

Everything will come up Black, because this is the Germany issue of:

# DIPLOMACY DIGEST

Issue #40

Oct 1980

Theme Issue: Germany

Mark L Berch

492 Naylor Place

Alexandria, Va 22304

Subs: 10 for \$3.00

Europe: 10 for \$3.50

Circulation: 116

I have recently received a letter from Kathy Byrne which concerns me greatly. In it, she informs me that I "have decided that I ((Kathy)) rigged the Leeder Poll. It is now all over the hobby..." I am astonished to hear this! She went on for over 3 pages on this matter of Bruce Linsey's VOD's showing in the Leeder Poll. I have no idea why she is saying such a thing. I have never said (or implied) that she (or any other specific person for that matter) rigged any poll, and this covers comments made in print and in private correspondence, fone conversations, etc. I did editorialize on the Poll in DD #28, but VOD was not mentioned. The topic there was Eggnog, and even there I was just quoting Baumeister. ~~I have asked her why she said such a thing but I have received no reply.~~ I do not know what else she is saying about me, but please check with me first. Her credibility with me right now is very low indeed.

In #39 I said that those who feel that they should be able to try to deceive the GM and not be penalized should "stay away from VOD!" That was poorly worded; it should be stay away from his games. I didn't mean to single out VOD; practically all GMs take the attitude that deception of the GM is grounds for expulsion. But not all, I learn. Volkerwanderung #15 just came out. In an editorial very critical of Bruce, Arnett takes just the opposite position: "Maybe I'm on cloud-9, but as a gamesmaster of nine games, I attempt to be fair to "all" players and neutral when dealing with game matters. Even if you lied right to my face, how could that affect the game? All I do is adjudicate it." He later refers to this power-to-expell-for-lying as "unnecessary power". So if lying to the GM is your thing, Volkerwanderung is your zine, tho alas, there are no openings at present.

For those unfamiliar, in the Black Hole game, a player accused Bruce of GMing misconduct, and asked the BNC to call the game irregular. In the process, the player changed his story in an important aspect, presumably because his first version was not true. Bruce expelled him, just as I would have done. Bruce published the full details, including the incriminating quotes, in VOD #14, and offered to send Xeroxs of the letters to anyone who wanted them. The BNC has ruled that based on what he has seen the game is not irregular. But the question ultimately is one of player confidence in the GM. In #26, Bruce announced game openings at \$6 (including deposit). #27 listed 4 game-starts. I daresay there are few GMs in the hobby who could announce openings and fill 4 games the very next issue. Think about it.

And speaking of Brux, it is almost impossible to open a zine these days without reading an attack on him by John Caruso. John is using a style of attack which I very much disapprove of and I do not think is in the best interests of the hobby. He starts by making a whole series of accusations, many of them utterly astounding. If true, Bruce would be a thoroly unethical GM and his zine horrendous. Some of them, I know as a reader of VOD, are just plain false. Then, in pahse two he sent out a (turn to page 12)

((Starting things off is an article reprinted largely for historical interest. Written by John Smythe, it appeared in Brobdingnag #63, 8 June 1967, and according to the editor, "received more mention in letters received here, than any other single feature that BROB has ever carried."))

#### GERMANY

...First, let me begin by defining some terms. A "middle power" is a country surrounded by three or more potential enemies. Please note that I underlined the word "surrounded". G and A-H are middle powers. G, with potential enemies to the east, to the south, and to the west is surrounded. E, tho faced with three potential enemies, fights on a single front, the SCandinavia-Nth Sea-Eng front. A middle power is usually meek and mild mannered when conducting diplomacy, for it must fear a two front war.

A "quasi-middle power" is a country possessing excellent natural defenses, in contast to the exposed positions of G and A-H. Tho surrounded, its natural defenses permit it to be relatively aggressive in conducting Diplomacy. Tho a 2-front war is a possibility, the QMP need not worry about it overly. F and I are QMP.

Finally, there are the very strong "peripheral powers." Out on the edge of the playing board sit T and E. Not surrounded, and posses of superb natural defenses... they are overbearing in manner, even offensive at times, when conducting diplomacy. T is guarenteed at least one build the first year, and E can only be denied Nwy if faced with the improbable R-G-F alliance ((and if he moves A Lpl-Edi)). They need never fear a two front war. Their only real problem is to limit the lenght of their single front. I leave it to the readers to classify Russia.

The first objective of the middle power is to acheive some measure of security by eliminating its neighboring peripheral or QM powers. To make an assault upon a fellow middle power is to find nirvana. The usual method is to enlist the aid of a QMP to fight the periferal power or, tho not as strong an arraignment, to ally with the ppiferal power to defeat a QMP. Then as the middle power overcomes its first victim, it prepares itself for its forthcoming battle with its ally. And if it has prepared well, the middle power may even survive the conflict, or, better, force the pperipheral or QM power to seek elsewhere for additional SCs.

Germany, if she harbors any hope for surviving the game, must first eliminate either E or F, preferable the former. To attack either R or A-H is to find nirvana. (I made the error, twice! In 1965Q and in Nostrillia I allied with E to defeat F, consistant with my theory. Instead of following thru then, by attacking E, I made the error of attacking A-H.....)

