

The Diplomacy Tribune ©1990

April 1990

Number 13

Game Start

The Trib's third game of Diplomacy, "Carl", is ready to begin. The players are;

- Jonas Johnson - Austria
- Bernie Oaklyn - England
- David Burgess - Germany
- Richard Renner - Russia
- John Armstrong - Turkey
- John Kirk - France
- and
- Carl Webster - Italy

One player simply refused to play in a game that a certain other player was in, so, in a mad dash I found a replacement, Carl Webster. I have no idea why one player didn't want to be in a game with another, frankly, I'm not interested, but I have no intention of holding up a game to resolve someone else's conflicts. So the game begins. Carl is new to the Trib so he's not listed in the back page listing, here's his address;

Carl Webster

I'll be looking for Spring 1901 moves from you all by the deadline. Good luck and happy hunting!

RUSSIA

Drawing Russia in your first game is a mixed blessing. No other power has such good possibilities for rapid and continuous growth; you have 4 units to everyone else's 3, and 4 home centers which give you great influence on the northern AND southern battles. Rum and Swe are your "traditional" gains for 1901, so if you can lay low (convince Austria to settle for Serbia, and Turkey for Bulgaria) and avoid contact with any of your neighbors, you'll have 6 centers by 1902. Then, four neighbors gives you a wide selection of allies and targets, but no other power is so vulnerable in the opening. Your units are dispersed; in particular, the two fleets have no hope of aiding each other.

[continued next page]

The Questionnaire

Most of the responses to the questionnaire showed up after the March issue was put together. I got a grand total of eight replies, not quite what I had hoped for, but much better than previously reported. Here are the results;

About half were in their twenties, the rest older. All subscribe or were about to. On average they subscribe to 3 zines and are playing in a game in slightly more than 2 of the 3. Most had learned of the Trib by receiving a sample issue. Their favorite games all include Diplomacy, but some were a bit unexpected like cribbage, tennis, and get this, hopscotch! Five of the eight own computers, but none play Diplomacy by electronic-mail. One publishes a zine and one used to. The opinions were centered mainly on the game reports. Players seem to like the maps and current fashion of status reports calling them "clean", "easy to follow", and "no nonsense." What they'd like to see different was very little, I think they were being nice. Some thoughts were "a little more variety", more "subscriber input", and some "insurance against NMR's."

Over all I received a 32% response, not a very good cross-section of the subscribership, but better than the photo request did by a long shot. The point of the questionnaire was to get to know you a little better so the Trib could improve and serve it's subscribers better.

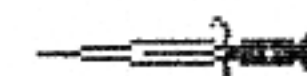
Deadline

April 30, 1990

Game Openings

'Donna'

The fourth game of Diplomacy will be a Gunboat variant and will start as soon as there are 7 players.



[Russia continued]

After 1901, Russian-held centers are the favorite target of both England and Turkey; unless you can forge a strong alliance with Rum, or someone else who attacks them, you will have to dig in for a two-front war...which will make you unable to defend against Austria or Germany. The Russian position is a house of cards; a powerful image will have most of your neighbors clamoring to be allies, but if your units are bogged down against more than one enemy, everyone will move in for a piece of the action. A confident, somewhat aggressive attitude is therefore necessary for success, and you must obtain neutrality pacts with several neighbors. F Sev will go to Bla or Rum depending on your agreements with Turkey; a spring standoff in Bla is the most common result, but the unit usually ends up in Rum in the fall whether the Turk is friendly or not.

F StP(sc)-GoB then to Swe is the line adopted by the huge majority of the Russian players; the only common alternative is if Germany is a confirmed enemy (normally determined by a spring occupation of Pru/Sil). If his fleet has gone to Den, F Den-Swe usually follows in the fall; it may then be better for the Russian to order F GoB-Bal, setting himself up for some 1902 revenge.

The armies have more options. A Mos-StP and Navy 1902 pressure on Nwy. If you've selected Germany as an enemy, A War-Sil is indicated, though as discussed above, if he moves to Den you can kiss Swe goodbye in 1901. The usual Russian policy is to nail down the south before dealing with the north. If both armies go south, you must often choose between Turkey and Austria. A War-Gal, A Mos-Ukr will probably antagonize Austria unless you can convince him that A Gal is headed for Rum in the fall. If you are expecting F Sev to move successfully in the spring, then A War-Ukr, A Mos-Sev is a good possibility...but the shift will probably worry the Turks. Army movement is the first indicator of Russian intentions.

