

DIPLOMACY DIGEST

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Russia

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The pace of activity for DIPCON XV is definately picking up. I am starting to hear of people saying they are going to come. So far, those saying they are planning to attend are John Caruso, Kathy Byrne, Rod Walker, Jim Yerkey, Fred Davis, Gary Coughlan, Al Pearson, Mike Mills, Bruce Linsey, Scott Marley, Roy Henricks, Herb Barents, Ron (Canada) Brown, Robert Sacks, Jeff Noto, Scott Hansen, Bernie Sampson, Bill Hightower, Porter Wightman, Mark Fasio, Eric Kane, Eric Verheiden, Don Ditter, and Lee Kendter, Sr --- all coming to Origins 82. I'm certain there are many more, but thats all I can think of right now who've definately said so. If you know of other names --your own for example --- send them in to me, and I'll be glad to run the additional names next issue. My theory is that there are a number of you undecided as to whether its worth the effort. And the more of your friends you see are coming, the more enticing the trip becomes.

Still available from me, free for the asking, is Farrago #6, with a good overview of the Diplomacy activities. It runs two oversized pages. I have also prepared #7, which is a little less than one page. It is designed to be an article in a bulletin of a wargaming club, or to be posted in a wargaming store, and it covers the tournament and the panel discussion. I have sent this to 14 stores and clubs so far, but I know there's a lot more around. Anyone having the addresses of stores or clubs on the east coast, or in the northeast, do let me know. I want to get the word out in every way possible. I appreciate the publicity that some dipzines are giving to this (especially Whitestonia and DW); now is the time to let eveyone know. For information and forms for the Convention itself, write them at Origins 82 PO Box 15405 Baltimore MD 21220

Reaction to the Son of Lexicon issue seems quite good; I am appreciate of those who have mentioned it in their zines. Bruce Linsey writes me to say that in the "Black Hole" entry, I erred by saying that Barker had been expelled. Barker resigned after McKibbin was expelled. And, egomaniac that he is, "Brux" is supposed to be "BRUX". In fact, the R is supposed to be backwards; however, I have enough trouble typing things as they are.

My sources at Avalon Hill told me that the compnay has given the British a go-ahead to make the campaign around the Falklands a very quick one. Recall that in DD #41 I explained how AH had conned the Iraq is into mounting a very slow campaign against the Iranian, in order to give AH time to get a game on the market before the war ended. Since AH has decided that a game built agound the Falklands Conflict probably would not sell, they don't care how fast it actually goes. My theory, tho, is that the power of American companies, such as AH, to pull the strings in foreign govenrments is declining, and they discovered they couldn't get Maggie to do their bidding in terms of slowing the war down. So when the war ends fairly quickly, remember, you read the reason why here in DIPLOMACY DIGEST.

((Not a great deal has been written about Russian Openings. This classic is by Doug Beyerlein and appeared in Hoosier Archives #120 8-27-73))

THE BULGARIAN GAMBIT

Probably the least contested 1901 gain is Turkey's taking of Bulgaria. A Con-Bul backed up by an additional army and a fleet, and Bul is guaranteed Turkish in 1901. Or is it?

There is one set of orders, when used against an unsuspecting Turkish player, which will leave Turkey with only 3 centers at the end of 1901 and no future. This is the Bulgarian Gambit.

The required orders are simple; the diplomacy difficult... For Spring 1901, Russia sends F Sev-Rum and Austria opens with A Bud-Ser, F Tri-Alb. T is guided to a western attack with A Con-Bul and a followup into Con with either A Smy or F Ank. In the Fall, Turkey is enticed to move A Bul-Gre or -Rum, so that it cannot be supported in place. The opposition ... strikes with F Rum-Bul(ec) and A Ser S Rus F Rum-Bul(ec), F Alb-Gre. The Russian fleet takes Bul, the Turkish army is annihilated or retreats to Con and the Turkish player counts only to 3.

Now for the difficult part: the diplomatic setup of Turkey. R must convince T to go west while feigning a northern attack. Thus in SO1 R will ... at most send A War south to Ukr. This is a definite gamble on Russia's part. Austrian diplomacy in the spring is relatively simple. Therefore the burden and the gain lies with Russia. It is all or nothing.

