

# FREEDONIA

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## HOW TO PREVENT WORLD WAR II

Many Diplomacy fans have remained aloof from the simulated battle and other military games marketed by the Avalon Hill Company and its competitors. However, Avalon-Hill has at last come out with a game which contains the same kind of negotiation and back-stabbing in which Diplomacy fans delight. It is "Origins of World War II" (henceforth simply "Origins") in which the five major powers who concerned themselves with the Europe of the 1930's seek to influence one another and control the smaller countries.

Origins differs from Diplomacy in one major respect. Diplomacy sets up the situation of 1914, and begins a war. Origins sets up the situation of 1935, and the object is to win one's goals solely by political maneuvering without war. The game is of fixed length, continuing through 1940. Since there is no actual armed combat (save presumed coups d'etat and other meddling in the smaller countries) no players are eliminated.

James F. Dunnigan, the Strategy & Tactics veteran who designed Origins, has included a postal version which obviously draws on the experiences of postal Diplomacy fandom. Accordingly, FREEDONIA has been revived to try out a postal game of Origins, according to a suggestion by Michael Willner and Herb Barents. See elsewhere in this issue for information about subscription and trades.

Origins is based primarily on A. J. P. Taylor's The Origins of the Second World War. A bibliography, included in the game with the Designer's Notes, lists other useful works for this period. Your Gamesmaster, a history buff whose interests run into rather unusual by-ways, would like to protest the absence of two books from this list, but presumably just about every potential player has a few such objections. I find interesting the insights given into this period by E. H. Carr's The Twenty Years' Crisis and the flamboyantly written but solidly documented The Great Conspiracy by Sayers and Kahn. Both books are still useful today: the former for its comments on great-power vs. small-power diplomacy, and the latter for the origins of the "Cold War".

Dunnigan's Designer's Notes are quite interesting, and go deeply into the roots of the war. He raises such questions as: Why was German nationalism so powerful and persistent; How is war made more likely by "the infamous 'reserve system'"; How did Germany get diplomatically isolated in 1914; What effect did the Versailles Treaty have on vanquished and victors; and how had the appalling slaughter of World War I affected post-war attitudes. As far as war is concerned, Dunnigan tartly remarks: "Currently, Western Europe, with nearly twice the population of the United States, produces one-third less wealth. Only a fool would insist that the millions of men killed in their prime during the World Wars had nothing to do with this."

Origins attempts to reproduce the actual circumstances of 1935 by giving the five powers unequal capacities to affect events. Germany, Great Britain, the Soviet Union, France, and the United States in that order possess "Political Factors" ("PFs"); the order remains constant throughout the play of the game. But their national goals also vary. It is worth four points to the USSR to gain control of Poland, while this is worth only 3 to Germany. An Understanding with the USSR is worth 3 points to Great Britain, but only 2 to Germany, or France. (The US is not assumed to be seeking an understanding with the USSR.)

Players may place their PFs where they wish; except for those located in their own country, PFs may not be subsequently moved. (Home PFs serve two purposes, as a reserve and to keep unwanted powers from forming an Understanding with you. If someone can put an Understanding marker in your country, you can't try to shove him out of anyplace else unless you first get rid of it.) If your aim in a region is Control, you can achieve it with at least 5 PFs there at the end of a turn, provided no one else has any markers there. (Two powers can share control, but in the regular game this can be done only by Germany and the USSR in Poland, Rumania, or the Baltic States, and by Germany and France in the Rhineland

or Alsace-Lorraine. Both situations are in practice unlikely.)

The conflict in the game comes as players try to get and keep their rivals out of various areas. This is done by placing PFs in one country or another, and forcing out anybody who tries to tread on your turf. If your national objectives include Control of an area, it becomes yours permanently. (It would, after all, require a war to end Soviet control of the Baltic States or German control of Poland, and the goal of the game is to achieve your national ambitions without war.) If your goal is an Understanding, you have it as soon as you get 5 PFs there. Several players can have Understandings with the same country at once. As with Control, point values vary. It is worth two points to Britain or France to have an Understanding with Czechoslovakia, while such an Understanding is worth three points to the USSR.

The role of the United States is that of a "spoiler", an attempt to break up "entangling alliances". For example, if nobody has an Understanding with one of the other major powers by "1940", the US gets 2 points for each such major power. If nobody Controls Czechoslovakia, the US gets 4 points. (Presumably the US scores ~~nothing~~ if Czechoslovakia is merely engaged in Understandings.) However, the US player does not have the PFs necessary to do much about these situations, and the US is accordingly reckoned the weakest country in the game. This, while it accurately reflects the US concern with foreign policy in 1935, makes it difficult to stop the plans of the other players.