Germany and Austria can usually be persuaded to demilitarize Pru, Sil, and Gal if that's what you want...they have more important problems in the west and south, and will welcome your offer. But this will seriously restrict the scope of your own armies if you abide by the agreements.

You have one advantage in Russia; its successes or failures are usually spectacular enough to permit a novice to draw a lesson from either result.

The North American Variant Hobby Poll 1989

The results of the Variant Hobby Poll are in, you remember back in the November Trib, anyway here are the top ranked in each category from Lord of Hosts, NS#6.

Best Zines

Bushwacker, Comrades in Arms,
The Home Office, The Canadian Diplomat,
Perestroika

Best GMs

Fred Hyatt, Larry Cronin, Fred Davis,
Bob Acheson, Pete Gaughan

Biggest Personalities

Fred Davis, Randy Grisby, Lee Kendter Jr,
Tom Swider, Fred Hyatt

Best Variants

Downfall, Woolworth, Perestroika, Colonia,
Gunboat, Mercator, Abstraction, Fog of War,
1885, Abortion Dip, Vandals!, Youngstown,
Viking Dip, Atlantica, Conquest of the New World



Stand-by's

Stand-by's are very valuable to a GM. They have a habit of pulling his/her fat out of the fire in what are usually last minute situations. In recognition of such deeds the Trib rewards it's stand-by's that are called into the fray.

It is Trib policy that game-fees are returned to players that complete games in the form of a subscription extention equal to the dollar amount of the game-fee. Stand-bys that take over a player position not only *not* have to pay a game-fee, but also receive the former player's subscription extention if they finish the game (ie: don't NMR themselves).

If you would like to be on the Trib's stand-by list please send your name, address, & phone number to:

The Diplomacy Tribune

Happy



Easter



Due to an error on my part this game is reverting to the **Spring 1904** season. All players in this game will have their subscriptions extended by one issue to make up for the delay. Players should submit **Spring 1904** orders by the next deadline. The status map shows the correct positions of all units as of **Winter 1903**.

The error concerns the retreat of the French fleet from the English Channel. Although Mr. Sweeney ordered it to retreat to Brest, I, for some odd reason, retreated it to Wales (see DT v2#2). Mr Lachik, of course, planned his orders figuring on a French fleet in Wales. Imagine his surprise to find that Scotty had transported the "whole kitten-kaboodle" over to Brest!

I have looked over this situation from every angle I could think of and this is the only fair manner I can find to correct the problem. I wish to apologize to everyone for the delay, and will make every attempt to prevent this from happening again.

Board Status

England (Lachik): A Lon, F Nts, F Ech, F Nao
Germany (Armstrong): A Kie, A Ber, A Mun, A Hol, F Den, F Swe
Russia (Green): A War, A Pru, A Sev, F Gob
Turkey (Weiss): F Bla
Austria (Diehl): A Bud, A Tyl, A Boh, A Gal, A Ukr,
A Bul, F Aeg
Italy (Santella): A Ven, A Smy, A Con, F Eme, F Wme, F Gol
France (Sweeney): A Bel, A Bur, A Pic, F Iri, F Bre,
F Spa(sc)

Press

GM to Europe: You ever get the feeling you've been someplace before?

Due Next: Spring 1904 Moves

Winter 1902 Adjustments

Adjustments

England (Sweeney): Build F Lon
Germany (Diehl): None
Russia (Renner): Build A Stp
Turkey (Schultz): Build F Smy
Austria (Wiess): None
Italy (Kays): None
France (Ried): None

Board Status

England: A Bel, F Ska, F Nth, F Nwg, F Lon
Germany: A Hol, A Ruh, F Hel, F Den, F Bal
Russia: A Mos, A War, F Swe, A Stp
Turkey: A Arm, A Sev, F Bla, F Aeg, F Smy
Austria: A Tri, A Ser, A Gal, A Ukr, F Gre
Italy: A Ven, A Tun, F Nap, F Alb
France: A Par, A Mar, A Bur, A Pic, F Bre

Press

Eng to Fra: Just being careful, you understand?

Fra to Eng: How dare you build a fleet in London after you promised not to! Hasty English scum has forced France into the arms of the Kaiser. France will eagerly await instructions from Berlin.

Anonymous: Viennese sources say that the Emperor is getting nervous of the ever growing Turk and has opened secret talks with the Czar.

Bud to Bud Light: Tricky maneuvering there London, too bad Russia didn't co-operate. If I figure right, if everyone co-operates with you, you may be able to finish building last years fleets now.

