

DIPLOMACY DIGEST

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France

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I was astonished --- and delighted --- at the level of response to the Joshua essay in #74. In terms of personal letters, it was one of the heaviest any issue of DD has ever gotten. Mona especially wants me to tell you how much she enjoyed these letters ---- I read them all to her. I know I said I wasn't going to quote from them any time soon, but its my zine so I get to break the rules. Besides, I haven't really got anything else to say for page 1 this issue. The following are all snippets:

Might as well start with my father-in-law: "Where did you find time to write all this?" ((It wasn't easy. A lot of it was written in small chunks, which accounted for a bad bit of repetition on page 8)). Scott Marley: "The 'Joshua' issue of DD was beautiful, often amusing, and very touching. To hell with stalemate lines --- this is the issue I know I'll want to reread whenever I go thru the back issues." Steve Arnawoodian: "You don't have to apologize for last issue, I enjoyed it! In fact, you should do things like that more often." ((Things worthy of such an essay don't occur that often)) Doug Beyerlein: "I must admit that in reading #74 I learned more than I ever want to know about pregnancy and childbirth. And I made the mistake of reading #74 while watching "Lifeline" on PBS. The program was on -- yes, you guessed it ---childbirth" ((Looks like you OD'd a bit there, Doug. Back to the bicycle with you!)). Chuff Afflerback: "My four children ... came ready made, so I missed the events you described. Not that I really missed them -- I just never experienced them....I admit I'm a squeamish sort. But I was doing fine until Mona had to have a C-section. I was standing up in a crowded subway train, on my way home from work, weak and maybe just a little weak from hunger, and when I read that I almost faintedI gave it to CarolinaThe best thing about your article was the conversation it initiated between us. I learned a lot more about her 4 deliveries ...and I managed to convince her, after several years, that I am truly satisfied with the family I've got." ((Glad to be of service)) Roy Henricks: "I think #74 was excellent...I'm into children and babies and enjoy your excitement....besides our own, Suzanne & I have foster-parented over 2 dozen babies/toddlers ---the fun far outweighs the problem." ((Over 2 dozen? Now, how could anyone complain about Envoy being a tad bit late now and then?)). Don Ditter: "Debbie also read the article and enjoyed it very much, which is a lot more than I can say she feels about Diplomacy articles. Ron(Anada)Brown:"Greatly enjoyed the account...really struck a lot of memory chords in me." I also got a very nice letter from Kathy Byrne, and kind words from Allen Barwick (who liked the page 1 lettering), Rod Walker, Bruce Linsey, John Kador, and several other people as well.

The most interesting letter came from Ann (Canada) Brown, a very warm account of the Birth of Christopher, and too long to quote from. But it did remind me of a nutrition point that I left out --- pregnant women should salt food to taste, and not try to drastically cut back on salt. Mona and I really enjoyed comparing Ann's experiences with ours. Ann writes for SNAFU! --- and I wish there were even more of her there!

THE ZINE COLUMN #67

There are so many interesting publications out recently that I hardly know where to start.

First up is "DipCon Society Column Finale" (snappy title, eh?). This is a 20-page wrapup of DipCon XVI in Detroit. Included is a great foto of Eric Ozog and Cathy Cunning, a droll accounting of the DipCon Society meeting, Caruso's and Byrne's comments on how the tournament was planned and run, several parody/humor pieces, victory statements by the winners of the gunboat and regular tournament, a special awards page which was very funny. All-in-all, a really fun publication, which I know a lot of you will enjoy. Its a mere 50¢ (stamps accepted) from John Caruso 160-02 43rd Ave, Flushing NY, 11358. I might as well also mention my own "Tales of the Dipmasters", an account of DipCon XV, which is more businesslike and less humorous than John's, alas, and has no pictures but is crammed with reading matter, available from me for \$1.

Next is Diplomacy World #35, which at 52 pages is the biggest, and probably the best issue ever. It features a comprehensive chronology of the Hobby from its very start by Fred Davis, an interview with Allan Calhmer, the nooze on the 1983 version of the Rulebook, Russell Sipe with a good description of dippy by Electronic mail, several humor items, including one by me, two openings articles, and much much more. The issue has a superlative balance, and Rod is putting a bit more of his personality into the zine. DW is a companion zine to DD, running original article to complement my reprints, and if the hobby can be said to have a flagship, DW would be it (Rod Walker 1273 Crest Dr Encinitas CA 92024; Subs 4/\$8)

Checking in at about 150 pages is the Oct 83 issue of Xenogogic. Larry Peery has the incredible ability to generate projects and ideas, and every issue seems to bring forth more of them. Some have been successful, and some rather dubious (a point that Michalski seems to be unable to grasp). His most intriguing is "Project Unicorn", an attempt to determine how much time people spend at their hobby activities, and how this time is divided up into various categories. I personally don't want to know for myself, but I do look forward to seeing what kind of results he comes up with. The issue contains a good deal of interesting and entertaining reading (plus a fair amount of shameless padding). There's some nice con reports --- organizing the FTF community in California so that these cons can occur has been his most successful activity. There's an interesting suggestion for a "DipTax" which I hope will get further discussion, and a great deal more (Larry Peery Box 8416 San Diego CA 92102. Quaterly, 4/\$4 I think)