Look at the assets given Germany. She is surrounded on three sides. Munich is usually threatened on the second move. Her convient SCs, unlike those of F and I, also are threatened on the second move by a potential enemy. (Here is where I disagree with the manner in which the game is set up. In the real world, G was capable of fighting on two fronts against three enemies. Only the intervention of the U.S. saved her enemies. G is Diplomacy is a mere shadow, a farce, of the real-world Germany. I still believe in Diplomacy should be given 3 armies and 1 fleet to start the game, but..??) G should be able to gain 1 SC the first year, perhaps two.

Even with 2 builds, G cannot overcome F or E. She must seek assistance. To ally with England means giving E a foothold on the continent and the opportunity to become a superpower. In simple terms, E will possess the power to parry every German thrust. To make matters worse, Bel, Hol, and Den will be open to capture, while England's won't. E surely will control Nth and Eng. G faces an impossible war. The only other alternative is to trust E, and go after either R or A-H, a very poor second choice.

An alliance with F is Germany's best hope for survival. An F-G alliance can eliminate E after a long and nasty campaign. The defeat of E usually leaves G in con-

trol of Nth and Nwg, giving protection to her lowland SCs and Denmark. Also, Edi will be hers. Nwy may belong to G, if R permits. Finally, it is not too difficult for F and G to disengage and demilitarize their borders. But once E is gone, where may G turn? She has at least 2 fleets, amybe more. To fight A, or her conquerer, G needs armies. And the border between A and G is not littered with convient SCs. A G war with A is usually long and difficult and is without immediate rewards.

The only convient SCs, Nwy and Swe, are owned by R. Also, a war with R permits the use of the fleets. So it would seem that G and R would come into conflict over Scandinavia --- not too bright a prospect.

The above is enough to demonstrate that Germany is faced with what amounts to an impossible position. For I have attempted to give G the best of all possible situations. I think it is to the best interest of EandF to smash Germany. Both gather in a wealth of SCs, and both are then in an excellent position to disengage and go on their merry ways. And in the early years, F and E need not worry about R and A. For the first three years R, A, T and I are usually engaged in what is usually an impossible alliance structure for control of Asia Minor and the Balkans.

There is one hope for Germany. If F and E go after G, R and I must fear for their future. Once G is gone, nothing prevents F from turning on I for mastery of the Medit. And nothing prevents E from overrunning Scandinavia and northern Russia. G just might be able to enlist the aid of I and R, if those 2 powers are not fully engaged elsewhere.

What G really needs is for E, or F, or both, to be played by weak players. Then G has a chance. Otherwise, dear reader, forget about winning when you receive G as your country. You'll be lucky to survive... You can have one consolation: France is even more difficult to play.

((WELL! Things sure have changed in the last 13 years, eh? To be fair about this, G had a horrible record in the early days of postal play. In the first 17 completed 7-man games, Germany averaged 2.1 centers at game's end. This includes 11 eliminations only one draw, and no wins. Indeed, in only 2 of those 17 games did G finish with more than 3 centers. Anyhow, in Brob #65, McCallum took issue with Smythe's suggestion about adding an extra starting army. What follows are excerpts:))

... In 1901, G is now guarenteed at least one raise. It very frequently gets two, both Hol and Den. Two is usually as good as is done by any country, with the one exception of France, which fairly frequently gets three... ((He points out how Eand T, regarded as the top two countries at that time, do quite well with just one build))... It seems to me that the inevitable result of giving G an additional, and therefore an additional supply center would be to make ((E & F vs G)) the standard one, instead of being just one possibility among three...the two other western powers will have more to fear with a giant in the neighborhood...Germany having an additional SC will make it a more tempting victim: there will be one more bit of loot in the common kitty ((He goes on to say how this would then reflect history, with "germany's growing strength...and her willingness to use it" submerging much older E-F quarrels))

...Its real weakness is that it so often finds itself, a little later, all front line. It happens to every power, ocassionally, that it can't make builds to which it is entitled. But to no other power does it happen to as frequently as Germany. In game after game, G has to pack its home territory with troops to keep the enemy out, and so is not allowed to build for the gains which it may make. To prevent this will, I think, need a more radical revision of the game than the addition of another army. ((This probelm should not be ppo-ppoed by German players! An austrian stab in late-midgame can be very frustrating. G may at that point be mopping up E and/or F for a last build or twp, and discovers that the stab has jammed up all his home centers. Or G may find himself vulnerable to annihilations in the Tyo-Boh-Sil area which he cannot build to replace. I was once in such a situation in a FTF game. I gave Nwy to a weak Russia, figuring to let him build in War for the build I couldn't take against Austria. The ingrate built F stp(sc) ))

Endgame statement for Germany in 1976IF (17-17 draw with Italy) Mark L Berch

Timing is crucial in diplomacy --- you must seize the moment, or all can be lost. At one crucial point, I did just that, and prevented a Russian win. At a second point, I didn't, and was myself denied the win.

The game began with a loose alliance with England due to inadequate communication from France. This firmed up after Russia entered StP in SO1 without consulting me on the matter at all. So I stood Russia out of Swe, even as both E and me skirmished with France in Bel and Bur. In the east, the long running A-T clash began with T taking Gre and Austria, Bul, and R establishing a dominant position with A Rum and F Bla.

