

The Master Machiavellian

VOL. I #6

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

5 February 1975

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:

In examining the character of the seven princes ruling principalities of the continuing Diplomacy game, it is necessary to consider whether or not the reigning prince has such position as to be able in case of need to maintain himself alone, or whether he has always need of the protection of others. The better to explain this I would say, that I consider those capable of maintaining themselves alone who can, through either an abundance of men or money, put together a sufficient army, and hold the field against any one who assails them.

A warning to all princes engaged in diplomatic manoeuvring: a prince should have no other aim or thought, nor take up any other thing for his study, but war and its organisation and discipline, for that is the only art that is necessary to one who commands, and it is of such virtue that it not only maintains those who are born princes, but often enables men of private fortune to attain to that rank. And one sees, on the other hand, that when princes think more of luxury than of arms, they lose their state. The chief cause of the loss of states, is the contempt of this art, and the way to acquire them is to be well versed in the same.

I would like to take this opportunity to call to the attention of any of the princes who have expressed the desire to commence diplomatic on a world-wide scale utilising the Diplomacy variant, Colonia, that we still require the presence of an additional two princes before beginning any political manoeuvrings and intrigues. It is my sincere wish that by the next Master Machiavellian publication, notices of the start of this variant game will be issued. For the second Diplomacy game, on the other hand, it is necessary to acquire six more able princes. Should there be any reader of this treatise who is aware of any prince interested in joining the publication or one of its games, I would be most grateful if he would forward him to The Master Machiavellian.

A warning to all princes once again, but this time on the subject of press: A prince must take great care that nothing goes out of his mouth which is not full of mercy, faith, integrity, humanity, and religion, and, to see and hear him, he should seem to be all of the above-named qualities. And nothing is more necessary than to seem to have the last quality, for men in general judge more by the eyes than by the hands; and in the actions of men, and especially of princes, from which there is no appeal, remember -- the ends justify the means!

Nicco's Machiavelli

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 or \$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 G. Homeier.

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1974HO

FRENCH WORKERS GO ON STRIKE
AS EUROPEAN INDUSTRIES MOBILIZE

Winter 1901

AUSTRIA(Kissner): Blds As Vie,Bud.
ENGLAND(Zimmerman): Blds F Lon.
FRANCE(Osheroff): NBR!
GERMANY(Fujihara):Blds As Ber,Mun.

ITALY(Ferguson): Blds F Nap.
RUSSIA(Swabeck): Blds As War,Sev.
TURKEY(Lucero): Blds F Smy.

--Okay, you guys, next deadline for Spring orders 1 March. Thanks for the great response with the amount of press! Again, mail in low-priority sets of orders early, just in case the great Postal Service louses up the mail delivery. From Jon, your GM: if you're living in the L.A. County Area, send him your phone numbers with your sets of orders. Unfortunately, unless you are willing to accept the charges, we will make no toll calls (can't afford to!). Jon's address: 1443 Jonesboro Drive, Los Angeles, California zip code 90049.

The London Times: "Riots broke out in the city of Manchester yesterday, as workers marched in the streets. Two rival factions of the Chimney-Sweeps' Union clashed, each bearing placards and chanting their respective battle cries: "Combine Fall and Winter moves!" the Tories shouted; "Combine Winter and Spring! Combine Winter and Spring!" was the Whigs' reply. Both parties forgot their disagreements, however, and united in beating up a little old lady from Portsmouth who passed by carrying the sign, "Three Week Deadlines!" ((See comments at end of Press -- MGH))

Ankara Times-Observer, 5 Jan. 1902: "His Imperial Majesty The Sultan announced today that our victorious armies have succeeded in reconquering the revolting province of Bulgaria. The upstart king and his government in Sofia were ousted, and the provincial government re-established. It is hoped that the other Great Powers will take this move for what it is: purely an internal matter, and in no way a threat to them."