I've saved the best for last. The 4th Anniversary Issue of Voice of Doom hit 170 pages, and I'm sure its the biggest issue of a dipzine an editor has ever put out. There are so many gems in this issue that its impossible to give more than a glimpse. Bruce has written a number of rather good strategy articles, with the emphasis on very practical advice. Alex's column gives an account of how things went a bit sour. Ronald Brown has some thoughtful comments on cross-gaming, Ed Jedry with a theoretical framework for understanding hunting, and other one of Gary Coughlan's plays, and some very droll cartoons by Howerton, Paul, and Glaspey. There are slews of humor items, some related to the hobby and some not. The letter column beleive it or not runs 46 pages with 47 people contributing.

Indeed, the most significant fact about the issue, perhaps, is that, exclusive ~~anzz~~ of orders, 67 people contributed, which I'm sure is a hobby record. Indeed, over the past year or two, VOD has featured a level of reader participation which has exceeded even that of Brutus Bulletin and Europa Express. This is perhaps symbolized by the fact that his reader response poll fetched 69 responses --- and it took 12 pages to let eveybody have their say on that one. There are many ways to judge a zine, of course, but to me, none is more meaningful than the level of participation that a zine can elicit from its readers. IN my view, for my tastes, VOD is as good as dipzines get (Bruce Linsey 24A Quarry Dr Albany, NY 12205. Subs are 10/\$5)

((Lets kick things off with a slightly slanted overview of France by Harry Drews. This appeared in Paroxysm #9, 6-15-75))

STRATEGIC DIPLOMACY: France

France is one of the intrinsically strongest powers on the Diplomacy board. This strength is due to a number of factors, some of which are: 1) The ((semi)) corner position occupied by F means that any attacks can come from only 2 basic directions: north and east; 2) the rule that Switzerland is impassible is of significant defensive value while it does little to hamper France's offense; 3) 2 builds in 1901 are almost automatic and this guarantees F a good start; 4) there is a great deal of flexibility in France's build options and direction of attack.

Our basic strategy as the French should be based on the realization that if we allow England and Germany to ally, we are doomed. In addition, simultaneous conflict on the norther and Mediterranean fronts must be avoided at all costs. In simplified language, we must divide and conquer. Analysis of the French position can be logically grouped into consideration of the 3 main sectors in turn: Italy, E/G, and the East.

Our ideal strategy as France is to postpone conflict with Italy and first resolve the Anglo-German matter. This is a secure strategy because Italy cannot alone hope to mount a reasonable offensive against us unless a bare minimum of 4 units (the majority of which must be fleets) are available ((actually, I think it can be done with 3 if France is caught unprepared)). In order to build up this armada, Italy needs time to capture some centers from Austria or Turkey. In the meantime, we ... can turn our attention to the north and still will be able to anticipate the Italian attack. In any fight with Italy, the odds are on our side. Imagine that a funnel is placed between France and Italy. The narrow end rests on the French coast and the wide end opens onto Italy and the central Mediterranean. We will have no trouble invading Italy if we so choose and yet Italy has a hard time making any inroads into France and Spain.... If French fortunes should fall, the French defence against Italy can be stretched out for quite a while as long as we are not being attacked from the north at the same time. ((This is unduly optimistic. Unless Russia is very strong, a vigorous Italian attack will draw either E or G against France before very long. England particularly will find France moving fleets south quite a temptation to a similar move by her own)).

The crucial task we face at the beginning of the game is to undermine any formation of an E/G alliance. Expend as much diplomatic sweat and toil as is necessary to be sure that France will be courted as partner in this critical marriage of interests. Whether we ally with E or G is not nearly as important as that we manage to prevent those two from allying with each other. Should this happen, then ... at the very best R may come to our side and Italy may respect an agreement of neutrality. Temporary stalemate can be achieved. But sooner or later Russia will weaken or Italy will invade our sunny, southern shores and our position blows away with the wind. Let us assume, however, that fate is kind to us and a deal with either E or G is possible. Which one is preferable as an ally? England makes a good short term ally as G can be crushed with minimal effort (provided that R plays into our hands). Supposing that the alliance with E is kept after the elimination of Germany, then some sort of defense must be left against ... E while we carry the fight to the shores of Italy. If no potent power has coalesced from the turmoil in the east then the conquest of our Italian neighbor will succeed. At this point, we will have taken 11 centers: Mun, Bel, Italy, Tun and the homeland. Now let us be realistic about our future chances. Most likely we cannot take the necessary centers from Austria or Turkey. Too much will be required, England will be coveting our inviting centers back home. Russia, of course, could be doing the gloating and be sitting in Austria too. The depressing conclusion is that an alliance with England is not the best means towards a French victory.