SO2 was my lowpoint of the entire game. Russia supported his new fleet into Nwy and entered Bal. I supported E into Swe --- only to see my ally swipe Holland from me --- even as France pressed his attack on E! Then a lucky break --- Engaldr did one of his many NMRs in FO2, and I was able to retake Hol. Meanwhile, I sued for peace with McLendon (R). I pulled my army out of Pru, and agreed not to place a unit alongside any Russian center. R meanwhile collected both Nwy and Swe to become the dominant power in the north.

In 1903 I finally picked up Bel, but in reality, my position deteriorated, as R totally dominated the board. He brilliantly manipulated the Balkans, constantly switching sides to keep the A-T war boiling. Finally in FO3 he takes some spoils: Bul and Ank. In the north he is also dominant, ending with F Nth, F Nwg. With a build from the seizure of Bel, I feel that this will be my last chance to stop R, and proposed a G-A-T alliance to stop R. Both A and T tell me that they are too busy puppeting R to do this. So I reluctantly take my new A Kie and go after France and second place.

By WOI a number of significant things have happened: 1) I guess wrong, and my attack on France stalls in Bur 2) I am able to talk R into letting my fleet into the Nth, reasoning that I will need flanking action against France 3) France takes Lon for a build so that continuing the war looks even less promising 4) A new player appears for France, who replies to my letters even tho we are at war 5) Austria decides to snatch Rum away from Russia! I approach France with a plan to push Russia back, and he accepts. It is contingent (as are my orders) on his building F Bre, and that is what he does.

My attack on Russia was probably my most daring attack then or since in any post-game. Russia was extremely strong, having recently collected all the Turkish home centers, plus Edi, and was building that winter. I could move A Mun-Sil, but that was it for the Polish Corridor --- vs Russian units in Ukr, Gal, and Sev, and I could count on no help from the Austrians. The conerstone was a hair-raising convoy, unsupported, from Bel to Nwy. The problem was, he had a fleet in Swe and an army in Nwy, which could leave only by a successful convoy. Plus, I had to create a convincing story why I "had" to do a den-swe, so that he'd not do f swe-nwy. I will never forget how excited I was when the convoy worked. Big, strong Russia was in trouble because of one unit he could not stop any longer --- StP was open. Surely now Aus would now join the fight.

For one magic season (FO5), there was, it could be argued, a sextuple alliance against Russia, as G, A, E, F were overtly anti-R, and I and T took moves which had the effect of helping A against R. This didn't last long. A wanted T out, and E was in F's way. But it was nice leading a 6-way alliance while it lasted!

In the ensuing battle, Russia made a fateful decision. Rather than a balanced defense, he decided to make his last stand in the south. Perhaps he had an eye toward being part of a stalemate line by hanging onto a Turkish center, perhaps he hoped to disrupt the anti-R alliance by allowing me to grow too fast --- or maybe he just didn't like Cecil (Austria).

In the next two years, Russia lost seven centers, 4 of them going to me, by FO7. With R now down to Bul and Ank, everyone was looking to new targets. Italy was sending some fleets west to deal with France, and assisted Austria, both against R and in placing an army in Boh to go along with Ital A Tyo. France meanwhile was interested in attack-

ing Italy, but wasn't paying much attention to the game --- sometimes I wrote his orders for him, sometimes he NMRed, and in general he did not write, a big sin in my book. Thus in FO7 I slipped a fleet into English channel, giving me both the option of helping him against the Italians, or the stab --- and watched France NMR that season, missing a lovely chance to take Tun, and thus the upper hand in the south.

In SO8 I decided to stab the dawdling France, entering Bre and Bur, and the fall brought Lon and Par, giving me 14, and forcing three removals on France. Even better, the I-A war finally broke out, with Italy snatching Tri and moving his fleets east again, even as Austria snatched Gre. I had been pressing Aus for some time to attack Italy, and had even loaned him Sev so that he would have the muscle to do it.

The next season, SO9, was my high water mark of the game. Both I and A, at war with each other, had agreed to let me win. France I could finish off easily all by myself. All I needed was 3 french centers and Sev for the win.

But Austria NMRed in SO9. He had done this several times before, and had come back, so I assumed that he would still be around. In retrospect, I should have garbbed Sev in FO9 on the theory that he was going. That was in fact my last chance for the win, and I missed it.

Ron Kelly took over for Austria, and very soon I was faced by a I-A-F-R alliance, led by Beyerlein as Italy, who had taken over back in FO3. The game then entered a new phase. By F11, I was stalemated at 16 centers. When that happened, I commenced a long process of trying to persuade Doug to permit the draw to be shortened. He had to be persuaded every step of the way. The first was Russia, but then he wanted to settle for a four way draw. Then France ---- and he didn't want to take any possible risk so he wanted to leave it as a three way draw, including Austria. But he eventually backed down there too. His tactical plan was not foolproof; during the elimination of Austria, I could have attacked. But actual success would have required Kelly to cooperate, and I was pretty sure Doug would offer him a four way draw (Por had been saved for last, as it would require joint G-I effort to polish off), and I figured that Ron would likely accept.

Besides, I like 17-17 draws. There is a crisp elegance to this conclusion, the ultimate in a shared win. This is my second one (my first was as Turkey with Austria), and believe me, they are no easier than wins.

