

TICK TICK  
TICK TICK  
TICK...

"He who  
Stole last  
Stole last"


JEVE  
NOZU '72

— the day

23 March 1972

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Hoosier Archives was originally a periodic listing of the Diplomacy archives of Walter Bushman, R.R. 3, Lebanon, Indiana 46052, telephone (317) 482-2824; Archives Director, FDC, and a member of IGA, IOWES and the PDRC. It is now primarily a Diplomacy gazette devoted to articles on good play, demonstration games such as The Grudge Game (1971AC) 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 Ruriconia 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 spares are now available from the archives and more are solicited so as to make them available to others. A subscription to Hoosier Archives is 15/72.00 or 7/81.00; back issues are available for 15¢ apiece (20% discount for all available). Ask for #55 to get a list of all articles through #58. This is Albatross Press publication #69.




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INTO THE ARCHIVES NO. 2?

With this second article on the openings for Germany, Edi Birzan even out-does the first one on "The Jutland Gambit"! If this opening doesn't take out the other countries, especially Austria, nothing will! Anyway, this article is further proof that Edi has one of the finest minds on opening theory in the hobby.

THE KONIGSMATZ BREAK-OUT

by Edi Birzan

As with the other openings that I have written on, this one is an outline for a course of action that the player decides to try. That is, this is not a prescription of the "best" or optimum opening for all occasions, but a specific solution to a tactical problem given a set of strategic perceptions and goals by the player. With that in mind, let us proceed.

This strategic setting is rather unusual. For whatever his reasons, the German player is determined to attack Austria in 1901 to make sure that the Austrian player is crippled from the start. His partner in this obsession is Italy, who is also determined for whatever reasons to destroy the Austrians. The initial correspondence indicates that Russia and England are going to square off in Scandinavia and that Turkey may either hit Russia or come after Austria also. But the French are uncommitted and are awaiting adjudication of the spring moves to make a further commitment to anyone. The French have stated that they will definitely move to Burgundy with support and the Austrians are planning a traditional march down the Danube with the movement of Army Vienna unknown. The problem: how to nail the Austrians by German and Italian co-operation.

The first reaction of many people is to have the Germans play to Bohemia and the Italians move to Tyrolia and Venice for a crushing attack on Vienna. This would probably work except that the French will not exactly be deterred from walking into Munich. You must remember that the French are free from commitments and will most likely react strongly to any German moves east, especially when coordinated with Italy. The Germans then have to make sure that France will stay on her side of the Rhine and at the same time, hurt the Austrians. This, mind you, must be done so that if there are any great disasters on the first turn, the Germans will be able to react with some flexibility to any strategic re-alignment.

Imagine the reaction of all players when they see that the Germans have moved Army Munich to Tyrolia while the Italians have moved to Piedmont and Venice? The French cannot really afford to leave Marseilles open from what is "obviously" an Italian stab and will have to play Army Marseilles to Spain and pull Army Burgundy back to Marseilles as a covering force. The Austrians see only one German Army in Tyrolia and the Italians committed against the French. The German player then writes to the Austrian player proposing that the move to Tyrolia was to hold the Italians off, when the German player suspected of having a deal with the French for a supported attack on Munich in the Fall of 1901. The German player then goes on to propose that while he is in Tyrolia, how about support into Venice? The Austrians say

be a bit wary of the Germans and at most even fear that the Italians might support the German into Trieste. But what the Austrian doesn't know is the real direction of the Austrian-Italian attack, so he might support himself in Trieste hoping to stall them or pull back to cover Vienna alone.

The shock of everyone will be secured when the Italians pull into Tyrolia supported by their army in Venice and dislodge the Germans. The Germans, who sneekily order support of the Austrian army into Venice (with the Italian's knowledge) have to retreat and have either Vienna or Trieste open for the retreat into the Austrian supply center. If things have gone badly and the French have moved into Munich, the Germans can refuse to retreat the unit and build two armies in Berlin and Kiel and force the French out without having openly attacked or alienated the Austrians, while the Italians are now in a position to hold the Austrians back or, crying that the move was strictly a defensive reaction raid to the German move, cut back to Piedmont or anything else without having lost face or being exposed as a double crosser to the Austrians.

The chances that the French will double cross the Germans and move into Munich is an assessment that the German player has to make. Under normal circumstances, the Germans can state outright that he is moving back to Munich in the fall and this will probably assure that the French will cover Marseilles.

Assuming that the ploy has worked, there are now three armies attacking Austria with one of her centers gone. The Italians are in Tyrolia, and Venice and Vienna (most likely) or Trieste have fallen to the Germans on a fecky retreat to victory. The Germans can then turn over most of the Austrian effort to the Italians and go elsewhere. The French are stuck with an army in Marseilles and two builds. If they are to build a fleet at all, it has to be in Brest, with all the associated problems with England. The Germans will have three builds and Belgium is either undefended or held with a weakly supported unit.