Suppose we backtrack a bit and the decision to stab E is made. Whether or not this stab should occur before or after the Italian adventure will depend on what has happened in the east. If Russia is threatening E in the north or there is no opposition at all in that area, then most likely England will have been drawn away from our area and the

chances for a stab by us have improved. If there is no early opportunity to slip the blade into England, we must bide our time and move into the Medit in force. Unfortunately, no matter which country we attack first, E or I, there will be an interruption in the smooth slow of our expansion. All other things being equal, the assault on E is preferred because she is the more dangerous opponent and a few more centers are available on the continent which can be swept into our net at the same time. Do not deceive yourself, however. E is a tough nut to crack if she is not presented with threats in other directions, a stalemate line can be thrown up against us.

Having examined the possibilities of an alliance with E to destroy G, let us now look at the other side of the coin. The advantages of allying with G rather than E are immediately apparent. E can most assuredly be overwhelmed; G will usually be more receptive to an alliance with F than with E. And then, because the 3 island centers can be logically claimed by France, we will have a secure base from which to launch an offensive against Germany or to secure our defenses while we venture into the Medit. Our center count will register 12: Tun, E and I home centers as well as the homeland. And some Germany and/or Scandinavian and/or Austrian centers and a very merry 18 catch we have. Furthermore, with G as our ally, ... one of R, A, or T can cast a blow for the French victory (unintentionally of course) at the German rear.

We are only left with an examination of the roles of the 3 eastern powers. T is dangerous because any of her gains are irreversible from our viewpoint. T can stealthily creep across half of Europe and block our bid for victory. Clearly, I, G, and R serve as buttresses ... and care must be taken to avoid foolish French tactics which would open the floodgates. This is one of the inherent flaws in an E/F alliance: Turkey can engulf R while G and I are eroded. If we turn to R, we see that she can be of definite value as long as she is not blatantly on top of the pile in the east. Even worse than Turkish dominance is a working R/I alliance; should this horrible evil surface the then game is lost. Finally, we come to Austria. Her ascendancy to domination will most often prove the greatest blessing to France. Austria will attract the heat while we snatch the goodies.

Can we put a game plan together for France? Given a choice, ally with the person who seems to be the weaker of the F/G duo. An exception would occur if the Russian player seems to be very capable and has a strong potential ally in the east... If this powerhouse is building in the east, then invade Italy quickly to set up your front line trenches. The north can wait your later attention. If no quick winner in the east seems to be emerging, then you can afford to pursue a northern policy as was outlined earlier....((Several points I'd like to make. I think Drews glides over a major problem in the F/G alliance when he blithely assumes that in the attack on England, France will get all three English home centers. Unless Russia is weak enough that G can attack her no later than FO2, Germany will have to wonder why he should join in this attack on E, and get what? Norway. That's not much, and in most cases he'll have to take it from Russia. If England is attacked early on by F/G, E will abandon Norway to Russia, as happened in DW demo game 1980AY. Why should Germany cooperate in a huge attack on E when his only spoil is going to have to be taken (without help) from Russia? More likely, Germany will claim Edi as his share of the spoils. This division of the island is likely to destabilize the F/G alliance, since each will be eyeing the others' holdings. If both parties agree to garrison their holdings in England to prevent such a stab, they will be short units for campaigns elsewhere.))

((The other thing I disagree with is this fear of R/I, which Drews calls worse than Turkish domination. I don't agree. R/I can generate an A/T alliance, which provides for a nice standoff in the east. If R/I is joined by T, then A falls quickly, but it is questionable whether Italy will get more than one build from that. If R/T turns on I, then France can pick up something too; otherwise, an Italian attack on Turkey will send fleets east, not west. In some ways, R/T is more dangerous to France, since Italy may decide to let A fend off the steamroller while he grabs some quick ones from France. Of course, F has little to say in whether it will be R/I or R/T.))

((Usually, I prefer to avoid reprinting from North American zines less than 3 years old, but this fits in well with the theme, and its an unusually close and candid look at how things sometimes go at the start of a postal game. From Mark Larzelere in Appalling Greed #3, Dec 1980)) ((In this triple parens are Larzelere's))

HOW I TOOK LONDON IN 1901

When I entered my first postal game, I knew practically nothing about the hobby, or about what takes place in a typical game. The FTF games I'd been in had all been with other novices and had little negotiation. A postal game, I figured, would give enuf time to play the game in its purest form, as the rules describe it. In theory, I thought, each player makes his proposals to the other players, the players decide which to accept, and whoever outwits his opponents best gradually works himself into strong positions where stabs can win the game. So these proposals, I figured, must all be carefully worded statements, like a politician might give. Now I know a bit more about the hobby. Perhaps some people play that way, but many don't. People in my games usually just want to ally with someone so that they can be the agressor rather than a target, and so usually don't get into negotiation much fancier than, "You can have Rum, Bud, and Vie; and me, Bul, Ser, and Gre." (At least thats been my experience so far).....

Soon after the game, I ((as France)) wrote some cautious letters to E, G, and I. To G, I suggested we remain peaceful and he not ally with England because that would concede E the waters. I didn't propose an attack on E, tho, suggesting it would be better after we had more fleets. I asked Italy to keep Pie "demilitarized." To E, I suggested we keep the Channel neutral and that he could do best by going toward Scan. I tried to wrod my letters carefully and read the letters I got from other players carefully.