Assuming that SO1 went according to plan, we now come to the fall. Here R has an easy time diplomatically and Austria must pull a fast one on Turkey. Turkey with units in Bul and Con may be content to H with support. Gre can be attacked, but if Austria does A Ser S F Alb-Gre, the attack is worthless without Italian support (which is usually very unlikely). So, to get T to move A Bul and therefore guarantee T's loss, Austria must make some encouraging noises in Turkey's direction. Austria should say that A Ser is supporting A Bul-Rum whether or not T makes the move. This leaves Turkey (or so the Turkish player thinks) with 2 options: 1) Stand off F Alb-Gre, or 2) take the unsolicited support and attack Rum. Then, when the FO1 orders are published, the damage is done and T is dead.

The only remaining problem is who gets Rum after the Russian fleet moves out. Either Austria can take it in return for the possible standoff in Gre so as to have at least two builds, or Rus A Ukr can have it. This could be worked out well in advance.

Finally, R builds F Sev and A builds armies. Then it is only a matter of time...

This subtle blitz has its risks, however. Russia, with only a maximum of 2 units in the south, can be hit hard by a combined A-T attack. I have seen it go both ways and have been fortunate enough to have been on the right side both times. In every case, diplomacy is the key and the gambit is doomed to failure without it...

((That engendered the following from Don Stehle in HA #123, 10/9/73))

...While the article is very good, there exists one mistake which I saw. According to Doug, the unsuspecting Turkish player has two options ... If so, then the Gambit will work. Such is not the case.

If Turkey opens with A Con-Bul, F Ank-Bla, A Smy-Con, then T can exercise either option (resisting Austrian entry into Gre or attacking Rum ...) without the possible loss of Bul. He simply orders in FO1, A Bul-Gre/Rum, F Bla S A Con-Bul. Assuming the gambit is attempted, this will result in a standoff, with Bul remaining ... Turkish.

Thus, it would seem that for the Bulgarian Gambit to be successful, it would be necessary for Turkey to have opened F Ank-Con, A Smy H in the spring.

Further analysis will reveal that: Austria: F Tri-Alb, A Bud-Ser, A Vie-Gal; Russia: F Sev-Rum, A War-Ukr; Turkey: F Ank-Bla, A Con-Bul, A Smy-Con then Fall 1901; Austria A Ser S Rus F Rum-Bul might not be the best course for Austria to follow. Austria will definitely have more to gain by allying with Turkey against Russia, once Russia has not committed A War and A Mos to the southern theatre. If: Fall 1901: F Alb-Gre, A Ser S F Alb-Gre, A Gal S Tur A Bul-Rum OR F Alb-Gre, A Ser S Tur A Bul-Rum

and Turkey: A Bul-Rum, F Bla S A Bul-Rum
then the whole of southern Russia will fall to the A-T alliance.

Furthermore, even if Austria allies with Russia in the Bulgarian Gambit, it is definitely forced into a westward expansion route in that Russia has now taken control of the Balkans. This should not, I think, be in the best future interests of Austria, in that Russia would then have an unflanked position, and Austria might face the future problem of a two front war.

There are innumerable variations which might occur on Russia's part, but the way the analysis was presented, it would appear that the Bulgarian Gambit does not successfully cripple Turkey this early in the war.

((In the same issue was Doug Beyerlein's response:))

...Perhaps I was a little too vague in some of the details...for the Bulgarian Gambit to succeed, Turkey must be talked into playing F Ank-Con (or at least not to Bla in Spring 1901...I should have been more specific in the original article. However, actually, this problem of the Turkish F Bla is usually not the case --- unless Turkey launches a full attack (A Con-Bul, F Ank-Bla, A Smy-Arm) against Russia in SO1. If the Turkish player has fallen for Russia's diplomacy and thus the Bulgarian Gambit, then the Turkish fleet should be headed for the Aegean, and not the Bla. Rarely will one find the opening A Con-Bul, A Smy-Con, F Ank-Bla. The occupation of Bla by Turkey is generally too antagonistic to Russia to be allowed to succeed regardless of Russia's plans.

In addition to the above discussion, Stehle addressed the larger question of whether or not Austria should ally with Turkey instead of Russia...For some odd reason or another, it seems that people who voice their opinion on this matter of whom Austria should ally with always choose Russia...I personally favor T as an ally when playing Austria. It is not that those expansion problems mysteriously disappear in the A-T alliance, but that if Austria can get Turkey shunted northward, there is a fair possibility (made even better with Italian help) that Austria can slip in behind and make a fast grab for Turkey's home centers. Russia is crippled by Turkey as Turkey is by Austria...This preference and plan is based on my experience and observation thruout the years I've played...Hopefully, my present and future Turkish allies will realize that the above discussion is purely theoretical in nature and that, to me, a good ally is far more valuable asset than a good strategy.

