

The Master Machiavellian

ISSUE #26

HAPPY HOLIDAYS!

December 14, 1976

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 in the accomplishments thereof:

When those states which have been acquired are accustomed to live at liberty under their own laws, there are three ways of holding them. The first is to despoil them; the second is to go and live there in person; the third is to allow them to live under their own laws, taking tribute of them, and creating within the country a government composed of a few who will keep it friendly to you. Because this government, being created by the prince, knows that it cannot exist without his friendship and protection, and will do all it can to keep them. What is more, a city used to liberty can be more easily held by means of its citizens than in any other way, if you wish to preserve it.

There is the example of the Spartans and the Romans. The Spartans held Athens and Thebes by creating within them a government of a few; nevertheless they lost them. The Romans, in order to hold Capua, Carthage, and Numantia, ravaged them, but did not lose them. They wanted to hold Greece in almost the same way as the Spartans held it, leaving it free and under its own laws, but they did not succeed; so that they were compelled to lay waste many cities in that province in order to keep it, because in truth there is no sure method of holding them except by despoiling them. And whoever becomes the ruler of a free city and does not destroy it, can expect to be destroyed by it, for it can always find a motive for rebellion in the name of liberty and of its ancient usages, which are forgotten neither by lapse of time nor by benefits received; and whatever one does or provides, so long as the inhabitants are not separated or dispersed, they do not forget that name and those usages, but appeal to them at once in every emergency, as did Pisa after so many years held in servitude by the Florentines. But when cities or provinces have been accustomed to live under a prince, and the family of that prince is extinguished, being on the one hand used to obey, and on the other not having their old prince, they cannot unite in choosing one from among themselves, and they do not know how to live in freedom, so that they are slower to take arms, and a prince can win them over with greater facility and establish himself securely. But in republics there is greater life, greater hatred, and more desire for vengeance; they do not and cannot cast aside the memory of their ancient liberty, so the surest way is either to lay them waste or reside in them.

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

Niccolò Machiavelli

COLOPHON

The Master Machiavellian is a gamezine of postal Diplomacy, its variants, and other wargames, inspired by the spirit and works of the famous statesman, Niccolo Machiavelli. Subscriptions are 10/\$2.50. Openings in Kingmaker (4) for 75¢, and in Russian Civil War (5) for \$1.50. Standbys for Diplomacy and Colonia I/II are earnestly solicited. Please make all checks and money orders payable to "Michael Homeier".

Diplomacy, (c) Avalon Hill Co., 4517 Harford Rd., Baltimore MD 21214, was invented by Allan B. Calhamer.

Editor/Publisher: Michael G. Homeier; Front Page: Niccolo Machiavelli; Game Adjudications: Jonathan I. Reich (1975AV, 1975GG, 1976M, TMM #7), Michael G. Homeier (1975Ufh, 1975BKfh); Contributors: Michael Homeier, Dmitri Z. Manuilsky, Lt. Gen. Daniel O. Graham, The California Tech.

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A REMINDER . . .

"War to the hilt between communism and capitalism is inevitable. Today, of course, we are not strong enough to attack. Our time will come in twenty to thirty years. To win, we shall need the element of surprise. The bourgeoisie will have to be put to sleep. So we shall begin by launching the most spectacular peace movement on record. There will be electrifying overtures and unheard-of concessions. The capitalist countries, stupid and decadent, will rejoice to cooperate in their own destruction. They will leap at another chance to be friends. As soon as their guard is down, we shall smash them with our clenched fist."

-- Dmitri Z. Manuilsky

Lenin School of Political Warfare
Moscow, 1955 - Rept'd by Izvestia.

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ON THE BOARDMAN NUMBERS
by Michael Homeier

Doug Bayerlein, Boardman Number Custodian, has decided to start charging a \$1 fee for each Boardman Number assigned. This is earmarked to go toward the financing of the BN publication, Everything, and the system of recording and evaluating regular Diplomacy games. TMM does not wish to finance this by adding an additional 20¢ to the game fee, and consequently will leave it up to the players to decide if they wish to apply through the GM to Doug for a number. Without a number, the game will not be officially recorded in the annals of Dippy history. Any player or combination of players may contribute the \$1 BN fee in order to have the game included and recorded, but the fee must be received by the GM, who will forward it to the Custodian, by the Fall 1901 turn. It's a good idea to have the games included, but the Staff cannot provide the fee payment, so if players in this publication wish to have their games recorded, they will have to pay the fee themselves. Note this is not a fee for TMM, and we receive nothing. For games without BNs, the TMM House Number will be the identifying designation.

