

The Royal Chronicles of

OSGILIATH

OSGILIATH is the chronicle of an in-person Diplomacy game played on Saturday, 4 December 1971, at the University of California at San Diego, during the Fourth Quarterly Southern California Diplomacy Convention. It may be purchased for 35¢. This is Pandemonium Publication #448, dated 26 January 1971, edited and published by Rod Walker, 4719 Felton St., San Diego CA 92116.

The players in this game were primarily from Los Angeles; in fact, the only local San Diego player involved was George Harter. The game lasted 7 game-years and was then given up to cries of "Let's start another game". The game was played under the new Rulebook. The EREHWON notation system is used: Underlined orders fail. A, army; F, fleet; -, to (attacks); C, convoy(ed); S, support(ed); H, hold; /h/, unordered; /r/, dislodged, retreats to...; /name of space/, space to which dislodged unit retreated; /d/, unit disbanded (by player option or no retreat possible); B, build; D, disband (remove); MS, mutual support (underlined unit's support is cut); /cd/, convoy disrupted; /otm/, ordered to move; /nso/, not so ordered; /nsu/, no such unit; /imp/, impossible order; Lpl, Liverpool; Lvn, Livonia; Tyn, Tyrrhenian; Trl, Tyrolia; Bot, Gulf of Bothnia; Lyo, Gulf of Lyons. In supply center lists: Xxx, center held from previous year(s); ~~xxx~~, center lost this year; Xxx, center gained this year; NC, no change.

In the supply center chart below, * indicates an unbuilt unit (thus, 5* for Austria in 1902 means that Austria held 5 centers after Fall 1902, but could not [or did not] build and went into Spring 1903 with only 4 units.

	01	02	03	04	05	06	07	
AUS	4	5*	5*	6*	5*	5*	3	Bill Meyer
ENG	4*	6*	7	7	9	9	9	Perry Andrus
FRA	6	7	8	9	10	10	11	Paul Mankiewicz
GER	3	2	-	-	-	-	-	George Harter
ITA	5	4	4	3	4	5	5	George Mankiewicz
RUS	6	5	4	3	-	-	-	Robert Check
TUR	5	5	6	6	6	5	6	Steve Meyer

The reader should note that there are two sets of brothers in this game. Experience has shown that close relatives in a game is not usually a good policy. In many cases they automatically ally, and in nearly all cases the other

players expect them to ally, even when they have no intention of doing so. This tends to skew the play of the game very badly.

The game below occasionally prints comments by the players. These comments were submitted by them to the Gamesmaster before the then-current orders were adjudicated. The Gamesmaster was Rod Walker.

Spring 1901: AUSTRIA: I have a good alliance with Turkey against Russia, and a hopeful alliance with Germany. ENGLAND: Future target is Germany. Immediate gains to be gotten in Scandinavia due to Russian promise of help and solid alliance with France. Also alliance with Italy & Turkey. FRANCE: Expansion is the name of the game in 1901. Marseilles can enter Spain due to neutrality with Italy. F Mid can grasp Spa, Por, or fend off England [in Brest], move to Pic for help on Bel, or aid against England. Burgundy neutral in deals with Germany. All interests served at sake of nobody's ill feelings. GERMANY: Non-aggression with France. He offers me

Holland and Belgium. Alliance against Russia with Austria--but I don't really trust Austria. ITALY: Have active alliance with Russia against Austria. Have non-aggression with France, amiable understanding with England. No negotiations with Austria. RUSSIA: I have an alliance with France, since I suspect a German-Austrian alliance against me. TURKEY: I have an alliance with Austria. Russia has played into my hands and given me the Black Sea (I hope). Permanent alliance with England (safe bet!).