So my regrets go to Steve --- sorry, but it was such a delicious opportunity, and we had no agreement on how the game should end. And my thanks go to Doug, who made the game so challenging both as an ally and as an enemy. He took a 4 center country and brought it to 17 --- a noteworthy lesson to those who think standby positions are hopeless. But most of all, my deep appreciation goes to Bob Sergeant, who took over this game in 1905 from a faltering GGM, and carried it all the way to 1920, one of the longest games in recent history. Never was there a complaint about its slow pace; GMing errors were quite rare, and quickly corrected; St Geo is astoundingly punctual. I really don't know that there was anything else a player could ask for!

((Appearances notwithstanding, the above is not a reprint. Bob Sergeant (who is soliciting articles for his 5th annish) refused to print the above end-game statement, objecting to its length and the fact that it covered the entire game.))

#### The Zine Column #32

#### Other aspects of DD #38

Normally this is my vehicle, but François Guerrier has written an interesting response to the non-ethics part of #38. My response appears in (()).

(1) Gee! What has come over you? This is the first single issue where I've been mentioned so frequently (as far as I can remember)! I read with interest your comments about "Passchendaele" 26 and 27 featured astonishingly good repro...", "his superb Passchendaele", "I prefer the way Guerrier puts it..." Gee... I was surprised - pleasantly. Over all, I can count at least 6 mentions... ((All deserved)).

((In point 2, FC asks for a copy of the fake Egnog which I suggested he might have done. I'll take that as a denial, tho FC has been known to change his position on the authorship of fakes. Likewise Ralph Morton has denied it as well, asking me to "Join the campaign to exonerate the blameless innocent, Ralph Morton, of producing fake zines", and "I sometimes wonder if the CDO hadn't put out an "accuse Ralph Morton of all fakes" directive". Significantly, however, he admits that the mere writing of his letter "makes me suspect by those..." True, but why do you think he pointed that out????))

(3) This concerns your comments on the Leeder Poll. First, The National tied for second, and did not come in third. But that's not important. Where I disagree substantially with you is "the reverse would be eminently (sic!) sensible". Now, I would agree that perhaps Passchendale should have placed ahead of The National, but I don't think that a Passchendale rating of 2nd or a The National placing of 23rd - would have been eminently sensible. Perhaps 5-10th and 10th-15th, respectively...

((I wan't being that precise. My point was that reversing the results would make a lot more sense than the actual results))

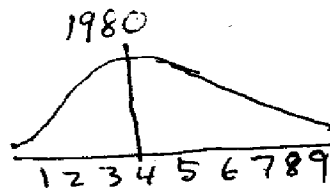
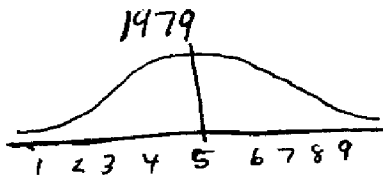
I would agree that a five vote minimum is just too low, though you should pay attention to my article on the subject in Passchendale 29 (which has been delayed until now due to the clerks' strike).

I also think that Everything shouldn't have placed that high - though I also think that 'zines such as Everything, The National, etc. shouldn't have been rated at all... just the same as all folded 'zines. All these 'zine evaluations have no - or very little - relevance to the poll. John's methodology could use some shaping up.

I think that your saying Everything is a pretty boring 'zine is all in the eye of the beholder. Some people prefer some types of material (such as game stats) over others. Just the same that many people find Passchendale and Diplomacy Digest boring while others don't.

Dropping the top and bottom votes is indeed a sensible idea - though an easiest way to go about it would be to print the median as well as the mean (the median automatically drops those deviations...). ((True, but the median drops a lot more than that. I'd prefer both))

And I disagree completely with your comments on trends. The fact that last year's no. 1 finished 31 implies no general trend whatsoever, except that no. 1 went down a great deal. The other 'zines may have stagnated or declined in quality as well (i.e., the no. 1 went down further relative to the other 'zines - not, the other 'zines went up relative to no. 1). John is a lot closer in his comment, where basically, he says that the normal curve for the five top 'zines have slid down, i.e.,



On the other hand, John has no reason to say that, because the 5 top 'zines went down, then is "reflects a general decrease in the level of quality of N.A. 'zines"... that is extrapolation rather, intrapolation), something serious analysts must stay away from. He could only have done that if he had taken the 1979 mean (or any other central tendency-measure) and compared to the 1980 mean - if the 1980 mean is lower than 1979, then this reflects a general decrease in 'zine quality. (Above, the word "mean" should be taken to mean "mean for all 'zines"; and it is employed in the sense of arithmetic mean, i.e., 5, 5, 10, 10 : 7.5.)

((Without some sort of absolute yardstick or scale, there's no way of knowing whether 1 went down or 31 went up, and the same applies to Leeder's reasoning. However, if the point be debated, I'd rather go with the 31 went up. #1 was Graustark, a remarkably constant zine. If I were to hand you the 17 issues prior to the 1980 and 1979 polls, I doubt you'd find much difference, certainly not enuf to justify a drop to 31. Of course

Page 2

coming in #1 in 1979 might have been a fluke, an artifact of the too-low minimum of 5 votes set. And the shift in the "normal curve" is by itself, a useless observation. The voters' expectations might have gone up, so that the same quality zines would be less satisfying, and thus rated lower. Or people might have adjusted their scale, mentally giving their "average" zine a 5 instead of, say, grading-on-the-curve and giving the average zine a 6. Also, if the second rank zines have improved relative to the top rank (narrowed the gap), then the scores for the top zines will more resemble those for the second rank, and go down. In short, the raw numbers themselves do not permit any inference about trends in overall zine quality, regardless of whether or not the top 5 zines are representative of the whole.))