G wrote back, asking me to keep Bur neutral and for an alliance against E. Due to the paranoia which hallmarked my negotiation in 1901, I declined this with, "It borders on 2 of my 3 SCs." He accepted this. Italy said he'd agree if I would promise not to build FMar, but seemed quite sincere in just wanting me to stay away. But I declined to promise that. Meanwhile, I got the following letter from E, apparently sent before he received my first letter:

"Well, the start of another game! First a few words about myself...I'm a relative newcomer to Diplomacy am playing in a DNO/UNT....((etc, etc))....Now, down to brass tacks - I'd like to propose a long term F-E alliance with G as our first victim.

I'd like to make my opening moves as follows: F Lon-Eng, F Edi-Nth, A Lpl-Wal. I'm not trying to play you for a fool. I fully realize that this is an anti-F move. I'd like to use it to make diplomatic hay with Germany. I hope to convince him to keep R out of Swe. Additionally, I'd like Bel if G thinks I'm moving against you he may not oppose my move into Bel (((sic))). Thirdly (((the GM))) will undoubtedly (((sic))) broadcast my anti-French move which will help to lull G into carelessness.

My fone number is (((the number))). Please let me know how to reach you by fone it may help in a crisis.

Your firend and hopeful ally, (((signed)))"

Sheesh, dilemma! I would be open to a sneak English attack in the fall if I accepted, and declining it while keeping open the diplomatic channels with him might be tough to do, since he might be perfectly sincere). So I decided to write back with all the reasons I could think of why F Lon-Nth was much better tactically. A couple of days later I thought of some more reasons and wrote him another letter. (I might have sent him a postcard in there, too). I gave him not only my fone number, but some suggestions on the best time to call me, asked him what DNO/UNT was, and gave my killer line: "Your plan might be workable, but an alliance works better after an atmosphere of trust has been established." If I didn't explicitly say, "I'm your ally", I sure as hell implied it. But the Englishman didn't reply.

The time had come to send in my moves. I was pretty sure G wasn't going to try anything, because he accepted A Bur. Italy seemed to just want me to stay away, so I couldn't see why he'd order A Ven-Pie. But I wasn't sure what E was going to do, be-

cause I'd received only his first letter. So I sent in the orders, F Bre-Eng, A Mar-Spa, A Par-Gas, figuring that if I got into Eng, I could say, "I hadn't heard from you and didn't know if you had changed your mind." Then a few days before the deadline I got the following postcard from England:

"Will be moving F Edi-Nor, F Lon-Nth and A LivYor. More details after next issue. Desperately need to know if you've heard from Italy! I haven't. We must have a good idea of who's likely to horn in on the action. Need this information vis-a-vis Austria. Possibility of I-T alliance (This by negative inference - worst kind) if so good for us."

Well, if I mailed in a move change, I couldn't be totally sure it'd get there in time. And I didn't want to spend the money for a fone call to the GM. But wait --- I'd heard from Italy 3 times and had the idea of a Lepanto ((FO1: F Ion C A Apu-Tun, to be followed by an attack on Turkey)). Why would he not write England at all, and where had England gotten the idea of an I/T alliance? Maybe he was trying to take me for a fool? And why "F Edi-Nor"? ((In North American zines, "Nor" is often not acceptable)). Maybe it meant "North Sea" and was some kind of subliminal message that slipped into the card. And see the phrase "English alliance with Germany" in the first letter --- another subliminal message??! Also, I had asked him for more details on how the F Lon-Eng plan was to work. Why does he say "Details later" and write so close to the deadline? Why not details now? (Basically, I was just trying to convince myself that I didn't need to spend the \$\$ on calling the GM). So I let my orders stand and hoped for a standoff so that my action would be justified.

When the orders came out, Italy Lepantoed, G ordered A Mun-Ruh, F Kie-Hol, and England ordered F Lon-Nth, F Edi-Nwg, A Lpl-Yor. Oh, no! Success! Congratulatory messages came in from R and Italy. G asked, "Why did you change your plans?" I told him I had decided I needed a defensive move against E more than I wanted one against him, "and besides, now we can attack E like you wanted."

I didn't feel too good about it, tho (because of those letters to E), and decided to try to explain it to England. The result was a very cheaply written letter, something like Nixon's "Checkers" speech. I never heard from England again. But close to the FO1 deadline, Germany wrote me that he hadn't heard from E since the SO1 moves came out. Around that time I had been reading in an old DIPLOMACY DIGEST about how Mark Berch, as Italy, tried to talk an Austrian player into the Key opening (A Ven-Tri-Ser) with "R/T are solid against you" and the Austrian responded by NMRing in SO1. So I figured that if there are some dip players who quit easily, and if E wasn't writing either me or G, he must be one of the "quitters" And if he was going to drop out, my statement of "All I plan is F Eng H" didn't mean much, did it? So I changed it to F Eng-Lon. Sure enuf, England NMRed, allowing me into London.

So I got 3 builds. But the way I conducted Diplomacy should have been disastrous. Most obviously, E should have passed my letters on to G after I took the Channel. This would have ruined my credibility and would probably have gotten G to join him in attacking me. Why didn't he? Because England must have considered my actions to be a premeditated stab, and thought that Germany must have known all about it. G was letting R into Swe, against E's wishes. England must have written him as little as he was writing me.