AUSTRIA: F Tri-Alb, A Bud-Ser, A Vie-Gal.
ENGLAND: F Lon-Nth, F Edi-Nrg, A Lpl-Edi.
FRANCE: F Bre-Mid, A Par-Pic, A Mar-Spa.
GERMANY: F Kie-Bal, A Ber-Kie, A Mun-Ruh.
ITALY: A Rom-Tus, F Nap-Tyn, A Ven H.
RUSSIA: A War-Sil, F StP(sc)-Bot, A Mos-Ukr, F Sev H.
TURKEY: A Con-Bul, A Smy-Con, F Ank-Bla.

Gamesmaster comments: The players show good perception of their neighbors, and the moves follow their expectations. There are some questionable moves, though. Germany's F Kie-Bal is inexplicable. As a move against Russia it is no more powerful than F Kie-Den, since Russia can be most damaged by a stand-off in Sweden this Fall. Doing it from Denmark, Russia loses a supply center while Germany still gains one. This way, Germany must suffer loss in order to make Russia do likewise. Italy's failure to negotiate with Austria is unwise. He follows up his manifest hostility with a failure to attack Austria and a weak fleet move to the Tyrrhenian. Russia smells the Austro-German alliance, and moves to Silesia, against the less likely attack, not to Galicia, against the more likely one. As against Russia, A Smy-Arm is more powerful; Turkey's prospects are now more limited.

Fall 1901: AUSTRIA: Strong alliance still with Turkey. I might pin Russia this turn. I could lose a center to Italy. ENGLAND: Still after Germany, early start due to an OK from France, who will be going to Belgium. Russia off-balanced Germany, leaving him wide open. Turkey also hurt para-roid Russia. Long term treaty with France. Next target--Russia. FRANCE: England and I are the most powerful 2-power alliance on the board. Neutrality with Italy is necessary and still maintained. Russia stabs, so beware. If everyone stabs Germany, nobody's feelings are hurt but his, but who cares what a loser feels? GERMANY: I am assuming Russian A Sil-Ber. ITALY: I'm afraid I've allied with a weak player in Russia. Austria trusts me implicitly--I'm going to hate to stab him so early. TURKEY: Russia still fooled; I will now get Rumania.

AUSTRIA: A Gal-War, A Ser S TURKISH A Bul-Rum /nso/, F Alb-Gre. Owns: Bud, ~~Tr~~, Vie, Gre, Ser (4). B A Vie.
FRANCE: F Mid-Por, A Mar H /dsu/, A Spa /h/, A Pic-Bel. Owns: Bre, Mar, Par, Bel, Por, Spa (6). Build A Bre, A Mar, A Par.
ENGLAND: A Edi-Den C by F Nth, F Nrg-Nwy. Owns: Edi, Lpl, Lon, Nwy (4). B refused.
GERMANY: F Bal-Ber, A Kie-Den, A Ruh-Hol. Owns: ~~Ber~~, Kie, Mun, Hol (3). NC.
ITALY: A Ven-Tri, F Tyn-Tun, A Tus-Ven. Owns: Nap, Rom, Ven, Tri, Tun (5). B F Nap, A Rom.
RUSSIA: A Sil-Mun, A Ukr-War, F Sev-Rum, F Bot-Swe. Owns: Mos, StP, Sev, War, Mun, Swe (6). B A Mos, A War.
TURKEY: A Con-Rum C by F Bla and S by A Bul. Owns: Ank, Con, Smy, Bul, Rum (5). B A Ank, F Con.

GM Comments: The general assault on Germany might be explained by his being the only Sandiegian in the group. Whatever the cause, it is somewhat short-sighted. If Germany goes another war will develop in the north. If England/France are willing to pick on Germany while he's down, might they not pick on Russia while he's down? Russia has more need of allies than of victims.

ENGLAND:

Spring 1902: Refused Germany offer of help due to solid alliance with France. Continued support from Russia will make Germany go quickly. Must get set up for the attack on Russia without his getting suspicious. FRANCE: Germany's fate is sealed. England must get onto the continent to be useful; also to be sure he has plenty of room to expand on land. Neutrality still with Italy, but he is my next target. When will he realize this? GERMANY: France says he will support me into Munich if I give him Holland. Next move, of course. Russia said he was moving out of Munich. Liars all, but.... ITALY: Now have an alliance with Turkey (who is an experienced player) against Austria and then against Russia. Russia isn't doing very well elsewhere and I've decided it expedient to get rid of him. TURKEY: Still allied with Austria, have superficial alliances with Russia and Italy to mask my moves.

