

# The Master Machiavellian

VOL. I

#5

A P. - B.O.M.S. P

8 January 1975

## Dispatchio di Machiavelli

Greetings! May you enjoy the most prosperous of New Years, filled with abundance of material goods, spiritual comfort, and great fortune in your diplomatic conflicts!

Remember: those who rise to be great princes merely by fortune have little trouble in rising but very much trouble in maintaining their positions. They meet with no difficulties on the way up as they fly over their rivals, but all their difficulties arise when they are established.

Such are they who are granted a state by favor of a prince of power, as occurred to many in Greece, in the cities of Ionia and Hellespont, who were created princes by Darius in order to hold these places for his security and glory.

Such as these depend absolutely on the good will and fortune of those who have raised them, both of which are extremely inconstant and unstable. A prince must be of great genius to be able to take immediate steps for maintaining what fortune has thrown in his lap, and lay afterwards those foundations which others make before becoming princes.

I would like to remind all princes engaged in 1974HO that in The Master Machiavellian, you are entitled to unlimited press. The Staff is greatly in favor of press, and the more, the better. I do reserve the right to censor, and will use that right on profanities and obscenities. The Staff and I look forward to many enjoyable releases in the future.

On the subject of diplomacy contests, we have one new participant for our second Diplomacy game, to be known as TMM #1, and two participants for our first Colonia game. As soon as six and six, respectively, new princes can be obtained, the matches will commence.

Again, to all periodical publishers and contestants in the field of Diplomacy, and especially those of 1974HO, may the days of the coming year be filled with pleasure and accomplishment.

*Niccolò Machiavelli*

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NOTE: Subbers are welcome to submit articles, and to GM! -- Staff  
NOTE: If a player lives so far away that his orders take a long time to reach us, send 'em in early, or you might miss out!!  
See note in Game Section on Page #2 of this issue -- Staff

STAFF AND INFO

The Master Machiavellian is a gamezine of postal Diplomacy, its variants, and other wargames. Subs are 12 for \$2.50. Game fee is \$1.00 (\$1.50 for Colonia) and does not include a sub. TMM is pubbed every fourth Tuesday. .Diplomacy, copyright Games Research Inc., 500 Harrison Ave., Boston, MA 02118, was invented by Alan B. Calhamer. == Please make all checks payable to Michael George Homeier.

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1974HO DUAL MONARCHY CAUGHT NAPPING Fall 1901 AS FRANCE AND GERMANY BOUNCE IN LOW COUNTRIES

- AUSTRIA(Kissner): N, M RI -- F Alb H, A Tri H, A Bud H.
- ENGLAND(Zimmerman): F Lon-Eng, A Wal H, F Nth-Nwy.
- FRANCE(Osheroff): F Bre-Mid, A Spa-Por, A Pic-Bel.
- GERMANY(Fujihara): F Den H, A Kie-Hol, A Ruh-Bel.
- ITALY(Ferguson): F Ion C A Apu-Tun, A Apu-Tun, A Ven H.
- RUSSIA(Swabeck): F Rum H, F Bot-Swe, A War-Gal, A Ukr S A War-Gal.
- TURKEY(Lucero): F Ank-Con, A Bul-Ser, A Con-Bul.

--Again, folks, orders must be received, not postmarked, by the deadline date (next is 1 February). When mailing orders, try to discover how long it takes for Jon Reich to get them, and mail them in early if you can -- therefore you won't be in trouble like Tom Kissner (we think the Post Office is giving him a problem, but we couldn't hold back thish any longer than we did). Again, deadline 1 February 1975. GM is Jonathan I. Reich, 1443 Jonesboro Dr., L.A., CA 90049 U.S.A. Don't forget: Winter builds are due 1 February!!!

Supply Center Chart:

- |                                      |                                    |
|--------------------------------------|------------------------------------|
| AUSTRIA - Home, even -- no change    | ITALY - Home, Tun -- builds one    |
| ENGLAND - Home, Nwy -- builds one    | RUSSIA - Home, Swe, Rum - blds two |
| FRANCE - Home, Por -- builds one     | TURKEY - Home, Ser, Bul - blds two |
| GERMANY - Home, Hol, Den -- blds two |                                    |

PRESS:

Ankara Herald-Advocate, 26 June '01: "The Sultan announced today that, effective 15 Sept., the national government will be relocated from Constantinople to here. He therefore wishes all matters of importance to him to be sent here rather than Constantinople after 5 September."