Vienna (11 Sept. 1901): "A group of Russian soldiers crossed Austro-Hungarian lines today only to be arrested by the local police chief. Police authorities had this statement to make, 'They were at least one hundred of the Tsar's 'best', armed with knives, forks, and 'Ivanovich' running shoes (training for the Olympics, no doubt), but when they were confronted with overwhelming odds (one to one-hundred), they saw that their cause was hopeless, and surrendered."

Smyrna Daily News, 8 Jan. 1902: "The Sultan announced today that, due to the escalation of arms in Europe and impending conflict, a new fleet is to be constructed here. It is hoped that the other Great Powers of Europe will realize that this is a purely defensive move, made necessary by their actions, and is needed to help defend the newly re-conquered province of Bulgaria."

PART TWO (CONT.): "Men and Equipment of the Afrika Korps."

The early PanzerKampfwagen Mark IIIs proved to be disappointing compromises in mobility and firepower. The tank's puny 37mm gun forced it to fight in close quarters, exposing the thin 14.5mm armor to enemy fire. Weighing 15 tons, it had a limited range of less than 100 miles, with a speed of 20mph. These shortcomings were overcome in later versions, culminating into the Panzer IIIJ model. Also known as the Mark III "Special", it weighed 22 tons, carried armor 50mm thick, and had a speed of 25mph. The Mayback engine was upped by 70 horsepower, increasing the range to 125 miles. The "Specials", with a crew of 5 men, mounted the long 50mm L60 gun, which had a penetration power equal to that of newer Armored Fighting Vehicles. To increase protection, most Mark IIIs had 30mm plate armor bolted on, and were reinforced with extra tracking or sandbags. Quantitatively and qualitatively, the Panzer IIIs were the backbone of the Afrika Korps, supplying much of Rommel's fighting strength.

The Panzer IV was another story. The Mark IV began its life supplying low velocity high-explosive fire with a short 75mm gun. The 17^{1/2} ton tank had 20mm of armor, with a roadspeed of under 20mph. When it became apparent that the Panzer IV's duties were better filled by cheaper turretless tanks, it was up-gunned and up-armored into a most formidable combination of speed, armor, and firepower.

The F series, particularly the F2 models, were the zenith of the design, incorporating the best of Germany's technical ability and combat experience. Manned by a crew of 5, the Panzer IVF2 was equipped with the superb long-barrelled 75mm L43, which had twice the muzzle velocity and armor-piercing ability of the previous gun. Armor was thickened to 50mm, speed increased to 25mph, and weight raised to 25 tons. Spare jerry cans carried on the hull gave the Mark IV a range of over 200 miles. Overall, the Panzer IV was a most versatile vehicle in the desert, a worthy opponent of any enemy tank then in use.

There were no more than 250 Mark IIIs and 50 Mark IVs in the Afrika Korps armory at the time of the war in the desert, but under Rommel's skillful guidance, they caused damage all out of proportion to their numbers.

The principles of the Blitzkrieg required combined arms operations, especially between armor and infantry. As the tanks executed the classic rupture and exploitation of the enemy line, mechanized infantry would be needed to maintain the momentum of the attack. The resulting cooperation and support achieved by these branches welded them into one of the most devastating combinations of World War II: while the tanks protected the infantry from enemy armor, and ensured for a rapid penetration of the enemy line, the infantry would root out enemy soldiers and neutralize their anti-tank guns. Tanks provided a ready concentration of speed and firepower, while the infantry provided the means to hold captured ground.

The mechanization of the infantry produced a need for Armored Personnel Carriers; a demand that resulted in the creation of "Schutzenpanzerwagen" (SPW), armored troop carriers designed to accompany tanks in the infantry support role. There were 2 principle models, the

Sd.Kfz. 250/1, a light, one-ton vehicle that carried six men and the Sd.Kfz. 251, a medium, two-ton carrier with a twelve man crew. Armor was from seven to twelve millimeters thick and 8-14.5mm thick, respectively, with speeds of over 30mph. Both models were semi-tracked, carried machine guns for local security, and featured rear-exiting doors for dismounting the infantry.