((That final comment may sound like a standard disclaimer to avoid having one's words used against oneself, but it is actually entirely true. The differences between alliances really do pale in comparison to the differences between people. However, Doug's statement that the A Con-Bul, A Smy-Con, F Ank-Bla is "rarely ... found" is simply not true. My stats on 272 North American games shows this one at 34.9% --- the most common opening for Turkey. Of those games, 38% of the time, F Ank-Bla succeeds. Thus, the configuration we are discussing, F Bla, A Con, A Bul, occurs about 13% of the time, and is the third most common configuration of Turkey after S1901. Obviously, the prime goal for the AR diplomacy in this case is to get T to open F Ank-Con, something that occurs less than 30% of the time, because without that move, the swindle will not work. To do this, Turkey must be encouraged to attack either Italy or Austria, since either a standard defensive stance, or an attack on Russia, is inconsistent with F Ank-Con. If Austria is to be the supposed target, Italy may have to be brought in, and when T fails to see A War-Gal, he is going to be suspicious. If Italy is the supposed target, then it will be a tricky business to persuade Turkey to change sights immediately and head for Rum or Greece. It would seem that the best set-up would be for Russia to make a firm promise of A War-Gal, and then break it, making Turkey mad enough accept Austria's offer of support into Rum. That will make for a difficult choice for F Con. If he does F Con-Bul(ec), then he runs a risks of F Rum retreating to Bla. If he does F Con-Bla, he gives up a second build. There are obvious risks to Russia in a plan which involves him betraying Turkey on the first move and not attacking him at the same time. I frankly see very little chance of persuading Turkey to do the other option, viz, A Bul-Gre if Russia has failed to open A War-Gal. All T would get from that is a weakened Austria, since F Alb would be expected to guard Gre. One alternative there might be for Italy to stage an attack on Austria that Turkey thinks will distract F Alb)) 3

((From Ethil the Frog #42, 11-29-73, comes:))

Planning the Offensive: Russia by Len Lakofka

Because of Russia's size, she can enter a great many kinds of game plans. If Russia attempts a rapid growth, she very often fails because she spotlights herself, and as the center of attention her fate can be sealed. Russia should decide on a course that gives a good growth rate and also damages her chief enemies, the adjacent corner powers: England and Turkey. The initial negotiations with the great powers produce these results:

- T - neutralization of the Bla, with Austria as the early target
- I - anti-Austria offensive after Turkey is destroyed.
- A - a blitz of Turkey in cooperation with Italy.
- G - simple neutralization of Pru and Sil, and as much push toward an E/G alliance as possible.
- E - Early cooperation versus Germany
- F - mutual defense versus Germany

In SO1, Russia can begin an all-out aggressive attack if Germany will make the big plunge versus France at once. If you see that Ger will play F Kie-Hol, then we have:

Austria: A Bud-Ser, F Tri-Alb, A Vie-Bud Germany: A Mun-Ruh, A Ber-Kie, F Kie-Hol
Turkey : F Ank-Con, A Con-Bul, A Smy H England: F Lon-Nth, F Edi-Nwg, A Lpl-Edi
Italy : F Nap-Ion, A Ven H, A Rom-Apu France : F Bre-Mid, A Mar S A Par-Bur
Russia : F Stp-Bot, A War-Sil, A Mos-Ukr, F Sev-Rum

This plan is a set-up of Germany, and also of Turkey. It must be planned to give everyone the knife at once. FO1 is due to the "big Lie" theory used by Russia, with firm secret treaties with Italy and England:

Austria - A Ser S Rus F Rum-Bul, A Bud H, F Alb-Gre
Turkey - F Con-Aeg, A Smy-Con, A Bul H(Dia)
France - F Mid-Por, A Mar-Spa, A Bur-Mun
Italy - A Ven-Tri, F Ion C A Apu-Tun
England - A Edi-Den, F nth C A Edi-Den, F Nwg-Nwy
Russia - F Bot-Swe, A Ukr-Rum, F Rum-Bul(ec), A Sil-Ber
Germany - F Hol S A Ruh-Bel, A Kie-Den