Anonymous: Late update! The Tsar and the Austrian Emperor have sealed a deal.

Bud to War: To paraphrase "Bud is Hell"

Anonymous: Somebody should warn France that the English, Germans & Italians have planned her destruction and that England has tricked Paris into a foolhardy action.

Austria to European Decency League: Please evaluate a sentence against me on the charge by Russia that I immorally stabbed him. I plead "No contendre"

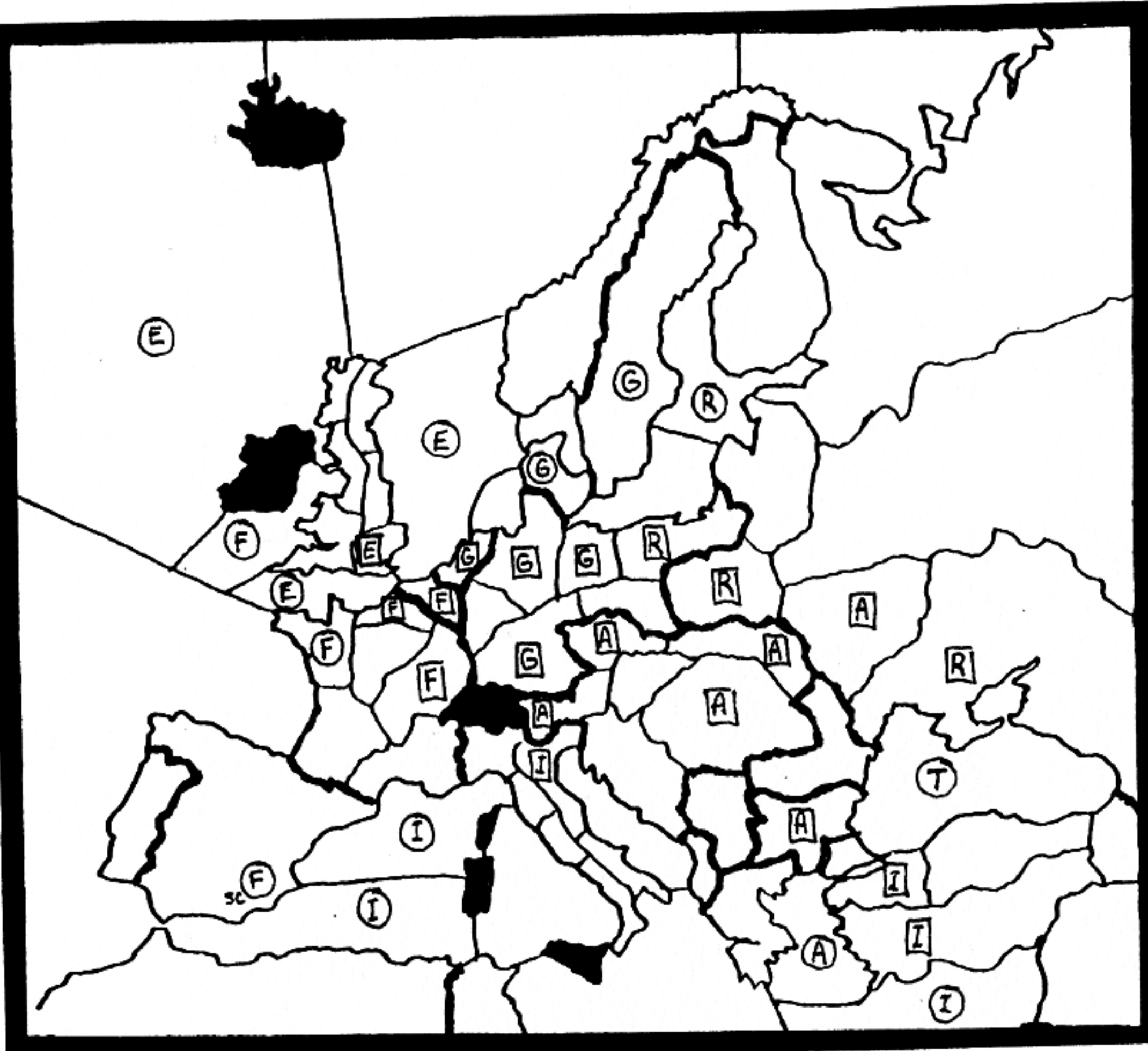
Bud to Rum: Have another drink, it's on me.

Due next: Spring 1903 Moves

Winter 1903

"ABE" 1989IB

TRI0589a



Winter 1902

"BARB" 1989IQ

TRI1089a