(4) Actually, I think I should offer some speculation as to why Diplomacy Digest slid down. I think that there was a backlash against your new editorial policy, where the ratio of original to old material went up. I think that the average Diplomacy Digest subscriber wanted to see some old articles, not just material that they could find in other non-specialized 'zines' (where the added advantage is that they can play). Now, the original material is of high quality and is generally quite sensible, but that is beside my point. Also, perhaps that your attrition battle against Mr. Oaklyn is finally taking its toll from you, as you've written a lot - probably too much (in terms of interesting reading, to the average reader who's seen similar essays a zillion times already) - on that. It's of value to the newcomers, but perhaps that's the price to it, too.

! ((I have no doubt that there are those dismayed at the rise in the original to reprinted ratio --- they've written and told me. But there are a few in the other direction too! Also, this should have hurt me in the 1979 poll too --- it's been going on for some time. But I disagree with your "not just material that they could find in other non-specialized zines". Actually, it's just the reverse. The reprinted material is the sort of thing they can find in other zines --- where do you think I got it from? (Yes, I realize this ignores my editing and theme-issue-creating function) Further, the bulk of the original material is the TZC stuff. This is an ongoing commentary on what appears in the hobby's zines (usually not DD; this TZC is an exception). So far as I am aware, I am the only publisher in the North American hobby doing this (adv't). So you can't get it elsewhere. I hope the Oaklyn business is responsible, as that topic is done with here. My own opinion, which is 100% subjective and will certainly be viewed as self-serving, is that while DD hasn't changed a whole lot, my competition (e.g. the top 15) has improved, and DD then suffers by comparison.

~~~~~

((From Paroxysm #35, August 8, 1976 comes this from Harry Drews))

**MERITORIOUS ALLIANCES: ENGLAND AND GERMANY**

The Anglo-German alliance is the most powerful on the board. The beauty of this alliance is that it can be continued until the end of the game without conflict of interests between the two countries. England is only a sea-power and Germany only a land power, resulting in a good compliment to each other.

The two obvious initial victims of this alliance are France and Russia. Obviously both cannot be taken on at once and care must be taken to assure that when the time comes to take on the second victim it still has enough centers to make the attack worthwhile but not so many as to make it impossible. Here is where Germany's (and to some extent England's) diplomatic skill is put to the test. He must work to assure that R does not fall victim to an A-T alliance. Italy is usually the key to maintaining a stalemate in the south. Whichever two countries ally, Italy must be coerced into helping the leftover country. In return the Germans assure that France stays away from I.

Once the Russinas and French fall victim to the alliance the main problem will be to prevent a stalemate line being formed by the southern powers. If this can be accomplished, England's fleets can proceed into the Mediterranean and south thru Russia while Germany also moves south.

The great advantages to England are obvious: The chance to use her sea power

without the fear of a stab by Germany. In order to make a serious stab the German would need fleets, something which the Anglo would obviously not allow. Should E wish to go for the win a well planned stab against Germany should succeed since E will have units on all sides but the south.

Despite the danger of a stab, the German position is actually very strong. There are none of the conflicts of spheres of interest as in a Franco-German alliance. The number of centers available right near the border in France, Russia and Austria is incredible and will fall much more quickly than trying to crack the tough British sea defenses. The English stab can and must be defended against.

All in all, what makes this the best alliance is: the beautiful compliment of English seapower and German land power, the choice of two enemies, France and Russia and that units can threaten every country on the board by English fleets in the Medit and armies moving down thru Russia, Austria and Italy.

((Actually, reprinting the above is somewhat of a dirty trick. Harry Drews has written many fine S & T articles, but this certainly isn't one of them. Rarely have I seen an article by a "name" writer with so much that I disagree with.

((I do not agree that any alliance can be flatly said to be the most powerful, because there are several definitions of power, and because personalities have such an influence on the power of particular alliances. I think generalizations in this area are harmful.

((Likewise, the idea that E-G cannot attack both F and R at the same time is ridiculous I did it recently as E, allied with G and T in 1978H, and I saw it done in another game of mine, 1977KJ. Indeed, if you have one ally from A, I, T, and the other two of that list are at war, this is a splendid opening, quite feasible. And I see nothing wrong with letting R become victim to an A-T alliance, if you care confident that it will have the typical amount of stability for A-T alliances. It's fine to say that "Italy should be "coerced" into evening the east's 2- to a 2-2, but such a prospect is very unappealing to Italy. All G can do is threaten to attack I, but only A will be available as an ally to attack I, hardly likely if A is fighting R/T, and impossible otherwise (i.e. otherwise = G wants I to attack A).