Many versions of the basic "Schutzenpanzerwagen" chassis saw service in the D.A.K. in addition to the standard troop-carrier model, Sd.Kfz. Variants served as command vehicles, sporting frame antennas, armored ambulances with their machine guns removed, and as tank hunters mounting 37mm PAK 35/36 anti-tank guns. One Sd.Kfz. 250 code named "Greif", was Rommel's personal mount. Germany's half-tracks possessed enormous versatility and mobility in combat, but they failed to overcome the disadvantages inherent in their design. A major drawback was doctrine: the Wehrmacht deployed its halftracks primarily as armored taxis. Once transported to the battlefield, the infantry was expected to leave and fight on foot. Thus, German APCs were ill-suited as fighting vehicles, a role that they were frequently pressed into for want of anything better. The open tops and thin armor that characterized the Sd.Kfz. series made carriers excessively vulnerable to anti-tank fire; a well-placed AP round would not only wipe out the crew, but the soldiers being transported, as well. The limited cross-country ability was never solved, and the Sd.Kfz. 250 and 251 personnel carriers remained something less than fully fledged fighting vehicles.

Armored cars (AC) were Rommel's eyes and ears. The relatively uncluttered desert, with its wide, open stretches of ground, was ideally suited to armored cars. Their small size, light weight, and gasoline engine enabled them to travel long distances at high speeds and comparative silence. The limited off-road mobility that made armored cars liabilities in other theaters, steep inclines and soft sand, never severely restricted their operations in the desert. Germany produced several armored cars that were to find their way to North Africa. One such "Sanderkraftfahrzeug", or multi-purpose combat vehicle, was the Sd.Kfz. 220 series, a line of light, four-wheeled reconnaissance cars with a range of 350 miles and a speed of 80mph. An open topped turret, covered by a screen mesh frame, was first equipped with a single machine gun, the Sd.Kfz. 221. The Sd.Kfz. 222 mounted a 20mm KWK 38 cannon with a machine gun mounted in its coaxial. Powered by a Horch V-8 gasoline engine, it had a 4-wheel drive and steering, and was mounted on a coil spring suspension. These little, 3-man car was involved in many desert duels, and was noted for its high reliability and performance. A second AC was the Sd.Kfz. 231, a 6-ton, 8-wheeled monster with specially angled sides to deflect enemy fire. The Sd.Kfz. 231 was a heavy AC with 18mm of armor and was manned by 4 men. A Bussing 8 cylinder "Vee" gasoline engine moved it around at speeds of up to 50mph. Designed to fight for its information, the armored car's turret initially mounted a 20mm KWK 30; later variants, such as the Sd.Kfz. 233, had a short 75mm gun mounted in an open turret, and this particular car was used for infantry support. A built-up Sd.Kfz. 231, the 263, was a commander vehicle, and carried full-length frame antennas. Despite the large size and clumsiness of the car, the Sd.Kfz. 231 proved to be highly successful in World War II, having the best cross-country performance of any German armored car.

NEXT -- PART THREE: "Weapons and Artillery of the D.A.K."

(TO BE CONTINUED)

1974HO PRESS (Continued):

Vienna (10 October 1901): "The King was informed today of a shortage of ammunition in the artillery divisions of the Austro-Hungarian Army. When asked what he was doing about this problem, the King said that he was having Russian prisoners trained as cannon-fodder. Questioned as to how the Russians felt about this, the King said that all of the Ivans just think (if this is indeed possible) that they are getting a free trip home."

Ankara Star (12 Jan. 1902): "The Sultan today presided over the first session of the newly-created National Assembly. The delegates and nobles met in joint session, and were informed by His Imperial Majesty that their first task was to write a constitution, which, if He assented, would become law of the land. This task was started, and the constitution is expected to be finished by mid-May."

FRENCH LATE BUILDS:
OSHEROFF BUILDS FBRE.