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GAMES SECTION

Deadline all games: 7 January 1977.

1975Ufh, 1975BKfh orders due to: Michael Homeier, my address above.

1975AV, 1975GG, 1976M, TMM #7 due to: Jonathan Reich, 1443 Jonesboro Dr., Los Angeles, CA 90049 U.S.A.

1975Ufh(Col. I)

ANGLO-DUTCH JUGGERNAUT ROLLS ON

Spring 1754

AUSTRIA(CD): F Nap, A Bos, A Clu, A Ven, A Sil, A Sav all /h/.

ENGLAND(Scheutz): F Eng-Nth; F Gom H; F Cub H; F Tah-Ano; F Sam-Spc; F Tar S F Sam-Spc; F Gsl-Que; F Ngs-Bar; F Fij-Cor; F Aus-Tas; F Swe S NE F Psa-Bal; F Eat H/r Nat, Iri, Eng, Bri, Bby, Leo, OTB/; A Ore S FR A Lou; A Fez S A Kam-Con; A Kam-Con; A Nwy-Kar; A Mas-Ohi; A Vir S A Mas-Ohi.

FRANCE(CD): F Bor, A Lou, A Sss, A Par, A Tou, A Niz, A Ont, A Pdy all /h/; A Vol /h/a/; A Gha /h/a/; A Ohi /h/a/.

NETHERLANDS(Hyatt): F Mal S F Cpc-Sid; F Beo S SP F Gos-Sos; F Col-Mls; F Psa-Bal; F Wat H; F Swa-Sea; F Gab-Gog; F Sur H; F Cpc-Sio; A Don S EN F Swe; A Han-Psa; A Bav-Vie; A Rhi-Bur; A Uga S A Ken-Eth; A Ken-Eth; A Chi-Pru; A Bol H; A Moz-Tan; A Ama-Col; A Jav H; A Ant-Nor; A Utr-Rhi.

N.M.R. ←

BYZANTIUM(Greenwell?): F Emd; F Wio, F Ars, F Bla, F Aeg, F Jer(sc), A Sof, A Nub, A Kha, A Mah, A Afg, A Dam, A Izm, A Cnp all /h/.

PORTUGAL(Stimmel): F Azo S F Lis-Eat; F Mat C A Bha-Gha; F Mla-Sia(ec); F Gbe-Bha; F Can S F Lis-Eat; F Lis-Eat; F Cam S F Mla-Sia(ec); A Bha-Gha; A Agt S A Bra; A Opo H; A Bra S A Agt.

RUSSIA(Schnaath): F Bal-Sgk; F Ecs-Scs; F Jap-Plp; F Lat-Bal; F Fin-Swe; A Bas-Pol; A Pol-Mor; A Coc-Sia; A Bma S A Coc-Sia; A Ben-Cir; A Pra S A Pol-Mor; A Rom S BY A Sof-Bos/nso/; A Sun H; A Sza H; A Mac-Coc; A Lit-Smk.

SPAIN(Gomignani): F Nwg-Wpc; F Gil-Mel; F Pps(wc)-Lgn; F Hon(ec)-Car; F Mex(ec)-Car; F Gos-Scs; F Mnl S F Gos-Scs; A Arg-Gas; A Sah S A Sen-Vol; A Sen-Vol; A Tex S A Cal; A Cal S A Tex; A Bnn-Num; A Ash S PO A Bha-Gha.

One more N.M.R. for Byzantium and I'll have to let Rich go - lack of standbys or not . . . I'll see if I can work something out. Note: although there is a crack right here on my GM map, I do not believe Ecs connects with Mnl (Fred can check me on this.). Press:

PETROGRAD: "Inhospitable alleged monarch al armed by presence of English Sea Dogs. Curses Cossack Express for failure to deliver mobilization instructions."

FLORENCE: "Actually 'Petrograd' should be 'St. Petersburg'; latter name retained until 1914 - and this is only 1754!"

LISBOA: "General Rembrandt Van Stroup visits Portugal. Practical jokers place pebbles in his ballot stockings, soap bubbles among his juggling balls, and write 'DUNCE' on his jester's cap."

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1975BKfh(Col. II)

PEACE OR NO PEACE: THE CONTINUING QUESTION

Spring 1753

AUSTRIA(Hyatt): F Tun-Ion; F Mzc S A Moz-Nal; F Aeg-Cnp; F Nap-Adr; A Psa S A Sax; A Pol S A Psa; A Sax S A Bav; A Bav H; A Moz-Nal; A Col S PO A Pru-Ecu; A Vie-Tri; A Lib-Fez; A Ken-Uga; A Tri-Bos; A Som-Ken.