Germany is only half correct in not defeding Mun and going for 3 builds. He hopes for a failure to coordinate, but he has been lied to by Russia and the gamble is a poor one. ((The "failure to communicate" LaKofka uses refers, I assume, to both France and Russia going for Mun. That actually happened in one game, in Dolchstoss I believe, in which the lucky Germany was played by John Piggott, who published Ethil the Frog!)) Italy's stab is part of a plan which will cause Austria to turn in horror at the Italian attack while still aiding you versus Turkey. This gives the following builds:
Italy: F Nap, A Ven; France: A Par, A Mar, A Bre; England: F Lon; Russia F Sev, A War, A Mos, one reserved; Austria: A Vie; Turkey: Build F Con (A Bul is ann)

Note that Russia is now in the lead with 7 pieces, 8 SCs. Your 1902 negotiations should not be too ambitious, aiming more to gain tactical ground and few if any SCs. Therefore as a friend to Austria you plan his doom with the following series of attacks

Austria: A Bud-Tri, A Vie & A Ser S A Bud-Tri, F Gre-Aeg,
Turkey : F Aeg-Ion, A Smy-Arm, F Con-Bla
Italy 1: F Nap-Ion, A Tun H, F Ion-Adr, A Ven S A Tri, A Tri H (ret to Albania)
Germany: A Bel H, F Hol S A Kie, A Kie H, A Bel-Bur
England: F Lon-H, F Nth C A Edi-Den, F Nwy-Nwg
Russia: A War-Sil, A Mos-Sev, F Bul S F Sev-Bla, A Ber S Fre A Mun-Kie, F Swe S Eng
A Edi-Den

The Turkish move to the Ion is good as it prevents a move to Aeg and a followup to Ion. ((I cannot agree. T is already under attack by AR. If Italy actively joins the attack he is doomed regardless of whether a slight stall on Italy can be arranged. So Turkey should gamble that Italy will give prime attention to his war with Austria, and thus not worry about Italy. Since Russia has built F Sev, it seems sure that he will

ANALYSIS OF GAME "A"

Anderson as Turkey played a cautious game from start to finish, to win by concession at the end of 1914. He forged an initial alliance with Russia and Austria, made steady gains at the expense of Italy and Germany, with Austrian and Russian help, stabbed Austria at the appropriate juncture, moved on to take Iberia from France, and finally declared war on Russia to wrap up the victory.

The big surprise of the game was David Hunt as Russia. Hunt, a 15 year old from Adrian, MI was playing in his first major Diplomacy Game. Hunt developed and worked to perfection a strategy which, I predict, will become popularly known as "the Hunt Alliance". This strategy calls for stabbing your ally a little bit every second year or so, but not sufficiently to engage in full scale retaliation. By agreement, T took Rum in 1901. Hunt stole it away in 1902. In 1905, Hunt grabbed Ank. In later years, he put an army in Ank, took Ber from Turkey, put armies in Gal and Boh, (threatening his ally, Austria); all the while continuing to cooperate with his Turkish and Austrian allies in other sectors. Hunt's allies were forced to accept this humiliation, because the alternative, war with Russia, was even less palatable. This strategy would have won for Russia, had it not been for tactical errors in later years, plus a failure of nerve at the critical point at which an all-out offensive upon T was clearly required.

Chronologically, the game proceeded as follows: R, A, and T made an initial offensive alliance. E and G agreed to grab Scandinavia, at Russia's expense. I and F were allies, but with no common enemy. By W02, England owned Nwy and StP, G has Den and a lowland, and was threatening Mos and War. R was on the edge of extinction. A and T had divided the Balkans, and Austria had grabbed Ven. At this point, the complexion of the game completely changed. In 1903, France caught England from the rear, and by the following year had seized all of England. In 1904, Hunt pulled off the finest diplomatic coup of the game by persuading Germany to turn on France and to help Russia throw England out of StP. France, by this time, had grown to 10 units. As Germany checked France on the western front, Russia grabbed Scandinavia and supported a Turkish army into Berlin.

At the same time (1905), Austria nailed Germany at Mun, and T moved into Kie with the same lone army in 1906, knocking Germany out of the war. Meanwhile, A and T occupied all of Italy in 1905, leaving only F Tun, supported by French fleets in Lyo and Wes. This logjam was broken in 1908 after A has maneuvered a fleet into Tus, and the F Lyo was dislodged. And Austrian army then convoyed into Mar, and in 1909 the remaining Italian fleet was dislodged.

