

Hoosier Archives was originally a periodic listing of the Diplomacy archives of Walter Buchanan, R.R. # 3, Lebanon, Indiana 46052, telephone (317) 482-2824; Archives Director, N3FCBDD and a member of TDA, IFWDS and the PDRC. It is now primarily a Diplomacy gazette devoted to articles on good play, demonstration games such as The Grudge Game (1971BC) now in progress, rating systems, and game news. Information from the archives is vital for all this and is available to the public as well. Although the archives is virtually complete in at least xerox form, except for Ruritania and the LASFS zines, missing undamaged originals are solicited, either for purchase or a loan to permit xeroxing. (See the last quarterly archives listing in Hoosier Archives #53 for zines needed.) Many original spaces are now available from the archives and more are solicited so as to make them available to others. A subscription to Hoosier Archives is \$5/\$2.00 (or 7/(\$1.00)); back issues are available for a stamp space. Ask for issue #55 to get a list of all articles through #53. This is Albatross Press publication #60.

INFO THE ARCHIVES NO. 21

One of Diplomacy's most prolific writers, Edi Birsan, is back again with another excellent article on the openings, this time on Austria. This former empire of the Hapsburgs is thought in many Diplomacy circles to be the most difficult country to play. Edi seems to have discovered the secret, however, in that among Edi's eight unsurpassed wins, three of them have been with Austria! We are pleased to present this article and note that for the first time, Hoosier Archives has more original articles listed among its issues than re-prints.

THE IONIAN GAUNTLET

by Edi Birsan

In considering the alternatives in tactical moves during the first year of play, the Austrian player generally focuses on what to do with the Army in Vienna. Traditionally, the Austrians use the Fleet in Trieste to move south to secure Greece while the Army in Budapest enters Serbia and backs up the Fleet's claim on Greece. The success of the simple two-unit move into the Balkans is the main reason for it becoming the traditional opening since the Turks have no chance to wrest Greece from the Austrians with the two units in place. Hence, many Turkish players, when confronted with a traditional locking advance, do not move to Greece in the Fall of 1901 in hopes of securing Austrian favors against either Italy or Russia. If the Italian player is avoiding the usual suicide attack on Austria in 1901 and the Russians are not moving into the Gallician region, the Austrian player has an opportunity to grasp the initiative in the south with an iron grip by presenting the southern players with an unusual opening.

In the Spring of 1901, the Austrians play the traditional moves of Army Budapest to Serbia, Fleet Trieste to Albania and a non-hostile Army Vienna to Trieste. At this point, the Austrian has a chance to see if there are dramatic changes in the eastern region: have the Turks played to Armenia, are the Italians in Tyrolia, what is the Russian intention? If the climate is right and there are no overt acts against the Austrian mainland, and the Turks are either tied down against Russia or do not intend to play to Greece, the Austrian can move in the fall as follows: Fleet Albania to the Ionian, Army Serbia to Greece, Army Trieste to Serbia. Thus the Austrians have secured the key sea area in the Mediterranean and can turn it to use against either the Italians or the Turks. More than likely, the Italians will be rather bothered by such a move and they have a right to be as they are about to be off-balance by the Austrians if he plays his cards right. The Turks will also be bothered by the move, as it forces the Austrian Fleet to do battle with the Turks in the narrow of the Eastern Mediterranean while the Austrian can still make a supported attack against Bulgaria. Regardless of the strategic choice of the Austrian, one thing will be certain: they are calling the shots and directing the offensive rather than being the object of someone else's aggression.

The resort to such a challenge in the Ionian can be a costly gamble if either the Italians doublecross the Austrians in the Fall of 1901 or if the Turks throw tradition to the shanks and move on Greece regardless. But, in Diplomacy you have to decide what the chances of a doublecross are; if you deem the chances of a doublecross small, the gamble may pay off. No one can improve your Diplomatic guesswork, but with this opening you at least have one more alternative to consider when you feel the time is right to act but are unsure of what to do.

VISIT TO THE ARCHIVES NO. 3

Part of the Michigan crowd descended on us last weekend to make for the largest Diplomacy get-together here yet. We even had enough for a five-man FIF game! Included in the entourage were Herb Davants and his girl, Constance Sue Veale, Bob Van Andel, and a friend of his, John de Longpre.

After suitable chivings and ah-ings at some rare treasures on exhibit in the archives, such as Boris Kharin's Gambitak #1, we got down to the business at hand. Prior to the game, we drew for countries with the following result: Austria (Buchanan), England (Van Andel), France (Veale), Russia (Davants), and Turkey (de Longpre).

After initially renouncing my fate as Austria, I soon found it wasn't a half-bad country to play in a five-man game since your neighbors, Italy and Germany, are in civil disorder. The end result was a traditional east-west stalemate as follows: Austria--10, England--9, France--9, Russia--4 and Turkey--2. More details will follow in a future write-up by John in Spots on Front. I might add that Herb would have done better if he could have kept his girl in line. But alas, we found her a very independent woman. Carol couldn't even get her to join the Diplomacy Widows Association!