ENGLAND(Scheutz): F Tar S F Tah-Spc; F Bar S A Kar-Ptd; F Bah-Gom; F Wat-Eat; F Wpc H; F Hon(ec) H; F Gog-Ang; F Nth C A Lpl-Nwy; F Eng S F Wat-Eat; F Tah-Spc; F Vir-Fla; F Aus-Tas; A Con S F Gog-Ang; A Kar-Ptd; A Lpl-Nwy; A Lou S A Ohi-Mis; A Ohi-Mis; A Gab-Kam; A Nig-Fez.

FRANCE(Stimmel): F Opo-Lis; F Sog-Lag; F Pei-Wio; F Que-Hud; F Pdy-Bbl; F Tou-Lgn; A Arg-Mad; A Kha H; A Ont-Mta; A Mta-Ora; A Sss H; A Pps H; A Gha-Vol; A Mah-Ben; A Bor-Gas.

NETHERLANDS(Fox): F Bal C A Swe-Lit; F Cam-Sia; F Azo-Gbe; F Mla S F Cam-Sia; F Sur S F Azo-Gbe; F Cpc S A Nal; F Jav-Col; F Utr-Eng; A Rhi S A Han; A Hag S A Han; A Han S A Rhi; A Vza S A Ecu-Ama; A Nal S F Cpc; A Swe-Lit; A Kat-Uga; A Ecu-Ama/a/*.

(CONTINUED)

OTTOMANS(CD): F Bla, F Yem, F Ars, F Emd, A Sof, A Kas, A Bag, A Sin, A Oma,
A Afg all /h/.

PORTUGAL(Reich): F Mac S F Gtn; F Bra-Mat; F Blm-Sur; F Lis S A Lag; F Gtn S
A Sia-Cam; A Sia-Cam; A Pru-Ecu*; A Ama S F Blm-Sur; A Lag S
F Lis; A Zam S A Ang; A Bma H; A Ang S A Zam; A Vdg S F Blm-
Sur/imp/; please see below.

RUSSIA(CD): F Haw, F Cal, F Epc, F Gob, A Irk, A Man, A Kie, A Cri, A Van,
A Mon, A Yuk, A Ura all /h/.

SPAIN(CD): F Can, F Mel, F Ecs, A Ifn, A Sen, A Hue, A Tex, A Mex, A Cad all /h/.

* Just noticed an error in the typing above: the Dutch fleet in Surinam is dis-
lodged by PO F Blm-Sur supported by A Ama, whose support was not cut by the Dutch
army annihilated in Ecu, provided I applied Rule X. correctly . . . The draw
vote was 4 yes, one no, but I'm thinking of ending the game anyway because:

Now I have to be careful about this, because Portugal (Jon Reich) is my friend
and co-TMM-worker, but it appears to me as GM that with the three nations out as
of now, only Portugal will not derive much benefit from it (forget Spain; re -
~~Lisbon and Laga, it's only a matter of tim-~~), certainly nothing compared to the
other four. Therefore, I must ask Fred Hyatt for his considerations, which I
will apply to the determination of the course of this game. Press:

LISBON: "The King announced a new policy today to give more rights to the poor-
er subjects of Portugal. The basis of this policy is a new representative body
elected by all the people. This, coupled with land and educational reforms, are
expected to greatly increase the living conditions of the poor. The King also
took the opportunity to give a New Years message to the people. He announced
that all prisoners jailed for anything less than capital crimes were to be freed.
He then gave his best wishes to all the world for a new year of peace. Long live
the King! May God save and protect him!"

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1975AV SILENCE DESCENDS OVER EUROPE Winter 1906
AS PRESS WRITERS GO ON VACATION

AUSTRIA(Verheiden): Builds A Tri. FRANCE(Kelly): Removes F NAT.
GERMANY(Swabeck): Builds A Mun. ITALY(Weswig): No change.
RUSSIA(Fox): No change.

No press was submitted.

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1975GG QUIET PREVAILS AS Fall 1905
EUROPEAN RULERS LOSE THEIR TONGUES

Summer retreats: AU = A Pic/r/Ven; EN = F Nwy/r/Bar; RU = A Swe/r/Fin.

