that will feature commentary by yours truly. If you sign up, please state which game you'd prefer. Steve has the liveliest headlines around, and its a real treat to play there. (OOps, I forgot. Robert Sergeant is at 3242 Lupine Drive, Indianapolis, Ind 46224)

From:
Mark L Berch
492 Naylor Place
Alexandria, Va 22304

Mark Berch
492 Naylor Place
Alexandria, VA 22304

Ignore this;
Holidaying for a

AMERICAN

If a (10) or an (11) appears
by your name, your sub is
K A P U T I