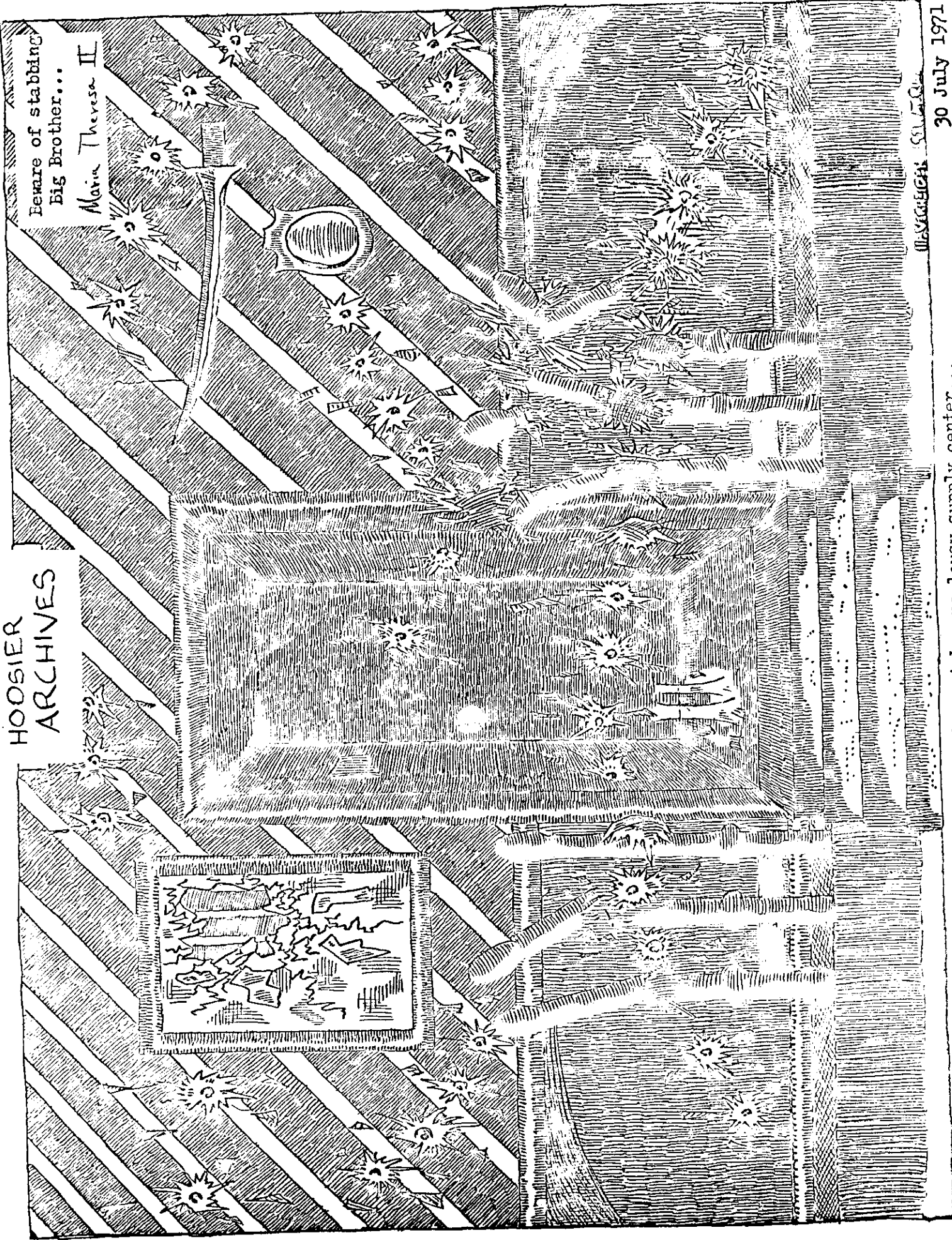


HOOSIER
ARCHIVES

Beware of stabbing
Big Brother...

Marin Theresa II



MAVRECH 68120

30 July 1971

... all I did was take one lousy supply center...

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OUT OF THE ARCHIVES

The "article" below is the fifth installment of "Out of the Archives" longest strategy and tactics reprint series to date, a seven-part series comprising Larry Peery's book, Diplomacy--Introduction to the Strategy and Tactics of Diplomacy. The book is broken down into seven chapters, one for each of the seven major powers in Diplomacy. This issue features Chapter 5 on Italy.

DIPLOMACY--INTRODUCTION TO THE STRATEGY & TACTICS OF DIPLOMACY

by Larry Peery

Chapter 5: Italy

It is no secret that Italy is the most unpopular country with Diplomacy players, and that they feel it has the least chance of winning of any of the countries. This is not particularly surprising considering Italy's unfavorable position in relation to her neighbors, her chances of gaining unoccupied supply centers, and her available alliance potential. What is surprising is that of the various completed games that have been won by country, two or more have been won by Italy, and both when played by the same person. This is perhaps less of an indication of Italy's victory possibilities than a tribute to the playing ability of John Smythe, (c. 1967)

A. Acquisition of Unoccupied Supply Centers. Italy is one of the poorest countries when it comes to dividing up the twelve unoccupied supply centers available at the start of the game. About all Italy can take is Tunis, and perhaps Greece in the second year with Turkish help. Normal Italian opening moves follow one of two courses depending on whether she intends to fight France or Austria. These opening moves will be discussed under alliances.