AUSTRIA(Bourne): F Bul(ec)-Con; F Gro-Ion; F Adr-Apu; A Boh-Mun; A Tus-Rom;
A Ven S A Tus-Rom; A Tyo-Pie; A Ser-Bud.
ENGLAND(Diehl): F Den S GE A Swe; F Ska-Nwy; F Bar S F Ska-Nwy; A Edi H.
FRANCE(Verheiden): F Nth S EN F Ska-Nwy; F Lyo-Tus; F Mid-Naf; F Wes S F Mid-Naf;
A Bur S GE A Mun; A Pie-Ven.
GERMANY(Fox): F Bal S A Ber; A Swe S EN F Ska-Nwy; A Ber S A Mun; A Mun S A Ber;
A Ruh S A Mun.
ITALY(Gemignani): F Tyr S F Ion; F Ion C A Tun-Nap; F Rom S A Tun-Nap; A Tun-Nap.
RUSSIA(Dunn): F Nrg-Edi; F Nwy-Swe/r StP(Nc), OTB/; A Fin S F Nwy-Swe;
A Pru-Ber; A Sil S A Pru-Ber; A Con-Smy.

No press was submitted! Supply center chart follows. Thanks to Tom McNally
for submitting standby orders for Italy.

12/14/76

(1975GG cont.)

Supply Center Chart:

AUSTRIA: Home, Ser, Bul, Rum, Con, Van, Gre (9). Builds one.
 ENGLAND: Home, Nor, Den (5). Builds 1. FRANCE: Home, Spa, Bel, Ger (6). NC.
 GERMANY: Home, Hol, Swe, Swi (5). NC. ITALY: Tun, Rom, Nap, Sty, Tri (3). -1.
 RUSSIA: Home, Ank, Smy, Syr (6). No change.

Postscript: GM error listed G: A Swe as "F" Swa; our apologies.

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1976M EAST BLOC NATIONS MISS BUILDS Winter 1903

AUSTRIA(Verheiden): NBR. Sp '04 orders rec'd. ENGLAND(Diehl): No change.
 FRANCE(Fujihara): Builds F Bre. GERMANY(CD): GM removes F Bal.
 ITALY(McNally?): No change. RUSSIA(van den Boogaard): NBR.
 TURKEY(Kelly): NBR. Sp '04 orders rec'd.

Would Russell Fox, 5160 Donna Ave., Tarsana CA 91356 please standby for Russia? No press was received.

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CHANGES OF ADDRESS

COA: Ron Kelly to #120, 225 Virginia Ave. S.E., Washington D.C. 20061 U.S.A.

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STANDBY POOL

1976M - Russell Fox. Pool status - David Fujihara, Peggy Gemignani, Tom McNally, Eric Verheiden, Ron Kelly, Russell Fox.

MORE?? PLEASE??!!

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TMM KINGMAKER

Still have only three signed up so far(Mike Chumler, Larry Tronam, and Tom Bray). The fee is only 75¢! Copies of the TMM Kingmaker rules from TMM #24 are now available for a SSAE. Cum an' get 'em!

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NEW GAME BEGINS!

To be designated TMM #7 if and until you players opt for a Boardman # (page 2). Player casting was by random lot. Deadline and GM on page two.

AUSTRIA: David Mauth, 203 Lucerne Ave., Lake Worth, FL 33460.
 ENGLAND: Randolph Smyth, 249 First Ave., Ottawa, Ontario K1S 2G5 Canada.
 FRANCE: David Hoffman, P.S.C. Box 3344, Mountain Home A.F.B., ID 83648.
 GERMANY: Thomas Bray, 50 S. 2nd St., Easton, PA 18042.
 ITALY: David Ross, 1267 Mentone Ave., Culver City, CA 90230.
 RUSSIA: Tom McNally 2515 Hampton Rd., Rocky River, OH 44116.
 TURKEY: John Kador, 1220 East West Highway #1711A, Silver Spring, MD 20910.

You will all receive copies of our House rules. Any of you care to join our standby list? Press is welcome, and solicited! Please write some!

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ATTENTION ALL GAMERS: TMM used to be a fine press since let's make it that again!

D&D Returns To TMM!
 THE FR&D LOGS
 from The California Tech

A Long Journey is Kicked Off.

I was born in the town of Portage, first son of the local blacksmith. It was intended that I follow my father's trade, though for a time my mother thought me better suited for the cloth.

Instead, as I grew up, I found myself neglecting both in favor of the studies of nature and mathematics, with the aid of such books and instructors as I could find. One such was the village soothsayer, who taught me herbology and a simple spell of sleep. And, in a more useful vein, he instructed me in the arts of gambling with cards.

I picked up his ideas quickly, but was a total failure when it came to handling the deck. The poor man finally despaired of teaching me to shuffle properly and turned me out.