At this point, each of the remaining powers had 8 or 9 units, and it was anybody's ballgame, if France could break loose a member of the triple alliance. Bob van Andel, flushed with victory in Game "B", then took over the play of Austria from Mehran Thomson. Bob was immediately stabbed by T in 1910, losing Rom and two Balkan provinces. T took a slight risk in turning on Austria, while F was still a viable enemy, but one more move would have placed the Turkish fleets too far west to hit Austria, and an Aus F Ion would have been free to roam in Turkish waters. As it was, the Ion Fleet moved to Tyr, by prearrangement, and the trap closed behind it. Full credit for this coup belong to Russia, who convinced a reluctant Turkey that the time for greatness had arrived ((The article then continued in the next Graustark))

In 1911 and 1912, T consolidated its hold on Austria's former possessions, except Bud (occupied by Russia), and made builds designed ultimately to throw Russia out of Ank, Bla, and Rum. During these years, it looked as if Russia would capture all of England, and emerge as the victor before Turkey could get a Russian offensive going. ((Remember, as of 1911, R was ahead of Turkey 13-12)). But in 1912, Paul den Uyl took over the play of France, and launched a startling counterattack upon Russia. Paul wheeled all his forces north, grabbed Nwy, protected Austria in Den (where a gov't in exile had been established) and penetrated the lowlands.

Having taught Russia a lesson, France then made an alliance with Russia, and set

his forces back south in 1914 to engage the Turks in Iberia and NAF. But too late. The Turks had by then mastered the Black Sea, and could not be stopped from taking Sev in '15 for the 18th center, had the game continued.

A final evaluation: Anderson as Turkey played stolidly, made few mistakes, suffered Russia's continuing stabs with patience, and was surprisingly successful with his early quixotic forays with an army thru Gal, Sil, Ber, and Kis. Anderson had a trump card: He drove Hunt (Russia) and Thompson (A) from Lansing to Holland. He constantly reminded Hunt and Thompson that it was a 100 mile walk back to Lansing. Diplomacy needs a Canon of Ethics that would outlaw that kind of intimidation ((steal the guy's keys))

Hunt played brilliantly but erratically as Russia. Once his tactical skills improve to the level of his diplomatic prowess, he'll be tough to beat. Thompson (A) is, of course, a veteran of the game, and played extremely well. He was forced by circumstances into a dangerous alliance with T because of the sudden growth of F in the early years...

Herb Barents as England was naive in leaving the British Isles undefended as he launched an all-out attack on Russia without any non-aggression commitment from F... Germany failed to forge any firm alliances, and made a horrible error in turning against France at a time when his eastern front invited a devastating attack from the three eastern powers...((of course, had he not done so, leaving France no major opposition, the resultant French win might have caused a more disgruntled Anderson to albatross this failure to stop the French leader as a "horrible error" It is quite unusual for an RAT alliance to last so long --- in W09 the allies had 26 centers! Postal-only players should realize that triple alliances are much easier to arrange and to keep up in face to face play than in postal, in part because of the ease of three way conferences, and in part because you can hear what one ally of yours is saying to the other. It is interesting to note that even tho Russia was at 4 centers as late as W03, he was able to grow to 9 even tho he was in a sort of alliance which would be expected to restrict his growth considerably. This was all the more remarkable in that during that period (04-09) Italy was virtually gone and France too strong to make much growth against ---- the natural areas for the AT part of the alliance to expand. This then is the flip side of Russia's great vulnerability: If she is severely cramped in one or two sectors, there is usually a third to provide room for expansion.))

((From 1901 and all that #69, 9-17-76, comes this account of an unusual alliance in 1974 EW. Russia was Peter Birks; France, John Piggott, both well known pubbers))

Russia: Well, maybe 1901... is my lucky zine, but with 2 regular games and two outright wins, I have to consider whether it is worthwhile playing elsewhere!

...74EW had no dropouts (((and only 4 NMRs, 2 from Italy and 2 by England's final unit))) a refreshing change in a game which lasted nigh on two years. As R, it was obvious that I had to gain an ally - it was also obvious that Piggott as F would be the main opponent in the final battle. John, however, is at least rather reliable. I had no previous knowledge of G and E, while I was sure that Austria, in the guise of Michael Bruht would attempt to attack me as a result of differences in 73CWei.

My initial plan, therefore was to ally with Turkey, eliminating A and I, while I allied with F against G and E in the north. Piggott managed to con E and G into a temporary war in the north, which gave us all we needed to clean up. Mind you, when G and A were in Ukr and Lvn I was a bit worried! Eventually, tho, I was able to consolidate my front line, and also to eliminate any foreign units in Russian territory.

