

# The Master Machiavellian

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## Dispatchio di Machiavelli

Greetings, to all who read these words, whether you be of high station or low, a prince of new dominions, a king of ancient family, or but an ambitious man, may you receive benefit from prescribing your ways by these words, and pleasure from the accomplishments thereof:

Numerous messages have been borne to me in the past weeks, carrying the opinions of several princes of other publications concerning the first edition. The Master Machiavellian was received with great acclaim. The questions of the various princes are satisfied elsewhere, but a typographical error caused so intense a stir that it shall be explained immediately. The numeral of rules that is employed in the adjudications of the games is that of the Year of Our Lord nineteen hundred and seventy-one, not that of the Year of Our Lord nineteen hundred and ~~sixty~~-one. I feel it necessary to profess my thanks to all those princes for their ideas, suggestions, and comments.

At this point in time, four princes are readying themselves for the rigors of diplomatic conflict, but three more are required for the exercises to begin. The charge for entering such an engagement is eminently low, and those in our first match will be granted special privileges.

A great honour has been accorded The Master Machiavellian. Despite the youth of this publication, another prince, Thomas Hubbard, has realized our inherent worthiness and is graciously permitting us to publish the "Coyne-Hubbard World Variant", an extensive modification of the "Youngstown Variant". This is diplomatic conflict on a world-wide scale, which includes all the continents, oceans, and many island groups. Particular care has been given to the New World, which is entirely original. The Coyne-Hubbard World Variant had positions for fourteen princes, including those of the United States of America, the Union of South Africa, Australia, India, the Peoples' Republic of China, Canada, and the United States of Brazil. The map is a considerable eight pages in size. I am of the opinion that this will be one of the most popular diplomatic variants ever devised.

I hope that you will be both stimulated and enriched by this publication. I know that through The Master Machiavellian you will gain greater command over the qualities of the lion and of the fox, of force and of fraud.

*Niccolò Machiavelli*

PLEASE NOTE GAME FEES ARE SEPARATE FROM SUBSCRIPTIONS TO THIS -- STAFF

STAFF AND INFO

The Master Machiavellian is a magazine of politics, DIPLOMACY, variants, and other wargames. Subs are \$2 for \$2.50 and \$4 for \$4.50. Game fee is \$1.00 (separate from subscription). Back issues are available for 25¢ each. IMM is pubbed every fourth Tuesday. DIPLOMACY copyright Games Research Inc., 500 Harrison, Boston, MA 02118, was invented by Allan B. Calhmer. Checks payable to Michael George Homeier.

STAFF = Editor in chief, financial editor: Michael George Homeier; front page editor: Peter Homeier; news/articles editor: Phillip Keeney; game adjudications: Jonathan Reich; publicity agent: David H. Calvert; contributing sources: Gus Ferguson, Peter Shapley, Timothy Lee.

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REVISED HOUSE RULES\*  
(\*as of 9 Oct. 1974)

1. ASSIGNMENTS: Countries will be determined by random lot.
2. SEASONS: Of the various seasons that compose the different game year (yearly - retreats - builds Type A ; spring - retreats - fall - retreats - builds Type B ; spring - retreats - summer - retreats - fall - retreats - winter retreats - builds Type C), retreats will be published with next moves (fall or winter retreats with build adjustments). Players may make moves and/or adjustments conditional on receiving.
3. ORDERS: The GameMaster may discard illegible orders. Orders may be revised any time before deadline, with player held responsible for establishing which set of orders is to be used. If confusion arises, the set of orders used will be chosen at random.
4. DEADLINE: The editors of The Master Machiavellian will establish the deadlines for all moves; these will be published in previous issues.
5. MISSED MOVES: If a player misses any "101" move, a penalty will be used. If a player misses any other move, a penalty will be assigned to his country; alternately, a player may assign permanent or temporary control of his position to another person not already in the game (so long as the GM is notified beforehand).
6. IMPOSSIBLE ORDERS: Any unit ordered to a space not on the map, or perform a function not allowed (A Ser spits in the Sultan's eye), will hold, and can be supported in holding; any unit ordered to make an impossible move (i.e. Ser-Ion) will hold and may not be supported.
7. ABBREVIATIONS: Locations are abbreviated by the first three letters of their names, except: Livonia (Lvn), Liverpool (Lvp), North Africa (NAF), North Atlantic (NAT), North Sea (Nth), Norway (Nvy), and Norwegian Sea (Nrg). Other abbrev for variants will be given in rules.
8. DISBANDMENTS: Dislodged units not retreated to specific space are disbanded; players may voluntarily disband a retreating unit.
9. NOTATION: Following notations are used: und-rlined moves fail, others succeed; A = army, F = fleet, - = moves to, C = convoys, S = supports, H = holds; /h/-unordered, holds; /r/-dislodged, most retreat; /a/-annihilated; CD=civil disorder; /nau/-no such unit; /imp/-impossible; NMR = no moves received; NRH = no retreat received; NRD = no builds received; NER = no disbandments received.
10. ADJUSTMENTS: At year's end, GM will list support centers of all Great Powers and indicate any changes. Notation to be used: Par = center already held; Par = center gained since last year; Par = center lost since last year.
11. RESULTS: A game will be drawn when no camp center has changed hands within three consecutive years. Surviving players may declare any result (draw, concession, abandonment, etc.) with unanimous consent.