Road to Adventure.

I started upon a wayward existence, supporting myself by my skill with dice (which require less coordination than cards). My physical attributes of tallness, thinness, and my lack of physical strength combined to lead me to my wandering rather than honest work.

It happened that during the summer of my twenty-third year two minor houses of nobility, Greymoor and Squire, began to quarrel. Mercenaries of both sides were quartered near the village of Hollystone ((now much grown and more widely known as St. Athan - Ed.)) where I had spent some time fleecing incautious peasants at games of "chance." The fighting that followed produced few casualties, fewer animosities, and soldiers from both sides began to drink together in the inns.

One such soldier of fortune was Hugh, who first caught my attention by battering me in a game of cubes with my own dice. Rather than repeat the experience, I formed a secret partnership with him and we pooled our winning to rent a room at the Fiery Gronkel.

Hugh was a swordsman of some merit, lucky to boot, but utterly lacking in intelligence. He was a devout Catholic and might have made a good, pious (though totally unlettered) cleric, but had chosen instead the path of the fighting man. Still, there was this indefinable something about him.

Most men liked Hugh; animals loved him. Wild birds would land to eat grain out of his hand in the winter, and it was a foolish man who scared away Hugh's "birdies". He considered himself a potential hero of legendary proportions, and longed to follow the path of the "immortal warriors" who had produced much excitement at the inn that bleak January by describing their deeds of glory.

The Coming of Golden Boy.

It was while sitting before the fire at such a time that I was presented with a strange plan by Lloyd Sean of the clan MacDougall. Lloyd, I might point out, had made quite a reputation for himself by swearing allegiance to both the Houses of Greymoor and Squire and then courting the fairest maidens of each. Having learned nothing of the hazards of living danger-



((CONTINUED))

ously, he and his brother Robert now proposed to gather a small expedition to explore the dungeons beneath a ruined castle about ten miles from town.

My first reaction was that Lloyd had suddenly gone mad. He explained to me how the ruins were rumored to be filled with lost treasure and I pointed out that the best ways of getting rich were also among the best of getting killed. They were leaving at sunrise and "could really use me in the party." I told him I never got up before noon and what good was a man who didn't wear armor and could fight only with a dagger? "But what if Hugh wants to go?" "Then he can bloody well go without me," I replied, knowing full well he wouldn't. My final answer was, "Never in a million years." Lloyd left figuring I was still being noncommittal. But when they rode off the next morning I wasn't there.

Much to everyone's surprise they came back that night not only alive, but considerably richer. Depending who you asked, the treasure had come from the lair of a sleeping red dragon, an evil wizard, or a roomful of fifteen- (later twenty-) foot giants. Hugh asked me why we hadn't gone and left looking hurt and uncomprehending when I told him I hadn't been interested. I began to realize I was trapped.

For the next few days Lloyd and Hugh took turns working on me until I finally consented to go on the next expedition. The rest of the week was spent organizing the mob of people who were intent on coming with us and getting rich quick. I used part of the time to buy some equipment and practice my sleep spell on some rowdies at the inn. A spell that could put Hugh to bed when he was drunk might just be useful in a dungeon.

So it was that on the morning of the fourth of February I found myself in a party with fifteen other hopefuls and their hired men riding towards the ruins of an ancient castle with the one hope that if Hugh could get himself sliced up a bit he might get discouraged enough to leave me in peace for the rest of the winter . . .

NEXT INSTALLMENT: Part II - "Blood 'n' Gore"

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MIND TEASER 1 - The Mathematical Bookworm

An ambitious "bookworm" decided to digest some mathematics from a two-volume treatise on probability placed on a shelf in the usual manner. Beginning with the first page of volume I, the bookworm bored in a straight line through to the last page of volume II at the rate of $\frac{1}{2}$ inch per day. If the pages of each volume are 1 inch thick and each cover is $\frac{1}{8}$ inch thick, how long did it take the bookworm to digest all that mathematical knowledge?

ANSWER: I'll tell ya next issue! This way I keep yer interest - Psych 101!

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WHO THE HECK IS MICHAEL GEORGE HOMER?

by m.g.h.

After two and a third years of publishing The Master Machiavellian, I have finally acquiesced to public demand to reveal my identity. Some will find this interesting, others boring; to the former, my humble thanks, to the latter: MAKE YOUR SAVING THROW!

I am 17 years old and a sophomore at the University of California at Los Angeles (where else?). I am majoring in political science with a minor in international relations specializing in the Soviet sphere.