Ankara Times-Observer, 27 June '01: "It was announced today by H.I.M. The Sultan that a legislative body, to be known as the National Assembly, will be convened here in January of 1902. The Assembly is to be composed of two houses: the upper house to be of all the land-owning nobles in the Empire not already serving The Sultan as provincial governors or such; the lower house to be composed of representatives elected from areas as nearly equal in population as possible. All of the above representatives and nobles should arrive here not later than 10 January 1902.

MOCKBA (Moscow), Fall 1901: "It seems obvious to me that the deteriorating condition of the State is due to the inability of Tsar Nicolas II to deal with the needs of the nation and therefore I shall

# DAS DEUTSCHES AFRIKA KORPS: HISTORY AND ANALYSIS

by Timothy Lee

## END PART ONE: "The Early War in the Desert."

The 15th Motorized Light Infantry Battalion and the 3rd Reconnaissance Battalion captured the vital Halfaya Pass as Rommel tried unsuccessfully to enter Tobruk. Unable to penetrate its defences, Rommel sealed off the area with Italian infantry and sent his armor to the recently-established Axis line between Halfaya and Sollum. The line was held by a mixed force of Italian and German infantry, while the mobile Axis forces were placed in the rear, ready to meet the British if they tried to turn the Germans' southern flank of the Sollum Line, which ended in the open desert.

They did not have long to wait. On May 15, General Wavell launched Operation "Brevity", in which the 4th Indian Infantry Division was to assault the Axis defences, while the 7th British Armored Division would turn the southern Axis flank. But neither operation succeeded, and the offensive soon ground to a halt. Then Rommel counterattacked, using the 5th Light and the newly-arrived 15th Panzer Divisions to turn the British flank, forcing the 7th Armored to withdraw, exposing the 4th Indian Infantry, and forcing the enemy back to their original starting positions by 18 June. The only objective that the British achieved was the capture of Halfaya Pass, but even that gain was eradicated when the D.A.K. made a strong attack on the British positions at the Pass on 27 May and drove the British occupying forces back.

Prime Minister Churchill sacked Wavell and appointed General Sir Claude Auchinleck of the Middle Eastern Theater in his place. Now both sides began to rebuild their forces and fortify their positions for the coming battles.

So ended the first phase of the war in the North African desert, a long, bloody campaign that was to last over two years and would see a continuous exchange of territory between the Afrika Korps and the reformed British 8th Army.

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## BEGINNING PART TWO: "Men and Equipment of the Afrika Korps."

While Germany's panzer divisions never completely fulfilled the dream of a fully-armored, fully-tracked striking force, they came very close. Thus, at the time of the North African campaign, the armored fighting vehicles and their crews of the Wehrmacht represented the zenith of German technological and manpower achievement; never again would the panzers and their crews perform with such skill, aggressiveness, and dash; never again would they enjoy the technical superiority that their equipment afforded them during this period.

The Wehrmacht's tank forces at the time of the North African Campaign were at the peak of their battle strength; the armored fighting vehicles and their crews were the final products of years of painstaking development and intense training. They had fought and beaten a score of European armies:

They had achieved a string of victories which was very impressive, for the principles of Blitzkrieg had served well -- Poland, Denmark, Norway, Holland, Belgium, France, Yugoslavia, Greece, and now Britain and Russia -- all had fallen or would fall prey to the deadly panzers, their guns blazing, tracks churning up the ground, leaving their tread marks from the snows of Norway to the shores of the Riviera; and now

from the sands of Africa to the steppes of Russia.

Confidence was at an all-time high. The German forces seemed invulnerable to any and all comers, no matter what their size and strength.

Yet there were many cracks in the steel of the German armored divisions: they suffered from a chronic shortage of equipment, failing even to meet their losses; their transportation arm remained wheeled; a defective state of supply; no true armored personnel carriers; and infantry and artillery remained unmechanized.