12. GM: All decisions of the GM are final. Additions to these House Rules, when published in The Master Machiavellian, shall be added to these and considered an integral part of them in every way.

EXAMPLE GAMES:

1801 F-P Vc

Spring 1801

RUMANIA TORN ASUNDER!

AUSTRIA (D. Calvert): F Tri-Alb; A Vie-Tri; A Bud-Rum.  
 ENGLAND (P. Koenig): F Lon-Nth; F Edi-Nrg; A Liv-Yor.  
 FRANCE (M. Homeier): F Bre-Mid; A Par-Bar; A Mar-Spa.  
 RUSSIA (P. Shapley): F StP(sc)-Bot; F Sev-Rum; A Mos-Ukr; A War-Gal.  
 TURKEY (P. Homeier): F Ank-Gon; A Con-Bul; A Smy-Hel.

--England and France, obviously allied, carry out classic first moves, as do Russia and Turkey, who are, as evidenced by the empty Black Sea, also allies. Austria put way too much faith into whatever treaties she might have had with Russia -- her loss of the conservative province of Galicia and Ukraine her entire defensive line.

1801 F-P Vc

Fall 1801

TSAR WALTZES INTO VIENNA

AUSTRIA: F Alb-Gre; A Tri-Ser; A Bud-Rum.  
 ENGLAND: F Nrg-Nwy; F Nth C A Yor-Hol; A Yor-Hol.  
 FRANCE: F Mid-Por; A Spa H; A Bar-Bel.  
 RUSSIA: F Bot-Swe; F Sev S A Ukr-Rum; A Ukr-Rum; A Gal (1).  
 TURKEY: F Con-Bul/Ser; A Bul-Ser; A Smy-Sou.

--Turkey's war machine is stalled by AUSTRIAN A Tri-Ser but her ally, Russia, occupies Rumania and Vienna, the latter in a move that should never have been allowed to succeed. Better moves for Austria would have been: A Tri-VIE and A Bud-SER (Rumania lost regardless due to supposed Russian attack). Unless a stab takes place, and quickly, the Hapsburg Empire is lost.

1801 F-P Vc

BUILDS

Winter 1801

AUSTRIA: Bud, Tri, Gre, Vie -- even.  
 ENGLAND: Home, Nwy, Hol -- builds 2 (A Edi, A Lon).  
 FRANCE: Home, Bar, Por, Spa -- builds 2 (F Mar, A Bre, F Par).  
 RUSSIA: Home, Sev, Vie, Rum -- builds 2 (A StP, A Mos, A War).  
 TURKEY: Home, Bul -- builds 1 (F Ank).

1801 F-P Vc

RUSSIA SLIPS INTO NORWAY UNNOTICED

Spring 1801

AUSTRIA: F Gre H; A Bud S A Tri; A Tra S A Bud.  
 ENGLAND: F Nth C A Lon-Den; F Nwy-Bar; A Lon-Den; A Edi H; A Hol H.  
 FRANCE: F Por-Los(sc); F Mar-Pie; A Lon-Mar; A Bre-Par; A Par-Bur;  
 A Bel-Ruh.  
 RUSSIA: F Sev H; F Mos H; A Mos-StP; A StP-Nwy; A War-Gal; A Vie-Bud;  
 A Rum - TURKISH A Bul-Ser.  
 TURKEY: F Con-Aeg; F Ank-Bla; A Bul-Ser; A Smy-Con.

--Again, Austria missed an opportunity, this time to recapture Vienna; the Russo-Turkish nose around her groin tightens. But now (after taking the Black Sea) an omen of things to come? In the north England carelessly leaves Norway open, no one else in Anglo-Turkish war.

