

The Diplomacy Tribune^{©1989}

Volume 1

November 1989

Number 8

Delay!



"So what's the big deal! This looks like the same old thing to me!" Well, it is. See I've been real busy lately and havn't had the time to sit and learn the new publisher, so here you are looking at the same old Trib. Well chin up, it ain't so bad! There has been a change, it just wasn't in the Trib. It was where the Trib is copied! Yes, this issue is in black & White, you are not seeing things. The deal is that the corner copy-shop likes to work in volume, so I can't get a decent price unless I get 100 or so copies. But at work they charge me the '100 or so' price for the 30 or so copies I need. That's why the Trib was blue since the June issue. Well, the blue toner ran out, so it's back to black, for a while anyway.

The following article was uploaded to my BBS some time ago. I posted them for people to download, but never found out who uploaded them or where they came from. This issue features Austria, the following issues will feature each country in alphabetical order.

Austria

Barring immediate attack against an opposing country (or an immediate attack on you from your neighbors), each country has access in the first game-year to some of the board's twelve unoccupied supply centers. Austria's traditional share consists of Serbia and Greece, which are often occupied by sending the fleet in Trieste to Albania and the Budapest army to Serbia, with the Vienna army defending against either Italy or Russia if hostile moves are suspected from one of these powers. This takes place in the spring 1901 moves. Fall 1901 sees the fleet moving into Greece with support from the army in Serbia, while again the northern army is used to fend off attacking foreign units, or make an offensive move against another country. This opening sequence is in fact the most common for Austria.

The above opening moves are usually safe if no one has actively moved against you. If someone does, there may arise the need to make necessary adjustments. Who, then, must Austria fear at the beginning of the game? Not Germany. Austria and Germany have no

[Continued next page]

A Poll

Inside this issue of the Trib is the MondoJ 1989 North American Variant Hobby Poll which proudly states; "... as if we don't yet get to vote enough in this hobby ..." So, vote early, vote often, but vote! Unless, of course, you're not into Diplomacy variants, then this one's not for you.

Your Mailing Label

There have been several inquires involving passcodes, account number, and the other strange incryptions across the top of the mailing label. The top line of the mailing label contains, from left to right, your Passcode, your Subscription Type, and your Expiration Date.

Your account number, passcode, etc. are all the same thing. Regardless of how many games in the Trib you involve yourself in your account code will remain the same as long as you subscribe. You picked the 3 letters, remember, I assigned the numbers.

Your Subscription Type is one of 3 types; Regular, Complimentary, or Trade. If your label doesn't show a type, then I havn't figured out what you are, or it's still up in the air as yet.

The expiration date is in the format of YYMM, ie: 9005 is May 1990. This is the last issue you will receive under your current subscription.

**Ok, so shoot me!
again!**

Why are all my subscribers Nitpickers? Straighten is not spelled *strighten*. You just wait, you'll miss a letter one day, and I'll see it, then are you gonna get it!

**Happy
Thanksgiving**



[Continued from front page]

business fighting each other in the early stages of the game. An active alliance against Russia is possible with Germany, but if this is not in the cards then the two should enter into a nonaggression pact, Tyrolia and Bohemia are agreed on as a neutral buffer zone, and Italy is usually included in the agreement to demilitarize Tyrolia. It is very obviously in the interests of both Austria and Germany to avoid early conflict - there are simply too many other potential enemies.

Germany aside, Austria has three possible enemies at the game's outset: Italy in the west, Turkey in the southeast, and Russia in the northeast. Italy is the most immediate threat because its army in Venice borders directly on Trieste. If Italy manages to slip across the border, it can be a devastating blow.

● Austro-Italian war is often the result of a failure of diplomacy because neither player trusts the other. If war develops with Italy, Austria should try to enlist some French aid, and if this happens Italy can often be defeated, adding a couple of supply centers to the Austrian total and enabling further expansion of Austrian sea power into the Mediterranean region. The only thing wrong with this otherwise favorable development is Turkey, which has a very narrow choice of openings: fight Austria or fight Russia. If Turkey tries to get Austria to join him an attack on Russia, and Austria refuses, then he (Turkey) will surely be trying to talk Russia into helping out with an anti-Austria campaign. An alliance against Russia will keep Turkey off Austria's back, but the relief may only be temporary. If they