((The less said about "English fleets can proceed ... south through Russia" the better. And this notion that E can easily stab because she has units on all sides ignores the fact that E is likely to have only 1 or 2 armies, and anything she has on the eastern side (e.g. Mos) may easily be blown away.))

\*\*\*\*\*  
((From Ethil the Frog, First Incarnation, #44, 20 Feb 1974 by Len Lakofka))

#### Planning the Offensive: Germany

In this installment we will dispense with the details of the first three years of play, other than to show the result of a G-E alliance vs F and R, and an A-T alliance versus R and I. Here are the positions and the SC chart after WO3.

Austria: Has - A Rom, Ven, Apu, Pie; F Adr, A Tri, F Ion  
Owns: Ven, Rom, Ser, Gre, Vie, Bud, Tri (7)  
England: F Wes, Spa(sc), Mid, Iri, NAO, Bar; A StP, Fin. NAF  
Owns: Nwy, Swe, StP, Bre, Por, Spa, Lon, Lpl, Edi (9)  
Germany: Has - A Bur, Gas, Mun, War, Pru, Kie; F Bal, A Ruh  
Owns: Hol, Bel, Par, War, Den, Kie, Ber, Mun (8)  
Italy : Has - F Nap, Tyh; A Mar  
Owns: Nap, Tun, Mar (3)  
Turkey : Has - A Mos, Ukr, Rum, Smy, Con; F Aeg, Ems  
Owns: Mos, Sev, Bul, Rum, Ank, Con, Smy (7)

((Don't take his "WO3" too literally! None of England's pieces are in home centers, meaning that England took six builds in W01&W02, plainly impossible.))



Let us assume that all treaties have come to completion with the final destruction of Russia and France. As Germany, how do you continue? First, lets inspect the positions of the 4 major powers.

It is obvious that Austria has the  $\blacksquare$  weakest position. A Turkish stab could destroy Austria before he could counter it effectively. Your position relative to england is good, because Nth, Eng and Scandinavia are not heavily occupied, and E will have to waste a season or tow getting into position to stab you. For continued growth, E is just alittle bit stronger than you. T has a good corner position that could be attacked only with difficulty. With whom should you ally?

The answer willcome if you examine you potential to wage war against E and A. A stab on E in 1904 can gain Sweden and Brest at best. ((Remember, G has only one fleet, an odd situation in a game where E is permitted to have 3 armies. G will not normally let things get so far out of balance)). A stab into Austria can get Vie, or perhaps Ven, but only with a great deal of luck. If you stab Austria, T will surely finish the job for you and get more of the spoils. Your objective is to win! An attack on A will favor the English or Turkish win more than it will favor Germany. Therefore your objective is a peaceful SO4, and a stab into E in the fall. Your ally should be Austria, and Austria should seek Italian puppetry. You must therefore strive for this this type of Spring 1904:

Austria - A Rom, A Apu H; A Ven-Tri, A Pie S Ital A Mar, F Adr-Alb, A Tri-Bud  
F Ion S Ital F Tyh-Tun  
England - A Naf S F Wes-Tun; F Spa(sc)-Lyo; F Mid-Spa(sc); F Iri-Mid; A Stp-Lvn;  
F Bar S A Fin-StP; F NAO H  
Germany - A Gas S A Bur-Mar; A Mun-Tyo; A Kie-Mun, A Pru S A War; A Ruh-Bur, A WarH  
F Bal H  
Italy - F Nap-Tyh; F Tyh-Tun; A Mar H  
Turkey - A Mos S A Ukr-War; A Rum-Ukr; F Aeg-Ion; F Eas H; A Smy-Con, A Con-Bul

((I'm only the typist. Obviously, F Aeg-Ion cuts the Asutria support and E takes Tun, which doesn't happen. Perhpas F Eag H is intended.))

The appearence of the SO4 move is to be that Austria is forming a loose alliance with Italy as a puppet, and is still anti-west and skeptical of Turkey!

FO4 is when the stab of England must come with deftness. NO-ONE must know of the secret G-A alliance for this to work. In fact, you can score points with Turkey because of the defenseivie posture of Austria towards Turkey. Now, if you know how to stab and are a good liar, you get this result:

Austria - A Rom S A Apu-Nap; A Bud S A Tri-Ser; F Alb-Gre; F Ion-Aeg/d/; A Pie S Ger  
A Bur-Mar. +Nap (8) Build One  
England - A Naf S F Wes-Tun; F Lyo-Tyh; F Spa(sc)-Wes; F Mid-Spa(sc); F NAO-Mid;  
F Bar-StP(nc); A Lvn S A StP-Mos. ~~Sas~~, ~~Brs~~, +Tun (8) Remove One  
Germany - A Bur-Mar; A Gas-Bre; A Tyo-Boh; A War S Tur A Mos; A Mun-Sil; A Pru S A War;  
F Bal-Swe; A Ruh-Bel.+Mar, +Bre, +Swe (11)  
Italy - F Nap-Tyh/a/; F Tyh-Tun; A Mar H/d/. ~~Tun~~, ~~Mar~~, ~~Nap~~ Eliminated  
Turkey - A Ukr S A Mos; A Rum S A Bul-Ser; A Con-Bul; F Aeg S F Eas-Ion (7) Unchanged

The net result is a center with 19 units and corners with only 15. As Germany, you have good play versus E, and Austria has poor play versus Turkey. From this point you have a good chance of winning -I'd say one chance in two, as opposed to one in three at the end of 1902.

((I have some objections to the German tactics. Either Mun or Ruhr should have been sent to Bur, preferably the latter. Spain is the next target in the west, but that will requibe another army -- and Gas must be guarded too. With No English F Nth, A Bel is hardly pressing. I'd have taken the chance on War, and convoyed A Pru to Swe.

That way, A Pru-Nwy will pin down F Bar-Nwy, permitting F Bal-Den, F Kie-Hel in SO5. This is necessary to take Nth in FO5, since two fleets will be needed (E can do F Mid-

Eng in S05), and Lakofka's F Swe cannot both move to the Nth littoral and block F Bar-Nwy. This way, A Mun-Ruhr can guard Bel, and F/A Ber can deal with A Lvn if it is not removed. In short, Lakofk's Pru-War-Sil-Boh line is a bit too much strength for the east, at the expense of Scandinavia, particularly in view of the upcoming builds in Berlin and Vienna, and A Ruhr needs to move more quickly to the front (Bur.))

#####  
((G-I early game cooperation is usually limited to the west. From Hoosier Archives #64 comes Edi Birsan's fiendish opening called:))

### THE KONIGGRATZ FREAKOUT

As with other openings that I have written on, this one is an outline for a course of action that the player decides to try. That is, this is not a prescription of the "best" or optimum opening for all occasions, but a specific solution to a tactical problem given a set of strategic perceptions and goals by the player. With that in mind, let us proceed.