Germany is incomparably the most powerful player on the board, though suitable cooperation among the other powers can block her. This does not mean that Germany was the dominant military power in the Europe of 1935. This is not, after all, a war game. PF means "Political Factor" and includes military potential, propaganda effectiveness, economic strength, morale, and the ability of a nation's leaders to concentrate on clearly defined goals. Table I, below, gives an interesting picture of the PF allocations as the game progresses.

year	% of PFs of that year for:			&% of total PFs for:			It appears, then, that the western powers have their best hope in the "Collective Security" policy proposed by the Soviet foreign minister Maxim Litvinov. Yet
	Germany	USSR	other 3	Germany	USSR	other 3	
1935	37	19	44	37	19	44	
1936	36	18	46	37	18	44	
1937	36	18	46	36	18	46	
1938	35	18	47	36	18	46	
1939	35	17½	47½	36	18	46	
1940	35	17	48	35	18	47	

Table I

Litvinov's name and policy are not even mentioned in the Designer's Notes, which seem to believe that the USSR's best bet is to deal with Germany, divide up Eastern Europe, and buy time. This, as history actually worked out, proved to be the Soviet Union's recourse after Great Britain and France sold out Collective Security.

But how is this reflected in the National Objective Chart? The Soviet player gets 6 points for an Understanding with Germany, and only 2 each for Understandings with Great Britain and France. This makes it appear as if the USSR, rather than Great Britain and France, had sold out Collective Security. The facts were otherwise; France and Great Britain dealt with Hitler at Munich in 1938, they made it seem that their chief interest in eastern Europe was keeping Soviet influence out of the Baltic States, and the crowning folly of Admiral Drax's 1939 visit to Moscow gave Stalin ample evidence that the western powers could not be counted on.

(Science-fiction fans may be interested in learning that Admiral Drax, whose obvious lack of instructions made Stalin decide to go it alone, was a brother of Lord Dunsany, the fantasy writer.)

That pet nightmare of western political observers, a Russo-German alliance, is virtually dictated by the National Objectives Chart of this game. Origins makes it appear that the Hitler-Stalin Pact of 1939 was a military alliance, rather than a makeshift by both sides to give them time to sharpen the knives.

Other scenarios are provided in four "What If?" games. Three of these games assume that the western powers took more decisive preparatory measures against Germany: "Aggres-

sive French Policy", "Aggressive French British Policy", and "Aggressive British/U. S. Alliance". "Collective Security" ought also to have been included.

A fourth scenario is one which came dangerously close to realization, the "Anti-Bolshevik Crusade". Sayers and Kahn present evidence for believing that just such a general war of Europe against the Soviet Union was in preparation in 1929, and was prevented only by the world-wide economic collapse of that year. This "Crusade" was the reason why Collective Security collapsed, why Drax went to Moscow with a mouthful of vague generalities, and why, with a huge German army poised on her borders and the war already in progress, France sent arms and airplanes for Hitler's Finnish allies to use against the Soviet Union. Playing out this scenario would be a valuable instruction for people who believe that this Anglo-French policy was right.

Another "What If?" game can be played with four people. It can be called "What if, in 1939, the Soviet Union had been controlled by the Bloc of Rightists and Trotskyites?" It is just like the regular game, except that the player who controls Germany also controls Russia. It should also be very educational.

The rules also include games for 2, 3, or 4 people, and postal rules. The chronology, by Albert Nofi, points out some of the salient developments leading up to World War II. It observes that the Kellogg-Briand anti-war pact of 1928 "makes NO provision for sanctions for violation", that Hitler ruled by a 1933 Enabling Act that sanctioned rule by decree (showing how a dictatorship can develop within the forms of a democracy, a situation not unfamiliar elsewhere), that Hitler represented himself chiefly as an anti-Communist, that Italy used poison gas in Ethiopia, that Great Britain and France abandoned sanctions on Italy less than 7 weeks after Ethiopia surrendered, that Poland participated with Germany and Hungary in the dismemberment of Czechoslovakia, that Russia was the only nation in Europe willing to help defend Czechoslovakia in this crisis, and that Spain was a full member of the Axis ("Anti-Comintern Pact"). There is one error; the United States did not recognize the France government in 1939, but in 1950.

The rules of the "Historical" game provide that "If either Germany or Russia wins the game with 15 or more points you may assume that World War II has broken out". The score, in actual history, is taken to be Germany 19, Russia 17, France 14, Britain 14, USA 0.