All in all, however, we had a great time and enjoyed the visit very much. Hopefully, Carol and I can reciprocate with a journey to Michigan this summer.

THE GRUDGE GAME (1971EG)

Fall 1901

SWITZER STANIS TRETICK, POLS PROSNITZ

- AMERICA: A Vic-Tri, A Ser S Russian F Rum-Bul(ec), F Alb-Gre (Lakoffa)
- ENGLAND: A Yon-Noy, F Nth C A Yon-Noy, F Nng S A Yon-Nuy (Prosnitz)
- FRANCE: A Bun-Bul, F Mid-Por, A Gas-Spa (Gleason)
- GERMANY: F Den-Ser, A Kie-Den, A Rib-Rol (Key)
- ITALY: A Yon-Tur, A Apr-Tun, F Ion C A Apr-Tun (Walker)
- RUSSIA: A Ser-Nth, F Ist-Ser, A Ukr-Sov, F Rum-Bul(ec) (Snythe)
- TURKEY: A Bul-Png, F Bia S A Bul-Rum, A Apr-Sov (Tretick)

Winter 1901 Games are due not later than noon on Saturday, 5 February 1972. Remember that this is only one week away. Games should be sent by air mail. Also, I would again urge anyone who has not already done so to send in General Orders.

Note: Due to the extensive Spring 1901 analysis to follow, press releases will be delayed until next issue.

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BUILDS: All Centers Occupied!

ADSTRIA:	Bud, Tri, Vie, <u>Gro</u> , <u>Ser</u>	(5)	Build TWO
ENGLAND:	Edi, Liv, Lon, <u>Hy</u>	(4)	Build ONE
FRANCE:	Bre, Mar, Par, <u>Bel</u> , <u>Por</u> , <u>Spa</u>	(6)	Build THREE
GERMANY:	Ber, Kie, Mun, <u>Don</u> , <u>Hol</u>	(5)	Build TWO
ITALY:	Nap, Rom, Ven, <u>Tin</u>	(4)	Build ONE
RUSSIA:	Mos, StP, Sev, <u>War</u> , <u>Rum</u> , <u>Swe</u>	(6)	Build TWO
TURKEY:	Ank, Con, Smy, <u>Bul</u>	(4)	Build ONE

As a note for the future, I would like to solicit any game correspondence you would like to send from time to time during the game. Comments on your intentions with your moves would be appreciated too. Then at the end of the game this material can be used for a comprehensive game analysis. Also, to clear the record, this information will be kept strictly confidential until the end of the game and will not be used in any play-by-play game analysis such as the one by Rick Brooks below.

ANALYSIS (Spring 1938)--Rick Brooks (R. R. 1, Box 367, Fremont, Indiana 46737; comments are invited) (An introduction on Rick Brooks will be published next issue.)

It is a bit hard to criticize opening moves as alliances are hazy, probably even to the players. Russia has opened unorthodoxly and is in trouble in the south. It seems obvious that Russia has an agreement with Austria, since both left Galicia alone. Austria could go after Russia now that he is in a bind, but Italy appears to be coming in on Austria's other flank.

I favor a southern strategy with Russia. If Russia cannot gain an agreement with either Austria or Turkey (a bad sign in itself), I notify Turkey that RF Sevastopol is hitting the Black Sea and notify Austria that RA Warsaw is moving to Galicia. I also state to Turkey that if he hits the Black Sea with TF Ankara, he will have assumed its neutralization for the spring. Hitting Galicia assures that Austria must support in either Vienna or Budapest with the other (probably AA Budapest (S) AA Vienna to Galicia as this assures one more unit on Romania in the fall), and Austria usually doesn't care to go this far at the start of a game. Even in a Russia-Turkish alliance, I favor both fleets dumping heads over the Black Sea on the opening move. The plight of Russia clearly illustrates the value of this approach.

Turkey is now in a position to move either into Rumania or Sevastopol with support and Russia has to encourage him. With RA Moscow moving to St. Petersburg, Russia's options are less. Austria might help with AA Galicia as it is unlikely that TA Bulgaria would try to move to Greece and block out TF Ankara. Turkey needs TA Bulgaria either to cut Rumania's possible support of RA Ukraine to Sevastopol, to follow up into Rumania if Russia moves RF Rumania back to Sevastopol, or to support TF Black Sea to Rumania. If TA Bulgaria tries to move on Greece, he is most unlikely to get support from TF Ankara as this would leave Italy without a build unless Austria was thoughtful enough to give up Trieste, which seems most unlikely.

Russia's chances without Austrian help are none too good. RA Ukraine (S) RF Rumania would assure possession of Russia unless TA Serbia helps the Turk. Since Turkey is almost certain to move TA Galicia to Sevastopol (ensuring total waste the support or attack power of TF Black Sea), the above move would cost Russia the loss of Sevastopol, put Rumania in a real position to defend, and give Turkey two builds. RA Ukraine (S) RF Rumania to Sevastopol is the better move. If TF Black Sea (S) TA Austria to Sevastopol or vice versa, all moves would be obstructed. RF Rumania could move to Black Sea and cut support, but this would mean that he would be wiped out if Turkey hit Rumania with TF Black Sea and TA Bulgaria with TA Austria hitting Sevastopol. A stand-off over Sevastopol would leave Sevastopol open to Turkey. Either Serbia or the Turk would then allow Turkey to put a fleet in Sevastopol. A possible RF Black Sea (S) RA Austria over Greece, TA Bulgaria would probably mean that TA Bulgaria would hit TF Black Sea, Russia could build too, but if Russia moves RA Ukraine (S) RF Rumania to Sevastopol and Turkey goes after Rumania with the units, Turkey would take Rumania and have two builds.