1801 F-P Vt

AUSTRIA CRUMBLES AS  
EAST MEETS WEST IN FROZEN NORTH

AUSTRIA: F Gre-Bul(sc) /r/(to Ionian); A Tri S A Bud; I and C, etc.  
 ENGLAND: F Bar S A Edi-Nwy; F Nth C A GHI-Nwy; A ENL-Ny; A ENL-Ny  
 A Den-Swe.  
 FRANCE: F Spa(sc)-West; F Pie-Tus; A Mar-Pie; A Par-Far; A Ser-Mor;  
 A Ruh S ENGLISH A Hol-Kie.  
 RUSSIA: F Sev H; F Swe H; A Nwy H /r/(to Finland); A StP S A Bar H;  
 A Vie-Tri; A Gal S A Rum-Bud.  
 TURKEY: F Aeg-Gre; A Ser S F Aeg-Gre; F Bla S A Con-Eur; A Cor-Bal.

--The portent of stab in the Black Sea failed to materialize, and so  
 bid adieu to the Dual Monarchy. France gives up spinning Munich, and  
 Russia clumsily loses Norway (better moves A Nwy H, A StP S A Bar H,  
 F Swe S A Nwy H).

1801 F-P Vt

BUILDS

AUSTRIA: Tri, ~~Edi~~, ~~Den~~ -- disbands 1 (A Tri).  
 ENGLAND: Home, Nwy, Hol, Kie, Den -- builds 2 (F Lon, F Nth C).  
 FRANCE: Home, Bal, Por, Ser -- even.  
 RUSSIA: Home, Swe, Rum, Vie, Bud -- builds 1 (A War).  
 TURKEY: Home, Bal, Ser, Gre -- builds 2 (A Ark, A SKY).

-- comments by Michael George Her...

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"THE WHOLE DIPLOMATIC"

At the threat of suffocation I hereby am writing a resume of a recent Dip meeting (no offense) of members and friends of the staff of the Master Machiavellian. By the courtesy of two of these infamous parties, I, as Austria-Hungary, was soon off the board. Thankfully, it was not France and England, or Germany and Italy (adding as a bonus, the 1801 five-person variant!). Unfortunately, my allies, who were in pacts with the remaining two did not avert my doom. This was due to what by the fact that I destroyed my Trieste army rather than my fleet when I had only one center left. The following diagram I retreated my fleet to Switzerland, as per custom (too bad Argentina isn't on the board!).

By 1805 the despicable Russian Empire, after totally swallowing up country, had grown to a monstrous FOUR units, as the Fortsteel (Ottoman) Empire bloated to nine. France and England, allied, battled in the north (for Norway, etc.), in the south (for Italy, the east (for Germany), and for some reason not in the west. France was then checked out of potential fleets by lack of water.

As the remaining empires rose and fell, one co-ordinator, Peter Homeler, Turkey, whistled Mozart's "Turkish Rondo", unknowingly, France, co-ordinator Michael Homeler, started winning badly (if that's at all possible with thirteen units); and Russia carried out customary execution procedures, leaving equal centers to each of the remaining three powers, who then spent their negotiation time arguing the potential victor. As the game progressed and the players digressed, each country gave up all hope of winning -- including the (now) two biggest, England and Turkey. However, the sudden appearance of darkness forced the cessation of hostilities, and the game ended drawn.

-- David H. Calvert, former Dual Monarch;

ADDENDA AND ERRATA FOR DIPLOMACY 1701

To clear things up, the following is to be incorporated into the DIPLOMACY 1701 variant: a) the abbreviation for Normandie is "Fra"; b) Adalia's two coasts should be labeled "north" (on the Black Sea) and "west" (on the Eastern Med); c) NOTE: "Esgrivonia" is a contraction, per "Livonia", of Estonia, Ingria, and Latvia; d) though, historically, Denmark included both Denmark and Norway, for game purposes consider the two provinces to be separate as in DIPLOMACY 1901.

Despite the fact that DIP 1701 is based on history, certain aspects of the situation in Europe at that time were left out or altered in order to assure playability. The changes included: dropping Spain, incorporating the "Holy Roman" Empire, giving Poland Black Sea access, and stripping Turkey of half her Balkan possessions (Bosnia, Serbia, Bulgaria, and Wallachia). These changes were necessitated by a lack of playability in the true historically accurate scenario. It is well apparent what the game would be like had the alterations been suspended!

To add some spice to the game, make the Swiss Confederacy passable and revert Balkan Buffer States (Bos, Ser, Bul, Wal) back to Turkey (initial placement and number of Turkish units does not change, but only after the first year do the BBS supply centers function as Ottoman home supply centers). -- Michael George Housler

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LETTERS, LETTERS, LETTERS!