I probably had the right idea in telling E why F Lon-Nth was better, but I overdid it. This being my first postal game, I was much more interested in it than him. One better thing to do might be to say, "F Lon-Eng is unacceptable because of (tactical reasons). Change it to F Lon-Nth and we can talk about it." Not moving the way I had been telling people I would that early in the game was also a mistake. So was writing England the "checkers" letter, and moving F Lon-Eng based on the word from Ger who easily could have been lying ((??)).

I think I might have negotiated alright with Italy. And with Germany, I accidentally discovered a diplomatic tool I've used successfully since. If a friendly power ac-

cepts your putting a unit in a hostile position ((here, in Burgandy)), you can move the unit somewhere else without telling him, and he'll stay out of the sensitive province. Of course, you have to do this carefully (and not too often). I didn't.

All in all, I botched it up badly.

((I think Larzelere is being a little too hard on himself. If you worry about every letter being passed, you can become paralyzed, and Germany might easily have bought F's explanation for the letter to England. As for the "checkers" letter, who knows, it might have had a role in his dropping out. To have botched this situation badly would have been to fail to realize that E would NMR --- and order F Eng H. There is, incidently, some risk in negotiating an entrance into a potentially hostile area and then not going there. Your ally may resent the fact that you've wasted his time getting him to agree to something that you didn't plan to do. Or he may agree to let you go there even tho he plans to block it. For example, G may agree to A Par-Bur, but he plans to do A Mun-Bur anyhow ---- the "agreement" is done to forstall A Mar S A Par-Bur, because G wants Bur left open, and the only way he can do this is to make sure that you don't support the move. Or G may agree just to avoid having to discuss the issue to death.))

((Next up is John Piggott's Ethel the Frog #40, Dec 1973; the writer is Len Lakofka))

PLANNING THE OFFENSIVE ----- A SAMPLE FRANCE

...It is the object of this series to discuss each country from both a tactical and strategic point of view, with a constant eye on the entire board....Let's look at a game plan that begins to go wrong, and see what can be done to correct it.

Here are your initial negotiations with the major powers:

- G: An aggressive plan of attack against E, in which F will have the naval majority and Germany the land power. The blitz of England is planned with a treaty in effect through 1904.
- E: Neutralization of the Channel and support for British expeditionary force into Bel.
- I: Neutralization of Pie, Tyh, Wes, and NAF thru 1902. Also, you are pushing for an A-I alliance (Lepanto) versus Turkey.
- A: You are influencing A to go east, and have signed a mutual defense versus Italy.
- T: You are feeding T the lie that you want R checked so that he will not interfere with your ally E in the north. Your influence is poor in this respect and you make no outright statements of intent.
- R: To cover all fronts you sign a mutual defense pact with R in the event of a German or English attack.

In Spring 1901, everything seems to go according to plan:

- A: A Vie-Gal, A Bud-Ser, F Tri-Alb
- I: F Nap-Ion, A Ven H, A Rom-Apu
- T: F Ank-Bla, A Con-Bul, A Smy-Arm
- R: F StP(sc)-Bot, A Mos-Ukr, A War-Gal, F Sev-Bla
- G: A Mun-Ruh, F Kie-Den, A Ber-Kie
- E: F Lon-Nth, F Edi-Nwg, A Lpl-Yor
- F: F Bre-Mid, A Par-Gas, A Mar-Bur

The FO1 negotiations see no major change in your game plans of having a 2:2 battle in the east while you and G destroy E before going east yourselves. The moves are no great surprise, and the east is to your liking:

- A: A Vie-Gal, A Ser S F Alb-Gre
- I: A Ven H, F Ion C A Apu-Tun
- T: A Arm-Sev, A Bul-Rum, F Ank-Bla
- R: F Sev S A Ukr-Rum, A War-Gal, F Bot-Swe
- G: F Den H, A Kie-Hol, A Ruh S Fre A Bur-Bel
- E: F Nth C A Yor-Bel, F Nwg-Nwy
- F: ABur -Bel, A Gas-Spa, F Mid-Iri!

Builds: F Nap, F Smy, A Tri, A Bud, A Mos, F Kie, A Mun, F Lpl, F Bre, F Mar. Turkish F Smy is not completely to your liking, but you can live with it. So far, all systems are go. E is now off balance, but you have shown the firmness of your G alliance. But, as we shall see, that was a slight error. Your eastern negotiations have become more vague and that should be a hint. Your F Mar has made Italy cool. In SO2, things begin to go wrong:

R: A War-Gal, A Mos-Ukr, F Sev S A Ukr-Rum, F Swe H
 T: F BIA-Con, A Arm-Smy, F Smy-Aeg, A Bul S Rus A Ukr-Rum
 I: A Ven-Tri, A Tun-NAf, F Nap-Tyh, F Ion-Adr
 A: F Gre-Aeg, A Ser S A Bud-Rum, A Tri-Alb, A Vie-Gal
 E: F Lpl-Wal, F Nth-Eng, A Yor-Lpl, F Nwy-Nth
 G: F Den S F Kie-Hel, A Hol, A Ruh, A Mun H
 F: F Iri-Wal, F Bre-Eng, A Spa-Por, F Mar-Spa(sc), A Bel H

The surprise is not so much the R-T alliance -- that was forced due to the A-I attack. The surprise is the erratic Italian behavior. Who is he attacking? It seems like everybody at once! Notice that the F/G move is not as good, tactically, as it could be. G is simply being too chicken. Your own attack is weak. F Iri S F Bre-Eng would have been better, as it allows for convoys, or the direct disruption of the Nth Sea.