Let's see where Austria comes in. The best bet for an alliance to keep in working order

is that of Austria and Turkey since Austria tends to squeeze Turkish expansion and Turkey almost always has units moving around the Austrian flank. Austria may not care to see Turkey grow strong as he will form a buffer between Turkey and the rest of the board if Russia falls and be open to a squeeze play. Besides, Iakofka and Tretick are on opposite sides of the DA feud.

So, a Russian move of RA Ukraina (S) RF Rumania to Sevastopol could be helped by AA Serbia to Bulgaria. The only way Turkey could take a Russian center would be to move TF Black Sea (S) TA Bulgaria to Rumania and TA Armenia to Sevastopol. This would lose Turkey Bulgaria and he would only have one build. Austria still should get two as Italy is unlikely to hit Greece. This would also leave Turkey in an overextended position as his TA Rumania would be flanked by RA Ukraina, RF Sevastopol, AA Bulgaria, and with probable Austrian builds (Italy allowing) of AA Budapest and AA Trieste, Austria could have two more units in striking position by fall. AA Trieste could be supported into Serbia in the spring and AF Greece could support AA Bulgaria.

I would not expect to see TF Black Sea (S) TA Bulgaria as Turkey cannot come out without a build unless he moves quite precariously--such as hitting Greece if RF Rumania and AA Serbia gang up on him. He could even get away with this if he moved TF Black Sea to Rumania and TA Armenia to Sevastopol. Then RF Rumania's support would be out or RF Rumania would take Bulgaria and lose either Rumania or Sevastopol depending on which one RA Ukraina moved to. TA Bulgaria would be dislodged into Constantinople or off the board if Turkey wanted another fleet in Constantinople. If Turkey chooses to move TF Black Sea (S) TA Bulgaria to Rumania and RF Rumania (S) AA Serbia to Bulgaria, RF Rumania would be wiped out. Russia probably wouldn't dare not have RA Ukraina to Sevastopol in this case. So if Tretick of Turkey got trickier and moved TA Armenia held, then Sevastopol probably wouldn't be open to build in.

The Italian move of IA Venice to Trieste is interesting. Usually moves can be interpreted on the basis of alliances. Some players may make an occasional wild move to keep the other players honest. So where does Italy fit in? An attack on Trieste looks like he is going against Austria. But both Turkey and Russia have moved away from Austria, as has Germany. I also find it hard to picture an alliance between Walker and Tretick.

If Italy had been moving against Austria, I'd expect to see IA Venice to Tyrolia and IA Rome to Venetia. RF Naples to Ionian Sea is always a good opening move since it allows Italy to take Tunis just as RF Naples to Egean Sea would. It also allows for a move against Greece if the opportunity arises. Since Italy has moved IA Rome to Apulia, he can convoy into Tunis and have possession of the Ionian Sea in the Spring of 1902.

If Italy had put earlier into Tyrolia and Venetia, he could go for Trieste with support in the fall. RF allied with Turkey, TA Bulgaria (S) RF Rumania to Greece would have left Italy with three units to Black and Blue units. Italy would get a build unless the Russians were in position to cut support. It is doubtful that RF Rumania would move to Bulgaria to cut support. If the Turk had moved out of the Black Sea, he wouldn't care to change his mind, would he? If the Turk had a fleet in the Black Sea, hitting Bulgaria could be risky.

My reading of IA Venice to Trieste and AA Vienna to Trieste is that it was by pre-agreement such as I like to agree to have hands over the Black Sea if I'm Russia or Turkey. Even the fact that Austria ignored Trieste and the possibility of Russian attack, he had a unit to "work" in a stand-off. And an agreement with Italy could help Austria. If Russia had another road and moved to Galicia, Austria was a step ahead in the fall with AA Vienna and AA Serbia to Budapest which would leave RF Budapest open to build in. Whether then to move AF Albania to Greece or look to cover Trieste would be the question.

Since Russia obviously intended to move north, I doubt that he has more than a non-aggression pact with Austria. So there is the possibility that Austria and Italy have agreed to go after Turkey. I am sure that Sayha has usually mentioned this possibility to them after he noticed where Turkey was aimed. And if Turkey only gets one build, he could be open to attack from the south.

Austria will probably take Greece, and Italy can convoy IA Apulia to Tunis. Italy can hold RF Naples or whatever army gets the Balids and puts fleets in Constantinople and Sayha. He could find him an ally too.

France's move is interesting. Probably the best move for an uncertain France is RF Paris to Madrid, IA Paris to Greece, and RA Macedonia to Bulgaria. This means,