The German contingent of the Afrika Korps was built around two panzer divisions, the 5th Light and 15th Panzer Divisions, each having a tank regiment of two battalions of 90 tanks each, with three battalions of infantry. A third unit, the 21st Light Division, a collection of miscellaneous infantry and artillery, without any tanks at all. When compared to a normal panzer division, which had 2 regiments of 3 battalions each, the 5th Light and the 15th Panzer were in reality watered-down versions of the original, their strength diluted before they had even arrived in Tripoli.

To add to Erwin Rommel's problems was the fact that what few tanks he did have were not homogenous in either make or type; instead, his numerical strength was unevenly distributed among four different types of tanks of varying quality.

The first modern German tank was the Panzerkampfwagen (PzKw) I, a light tank originally built in 1934 for the sole purpose of training the fledgling crews in the art of mechanized warfare. Armed with two 7.92mm machine guns, with armor 12mm thick and a speed of scarcely over 22mph, this 6-ton, 2-man tank was pressed into combat in the early years of World War II for want of anything better. The inability to withstand anti-tank fire and its mechanical unreliability soon came to light in the Spanish Civil War and during the Blitzkrieg through Poland where it made up most of 217 tank casualties suffered in that campaign. The Panzer I was withdrawn from service, but many found their way into the Afrika Korps, where they were used for reconnaissance purposes.

The Panzer II was an improved version of the Panzer I, but not by much. Its armor was 14.5mm thick, and it sported a 20mm cannon, plus a machine gun. A second crewman was added to the turret, its road range was 110 miles, and it had a weight of 10 tons. Nevertheless, it suffered from the same deficiencies as its predecessor: excessive vulnerability to gunfire and insufficient firepower. In the desert, it was a second-rate battle tank, used for attacking infantry.

These two tanks were the Afrika Korps main fighting strength, the weapons that were to be so devastating in battle. Under Rommel's skillful guidance, the damage they caused was all out of proportion to their numbers.

The PzKw III was originally planned to be the main-battle tanks of the German panzer divisions, with the PzKw IV acting as infantry support. The success of these two models were due to the excellence of their original designs, incorporating the best balance in armor, speed, and firepower. The suspension systems were employing the use of torsion bars to maintain stability, and proved simple and sturdy; while both had relatively thin armor, their roomy superstructures allowed them to be upgunned to heavier and deadlier guns, and both had a considerable improvement in contemporary road speeds as they could do over 25mph.

The PzKw III was equipped with a 37mm gun, then with a short 50mm gun, and finally a long 50mm gun with a high muzzle velocity and armor-piercing performance. The main failure of this tank was in the armament: while armor protection was increased by welding on additional metal, up-gunning was a long and slow process, and the long 50mm gun was not installed until long after the design was made obsolete.

(TO BE CONTINUED)

((press cont.)) call on Erich Swabek to take control of Holy Russia,' said Jrirov ((sp?)) (prime minister and head of the Tsar's government). The young leader was quoted as saying, 'The world is going to see a Russia never seen before -- more united and more powerful!' "

Constantinople Clarion, 31 June '01: "The Sultan announced today the second step in his International Friendship Plan, started with His announcement of discrimination against Christians ((as)) illegal. To this end, it is hereby announced that anyone in the Empire, Christian or Moslem, may hold any office in the Empire he is qualified for, based on a new civil service examination which His Imperial Majesty is hereby instituting. He further announced that representatives to the new National Assembly are to be chosen from geographic regions as nearly equal in population as possible, without regard to class or religion."

Russia ((via Turkey)): "The Tsar wishes to extend his gratitude to the TURKISH Sultan's generous announcement, and wishes to reciprocate. It is therefore announced that, henceforth, Islam will be tolerated in the Russian Empire. Anyone disobeying this order will be dullyppunished."

Smyrna Daily News, 15 July '01: "Due to a lack of interest in H.I.M. the Sultan's announcement that an arms limitations conference was to be held here sometime in October of 1901, the conference is hereby cancelled. It is the sincere wish of His Imperial Majesty that European nations will, at some future time, see the error of their ways, and, should such a time come, He will again entertain representatives from the Great Powers to come to ((an)) agreement ending all war."