What do you do now? You get on the fone to Italy! His erratic behavior must be caused by someone -- who did it? The odds are that it is Turkey! Note that T did not prevent the Lepanto continuation of F Ion-Eas ... He prevented the Austrian part of the Lepanto, F Gre-Aeg ((Actually, Turkey might have thought that both attacks were coming, and decided that F Eas was less of a menace than F Aeg)). Italy is attacking A and going West at the same time. Alogical attack on A - from a tactical point of view, is A Tun H, F Ion-Adr, F Nap-Ion, A Ven-Tri -- in Tyh and Naf, his pieces are useless.

What is the tactical and strategic solution to this problem? Do you just muddle thru with the same Western game plan, or not? The answer to this question will come if you consider what is best for the other powers! At the moment, the game is beginning to move to a Russian or Turkish game plan; you have lost control. It is in T's interest to overrun A and then go into Italy. It is in R's interest to overrun A, but then he would have to face you and G. E would like to see R strong --- but not in Scandinavia. G has a few spare armies and can go east to check Russian growth. You can defend against I and still make some headway against E.

The long and short of it is that Turkey is apt to make the best progress. When you do go east, you'll hit both R and T, and I will be a thorn in your side. What can be done to reverse the problem at once and still keep France in a good diplomatic situation?

The plan must be to check Italy, because he is erratic, and to sacrifice the coun- in the way of all your progress -Germany! An alliance with G has no assets for you at the moment. It is better to release England and go east at once, crushing the entire center of the board. Therefore, FO2 should be:

R: A Rum S Tur A Bul, F Swe-Den, F Sev S A Rum, A Ukr S A War-Gal
 T: F Con S F Smy-Aeg, A Arm-Smy, A Bul H
 A: A Bud & A Vw S A Alb-Tri, F Gre-Ion, A Ser H
 I: F Adr S A Tri(dislodged), F Tyh-Wes, A Naf H
 G: A Mun, A Ruh, A Hol H(dislodged), F Den S F Hel-Nth
 E: F Nth C A Yor-Hol, F Lpl-Wal, F Nwy H
 F: F Iri-Mid, F Spa(sc)-Wes, A Por-Spa, A Bel S English A Yor-Hol, F Bre-Pic
 Builds: A Par, A War, A Lon.

Notice that Austria is still very much aloive, which is good for the time being. Italy will go quickly now that she is being hit from two sides. The new game plan of corner powers versus center powers has a better percentage than had the alliance with G. A change in plans must always be made if the need arises. ((Well, Len had to really force things there, didn't he? I mean, Germany doing A ruh H rather than A Ruh S A Hol is a bit much. A Por-Spa seems rather risky, since if it had succeeded, it would have delayed his build for no real benefit))



((An issue like this should have a victory statement. In its place is an article on 1975GM, the "Brown Game" in Diman, by an outside commentator, Lee Childs. This was Diman's first game, and 5 of the seven players were postal novices but experienced FTF.

The game was somewhat unusual, in that F got into early wars with both I and E, and in that a great deal hinged on France's relationship with an eastern power, Austria))

HOW FRANCE WON IN THE "BROWN GAME"

At the onset, a Diplomacy game can generally be divided into 2 main areas of conflict. T, A, and R form one area in the southeast, and E, F, and G form another in the northwest. Usually, each area will produce a 2-country combination that grows at the expense of the non-member ... and then go on to challenge the countries in the other area to see who the final winner will be. Italy --- the odd man out --- becomes important only if one or both of the non-members is Austria or France; otherwise, Italy is just a steppingstone to the other. In this game, F and G emerged from the north to meet Austria and Russia in the south. Italy was a stepping stone.....

1901 E and T emerged as candidates for "non-members" in their respective areas. T bumped R in the Black Sea in SO1, and tried unsuccessfully to keep A out of Gre in FO1. Meanwhile, E - surprisingly in view of F's apparent aloofness, kept G out of Den. Italy, surrounded by strong players, elected an immediate attack on F, and bumped in Pie in SO1. In the fall, he misses and was moved to Tun only by starby orders. I's ineptitude began to earn him a berth with T and E on the express elevator down. R made the first in a series of tactical blunders in 1901, that at length slowed the A=R offensive in the south to a crawl, and enabled a dogged T to survive long after his time. In FO1, R moved F Sev-Arm, where it was pinned to the wall by Turkish occupation of the Bla, especially after a Russian move into Sev that season with an army, thereby preventing the construction of a second Russian fleet. For a long time, R was effectively blocked from moving armies into Turkey or challenging control of the Black Sea.