GERMAN ARMORED LEVIATHANS

by Jonathan I. Reich

Heavy German armor consisted of four main battle tanks: the Panzer-Kampfwagen (PzKw) V, better known as the "Panther", the PzKw VIa, the "Tiger", the PzKw VIIb, "Königstiger", and the PzKw VII, the "Maus".

The Panther was one of the best tanks of the war -- however, it had one very major drawback: its side and rear armor was too light, 43mm on the side and 45mm on the rear. There was, however, 115mm of armor on the front, making it an excellent choice for attack purposes. The Panther carried a 75mm KwK 42 L/70 gun, one of the finest guns of the war. She was provided with 79 rounds of ammunition for this gun. The 75mm gun could pierce 158mm of armor at 500 meters with a muzzle velocity of over 3000 fpm. The Panther, with a 600hp engine, could reach speeds of 37mph on roads and 17mph cross-country. She had a range of from anywhere between 50 and 100 miles, depending on the terrain. Used extensively on both fronts of the war, there were some 500 of these exceptionally deadly tanks produced.

The next major tank was the PzKw VIa, or the Tiger. This tank will be covered at length in the Dr. K. article printed in this magazine at a later date.

The third of the heavies was the PzKw VIIb, also called the Königstiger, Tiger, for good reason: her frontal armor, 180mm thick, was virtually impregnable. The Königstiger carried an 88mm KwK 43 L/71 gun, with 80 rounds of ammunition, and three 7.92mm machine guns, with 5800 rounds of ammunition. Although well armored, she had a speed of only 12mph cross-country, and proved to be too big and clumsy to be practical. Built as an improvement of the PzKw VIa, the Königstiger had a longer gun and better sloped armor, which was to prove decisive in many instances of combat.

The Maus, the last of the German leviathans, appeared in early 1945, but only saw combat in two prototypes. The Maus, the largest tank ever built, mounted not one but two guns! They were a giant 128mm gun, and an extra-longer 75mm gun, such as the one utilized on the Panther. The weight and length-to-width ratio made the Maus too hard to handle, so, like all dinosaurs, it soon became extinct.

SPECIAL ANNOUNCEMENT!

Lately it has come to our attention that The Master Machiavellian is not growing at the rate it should. The reason for this is publicity, and our apparent lack of it. We initiated trades with other gamezines not only for information about the hobby, but also with the understanding that through the plugs we would receive in the trading papers we would get attention, and, as a result, more subscribers -- the only way TMM can stay on its feet and keep going.

Therefore, the staff of The Master Machiavellian has come to the regretful decision that we must cut back on all trades, which are in reality means by which our money is thrown down the drain, which refuse to plug us. Therefore, effective next issue (#7), after having given other magazines a chance to act, we will terminate all trades with those papers which refuse to plug us, or just don't plug anybody.

It is, however, our sincere wish that, once we do get more subscribers and hence a larger pool of finances, we will be able to resume trading with a larger number of publications.

With deep regrets,

Michael George Homeler

Michael George Homeler,

TMM Editor-in-Chief.

GERMAN ARMORED LEVIATHANS--(cont.)

But what of the use of these monsters? They weighed as much as 100 tons. The Panther was suited for operations in all theaters of the war, although it didn't see action in the North African desert. The Konigstiger was best suited for the Western Front, but could, and did, survive on the Eastern Front; it would have been too heavy to operate on the shifting, loose sands of Tripolitania, Cyrenaica, Tunisia, and Egypt. The Maus would have been used mostly in the West because it would have quickly become mired in the Eastern mud and desert sands.

Therefore, while both the PzKw VI and VII could not have been used effectively in the Desert Campaign, the PzKw V, on the other hand, could have proved an excellent mechanized desert weapon. Unfortunately (and luckily), the Panther never saw action in Africa, and her performance can only be guessed at. But no doubt, taking comparable Allied weapons of the period, the PzKw V would have been a most lethal enemy.

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