It is probably unusual for Russia to win after attacking Germany from the onset. Don Turnbull has rightly called such a move suicide, since it simply turns Russia into a "corridor power", yet in this game there was a Russian army in Mun (travelling on the trans-Vie route), and somehow I managed to win. How? I think it was because T decided never to stab me. If he had allied with A in 03 I would have been sweating. If Piggott had decided to play balance of power and rally with E, the game would have been kaput for Russia. Fortunately, neither of these possibilities occurred. I can claim no credit

to sway events in the south, at least immediately.

The decision to concentrate in the north is a weighty one. It should not be made except for compelling reasons. If it needs be done, however, then " 'twere best 'twere done quickly," to use the words of Lady MacBeth.

The most common "northern Intervention" move is F StP(sc)-Bot, A Mos-StP, followed in fall by F Bot-Swe, A StP-Nwy (hopefully keeping the English out), or A StP-Fin, making things hot for England in SO2, even tho he will take Nwy in 1901. The other army is then used in the south, or if Russia has no immediate ambitions there, hangs around wondering what to do.

But if you are going to intervene in the north, and abandon your interests in the south for the nonce, then you may as well do so quickly. There is another sequence which offers interesting possibilities. This sequence is:

Spring 1901: F StP(sc)-Bot, A Mos-StP, A War-Lvn

Fall 1901 A StP-Fin, F Bot C A Lvn-Swe, A Lvn-Swe. Winter 1901: Build F StP(nc)

This is accompanied by suitable diplomacy, hopefully inducing both F and G to attack the wicked witch of the north, England. At the end of 1901, Russia has 4 units poised in Scandinavia. Norway should fall in 1902.

The importance of this position lies, however, not in the fall of Nwy, but in its aftermath. Taking Nwy away from E is one thing; taking anything else is another. If Russian diplomacy has been successful, E may be glad to recognize the fait accompli in return for Russian non-aggression in the future. In turn, Russia should be glad to grant this. In SO2, he should have moved F Bot-Bal (on the excuse that he needs to get the fleet out for use against England, a real need if he continues his naval war to the west). He is then in a position to launch an attack on Germany. A strong advance into central Europe is far more important than the side show against England (Russia needs to weaken, not destroy, England at this stage at least).

By the end of 1902 (Russia will probably build A War in WO2), the Russian position is going to be good in the north. He dominates Scandinavia, holding a strong defensive position, anchoring his offense there. He has taken, or is threatening Den. He has amirs poised to the east and north of Ger.

Again, I emphaise that this is possible only when Russia's diplomatic position in the south is so secure that he can afford to devote a very minimal attention to that sphere. His very weakness in that area, combined with successes in the north, may undermine his position. He must be careful, therefore, to engage in strong and aggressive diplomacy with his southern neighbors, so that while he seeks to dominate the north, he does not lose the south. ((This plan requires rather strong A-T eminity to work. Persuading Germany to let you into the Baltic is going to be extremely difficult --- he'll say, "If you wanted to move the fleet west, why didn't you take Swe with a fleet, permitting F Swe-Ska, or F Swe-Nwy in SO2? The key here, methinks is for someone to take Mun in FO1, preferably Italy, as you want Francepressuring England initially. With G hot to retake Mun, he won't want to build a fleet, or tangle with Russia))

((Lets conclude with a very imaginative opening, described in Rob Chapman's Victory statement in 78DU, taken from Megalomania #22, Nov 1979)

Russia -I opened with an octopus ((F Sev-Bla, A Mos-StP, A War-Gal, F StP(sc)-Bot)), and immediately everyone was up in arms. Germany refused to let me have Swe, and made the mistake of telling me so following the SO1 adjudications. I was trying to persuade England to let me have Nwy, as was getting nowhere, but with a last minute fone call, we reached a compromise: I would not contest Swe, but would instead move to Baltic, allowing England to convoy an army into Denmark as Germany vacated, and England would let me have Nwy. The success of these moves sealed a very promising E-R alliance ... ((Its not that often that A Mos-StP can presage an E-R alliance without using F Bot C A StP-Swe in FO1. This opening leaves Germany facing Eng A Den and Rus F Bal is So2, with A Swe neutralizable for support by F Nwy-Swe. This opening has some interesting variations. If G does not go for Swe, or backs up with A Kie-Den, then England is shut out with no builds. And Russia can also vary by standing off in Swe anyhow!))

The Zine Column #50

In this the 50th episode of TZC, its a real pleasure to be able to report so much cheery nooze!