B. Alliances. Because of her position between France and Austria, Italy has only these two first tier states as neighbors. This severely limits her ability to conduct negotiations with them and her chances of finding allies. Because France and Austria are separated by Germany and Switzerland, Italy has no hope in uniting with one of her neighbors against the other, as most countries can do if they wish. Instead, Italy is so situated that she can be attacked by both countries in unison on separate fronts unless she allies with one of them, or at least obtains a non-aggression pact. It is vital for Italy's survival that she reach an agreement with one or the other and prepare to fight the remaining power, preferably with assistance from a second tier state.

1. With England and/or Germany Against France. An alliance with England or Germany is usually beneficial to Italy and more so if it comes after she has united with Turkey and Russia to crush Austria and has thus acquired several additional units to devote to the attack on France. As part of her opening moves, Italy may move to a direct attack on France: (Spring 1901) A Venice-Piedmont, A Rome-Tuscany, F Naples-Tyrrhenian, (Fall 1901) A Piedmont-Marseilles, A Tuscany-Piedmont, F Tyrrhenian-Gulf; or, she may move more indirectly, but ensuring herself of one build in 1901 (Tunis) by moving (Spring 1901) F Naples-Ionian, A Venice-Piedmont, A Rome-Tuscany, (Fall 1901) F Ionian-Tunis, A Piedmont-Marseilles, A Tuscany-Piedmont. With her build of another fleet, Italy can then press ahead. If France has moved Marseilles-Piedmont in the Spring of 1901, and thus stopped Italy from moving in, she may have to occupy it in the Fall (Venice-Piedmont, Tuscany-S-Venice-Piedmont) or, if she is clever, she will allow France to move into Piedmont in the Spring and then blow him out in the Fall. This stops France from gaining a build for Spain and also stops him from building in Marseilles in the Winter.

In combination with Germany and England, an Italian attack is impossible for France to halt (provided of course Italy has adequately protected her rear flank). In such an attack, Italy usually uses a line Piedmont-Gulf of Lyon-Western Mediterranean to launch an attack on Spain and Marseilles while England and Germany occupy northern France and tie up France's fleets and armies. Usually, Italy receives Marseilles and Spain as her share of the spoils of an attack on France.

It is much better for Italy to be part of a three-way assault on France than to be part of a two-way attack. Italy combined with England or Germany would have a far more difficult time in successfully invading France than would the three of them. Sooner or later, Italy will have to fight France, either as a result of an Italian decision or because France has found her way north and east blocked by either England or Germany and thus must turn south to expand.

2. With Turkey and/or Russia Against Austria. Italy's main alternative to attacking France is to engage with Austria. This is usually more likely since Austria is more vulnerable to attack in the beginning game than is France.

Often, Italy chooses to fight Austria because the gains appear to be more immediate and greater in scope. In fighting Austria, Italy usually has more than one ally since both Turkey and Russia are eager to secure a foothold in the Balkans. If Turkey is Italy's ally, there is a chance that Italy can support Turkey into Greece, or vice versa, if Miller's Rule is being used (eg. a dislodged unit cannot give support) and Russia uses Rumania to attack Serbia. Italy and Turkey can surely prevent Austria from occupying Greece in the first year, however, which is even more important.

Italy's standard opening moves in fighting Austria are: (Spring 1901) F Naples-Ionian, A Rome-Venice, A Venice-Tyrolia (or to Trieste), (Fall 1901) F Ionian-Greece (or Tunis), A Venice-Trieste-A Tyrolia-S Venice-Trieste. These moves may not be completely successful, but if combined with the proper Russian and Turkish moves, Austria can be defeated in a few years.

Italy's traditional gains against Austria are Trieste, Vienna, and sometimes Greece (particularly if Turkey wants Italian aid, after Austria is destroyed, against Russia). In additional gains, Italy has improved her position tremendously since she now has access to a variety of potential allies and enemies. In fact, the advantageous position Italy will have gained in moving into the Balkans is often of more importance in the long run than the additional supply centers.

3. With Austria Against Turkey. There exists in the minds of several advanced players a plan for a joint Italian-Austrian attack on Turkey which I have never seen demonstrated in either across the board or postal diplomacy. Such a plan might be interesting because it does provide an alternate to Italy's usual course of action.

If Italy can get a non-aggression pact with France (or can embroil France in a conflict with England and Germany) and develop an alliance with Austria, she can consider the idea of attacking Turkey. The skillful use of both nations' fleets and armies against Turkey's exposed southern flanks has a variety of possibilities, particularly if Turkey is involved in a war with Russia.