The strategic setting is rather unusual. For whatever his reasons, the German player is determined to attack Austria in 1901 to make sure that the Austrian player is crippled from the start. His partner in this obsession is Italy, who is also determined for whatever reasons to destroy Austria. The initial correspondence indicates that R and E are going to square off in Scandinavia and that T may either hit R or come after Austria also. But the French are uncommitted and are awaiting adjudication of the spring moves to make a further commitment to anyone. The French have stated that they will definitely move to Bur with support and the Austrians are planning a traditional march down the Balkans with the movement of A Vie unknown. The problem: How to nail the Austrians by German and Italian cooperation.

The first reaction of many people is to have the German play to Boh and the Italians move to Tyo and Ven for a crushing attack on Vie. This would probably work except that the French will not exactly be deterred from walking into Munich. You must remember that the French are free from commitments and will most likely react strongly to any German moves east, especially when coordinated with Italy. The Germans will have to make sure that France will stay on her side of the Rhine and at the same time, ((the Germans want to)) hurt the Austrians. This, mind you, must be done so that if there are any great disasters on the first turn, the Germans will be able to react with some flexibility to any strategic realignment.

Imagine the reaction of all players when they see that the Germans have moved A Mun-Tyo while the Italians have moved to Pie and Ven. The French cannot really afford to leave Mar open from what is "obviously" an Italian stab and will have to play A Mar-Spa and pull A Bur back to Mar as a covering force. The Austrians see only one German Army in Tyo and the Italians committed against France. The German player then writes to the Austrian player proposing that the move to Tyo was to hold the Italians off, whom the German player suspected of having a deal with the French for a supported attack on Mun in F01 ((remember, A Par-Bur is supported, so that all Germany can block is the supposed A Ven-Tyo)). The German player then goes on to propose that while he is in Tyo, how about support into Venice? The Austrians may be a bit wary of the Germans and at most even fear that the Italians might support the Germans into Tri. But what the Austrian doesn't know is the real direction of the G-I attack, so he might support himself in Tri hoping to stall them or pull back to cover Vie alone.

The shock of everyone will be secured when the Italians pull into Tyo supported by their army in Venice and dislodge the German. The Germans, who sneakily ((and irrelevantly)) support the Austrian army into Ven (with the Italians's knowledge) have to retreat and have either Tri or Vie open for the retreat into the Austrian SC. If things have gone badly and the French have moved into Mun, the Germans can refuse to retreat the unit and build two armies in Berlin and Kie and force the French out without having openly attacked or alienated the Austrians, while the Italians are not in a position to hold the Austrians back, or, crying that the move was strictly a defensi-

ve reaction raid to the German move, cut back to Pie or anything else without having lost face or being exposed as a double crosser to the Austrians. ((Actually, I'm not sure I see the point of refusing the retreat if the French take Munich. He can still take the two builds even if he does retreat to Tri/Vie. If Austria is hurting then A will hardly be in a position to help the French. The problem is how the Italins will take to seeing the entire plan abandoned --- after the Italins have given up their chance at two builds and ticked off the French by moving to Pie. At war with France, Germany will need Italian help, and that help may be of more value than Austria will be harmful. Besides, that A Vie/Tri could be ordered to Tyo/Boh in SO2, and thus could be used in FO2 against the French, something not available in the retreat OTB option))

The chances that the French will double cross the Germans and move to Munich is an assesment that the German player will have to make. Under normal circumstances, the Germans can state outright that he is moving back to Mun in FO1 and this will probably assure that the French will cover Mar ((This is an argument against asking Austrian support into Ven in FO1. If this gets back to France, France may decide that the talk of A Mun-Tyo is all bluff)).

Assuming that the ploy has worked, there are now three armies attacking Austria with one of her home centers gone. The Italinas are in Tyo & Ven, and Vie (most likely) or Tri have fallen to the Germans on a freaky retreat to victory. The Germans can then turn most of the Austrian effort over to the Italians and go elsewhere. The French are stuck with A Mar and two builds. If they are to build a fleet at all, it has to be F Bre, with all the associated problems with England. England will have 3 builds and Bel is either undefended or held with a weakly supported unit.

Thus, by agreeing to have your ally dislodge your unit in FO1, the Germans thru this freakout have secured their basic goal of crippling the Austrians and have secured for themselves 3 builds and pulled the French, the uncommitted questionmark, out of position and established a thorn in the side of the furtherance of a French-English alliance.

=====  
((Here's more or less of a solo opening for G, from Birsan again (Hoosier Archives#48))

The Jutland Gambit