AUSTRIA: F Gre-Alb, A Gal-Bud, A Ser-Tri S by A Vie.

ENGLAND: F Nwy-Ska, A Edi-Den C by F Nth.

FRANCE: A Bel-Hol, A Bre-Pic, A Par-Bur S by A Mar, A Spa-Gas, F Por-Spa(sc).

GERMANY: A Hol-Kie, A Kie-Mun, F Ber-Bal.

ITALY: A Tri H S by A Ven, F Nap-Apu, F Tun-Ion, A Rom-Tus.

RUSSIA: A War-Gal S by A Ukr, A Mun-Kie, F Sev H S by A Mos, F Swe S ENGLISH A Edi-Den.

TURKEY: F Con-Aeg, F Bla H, A Ank-Arm, A Rum-Ukr, A Bul-Rum.

GM Comments: War with Austria is often a frustrating experience for Italy. If he is helped by Russia and/or Turkey, he wins, but the eastern power then marks him for extermination (especially this is true of Turkey). If he has no eastern help, Austria can usually drive him out or stalemate him, and while he is thus engaged in the east, he is stabbed in the west. Italo-Austrian alliance is far more useful and effective.

Fall 1902: ENGLAND: Made alliance with Germany. It looks good, so will go all-out against Russia. Must get armies into Russia as soon as possible as well as on continent to help France. FRANCE: Firm alliance with England. We'll use Germany to help us beat Russia. We'll wait to see who wins between Austria, Italy, and Turkey before choosing new allies. The North must be collapsed if England is to reach the continent in sufficient numbers to be a power. GERMANY: France to support me into Munich. Perhaps. ITALY: Turkey apparently has reneged on the deal! I have to go back to Russia. France has reassured me of his good intentions, and has told me that he and England are going to get Russia--I'm screwed! England is smiling and Russia doesn't know what's going on.

AUSTRIA: A Bud S TURKISH A Rum-Gal, A Ser-Tri S by F Alb & A Vie.

Owens: Bud, Tri, Vie, Gre, Ser (5). No place to build.

ENGLAND: F Ska-Swe S by A Den, F Nth-Nwy. Owens: Edi, Lpl, Lon, Nwy, Den, Swe (6). B F Lon, A Lpl, refuse 3rd.

FRANCE: A Bur S GERMAN A Kie-Mun, A Bel-Hol, A Pic-Bel, A Mar H, A Gas-Par, F Spa(sc) H. Owens: Bre, Mar, Par, Bel, Por, Spa, Hol (7). B F Bre.

GERMANY: F Bal-S, A Hol-Kie, A Kie-Mun. Owns: ~~Bot~~, Kie, Mun, ~~Wol~~ (2).
D F Bal.

ITALY: F Ion-Gre, F Apu-Adr, A Tri-Trl, A Tus-Rom, A Ven /h/. Owns:
Nap, Rom, Ven, ~~Trl~~, Tun (4). D A Rom.

RUSSIA: A Gal-Rum /r//War/, A Mos S F Sev, F Sev S A Gal-Rum, A Ukr S
F Sev, F Swe-Bal /r//Bot/, A Mun-Ber. Owns: Mos, StP, Sev, War, ~~Wol~~, ~~StP~~,
Ber (5). D F Bot.

TURKEY: A Arm-Sev S by F Bla, A Rum-Gal, A Bul-Rum, F Aeg-Gre. Owns:
Ank, Con, Smy, Bul, Rum (5). No change.