Since our beginning we at IMM have received many interesting letters, the most important of which we will reprint below along with our comments:

"Your Diplomacy and the Great War article was interesting, but not always worthwhile and accurate. For example, the Russians weren't really outnumbered as bad as it looks; they would have several more home centers if the game wasn't designed to be balanced. The main reason they have four in DIPLOMACY is for balance. If they didn't they would get wiped out too fast too often with a front against four different possible enemies." -- Dave Kadlecak, Spiculum

No critical judge of the First World War can argue that Russia was not as heavily outnumbered as the article states. Of course, the Russian Empire did have the largest field army in Europe. But any way you look at it, indisputably the Germans had the best: adequate supply, excellent communications, prodigious inter-branch cooperation, and the most up-to-date equipment and training. These advantages were to prove decisive time and time again, from the Second Tannenberg in 1914 to the Brest-Litovsk Capitulation in 1918. As to the supply center question, all of the Great Powers are reduced proportionally just the same as Russia. The facts are inescapable: the odds the Tsar faced in 1914 were tremendous -- and, in the end, fatal. -- IMM

"Your variant 1701 looks like it could use some playtesting and re-designing. It looks to me like it would be unbalanced very much in favor of Britain and it is much too similar to the regular game for my taste (considering it is a historical variant)." -- Dave Kadlecak, Spiculum

Apparently Dave was unable to solidify his view of the variant, also he would soon have discovered that Britain does not really have such a great advantage. In the first year she could not even supply

center. Although with three fleets Britain would be in a better position to  
due, she can be outmaneuvered. But on the other hand British naval power  
proves a vital, though admittedly not decisive, asset in the breaking of  
stalemated land fronts. -- TMM

"1701 looks sensational. Most six player variants tend to divide  
readily into two halves of the board with easily formed stalemate lines  
in the middle; however yours seems to be quite fluid. I have a collec-  
tion of variants, and the main problem with the bad ones seems to be  
that ... every player is more or less forced by his opening position to  
attack one of his neighbors. This seems not to be the case with yours.  
-- Tom Hubbard, Resurrection Morning

At least somebody saw that crucial point that we tried so hard to  
avoid: we had to alter the historical situation somewhat, or else we  
would have been stuck with a very unplayable game -- imagine the situa-  
tion with Spain and Russia in, the H.R.E. out, and Turkey retaining full  
control of the Balkans and Black Sea: France and Spain, Poland and Rus-  
sia, and Turkey and Austria would begin the game forced to go straight  
others' throats, leaving England to tidy up the Germanic States and the  
Italian Boot! -- TMM

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PLUGS!

We would like to take this opportunity to thank the following "plugs"  
for their plugs: The Sunday Star Post-Free Press (pub not known, Rick  
wacker (Fred David), Claw and Fang (Don Horton), Obsession (Clara),  
Zhender, et al), Panzerkrenadier (Pat and George Seybold), and the  
Pocket Armenian (Scott Rosenberg).

It is our pleasure to help Liberterranean, a well printed title that is  
running games in DIPLOMACY, Kampfpanzer (SPI), and a new Tank (SPI) vari-  
ant called Armored Barbarism. Also has political content and info for  
players of Battle Plan, a computer game. For more than just Diary, con-  
tact Jim Bumpas, 948 Loring Ave, Los Altos, CA 94022 (but rate 24.96.00,  
refundable deposit for games is \$1.00).

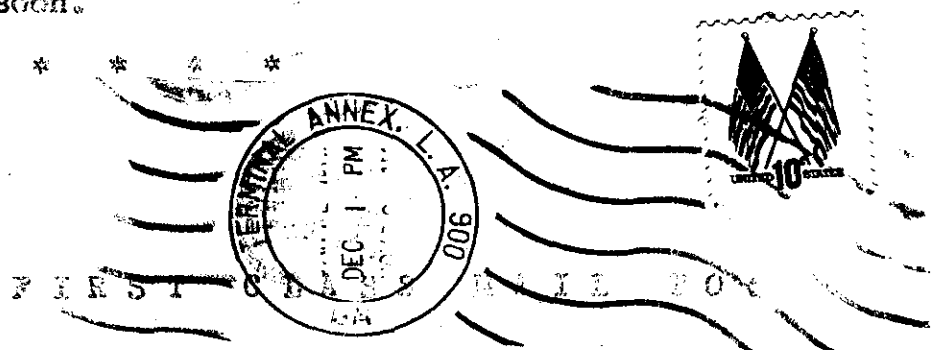
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TMM NEWS

At the present time editor in chief Michael Komdeur is working on de-  
signing a new Roman-Age DIPLOMACY Variant to be called Senatus Populus  
Que Romanus, pitting various centurions with their legions and galleys  
against each other for control of the Imperial Purple. S.M.Q.E. should  
see publication in TMM very soon.

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