I was introduced to Diplomacy in the middle of 1973, and acquired a game of my own that Christmas. Many face-to-face games with my friends ensued, with some interesting results: once, when I was Germany, allied with England, we were attacked by France, Russia, Austria, and Turkey (Italy was out as we had only six players), and England and I actually won! . . . I should print that game . . .

(CONTINUED)

In the summer of 1974, the same friend who introduced me to Dippyland showed me my first Dip zine (Obsession). To be perfectly honest, my brother and I both exclaimed we could do much better than that, and The Master Machiavellian was born.

Having just won the writing contest of the National Council of Teachers of English with a comparison including the Prince, I suggested and it was seized upon to use Machiavelli as a guiding force for a diplomatic publication.

The very first TMM was typed and dragged along by me to Dinki-Con I that August. What a letdown! Imagine a kid nobody had ever heard of dragging in a typed game zine with the wacky sounding name of The Master Machiavellian! Undaunted, we pushed on, eventually emerging after the course of twenty-six issues with the publication you hold in your hands.

My brother had to quit helping due to college, and one by one my other friends had to cease helping, until finally I was doing everything (I mean everything!) by my lonesome except for GM-ing the Dippy games which my very good friend Jon Reich was handling. What I would've done without Jon, I just don't know!

Publishing a zine single-handedly while maintaining a heavy school load is extremely exhausting, mentally and physically (at least for me), but with the exception of shifts in publishing dates mandated by school schedules (we can't afford our own ditto machine) TMM has been pretty regular and, despite the small circulation size, fairly well received.

I have never wanted TMM to become what so many Dip zines have become, all games and nothing else. Not only do I encourage press (hear that, you gamers!?) but I always try to include interesting reading, be it of a historical, humorous, or other line, in each issue. There really is more to this Dip zine than just games.

Well, I've rambled on about three quarters of a page, and I don't know if I've said anything constructive, but if the above conveys to you just a fraction more about the ~~unhappy~~ man behind the mag, I will have accomplished much. Thanks for your interest.

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IN ANY LANGUAGE . . .

Belgium: "Zalig Kerstfeest!"

Norway: "Gledelig Jul!"

The Netherlands: "Prettige Kerstdagen!"

Spain: "Felicis Pascuas!"

Portugal: "Boas Festas!"

China: "Kung Hei Shing Taan!"

Denmark: "Gledelig Jul!"

Italy: "Buon Natale!"

Germany: "Froehliche Weihnachten!"

France: "Joyeux Noel!"

Russia: "S Rozhdostvom Khristovym!"

"С Рождеством Христовым!"

United States and Canada: "Merry Christmas!"

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A TWISTER

Ned Nott was shot,
and Sam Shott was not.
So it is better to be Shott
than Nott.
Some say Nott was not shot.
But Shott says he shot Nott.
Either the shot Shott shot at Nott
was not shot,

or Nott was shot.
If the shot Shott shot shot Nott, Nott was shot
But if the shot Shott shot shot Shott,
then Shott was shot,
not Nott.
However,
the shot Shott shot shot not Shott --
but Nott.

U.S. - SOVIET MILITARY BALANCE: WHO'S AHEAD?

By Lt. Gen. Daniel O. Graham
former chief of the Defense Intelligence Agency

By most standards of measuring the balance of military power between the United States and the Soviet Union, the Soviets have surpassed or are surpassing us - despite the "spirit of detente" and the ongoing Strategic Arms Limitation Talks. In the past decade, the Soviets have gone from 224 intercontinental ballistic missiles to more than 1600. In sea-launched ballistic missiles, they have gone from 29 to around 800; in nuclear warheads, from 390 to around 3,500.

America has fallen from being 600 ahead in ICBM's to about 600 behind; from 26 nuclear missile submarines ahead to 13 behind; from 2,900 tactical aircraft ahead to more than 350 behind. The Soviets have more major surface ships than we; they have 168 ground divisions compared with our 19; their 34,500 tanks dwarf our 9,000. And more ominous than the sheer numbers is the single-minded speed with which the build-up occurred.

The United States chose to spend its defense dollars on higher quality weapons, while the Russians traditionally went after quantity. But no longer. It's clear that the Soviets are striving mightily to achieve both numerical superiority and quality. We thought we were far ahead with MIRV, the multiple-warhead-on-one-missile technology. But since 1972 the U.S.S.R. has tested and deployed four new ICBM's - all of considerably heavier payload than ours, three of them with MIRV warheads. One of these new ICBM's - the SS-18 - is so big that it could carry 4.5 MIRV warheads of the size and weight carried on our Poseidon submarine-launched missile.