1902 E clearly emerged as a maverick without allies, while A & R supported G into Den, and E bumped F in the Channel, to complete the picture of total war against E. I moved aggressively westward, but Fre F Mid-NAF in FO1 flanked the attack. T lost Bul, and A and G looked healthiest after 2 years.

1903 This year witnessed a pattern of shifting alliances, particularly in the west. While F and G were standing off in Bur, the combination of separate E and G attacks expelled the Russians from Scandinavia. The German maneuver was combined with a strong overland move to the east, tho in FO3, R rallied around War. Meanwhile, Austria, (perhaps encouraged by the lack of any French tie to E or G) launched a lightning invasion of Italy proper with a convoy from Gre, and supported the French into Tun in FO3 to complete the execution ((In the French victory statement, he says he actively encouraged this Austrian stab of Italy because he needed to devote more attention to pushing E back)) Against E, the French sneak into Lpl, but at the expense of allowing Eng F Mid. T is down to 2 centers, so at the end of 1903, A looks very strong. The lions share of the spoils from both I and T appear to be his. The marauding Eng fleet tied up many of F's units, and G was totally preoccupied with a slow meatgrinder against R....

1904 Austria took all of the Italian homeland and another T center in a well-managed mop-up. F took Edi and the Germans made slow headway against the Russians, who seemed about to lose StP. Austria(10) was on top; F, allowed to occupy Nap by A, was now second (9). A rapid Austrian move to kick F out of Italy and to coordinate with the bungling Russians in an attack on G appeared to promise winning chances, and a sure draw... However, Austria failed to consolidate her position, apparently secure with a French non-aggression pact. She did move to the aid of her Russian ally against G, but even so, the out-number Germans were able to capitalize on Russian blunders.

1905 A demilitarizes Italy and moves north against G. T and E units survive on to harry the Austrians and French -- tying up critical Austrian fleets ((France persuaded A to demilitarize despite her building F Mar in WO4. F used the English F Mid as the excuse for this southern fleet power)). At this point, A had only 3 fleets to F's 5. In FO5, F moved a fleet into Ion...and the handwriting is on the wall.

1906. France quickly absorbs all of Empty Italy. Belatedly awakened, Austria rushed fleets west to Adr and Ion. The loss of the Italian centers depleted an attack against Germany, leaving a hole in the line at Silesia. Meanwhile, the move west allows T to take back Con while losing Ank to the Russians, a trade of an Austrian unit for

a Russian, which given the relative tactical competence of the commanders, is not a good trade ((By W06, its F=10, G=8, A=8, R=6, E=1, T=1))

1906-1910 F took out E while continuing the overwhelming attack on the south. Most of the A/R forces were still deployed against G ((A/R lacked fleets, and T wasn't eliminated until 1909)), who was thereby never in a position to stab an occasionally open France..... Austria was eliminated in 1910, even as France gained her 18th center for the victory ((France took Bul, Con and Smy for the win, quite a feat for France. He had at that time 5 southern fleets. G was second ((well back with 14)) and Russia survived with 2 ((If France is allied with G, the best eastern configuration is one with the land powers strong A and R, and the naval powers weak --- I and T, which is exactly what France got. Altho Germany as late as 1905 was only one center behind F, and only 2 behind in 1907, he faced much stiffer opposition))

NEW ZINES

A=Z Russell Sipe PO Box 4566 Anaheim CA 92803 (Information zine on Electronic Mail Dippy)
Battle Stations Bob Albrecht #1001-1239 12th Ave S.W. Calgary Alta Canada T3C 3R8
The End Justifies the Means Jim Briggs P.O. Box 6243 El Paso TX 79906
Embassy Row Mike Cannon 13801 Wisteria Dr Germantown Md 20874
Cathy's Ranblings Cathy Cuning 1603 NE 50th St Seattle WA 98105 (10/\$6)
The White Rabbit Mark Fogg 13 Fountain St Birkenhead Merseyside England L427SD
C.F.Machiavelli W.C.S.A.A.Lowe P.O.Box 460 Trail, BC Canada V1R 4H7 (Machavelli only)
Passchendaele Francois Guerrier, 12 CORKSTOWN Rd Nepean, Ont CSANADA K2H 2B2

Contrary to what has been written in some places, Cathy Cuning is not the first woman to put out a dipzine all by herself. Betsy Childers put out LAPUTA back in 1970, but I don't think the zine lasted more than a few issues. Cathy is, I think, the first person to join the hobby in England, move to the US, and start up a zine here. Pass is a revival. It will be limited to 30 subbers, and he plans to charge 90¢/issue for a zine limited at most to one oz. There will be no games; the bulk of it will be articles written by Francois (and guest authors, if he can find them). A most unusual plan, you'll have to admit. Anyone who feels that Francois owes him money should contact him. FC has a very distinctive writing style, and I'll be looking forward to seeing what he has to say.....