The keynote for German foreign policy should not be sounded on the securing of Bel, Hol, and Den in the first year of play. The Germans must take an overview in regard to their actions and play for the following years past 1901. More than any other country, G starts off with three builds and in a matter of years is eliminated before the end game moves. By building 3 the first year, the Germans attract too much attention, and it also spreads the Germans out too much, forcing them to be defensive in SO2. Note that all three of their new supply centers Border on Nth. Thus, England with one fleet can tie down an enormous number of German units. ((As I have observed in several articles in DW, this don't-grow-too-fast-in-the-opening-game theory is crap))

The goal for the Germans should be securing steady expansion instead of immediate strength. In line with such a policy, the Germans should position their units to allow for a smooth flow of offensive moves from the beginning of 1901 straight thru the early part of the game. This cannot be done with the Germans being tied down on defense all along the Nth Sea. In considering the three most probable enemies, E, F, and R, the Germans can secure a more promising position against Russia and England than it can against France. By more promising, I mean one that will lead to a quicker realization of expansion and can also allow for a greater degree of diplomatic flexibility. With a northern game in mind, the German plays the following in SO1: F Kie-Den, A Mun-Ruh, A Ber-Kie. On the surface, it appears to be the traditional German opening, while it is the springboard for an interesting set of German moves north. The use of the traditional opening gains time for the German player as it allows him to determine if anything terrible strange is happening in the game, like an invasion by Russia or a fight in the Channel. In this time period, the German can continue to negotiate with both

the Russians and the English to determine which one will be the object of German aggression.

If France remains peaceful, and the diplomatic climate is appropriate, the Germans can play a gambit by sacrificing the third build (attempted) for a better position in the north by moving: F Den-Ska, A Kie-Den, A Ruh-Hol. The Germans then gain a powerful position in the north. They can evict the Russians or aid the Russians and still have enough strength up north to avoid a double cross. Also, there is the possibility of informing the Russians and the English of your intentions to move to Ska and spelling out designs against the other. Thus, the English could then see the move as anti-Russian and the Russian player as anti-English. The following builds -- F Kie, A Mun -- still do not reveal the exact intention of the German High Command, and allows even more time to see what is happening diplomatically, before a clash of arms commits the Germans one way or another. In S02, the Germans can play against Russia or England and move with reasonable chances of success. But note: until the second spring, it is not entirely possible to determine the German intentions by a reading of the units on the board, for the moves give the Germans ample flexibility in deciding on their target.

Now, should the English object to the German move to Ska before the move takes place, the German can play an interesting variation and gamble for more position at the cost of less flexibility. For if the English play to Ska, the German can change his moves to read F Den-Nth. With the English playing to Ska, the Germans will succeed into the North Sea and the English position is exploded... Such a reverse can be rewarded by the rousing of Russian suspicions of the English. When the English move to Ska and Nwy, the suspicions will be confirmed and the friendliness of the Germans secured by their commitment in battle over Nth. With such an array of moves, the diplomatic possibilities increase and the English position can crumble on the board as well in diplomatic missions aboard ((Edi's gotten a bit off the subject here.))

Thus, the Germans can, by delaying greed and playing a "Jutland Gambit", secure a greater position to project and prolong German expansion thru the early phases of the game.

---

(cont'd from the first page) circular letter to many publishers saying that yes "I DO HAVE PROOF, and I will produce such proof..." And presumably in the third phase he will. In my strongly held opinion, when you have accusations to make against another hobbyist, and you print them, you are obliged to back them up THEN, not at some vague time in the future. That is, for example, how I handled the Tretick matter in these pages. Bruce's response is a model of restraint, and those who find themselves in such a spot would do well to emulate it: He wrote John back listing 8 accusations, using direct quotes for each (tho he omitted some of the wilder ones!), and asked for the proof. I frankly do not see the value of publishers continuing to print Caruso's letters until such time as he is willing to get very specific about his "Proof". I have received private letters from John but there is no proof there either.

I'm pleased to list a raft of additional new zines:  
Glenn Overby II 23096 Tawas; Hazel Park, MI 48030 (Jihad)  
Marion Bates P.O. Box 381 Kalkaska, MI 49646 (Plague Times)  
Don Del Grande 142 Eliseo Drive Kearneysville, W.Va 25430 (Life of Monty)  
Brad Wilson 302 Friendship Drive Paoli, Pa 19301 (Born to Dip)  
Bruce Schneier 455 East 17th Street Brooklyn, N.Y. 11226 (Invasion)  
Mark Larzelere 522 W. Grand River Howell, MI 48843 (Apalling Greed)

\*\*\*\*\*  
My favorite in the category of oddball German openings was John Lettice, who in F01 entered Den, Nth and Trill! How's that for going two ways at once! (1973V)

Mmm a few extra lines I seem to have. Apalling Greed #1 has a superb article on Rulebook problems with convoys, some of which Larzelere came across in writing a computer program to adjudicate Diplomacy. He has some proposed solutions, but his rewrites of the Rulebook are unduly long.