Mike Mills(47 Mayer Dr Suffern NY 10901) has produced Zine Directory '82, and asplendid piece of work this is. Virtually all the zines of the hobby are here, with statistics on size of zines and cost and fees and much more, including people's own brief descriptions of their own zine, and so gives an interesting portrait of the hobby. Included also are service zines and listings for Europe and some misc items. Priced at \$1, its well worth it, and a tip of the hat goes to Gary Coughlan for his help.

A different type of Directory comes from Larry Peery: Black and Blue Book, a listing of Californai FTF and postal players, zines, and a variety of other types of info. Larry is making a vigorous effort to deal with the problem as old as the game itself: How can you find 6 other players for a game? The rather profligate in space use (five lines per person when one line would have done it), there's plenty of reading included, so its a reasonable buy at \$3, tho no bargain. He has also put out a California Diplomacy Newsletter, an interim publication. He's also put out his 15th anniversary ish of Xenogogic, running 47 pages, including my article on "The Hobby in 1977", a pair of items by Doug Beyerlein, and plenty of stuff, serious and otherwise by Larry. Subs are \$6/per year for this quaterly publication (Box 8415 San Diego CA 92102)

A Pair of fakes have arrived recently. Gary Coughlan put out a very clever fake Whitestonia #46, in the satirical mode, with a very clever "In The Garden of Whitestonia" parody of the attitudes of some people in the hobby, with some good zingers included. I don't know if Gary has extra copies available, but its worth writing him at 4614 Marth Cole Ln Memphis TN 38118 because this one has a lot of good reading. His take-off on Kathy's Korner onlyshows that no one can do it like Kathy.....

The other one was a minifake of Diplomacy Digest! A supposed "Grandson of Lexicon" with a series of entries which I supposedly should have included, along with a TZC, with a sharp crack about my not attending the Seminar at Origins last year that I was supposed to give. I have no idea who did this, but it had a definate west-coast flair to it. It was postmarked Cedar Rapids but of course that means nothing. The person who did this gets the General, and probably Murdring Ministers. I'd love to give credit where credit is due, but I don't know who! If you want me to give you credit, explain exactly how the envelope was addressed. If I had to make a guess, I'd finger Jack Fleming. If you'd like a copy, let me know ---- I don't know who got it!

Back in DD #54, I had some tart comments about things said by John Caruso and Steve Arnawoodian. As a result of some private correspondence, I'm very pleased to be able to say that all the items of dispute have been completely resolved. I'm now subbing to Woody's Coat of Arms (I was getting W all along), a "zine of subzines" --- which is just what it is ---- there's no zine per se, just subzines, including Woody's "Diplomatic Immunity" (surely this is the first time someone has had a subzine in his own zine!) and several others. The oddest is "Dipi Master " done by Mark Larzelere. This is "devoted absolutely, solely, and purely to illustrating the flaws in statements made by Mark Berch." After an ambiguous start in #1, #2 (which appears in CoA 9) is a wicked commentary on the process of giving approval and disapproval here at DD. Its actually quite perceptive in some ways and is certainly the funniest thing I have ever read about DD. That issue is definatey a ***. I made the mistake of reading the bulk of it to my wife (the vanity of pubers knows no bounds....). Now, whenever I try to criticize her or even disagree with her, she starts saying, "I'm a 4, you can't say anything bad about me." Grrrrr (CoA is 10/\$6 from Steve at 602 Hemlock Circle, Landsdale PA 19446).

Diplomacy World #30 is out, showing that Kathy Byrne won the Beyerlein Player Poll. Unfortunately, the turnout was awfully low, giving some odd results, such as Bob Olsen, who by is own admission an utterly inept player (just look at his two games in EE) coming in a tie for 10th. No matter --- the next will have a better turnout. Doug also had a super entry in his series of profiles, this one of Walt Bu-

chanan, the founder of DW. There's a nifty bit of doggeral from Scott Marley, my most ambitious "opening" article and much more (Rod Walker 1273 Crest Dr Encinitas CA 92024, subs are \$6/year, ad\$8/year in Canada. This is a quarterly, the hobby's flagship zine)

I opened up Dot Happy #14 and almost had a heart attack. Allen Wells announces he is folding, and transferring all his games to me. A joke, he sez. Well, Allen, enclosed are the three sets of orders I got. I altered two of them. Can you spot which two? A joke, he sez!