successfully defeat Russia, Turkey gains the most especially in terms of position. Division of the spoils in the center-rich Balkans often leads to problems and leaves Turkey with only one logical direction to expand: straight through Austria. In the resulting war between the two, Turkey has all the advantages. Trying to pry it loose from the Black Sea is like trying to pull a tiger's abscess tooth; very difficult and VERY dangerous. Turkey cannot be assailed from the rear and can devote all its resources to the war, whereas Austria must be careful of Italy and whoever took over northern Russia. An alliance with Russia against Turkey can be a highly workable option. Italy may even be persuaded to help out with a Lepanto opening. If all goes according to plan, Austria and Russia eliminate a dangerous antagonist and Russia expands north and west while Austria can turn on Italy or Germany. Alternatively, Russia can be stabbed after the demise of the Turk. The primary goals of Austria, then, are to make sure Turkey and Russia go to war with each other, and to persuade Italy to look elsewhere for his first target. If Austria survives the first few game-years, and this is not always easy, its winning prospects are better than those of most countries.

There are some less frequently used openings which can be briefly outlined. The Southern Hedgehog (F Tri-Ven, A Vie-Gal, A Bud-Ser) provides a defense against both Italy and Russia and need not be viewed as an attack by either if Austria's intentions are made clear beforehand. The army in Budapest can open to Rumania if an early

offensive against Russia is planned. If all-out-war with Italy is desired (a very unusual circumstance), move
● Vie-Tyo, A Bud-Tri, F Tri-Adr.

Austria is one of the most challenging countries to play in Diplomacy. The delicate balance involved by beginning the game completely surrounded by potentially hostile neighbors will require Austria's full diplomatic talents. Contact must be made and maintained with all the players in the game if any real hope of success is to be entertained. I don't know anyone who ever claimed that Austria was an easy country to play.

Game Openings

Regular Diplomacy

Need 6 players

signed on is:

Jonas Johnson

Global Diplomacy

Discontinued

In thanks for their patience in this abortive attempt at a monster game, those that were signed on will receive 5 additional issues to their subscriptions as well as an invitation to join in another game with no gamefee charged. GT

Variant Vote Update

There have been no votes for a variant game. So there is nothing to update. I do still want to run at least one variant game in the Trib, but I want those who want to play in it to decide what they want to play. So vote!

Barb gets Board, man

Diplomacy game TR1089a or "Barb" has received a Boardman Number. It is;

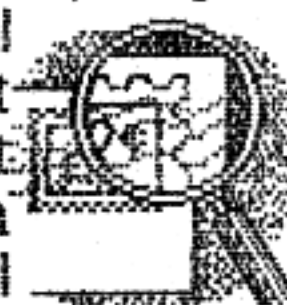
1989IQ

Deadlines

Deadlines are an important feature of postal Diplomacy games. They regulate the game and keep it moving. They also allow a newsletter to keep to a schedule. Since I have most of the work finished, except for the games, by the end of the month, it should take very little time to run-off, collate, and post the current issue. But that's not the case this time, because I elected to wait a couple of days so as not to

have an NMR on the first turn of a new game. Next time, that will not be the case. After the mail is received on the last day of the month, that issue of the Trib is complete. Any orders received afterwards, regardless of the postmark, will be ignored. It is up to the players themselves to get their orders in the mail so they will arrive here *by the deadline*.

If your orders are not received by the posted deadline, you have NMRed and we all know about *those* kind of people. Of course, if you mailed your moves on the 14th and I didn't get them till the 5th of the next month I won't hold what you could not help against you; We all know what a joke the Post Office can be, I get mail from Washington, DC that has three Pennsylvania postmarks on it by the time I get it, 7 days later! So, send in provisional orders and avoid those dreaded NMR's!



.....
**...Unto Caesar that which is
Caesar's...**

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Mondoj no. 15

Mondoj is an amateur publication for promoting the design and postal play of variant games of **Diplomacy** (tm).

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Mondoj #15: September 22, 1989...as if we don't yet get to vote enough in this hobby, we present

The 1989 North American Variant Hobby Poll

There are four categories: Best Variant Zine, Best Variant GM, Biggest Variant Personality, and Best Variant.

For **Best Variant Zine**: Any zine which runs one or more variant Diplomacy games, other than Gunboat games, is eligible. Zines which do not usually run games are also eligible if a significant amount of their editorial content relates to variant Diplomacy.

For **Best Variant GM**: Any GM who runs one or more variant Diplomacy games, other than Gunboat games, is eligible.

