

THE LOST ONES

T.L.O. #III Winter 1900; 1968, January 1968

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It is my solemn duty to inform all players, who haven't already done so, to pay their game fees. And because of the rise in postal rates, I am raising my game fee to three dollars. All old players will not have to pay the extra dollar.

The following is a list of players signed up for games in this zine. R means regular, K means Kriegspiel, Pd. means paid, and TLO 1 means my first game.

Douglas Baker, (R)..., 19633 S.E. 29th, ISSAQUAH, Washington, 98027
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Capt. R. C. Walker, (TLO 1,Pd.)..., 1611 Lowry Dr., RANTOUL, ILL., 61866
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Bruce Wilcox, (TLO1,Pd.)..., 4211 49th Street N.W., WASHINGTON, D.C. 20016

Here are the listings for my first game TLO 1.

ENGLAND: Buz Eddy	Because Doug Beyerlein and I have decided
FRANCE: Bruce Wilcox	to publish our zines together, I am going
GERMANY: William Connely	to extend my de dline to match his Spring
ITALY: Capt. R. C. Walker	1902 deadline. The Spring 1901 deadline
AUSTRIA: Bill Stewart	will February 5, 1968.
RUSSIA: Norman McLeod	
TURKEY: Laurence Rusiecki	

Deadline for Spring 1901 is February 5, 1968.

With this issue I am starting a new section. For sometime I have been a member of the Pacific NorthWest War Games Association. And over the Christmas vacation Doug Beyerlein and I decided to devote part of our own zines, THE LOST ONES and EFGIART, to this organization. We will be running games comprised solely of PNWWGA members. And carrying other information about war gaming in the Northwest. However all items published, in either zine, will be merely an extension of the PNWWGA's own publication.

ALLIANCES THAT PAY OFF!

By Stephen Hueston

I want to start this discussion by stating a little rule I use to formulate my alliances. I try to join up with one other player against another country, and have the other four people form two pairs. With this set up my partner and I can defeat the third player, while the other four remain relatively stable. Thus giving my partner and I a tremendous advantage over the other four players. Making it easier to increase my fortunes. This simple plan holds good for the countries on the continent. England however has another course open to it. England may attempt to set up this two-to-one struggle, or she can get France and Germany to fight each other.

If England allies with either France or Germany against the other, she someday will have to fight a strong partner later. So an alliance of this type is to be avoided. If France and Germany fight it out, she can pick up Scandinavia. Then while France and Germany remain constant, she can build, and then attack the enemy of her choice. The best defense against this is a Franco-German alliance.

A Franco-German alliance could possibly be the strongest of all Diplomacy alliances. With an even distribution of the low countries, and an adequate border guard, it frees sufficient forces to conquer England, Scandinavia, and the Western Mediterranean. A Franco-German alliance is very beneficial to both, and a Franco-German war is tantamount to suicide. At this point it becomes apparent to me that for the first few years, in most games, the board is split into two parts. On one side is France, England, Germany, Iberia, the Lowlands, Scandinavia, and Saint Petersburg. With the other four powers on the other side of the board.

The first of these powers is Italy. Her policy can be summed up this way. Attack Austria, or do not attack Austria. This is usually determined by Russia and Turkey. If they show a strong united front, then Italy should hesitate before attacking Austria. She can join the blitz, but will probably find herself next on the list. In a case like this an alliance with Austria would be the best policy. However if Russia and Turkey do not show a solid front, but still attack Austria, then it would be wise to pick up some of Austria. In most other cases, such as an Austrian alliance with either Russia or Turkey, Italy should invade Austria.

Austria is the most woe begotten strip of land around. It has no such thing as a best alliance. Any partner will do. For without an active ally it is dead. So much for Austria.

The only country that can possibly survive a two front war is Russia. She must fight in the north and in the south. In the north she needs German support, and in the south another ally. It is probably better to have a Turkish ally. As then the fleet can be put to good use, and it is easier to attack Austria.

Turkey has two choices, attack Austria, or attack Russia. About the only factor involved here is ease of deploying troops. And since it is easier to move west an attack on Austria is in order. It's one big advantage is it's inaccessibility by land. A good alliance would be an Italian one against Austria, with an armed truce with Russia. Thus giving it a winning alliance.

So far I have outlined some of the possible alliances, but I have overlooked one major factor in making alliances. My suggestions are good only with friends and strangers. For grudges transcend all boundaries, and can cause some unusual alliances to form. And of course the plans of others affect the making of alliances.