Thus, by agreeing to have your ally dislodge your unit in the Fall of 1901, the Germans through this freak-out have secured their basic goal of crippling the Austrians and have secured three builds for themselves and pulled the French, the uncommitted question mark, out of position and established a thorn in the side of the furtherance of a French-English alliance.

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### THE GRUDGE GAME (1971BC)

ANALYSIS (Fall/Winter 1902): Rick Brooke (R.R. 1, Box 167, Fremont, Indiana 46737; comments are invited.) (This was delayed and therefore not published last issue.)

It is a pity that Italy did not try for Smyrna on his convoy. With Austria moving into Greece, both Bulgaria and Smyrna could have been taken by RF Rumania and AA Serbia (S) AA Greece to Bulgaria, AF Aegean to Constantinople, IF East Mediterranean (S) IA Syria to Smyrna. Since TA Armenia would have moved to Smyrna successfully, he could not hold Smyrna by moving TA Armenia (S) TA Constantinople to Smyrna.

Since Austria did not move AA Vienna to Budapest, he cannot support RF Rumania with it. Turkey is faced with the obvious loss of Bulgaria and he may try for either Rumania or Sevastopol. Of course, this risks the loss of Smyrna as well as Bulgaria. But unless AA Serbia or RA Ukraine (S) RF Rumania, it could be wiped out. RA Ukraine (S) RF Rumania does risk the loss of Sevastopol, but RA Sevastopol could retreat to Brest. I think that I'd play Turkey by giving up Bulgaria and moving TA Constantinople (S) TA Armenia and TF Black Sea (C) TA Bulgaria to Africa. This would ensure that TA Bulgaria wouldn't get wiped out and would improve the defensive position for fall.

One might ask what difference it makes if Smyrna falls this spring or this fall. Outside of aesthetic considerations, time can always be a factor. Much as I may deplore it, diplomacy is a game of amiable loyalties. I seriously doubt that Italy or Austria would be shortsighted enough to attack the other with Turkey still able to recover. But Russia is a different matter. His build of RA Warsaw is probably aimed one of two ways, Germany or Austria. If Russia joined with Turkey, things could get away for Austria. If Italy came in, too, Austria would be in bad shape. Even with Italy playing loyal, Italy's failure to deliver an early knockout punch to Turkey could be costly. RA Britain (C) RA Warsaw to Gallia with RF Rumania (S) TA Bulgaria could cause hell. (but this would be quite trusting of Russia.

after seeing Turkey take the Black Sea in the Spring of 1901.) I don't regard Russia help-Turkey as probable, but it certainly is possible.

I would be less surprised to see Russia help France put the squeeze on both England and Germany. France can hold off Germany and gut England while Russia holds off England and guts Germany. If that is their intention, I'd have waived another year. France is apparently in a good position. He has the inside track on gaining English territory. When England is gone, Germany will be between him and Russia. When Italy gets his hunk of Turkey, he will be in a much better position to go after Austria or even Russia.

A good move for the Russia-Germany alliance would be GA Denmark to Kiel, GF Helgoland Bight (S) GF Skaggerak to Denmark, RF Norway to Norwegian, RF Sweden to Skaggerak, and RA Finland to Norway. This should give them four fleets on the North Sea to England's two. If RF North Sea to Skaggerak had blocked the move-up of RF Sweden and RF English Channel supported RF North Sea in the fall, Russia and Germany could be kept out of the North Sea. This is unlikely.

Germany would have an army in Kiel in case of FA Belgium (S) FA Burgundy to Ruhr and FA Picardy to Burgundy. Or if RA Warsaw moves to Silesia, GA Kiel could protect Berlin. But Germany is a hind if a squeeze materializes. He doesn't drop back GA Munich to block Silesia as FA Burgundy could take Munich if RA Warsaw leaves Silesia open. Either GA Munich (S) GA Holland to Ruhr or the reverse could block out France, or it could lose a center if France didn't support himself into Ruhr. RF Sweden to Baltic is unsteppable and RF Norway (S) RA Finland to Sweden should at least keep Sweden open (unless GA Denmark (S) GF Skaggerak to Sweden or the reverse and RF North to Norway come support).

If France chooses to help England, Western Europe might deadlock if Russia sides with Germany. France is massed on the German border, but RF English Channel (C) RA Picardy to Wales could relieve the congestion. RF Irish (S) RF Mid-Atlantic to North Atlantic will succeed. If England and Russia bump heads over the Norwegian, RF North Atlantic would have Clyde open for retreat. If England continues to block Russia and Germany while ignoring France, France probably can gain two English centers. If France leaves Liverpool alone this year and has English cooperation, he could position to pick up all three. But a German land attack would be troublesome. GA Denmark could be in Ruhr by fall.

While I like France's chances the best at the moment, either pair of Germany-Russia or Austria-Italy have a better chance if they stick together. If Russia allies with France, they have the inside track. But Russia would be vulnerable to Austria if Turkey went fast.