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### COLONIA REVIEW

On Sunday, 5 January, the Palisades-Brentwood Organisation of Military Sciences met for a session of wargaming at the home of the Master Magician editor, Michael Homeier. In addition to some priority games, And Fall Weiss: Poland 1939, and some journeys in dungeons, dragons into the "Dungeon of the Great Hall" of Paper Homeier's and cleric's castle, the group managed to devote some three hours and numerous pieces of paper in pursuit of Fred Hyatt's world-wide Diplomacy variant, Colonia.

Being a world-wide variant, we quickly ran into trouble. First, Europe is so small that the provinces of the Great Powers, especially Portugal and the Netherlands, render movement during the game exceedingly strenuous. Secondly, France, Spain, and especially Austria felt gyped at being hemmed in, on the Continent, by their neighbors, and being unable to expand except at these neighbor's expense. Thirdly, the larger the Powers got, the more difficult the paperwork became, as can be well imagined.

HOWEVER!

The problem of European area can be solved by merely enlarging the area of the Continent. So what if it's out of proportion, that's not important -- its playability that counts; so what if it doesn't resemble Europe in the slightest. It is my opinion that the second problem was due mainly to hurt feelings of players whose colonial empires were either not as favorably positioned as their neighbors, or they didn't have any colonial empire at all (i.e., Austria-Hungary). As for the paperwork, true, running thirty to forty units at once is a bit trying, but that's what you're in for with a world-wide variant -- especially one played face to face, as was this one.

Personally, I thought my time was well spent as I found myself engaged in diplomatic conflict on an entirely different scale than regu-

(CONT. OVER)

lar Diplomacy. The intricacies of world-wide forces allowed for the enjoyable situation of being at war allied with one nation against another in Europe, while being allied with the European enemy against the European ally in, say, Asia. This vast maneuverability is aided by the large number of ocean spaces, enabling colonial provinces to be quickly snatched from one's grasp by convoys or naval sea power in a scale that is also different from regular Diplomacy.

All in all, Colonia proved in this play-testing session to be well worth offering in The Master Machiavellian, which we are proceeding to do in addition to playing it during our at-school meetings. And as the very minor problems are ironed out with time, we at The Master Machiavellian will no doubt feel proud at being one of the first to offer games in this outstanding variant.

-- Michael George Homeier

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PLUGS, PLUGS, PLUGS --

Speculum -- Dave Kadlecak, 1447 Sierra Creek Way, San Jose, CA 95032. Subscriptions are 10/\$2 (10/2.30 airmail) in North America, and 10/\$2 (10/\$4.50 airmail) overseas. Has game openings in just about everything -- or in everything! All in all, what with excellent zine reviews, interesting stories, info, and comment. Well worth a sub!!

Claw & Fang -- Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Sub rate 10/\$2 (+30¢ airmail), game fee \$2 plus sub. Has openings. This contains article by Eric Verheiden on retreats, wrap up of a game, and numerous running games. Good repro for ditto -- subscribe.

Impassable -- John Boyer, 117 Garland Dr., Carlisle, PA 17013. Sub is 12/\$2, or 6/\$1. Tri-weekly. Includes info, news, games, letters, editorials, stories, and puzzles, and a nice nativity scene on the cover of the December issue. Also worth a subscription.

Bushwacker -- Fred C. Davis, 3012 Oak Green Ct., St. Louis, MO 63114. Sub 21043. Subs 12/\$2 North America, 12/\$2.50 Overseas. Has openings Monthly. Along with games, stories, etc., talk about variant, for "Economic Diplomacy", which sounds quite good.

Poictesme -- Bruce Schlickbernd, 6194 East 6th St., Long Beach, CA 90803. Sub rate has risen to 10/\$2, \$2.30 airmail. One regular game open. In addition to regular stuff, has lengthy letters section, including some pertaining to the Conrad von Metzke Cover-Up Story. Give this good gamezine a try -- you won't be sorry.

--Seeing as I'm running out of room, and I don't want to cram at the bottom like I did last issue, I'll continue with more plugs next issue! --

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- Think you should mail your orders in earlier???

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