Its time for the 1982 North American Zine and GM Polls. Rating is on a scale from 0 (the lowest possible rating) to 10 (the highest) with no fractions. In the zine poll, vote by zine name (not pubber's name), and rate "only zines of which you have seen enuf issues to form an objective assessment of the quality of the publication; do not base votes on hobby feuds...etc" You cannot vote for your own zine. If you want to vote for subzines, rate them separately from their own zine. All zines which have published at least 2 issues since April 1, 1982 are eligible. In the GM poll, vote by GM name (not zine name) for those GMs you were a player for during the period beginning 4-1-81 "for long enough to gain an objective assessment of his/her competence as a GM." You cannot rate yourself or a GM you didn't play under. In both cases alphabetize by zine name and by GM surname respectively; North American GMs/zines only. Send your signed ballot to John Leeder 605 15th St NW Calgary Alta Canada T2N 2B1 to arrive by 6-30-82 (but don't put it off). In my opinion, this poll is the closest thing we have in the hobby to a "civic obligation". Those GMs and pubbers who have done a real good job deserve to know it, and deserve the recognition. Those who haven't, well, sometimes you have to get their attention. A good turnout is your way of showing your appreciation for the work GMs and pubbers do. Last year our turnout beat the British results, lets see if we can do it again.

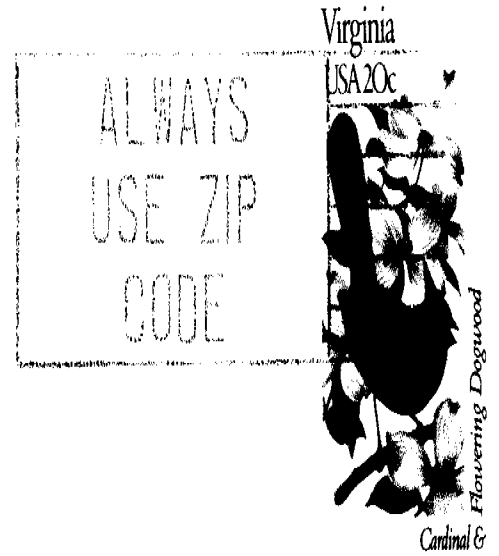
Horrifying statistic of the month is Bruce Linsey in VOD #60 who says, "I lose well over \$100 each time I publish a 30-pager." --- which the last 4 have been. If ever there was a candidate for "reduced" Xerox, VOD is it....Oxymoron of the month is Bob Olsen's phrase in EE #13, "...pointless hairsplitting..."...Ron Brown of RR #1 Brennan's Hill, Low, Que CANADA JOX 2CO will have openings in a French language game GMed by Nelson Millar....another French language zine, heavily into wargames as well as Diplomacy is Confrontation (Michel Dubuisson B.P. 58, 54130 St Max, France, price is 120 French Francks per year)...The British have their zine Poll quite similar to ours, plus, at the same time for some inexplicable reason, their "Gladys Awards", which now also include "most regretted fold" and "most deteriorated zine". One must be nominated for these categories before the election itself. I wonder if anyone would be interested in running similar awards (a category style of awards) here.... I read in Ode that, according to the newspaper London Telegraph, the most popular pastimes in the wardroom of the HMS Invincible are Diplomacy and Risk. Someone should pass this fact on to the publicist at AH! I wonder how it is that dippy and Risk have surpassed such traditional activities as booze and buggery?...Appealing Greed has a prize game with \$100 going to the winner, or split equally among all survivors. Entry fee is \$15 and no standbys will be used. AG uses 3-week deadlines, except for SO1 (Mark Larzelere 23 Akin Ave Capitol Hts MD 20743)...AG labels itself as "the zine that asks the question, "Haig? A Peacemaker?" My thoughts precisely...

A Brief Look at some Recent Russian Stats by Mark L Berch

A little while back, Adrien Baird had a look at the most recent 2 years of British stats (about 1979 and 1980) to compare those 245 games to the previous games, looking for trends. He found one in the Russian figures. F Sev-Bla jumped from 45.3% to 62.9%, with a concomitant decline in F Sev-Rum from 51.9% to 34.7% -- a rather dramatic switch. A Mos-Sev, a move often taken as a precaution along with F Sev-Rum fell from 19.4% to 14.7%. In the Turkish figures, F Ank-Bla rose from 63.0% to 82.9% --- whether this is the cause or the effect of the Russian change is impossible to say. It does indicate that Turkish play is become very rigid. A Smy-Con is now at 55.3%, --- over half of all Turkey open with this (which requires F Ank-Bla). A Smy-Arm is at 29.7%, which almost always has F Ank-Bla. T in Britian is really down to 2 openings, Simplifying Rus.

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(58) by your name means your
sub is exhausted , and its
time to renew



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