Refinements of the rules for advanced players include, in addition to the "What If" versions, a blind game where all players follow different strategies, and secret diplomacy in which PFs are placed upside down.

#### ORIGINS BY MAIL

FREEDONIA will carry reports of postal Origins games much as GRAUSTARK, the oldest bulletin of postal Diplomacy, has done for that game over the past 9 years. Only one game is open at present, the one organized by Willner and Barents. If this works out as a postal game, FREEDONIA will be opened to other entrants. At that time, if no postal rate increase has taken place, the game fee will be \$3.00.

In the meantime, subscriptions to FREEDONIA are 8 issues for \$1.00. This issue is being sent to the following people:

1. Players in the above-mentioned game, which will soon have a game number assigned to it by Edi Birsan.
2. Publishers with whom GRAUSTARK is traded.
3. People who receive complimentary copies of GRAUSTARK.
4. Board game fans who have indicated an interest in Origins or in the period of history covered by it.
5. Anyone who sees the announcement in GRAUSTARK #259 or elsewhere, and subscribes.

Just as GRAUSTARK is the name of a fictional country that obtained some notoriety in the years prior to World War I, FREEDONIA is the name of a fictional country created in 1932. Marx Brothers fans will recognize it as the Mitteleuropian republic misruled by "Rufus T. Firefly" in Duck Soup. This name, slightly misspelled, was once used for a postal Diplomacy 'zine long since merged with GRAUSTARK. This issue begins a new volume of FREEDONIA. This publication is not edited under the supervision of Bangs Leslie Tapscott.

\*

GRAUSTARK, in case you were wondering, is also 8 issues for \$1. Unfortunately, no game or stand-by openings are presently available in it. Both 'zines are published by John Boardman, 234 East 19th Street, Brooklyn, N. Y. 11226

## I WONDER WHO'S KISSINGER NOW?

If anyone is around to compose or play a game "Origins of World War III", President Nixon's current trip to China will probably be interpreted as trying to place an "Understanding" counter in that country. This journey, for which Henry Kissinger's mission to Peking was a preparation, gave rise to this doggerel satire. Of it, Nicholas von Hoffman writes:

"High-quality political doggerel has usually been associated with kings, courts, and royal ministers - that is with public figures who owe their high station not to the consenting public but to the favor of a hierarchy. In a functioning democracy there are better ways to bring down an unfit servant of the throne than to write méchant poems about him.

"It is a sign of our impotence and our President's continuing disregard of constitutional tradition that we must write funny, naughty rhymes about the men he elevates to great power without the advice and consent of the Senate. But since he does, Washington is reading and passing around the work of a certain anonymous 'Publius' whose chief d'oeuvre is entitled 'The Thoughts of Chairman Henry'." (Philadelphia Inquirer, 2 September 1971)

I wonder who's Kissinger now  
Is Metternich sitting with Mao?  
I wonder what treaties with Chou En-lai  
Toll a lie  
We can classify.

I wonder who's saying "Ding How!"  
I wonder who's bombing the Lao.  
I wonder what warhawks who stay in red  
Send boys instead  
Both red and dead.

I wonder who's Kissinger now  
Exchanging a clandestine vow.  
A strange sponse of old déjà vu makes me  
care  
In this Strangelove affair  
Should we all not despair?

I wonder where's Kissinger now  
With Golda, Dayan, or Lin Piao?  
I wonder if Henry and retinue  
(The chosen few)  
Know we bleed too.

For Henry is always at home  
When saying to Red Guards "Shalom!"  
Collectives are just what we need, and  
soon  
Just like Kibbutzim  
For those who scheme

Against what we want to create  
(The conglomerate corporate state)  
If we had your center to re-educate  
And incarcerate  
All the degenerate,

Like McCloskey and all Lindsay's bunch,  
And Ellsberg and Stanton and Punch;  
For Fulbright and Mills we'd have new ways  
and means,  
Now mescalines,  
Electric machines

To teach them new habits of thought,  
To do all the things that they ought,  
We'd make, like you did, all the press,  
old and young,  
Get in step, hold their tongue,  
(May I call you Tse-Tung?)

What we did to America's sons  
We can do to that handful of muns;  
By working through internal revenue  
Or J. Edgar's crew  
We'll tighten the screw.

All radicalisms will be taboo  
(Union Sabot? perhaps Reagan, too);  
In our Kafka-like state we may have to  
sedate -  
I mean "medicate" -  
The whole Fourth Estate.