In addition, the Soviets have begun deploying a new, big-warhead, submarine-launched missile (and new subs to carry it) that can hit any U.S. target from far out at sea and even from the sub's home ports. Their new MIRV-ed missiles and improved warhead accuracy approach our own technology. Their new ships have the latest in propulsion units and bristle with sophisticated missile systems. Five or six years ago, we in intelligence ruled out the possibility of the Soviets' ever matching us in naval aviation. Now they are building a fleet of aircraft carriers.

While it is often said in the West that nuclear war is "unthinkable" because neither side could survive, the Soviets do not have the same perspective on nuclear war. One recent declaration of Soviet war doctrine, published in the nation's foremost military journal (Soviet Military Review - I read it - Ed.), restates the standard Kremlin view that war is an instrument of policy, and, in fact, extols nuclear weapons as an enhancement of that policy. Nuclear weapons, it says, mean that "immeasurably more effective means of struggle are now at the disposal of state power."

The Soviets have not built up their forces, as we have, purely to deter a nuclear war. They build their forces to fight a nuclear war, and see an enormous persuasive power accruing to a nation which can face the prospect of nuclear war with confidence in its survival.

Perhaps the most worrisome aspect of the Soviets' strategy is their civil-defense program. It is now a high-priority matter, with a budget of more than \$1 billion a year. About 20 million young Russians receive civil-defense training every summer as part of annual war games. Sample exercises include: convoy evacuation practice at Leningrad; the adaptation of large refrigerator ships for evacuating the population of Sevastopol; the nationwide organization of ambulance and bus convoys to carry the sick away from major cities. In rural areas, there are readiness tests for those people assigned to receive evacuees from the cities.

The Kremlin firmly believes that it can hold Russian casualties from a nuclear exchange to only ten million. No country of the free world would be able to describe this many deaths as "only". But the Soviets absorbed more than 20 mil-

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lion casualties in World War II. Furthermore, the communists were willing to kill off some six million of their own people just to collectivize agriculture. We should not make the mistake of projecting our rationality onto an adversary who does not share our idea of what risks or costs are acceptable.

Many of the proponents of detente and the SALT agreements maintain that these efforts are the only alternative to nuclear war. This is false. American negotiators often seem overly enamored of "reaching an agreement." That becomes an goal in itself. For the Soviets, a "spirit of detente" is an ephemeral matter, of value largely to inhibit our defense effort. They are looking for agreements that advance their perceived strategic goals.

Verification of treaty compliance is also a serious problem. Any successful SALT agreement obviously requires knowledge of what the other side is doing. Unfortunately, the Soviets consistently attempt to deny us information. They have gone to the trouble of placing acres of naval construction yards under cover, for instance, in order to deny us information on their missile-carrying submarines. They also try to deny us all technical information on their weapons development by working at night when they can escape satellite photography. Stopped-up use of such tactics of deception and counter-action seems hardly in the spirit of detente.

In the pre-detente era, Soviet military adventures such as the Berlin blockade, the grab for South Korea, and aggression against South Vietnam, plus the attempt to place missiles in Cuba, all failed. During the detente era, we have seen no fewer communist military adventures - just more successful ones. Consider the conquests of South Vietnam, Cambodia, Laos and Angola; consider the strong Soviet positions in Syria, Iraq, India, Somaliland, Mozambique, Guinea.

I am convinced that the detente policies that we have pursued lead toward nuclear war, not away from it. The Soviets have consistently shown constraint when faced by superior military power; they have shown less constraint as they perceive us allowing them a military advantage.

I am deeply concerned that we have traded away superior technology in the name of "arms control," as in the Anti-Ballistic Missile Treaty of 1972. And, with the government's blessing, we have sold militarily crucial technology to the Soviets. For example, a sale of 164 machines that manufacture tiny ball bearings milled to extreme tolerances made it possible for the Soviets to catch up with us in the critical MIRV area. These tiny bearings reduce the friction of the moving parts in the guidance system of a MIRV warhead, thereby enabling the missile to change direction in flight rapidly, and thus get sharper on-target accuracy.

Our long lead over the Soviets in computers makes many of our weapons systems technically superior. The on-board computer of a U.S. ICBM, for example, may have to make 800,000 mathematical calculations in the first nine minutes of flight. But this sort of advantage, too, has been eroded by shortsighted sales of computer technology to the U.S.S.R.