C. Non-aggression Pacts.

1. With France. I have already stated that Italy, if it is to fight Austria, must have a non-aggression pact with France. Normally such a non-aggression pact can be extended indefinitely as long as France continues to move northward or eastward and Italy is making progress against Austria. Often, when one or the other runs into either a stronger power or a solid bloc which they cannot break, they turn against each other. Still, as long as Italy does make adequate defensive preparations (by maintaining a fleet in either Tunis or the Tyrrhenian and any force in Venice or Rome), there is no reason not to agree to a non-aggression pact. Normally, it would involve the neutrality of Piedmont, the Gulf of Lyon, the Western Mediterranean and North Africa.

2. With Austria. If through choice or by reason of attack Italy is forced into a fight with France, she must secure a non-aggression pact with Austria. This is usually of greater benefit to Austria than Italy since Austria can then devote her entire force to facing eastward. If Italy enters into such a pact, she should insist on the neutrality of Tyrolia, the Adriatic, and the Ionian Sea.

D. Defensive Game. Italy, if faced with an Austrian-French attack, must be able to make defensive moves while she: first, attempts to break the alliance against her by negotiation; second, attempts to persuade a second tier country to aid her by attacking France or

Austria from the rear. In the defense of Italy, certain provinces assume key positions. Among these provinces are Piedmont, Tyrolia, and the Ionian Sea. Control of these provinces, either through occupation or control of neighboring provinces, is essential to Italy's successful defense. Piedmont blocks French armies from advancing into Italy, and in the hands of a fleet can be a useful support for Italian fleets in the Gulf or Tyrrhenian. Facing the other way, Piedmont can be used to support Venice against Austrian forces in Tyrolia. Tyrolia, though part of Austria, is as important to Italy as to Austria. Control of this province by either country provides an almost unbeatable lock on either Venice or Trieste. To control it, or to prevent others from controlling it, is of prime importance to Italy. The third key province for Italy is the Ionian Sea and Tyrrhenian Sea passage through the central Mediterranean. This area divides the Mediterranean into two parts and through it passes a key defensive line, which if held with adequate supports can prevent any power from passing through. The Ionian Sea also acts as a containing power vacuum which prevents Turkey from expanding into the western Mediterranean.

Once Italy has discovered which, if any, of its neighbors it is to fight, it can make some moves suggested by the arrangement of the provinces in the area. Against France, Italy must concentrate on holding, or preventing France from seizing, Piedmont and then erect a line with her fleets (assuming she built a fleet with her gained supply center, Tunis) through the Tyrrhenian and Western Mediterranean.

Against Austria, Italy must prevent the seizure of Tyrolia which can then be used in conjunction with Trieste to throw two units on Venice. At the same time, Italy must prevent Austria from moving her fleet into the Adriatic or Ionian Sea to threaten Naples or Tunis.

E. Offensive Game. Offensively, Italy must confine herself to being part of an alliance against either of her neighbors in the beginning game. Continuing through the mid game into the end game, Italy must rely on allies for help. Italy is rarely if ever in a position to fight any power on a one-to-one basis.

Normally, an offensive game for Italy consists of attempting to shove an army out through either Piedmont or Venice and using her fleet to convoy her other army into some point from which it can support her first army. After builds, Italy uses her fleets to gain a freedom of mobility and maneuver that she lacks in the beginning game.

F. Waiting Game. Italy cannot usually engage in a waiting game since the longer she waits, the more likelihood there is that her neighbors will join together to attack her. Only in a firm non-aggression pact or alliance and a penetrating attack on one of her neighbors can Italy make progress and build up the strength she will need to protect her middle board position in the end game.

ARCHIVES LISTING

Due to its present large size, the archives listing will only appear infrequently or when substantial additions have been added to the archives. Since Hoosier Archives #27 was published, no significant additions have been made.

AND NOW, A WORD FROM THE ASSOCIATE EDITOR ON ALBATROSS PRESS

Into every life a little rain must fall, and into the life of every Diplomacy widow must come an albatross. The life of a poor Diplomacy widow is a hard one, but doubly so when you've been unwillingly drafted as the official "Associate Editor" of Hoosier Archives (read Chief Typist and Stapler--or should I say Only Typist and Stapler!). Albatross Press was created to commemorate the lot of Diplomacy widows everywhere. Diplomacy Widows: ARISE, UNITE, THROW OFF YOUR SHACKLES, THROW OFF THE ALBATROSS THAT ENCHAINS YOU, REVOLT!!!!!!!

DIPCON SAN DIEGO

Plans for DIPCON IV in San Diego are booming. It will be held from August 26-29th with Larry Peery as chief coordinator. We would appreciate any publicity from publishers of other 'zines. For more information, you can contact me, or Larry at: 816 24th Street, San Diego, California 92101 (7140233-8321).

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