For **Biggest Variant Personality**: Anyone is eligible; vote for those persons who contribute the most to the variant hobby by reason of playing skill, variant design, promotion, writing, or any contribution or set of contributions except GMing.

For **Best Variant**: You may vote for any published Diplomacy variant regardless of when or by whom it was designed.

Directions: In the Zine category, you may vote for up to six zines; rank them in order 1st through 6th, no ties. Do not vote for a zine if you have not seen at least two issues of it since January 1, 1989.

In the GM category, you may again vote for up to six, in rank order without ties. Do not vote for a GM unless you have played in a variant game under that GM at some time since January 1, 1988.

In the other categories, you may vote for up to six Personalities and up to ten Variants, again in rank order without ties.

Votes for the poll's tabulator, or his zine, will not be counted. This will avoid one source of distorted results.

Please send in your ballot, with your name, address, and a brief identification of a tie to postal Diplomacy (publisher of X, player in game Y, subscriber to Z, etc.), to: Glenn Overby

c/o Octagon Enterprises

PO Box 36983

Grosse Pointe, MI 48236

Ballots must be received by December 22, 1989 to be counted. Results will be published in **Mondoj** in January 1990.

Publishers of Dipzines are expressly authorized and encouraged to reprint this information. This zine is too small to get a proper base of replies on its own, but together we can make it work. Thanks for your assistance.

TRIO589a "Abe" 1989IB

1902 Winter Adjustments

Board Status

England: A Yor, F Nts, F Nws, F Iri
 Germany: A Mun, A Ber, A Hol, A Ruh, F Swe, F Den
 Russia: A Pru, A Sil, A Ukr, F Gob
 Turkey: A Smy, A Con, F Bla
 Austria: A Bud, A Tri, A Ser, A Rum, A Boh, F Aeg
 Italy: A Syr, A Bul, F Ion, F Nap, F Eme
 France: A Bre, A Bel, A Bur, F Ech, F Mao, F Mar

Press

Ger-Aus: You've got a choice; You can either insure Russia get's Berlin and have a small chance at getting Munich or you can attack Russia's poorly defended southern front and snag Warsaw, Moscow, ans Sevestapol.
 Ger-Rus: Do you now understand why I said, 'you are in no position to go to war with me,' or do you not care if your southern flank is exposed to attack? Is Sweden that important to you?
 Tur-"The Amazing Alliance": You ate a good meal in Syria, the service was excellent and still no tip for the waiter! My, my, is this the beginning of arrogance?
 GM-Whom it may concern: Yes, the English move Nor-Ska would have succeeded had there been a unit in Nor. No, it was not a mistake, Terry wrote out "Norway". But Terry says it best; "Boy is my face Red!"
 London-Berlin: That's like telling the rape victim that she deserved what she got-get serious!
 GM-Lon: Well, I let that one through, but lets keep the press away from such topics, ok?
 Par-Vie: In case you havn't guessed, Germany and I are allied - GO AWAY!

Due next: Spring 1903 moves



TRII089a "Barb" 1989IQ

Spring 1901 Moves

England (Sweeney): A Lvp-Edi, F Edi-Nws, F Lon-Nts
 Germany (Diehl): A Ber-Kie, A Mun-Ruh, F Kie-Den
 Russia (Macciocca): F Stp-Gob, F Sev-Bla, A Mos-Ukr, A War-Gal
 Turkey (Schultz): A Con-Bul, A Smy-Ank, F Ank-Con
 Austria (Weiss): F Tri-Alb, A Vie-Tri, A Bud-Ser
 Italy (Kays): F Nap-Ion, A Ven-Hold, A Rom-Apu
 France (Reid): F Bre-Mao, A Par-Bur, A Mar-Spa

Board Status

England: F Nts, F Nws, A Edi
 Germany: F Den, A Ruh, A Kie
 Russia: F Gob, A Gal, A Ukr, F Bla
 Turkey: F Con, A Ank, A Bul
 Austria: F Alb, A Tri, A Ser
 Italy: F Ion, A Apu, A Ven
 France: F Mao, A Bur, A Spa

Press

Par-Europe: I hardly know what to do, not playing France. Anyone have any advice?
 GM-Par: Boy, did you ever open a can of worms!
 Anonymous: The voices in Berlin say that Germany and Russia have an alliance to attack England.
 Rom-World: VENI, VIDI, VICI
 Anonymous: Somebody ought to warn the Frog that the English and the Huns want to eat his legs.

Due Next: Fall 1901 Moves

Deadline: November 30,1989