In the mass-mind unwanted debris  
Can be blanked with a lobotomy,  
We have cures for bad thinking of every kind:  
Some crude, some refined:  
Angedynes are benign:

Narcotics much better than snow,  
Laser beams go through your chapeau,  
Microvolt impulses brainwaves re-shape  
And bad thoughts escape  
On videotape.

It's clear the divine right of kings  
Permits us to clip all the wings  
Of those who would question the quos  
and quids.

We'll get all the kids.  
We'll build pyramids.

For years now I've had a dream daily  
To be bigger than old Ben Disraeli.  
Realpolitik as an art's my pursuit,  
Building empires to boot,  
More than all Brown Root.

I studied at Harvard, you see,  
To be a young eminence gris:  
A Rasputin, a Hopkins, a Hess, or a  
House,  
As a cat to a mouse,  
A Rasputin, a louse.

The best way to ingratiate  
Yourself to a vain chief-of-state:  
"Be a Nhu or Lupescu, a Rostow or  
Cherwell,  
And wait 'neath the stairwell  
To report all things fare well.

A young man can go very far  
If his wagon should hitch to a star  
The boss should be mesmerized each day  
to see

That you are the key  
As you always agree.

I have served my apprenticeship well  
Now it's time that I cast off the spell.  
I cannot forever remain number two,  
For I've got lots to do:  
Destiny's rendezvous.

"You know," Henry said with a smile,  
"I've long been a big Sinophile.  
"You take care of me and I'll take care  
of you  
"(But behind the bamboo  
"And just entre nous.)"

"Ah so," Chairman Mao replied.  
"I no longer want to preside.  
"Here, you take my chair  
"You're the most doctrinaire  
"S. O. B. schmuck that's on either side!"

#### SOON IT WILL BE SPRING 1935

As with Diplomacy, each "game year" of Origins falls into three separate steps. First is the placement of the PFs. Then come the diplomatic attacks that the players make in an attempt to drive out each others' PFs from disputed regions. Finally, they place Control or Understanding counters as they wish and are allowed by the rules.

In postal Origins as managed in FREEDONIA, these will be handled as described in the rules that come with the game. The first move will be "Spring 1935". This issue of FREEDONIA will tell the players where the PFs have been placed. It will be done in tabular form, showing what players have how many PFs in each of the 13 areas of the map.

After a 2-week period of negotiation, players will send their attack orders. These must, as the rules state, have with each attack order the name of a different stock listed on the New York Stock Exchange. The last digit in the "sales in hundreds" entry for that stock will be used to adjudicate the Diplomatic Conflict Table.

I plan to set deadlines on Saturday noon of weeks in which GRAUSTARK is not published. The stock quotation used will be that for the last trading day prior to that Saturday - usually the preceding day. If a player wishes to phone in his "Fall" moves rather than write, the moves must be phoned in before the end of that trading day.

For example, suppose a player orders for "Fall 1935": "7 German PFs in Austria attack 3 French PFs there; IBM". I then look up IBM's sales in hundreds figure. Let us say that it is 126. Then "6" is used. This gives "X" on the Diplomatic Conflict Table, so 3 French and 3 German PFs are removed from Austria.

The rules suggest that players send in conditional establishments of Control or Understanding counters with their "Fall" moves. I will instead make these separate "Winter" moves, comparable to the builds and removals that take place in postal Diplomacy after the "Fall" moves. A possible set of "Spring", "Fall", and "Winter 1935" moves might be as follows:

## "Spring 1935"

	US	F	B	Rus	G
AL		1			
Aus		3		7	
DS	2				
B.					
C					
F					
G					
I					
P					
Rh					
Rum				6	5
Rus					
US					

Table II

above example the British figure for Poland will read "U,8". The indicated abbreviations for the areas will be used.

Be sure that there actually is a New York Stock Exchange listing for the stock you use. Don't, for example, simply write "Kaiser"; there are several Kaiser stocks traded.

The first FREEDONIA game will begin as soon as Walner and Barents recruit a full board and send in the entry fees. Countries will be assigned by lot, and the regular "Historical" game will be played. Later, variants might be tried.

If this first postal Origins game in FREEDONIA begins by 4 March, the deadline for "Spring 1935" moves will be NOON, SATURDAY 18 MARCH 1972.

Articles on the game and on the historical period which it covers will be welcome.

This is  
At Great  
Intervals  
This  
Appears  
To Inflamm  
Optic  
Nerves  
# 491

FREEDONIA #29

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