GAME OPENINGS

The following Diplomacy game-wise editors are believed to currently have game openings in their mines: (note: R denotes regular games and V denotes variants)

- 17. Eric Just, PO Box 131, Euclid, Okla. 73074 (R)
- 20. Leonard Lukacka, 1805 N. Richmond St., Chicago, Ill. 60647 (R)
- 22. John McMillan, PO Box 52, Ralston, Alberta, Canada (R)
- 25. James Mascar, 127 W. Benson St., Danvers, N.Y. 12929 (R)
- 34. Larry Peery, 126 28th St., San Diego, Calif. 92102 (R)
- 36. Andrew Phillips, 128 Oliver St., Daly City, Calif. 94014 (R,V)
- 38. Lewis Pughnizer, 321A Twin Towers, Albion, Mich. 49224 (R,V)
- 49. Branten Von Flaeg, 520 Parker, #202, San Francisco, Calif. 94118 (R)
- 51. Rodney C. Walker, 4719 Felton, San Diego, Calif. 92116 (R)
- 53. Greg Warden, 4500 Walnut St., Apt. 306, Philadelphia, Pa. 19139 (R)
- 55. Charles Welsh, Box 3197, Brown U., Providence, R.I. 02912 (R)
- 56. Stan Wexel, 7 Poland Village Blvd., Poland, Ohio 44514 (R,V)
- 58. Edk Mirzan, 48-20 39th St., Long Island City, N.Y. 11104 (R)
- 59. Fred Davis, Jr., 5307 Gurdalge Court, Baltimore, Md. 21229 (V)
- 62. Jack Woldrak, 528 Park Crescent, Pickering, Ontario, Canada (R)
- 63. Fred Winkler, 2625 El Rancho Drive, Hartford, Wis. 53005 (R)
- 64. Paul Wood, 2461j Marano Court, St. Clair Shores, Mich. 48080 (R)

- 65. Joseph Antasiak, 3637 Arden Ave., Brockfield, Ill. 60513 (R)
- 67. John Boyer, 117 Garland Drive, Carlisle, Pa. 17013 (R)
- 68. Steve Cartier, % Dan Alderson, 6720 Day St., Tujunga, Cal. 91042 (R)
- 70. Karl Pettis, 2250 NW 20th Ct., Gainesville, Fla. 32601 (R)

TRADING LIST APPENDUM NO. 2

The following names and addresses should be added to the "Archives Trading List" in Hoosier Archives #52, as amended in issue #58. Again, if there are any other editors currently publishing Diplomacy material, Hoosier Archives would like to be informed of their existence.

- 65. Joseph Antasiak, 3637 Arden Ave., Brockfield, Ill. 60513
- \*66. Michael Bihay, Rue des Molezes 96, B-1050 Brussels, Belgium
- 67. John Boyer, 117 Garland Drive, Carlisle, Pa. 17013
- 68. Steve Cartier, % Dan Alderson, 6720 Day St., Tujunga, Cal. 91042
- \*69. David Dix, 110 Minden Ave., Oak Hill, W. Va. 25901
- 70. Karl Pettis, 2250 NW 20th Ct., Gainesville, Fla. 32601

\*The publication of these editors' zines is imminent, and the first issues may even be out, although I have not seen them as yet. Trading agreements are being negotiated, however.

RECENTLY COMPLETED GAMES

The following 7 games will be added to the Calhamer Point Count Rating list the next time it is published. This brings the total games rated to 203. The winner, his country, and the zine the game was finished in appear after the applicable Boardman number. Multiple games after the same number indicate a draw.

<u>boardman Number</u>	<u>Winner</u>	<u>Country</u>	<u>Zine</u>
1969Z	Tom Eiler	England	Erehwon
1969AC	Hal Neus	France	Diplodour
	Red Walker	Russia	
	Jim Pratt	Turkey	
1970N	Louis Pulsipher	France	Costaguana
1970AD	Rick Bracks	Austria	Diplophobia
1970Q	Peggy Bowers	Russia	The Journal
1970IS	Eric Nielsen	Russia	En Passant
1968CW	Tom Eiler	Italy	Glory Road

CANADIAN CENSUS

Conrad von Metake has been kind enough to inform us that in our "virtually complete" Diplomacy Census as listed in Hoosier Archives #60, we inadvertently left out almost half of our friends north of the border! In fact, there are a total of 49 active postal Diplomacy players instead of the 29 we had listed for Canada. Although we don't have room to give the names and addresses now, we thought you might be interested in the geographical breakdown by provinces. (When we do list these addresses, we will also list the numerous additions that are now coming in for United States players as well.)

Alberta	5	Newfoundland	0	Quebec	3
British Columbia	11	Northwest Territory	0	(St. Pierre)	0)
(Labrador	0)	Nova Scotia	5	Saskatchewan	1
Manitoba	2	Ontario	20	Yukon	1
New Brunswick	0	Prince Edward Is.	1		