For the Record:

1. A regret. In DIPLOMACY DIGEST # 64-65-66, near the middle of page 38 I made a crack which at the time I thought was terribly witty. In retrospect, it was unduly, unnecessarily, uncaringly, and counterproductively sarcastic, and as a result, I regret having done it.
2. A clarification In DIPLOMACY DIGEST #61-62, page 20, in discussing the "Incipient Bossiness" award of DD #60, I said, "It went to him because he expressed his disagreement in the form of a boycott of the Leeder Poll." (emphasis in the original). I want to make clear the fact that a) I was discussing the Europa Express editorial stance; that was the specific context of my remarks, and b) I was not quoting Gary as using the word "boycott"; he did not in fact use it. It was my description (which I still feel was accurate at the time) of the EE editorial stance.
3. An Update A little while back, I said (somewhere) that in all the times I've acted as a formal, official Ombudsman in a GM-player dispute (I think there've been 8), I've never had a loser refuse to accept my decision. For a GM, that would be not implementing my decision; for a player, resigning from the game. That is no longer true, as Ed Wrobel did resign from 1982X after my decision went against him. I remain friends with Ed, but my record is now only intact on the GM side.

FRENCH

ODDS 'N' ENDS

1. Earlier in this issue mention was made of France moving F Mid-Iri in FO1, prompting me to wonder if such a move ever actually occurs in real life. Indeed it does. The would-be-legendary Peggy Gemignani did it in a Lemming Express game as her contemptuous response to England moving F Lon-Eng in SO1. In 1974BA, the late Les Pimley did this in conjunction with Russian A StP-Fin. But R reaped the benefits. England conveyed his army back from Nwy to Edi and guarded Wal, and retook Lpl in FO2. The ^{Fleet} fleet then became very wierd, moving to Bar in FO3 and attacking Stp in SO4! Mind you, by this point Russia had taken Bel and in FO4 supported himself into Hol!!!!

2. From Vortigern 27.1 comes the observation that Lyo should be "Golfe du Lion" rather than the Lyon as given in the US version or, worse, Lyons in the UK-version "which is probably a malicious allusion to the orthography of the tea with this name" (translation courtesy of W.L. Haas)

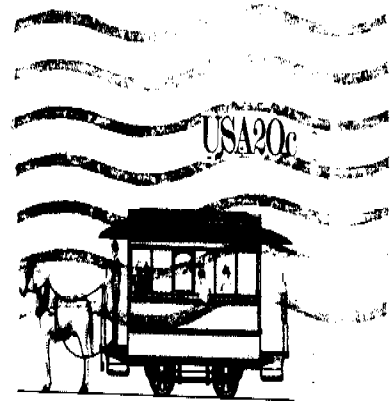
3. The most paranoid opening for France has to be A Mar-Pie, A Par-Bur, F Bre-Eng, and that's just what the French player of 1975DQ in The Tinamou did. Altho Mick Bullock gleefully predicted he would be the first eliminated, it didn't turn out that way, even tho both the flanking moves were blocked in SO1. In FO1, he picked up Bel and ~~Spa~~, and entered the Channel. As of F10, he was still hanging on....

4. Sometimes, however, even a great deal of paranoia is not enough. The French player in 80HP in Fall of Eagles may have been the most embarrassed French player of all time, as SO1 saw him enter both Pie and Eng ---- and the German in Burgandy! Well, he didn't lose heart. A Pie was pulled back, and A Pic S F Eng-Bel thwarted Ger A Bur-Bel. His comeback was shortlived however, and he was later crushed by an EGI alliance.

5. One of the odder, at least to me, French victories was in 70N, where Lew Pulsipher's France had 18, Italy had 10, But G still had 3. How could this be, I wondered? Italy did indeed have the south sealed up. France simply used G as a cutting edge --- his 3 centers were Sev, Rum, and Mos. France ranged as far as Stp, War.

6. Every so often --- but not very often, a non-English fleet will find its way into Noth Sea in FO1. Normally, this will be a german fleet, but in one game I located, 76GJ, it was French. France had opened A Par-Pic, F Bre-Eng, and had caught England with A Edi. For some obscure reason, E chose to guard Lon not with the more conservative F Nth C A Edi-Lon, but A Edi-Lpl, F Nth-Lon. Maybe France figured that was coming, or maybe he counted on German help (which didn't materialize), but F Eng-Nth went unopposed. He coasted his army into Bel, since Germany had to defend Mun against a non-existent Austrian attack from Tyo. Things brightened considerably for E in SO2. Whiel he plyed cautiously with F Lon S A Lpl-Yor, and stood his fleets out of Nwg, Russia pulled back A Stp-Mos, G moved his fleets into Ska and Hel --- and France did A Bel S F Nth-Hol, A Par-Bur, F Bre-Mid, and stood Italy out of Mar with A Spa! In FO2, E showed his appreciation by entering Nth with support, and Eng Channel to boot! France used A Bel in a doomed attempt to take Bur, and paid for this error when G ann his precious forward fleet, so F's only gain was Por. But by FO3, it was EF vs GI. The alliance prospered as RT'grew.

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"Bobtail" horsecar, Sulphur Rock, Ark., 1926

FLASH! Rod Walker plans to resume publication of his dipzine Erehwon and he seeks material for #100 (the zine folded with issue #99 seven years ago). #100 will be \$2, and regular subfees will be 10/\$6

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