To ensure our defense, replacement of our aging B-52 fleet with the B-1 bomber will help, because it will force the Soviets to keep spending heavily on air defense. This is one of the reasons the B-1 is the weapon the Soviets have tried hard to eliminate in SALT talks.

More importantly, we must develop the cruise missile, a system that is expected to be so accurate that it can destroy targets at long distances even without a nuclear warhead. It could penetrate the current Soviet air-defense system, and by modern standards would be relatively cheap.

Most important, we must keep our military research and development healthy and productive. The United States stands today as a first-rate power that has, through a combination of wishful thinking and inattention, allowed a second-rate power to surpass it in many aspects of military strength. We must halt this erosion of the military balance.

TMM Back Issues

continued

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- #14 Fletcher Pratt Naval Wargame #1 (review)(Michael Homier); Dinki-Con II Masters' Game, II (Rod Walker); plugs.
- #15 Canadian Postal Strike; Colonia Errata; Plugs.
- #16 Fletcher Pratt Naval Wargame #2 (review)(Michael Homier); Plugs.
- #17 Pearl Harbor Damage Report (history)(Michael Homier).
- #18 Diplomacy in Action 1925-1939, I (history)(Michael Homier).
- #19 Diplomacy in Action 1925-1939, II (history)(Michael Homier); Plugs.
- #20 Diplomacy in Action 1925-1939, III (history)(Michael Homier).
- #21 House Rules.
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- #23 Politics of Industrialization II (history)(Terry Lucero); Diplomacy in Action 1925-1939, V (history)(Michael Homier).
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- #25 Hymn to the Welfare State (humor)(anonymous); Report From the Trenches, II (game profile)(Timothy Lee); TMM Back Issues, I (critique)(Mike Homier).
- #26 You got it!

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DIPLOMACY AND ETHICS
by Don (Diplomacy) Dewsnap

The question of ethics in Diplomacy may be distasteful to some, since diplomacy in the real world is generally unethical and is a nasty analogy. So first off, realize that ethics is a separate subject, and neither diplomats nor Diplomats need be unethical.

So what is ethics? Broadly, it is the contemplation of the best means to happiness and survival. This includes the consideration of one's self, one's fellow players, the whole hobby of Diplomacy, and anything which contributes to any of the above. So an action is ethical insofar as it promotes survival in these areas, and unethical to the opposite degree.

Some players never tell a lie nor stab an ally. Others play to win no matter what. Most fall somewhere between. Note, however, that this is not a scale of ethics. It is not necessarily unethical to stab someone, nor ethical not to. Almost every move in a game of Diplomacy presents choices. An ethical player will make these choices on the basis of greatest overall survival, as outlined above.

For instance, the object of the game is to own eighteen supply centers. If all games ended in a draw or a tie, the hobby would suffer, for who would want to play? So ideally, every game should have a single winner. It is ethical to win. ((Right on! - Ed.))

However, greatest survival for all players suggests that the ideal state is a seven-way draw every time. Or does it? Actually, no. The main reason to play the game is to learn and demonstrate diplomacy. Ideally, the best diplomat in each game would win. In doing so, he would teach the other players a little more about diplomacy, thus increasing their chances of winning (surviving) in the future. So it is okay to win.

It can safely be said that every stab is the result of failed diplomacy, the stabber's or stabbee's or both. It follows, then, that a stab is a penalty, pain, for not knowing diplomacy well. An ethical player will only stab if it

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(Dip & Ethics cont.)

is the only way to win. He will then find the flaws in his diplomacy that got him into such a position, and figure out how to avoid them. The player who stabs without assuring a win, or who stabs and learns nothing from it, does not increase anyone's survival, including his own, and is unethical.

In sum, then, ethics in Diplomacy amounts to learning to win by diplomacy. A player who is not even trying to improve his skill as a diplomat is a liability to any Diplomacy game and to the hobby. Bearing this in mind, let us move up to ever higher levels of enjoyment and skill as a group, by being ethical as individuals.

I invite comments and questions and ideas, which may be sent to Don (Diplomacy) Downsap, aka 3-D / 152 North Parkview Street / Los Angeles, CA 90026.

((I've never met Don, just received the above by mail with permission to print. I think it's a fine expression of an all-important issue. I hope more people "just send" me such articles . . . Many thanks, Don! - Ed.))

Merry Christmas

and a



Happy

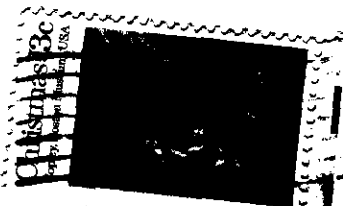
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