GM Comment: If France wished to move against Italy, this would have been the time. He has the north firmly in hand, and F Spa-Wes, A Mar-Pie would put Italy on the ropes. It would also open all sorts of doors to Turkey, which is why an attack on Italy is not always very wise. How can we account for the disastrous German failure to order F Bal-Ber? If Russia had not ordered A Mun-Ber, he could still have retreated there, and since Germany planned on dislodging him, F Bal-Ber is essential. With 3 units, his bargaining power was considerable. With only 2, and weak play, he may have sealed his own doom.

Spring 1903: FRANCE: England and I will annihilate Germany and Russia. Turkey and Austria are getting strong. We intend to attack them but we must get into position first. Will support Italy as a holding force against Turkey and Austria. GERMANY: Austria wanted me to support him against Tyrolia, but I didn't like his attitude, so told him "no". I told Italy I wasn't moving against him. ITALY: The Austrian-Turkish Alliance appears to be without fault; can't break it up. I have declined France's offer to "help" me by moving into Piedmont. F Spa is moving to Wes, but I can't trust my own brother. France has told me that Germany is go. TURKEY: Russia hopefully sustains fearful losses this turn. Through devious negotiation Austria has maintained his strong position.

AUSTRIA: F Alb-Gre, A Tri H S by A Bud & A Vie.

ENGLAND: F Lon-Nth, F Nwy-StP(nc), F Swe-Bal, A Den H, A Lpl-Yor.

FRANCE: A Hol-Kie, A Bur-Ruh S by A Bel, A Par-Bur, F Spa(sc)-WGs,
F Bre-Mid, A Mar H.

GERMANY: A Kie MS A Mun.

ITALY: F Adr-Alb S by F Ion, A Trl H S by A Ven. // [oh--F Sev /d/]

RUSSIA: F Sev H S by A Mos & A Ukr, A War-Sil, A Ber S FRENCH A Hol-Kie,

TURKEY: F Aeg-Ion, A Rum-Sev S by F Bla & A Arm, A Gal-Ukr.

GM comments: A Rum-Sev, although it opens up Turkey's flank to a great extent, was necessary to insure the capture of Sevastopol (if A Arm-Sev S by F Bla & A Rum, then F Sev H S by A Mos, A Ukr-Rum save Sev). Given an Anglo-French alliance which is fairly firm, the patter of this game seems fairly well set: England/France vs. Austria/Turkey, with Russia and Italy in between.

Fall 1903: ENGLAND: Must get armies on the continent, so gamble on Denmark. FRANCE: Germany is dead. Am now in position to evect Russia from Germany. England now on land through double convoy route in the north. Italy is stabilizing and a good position is materializing against Austria and Turkey. GERMANY: All is yucky. ITALY: Russia wants out of the game quick and is therefore giving his centers to my enemy Turkey. I find I can now sincerely trust France. Now it looks like England, France, and Italy vs. Austria and Turkey, unless I get stabbed. TURKEY: Position could be better. I guessed wrong. Hopefully, I can stall Russia long enough to bring up another army.

AUSTRIA: F Aeg S F Gre /nsu/, A Tri /h/ S by A Vie & A Bud, F Gre /h/.
 Owns: Bud, Tri, Vie, Gre, Ser (5). No place to build.
 ENGLAND: A Den-Lvn C by F Bal, A Yor-Den C by F Nth, F StP(nc) H.
 Owns: Edi, Lpl, Lon, Nwy, Den, Swe, StP (7). B A Edi, A Lpl.
 FRANCE: A Ruh-Kie S by A Hol, A Bur-Ruh S by A Bel, A Mar H, F Wes-
 Tyn, F Mid-Spa(sc). Owns: Bre, Mar, Par, Bel, Por, Spa, Hol, Kie (8). B
 A Par.
 GERMANY: A Kie MS A Mun (A Kie /d/, A Mun /r//Boh/). Owns: ~~Kie~~, ~~Mun~~
 (0). D A Boh. OUT.
 ITALY: A Trl-Tri S by A Ven, F Alb-Gre S by F Ion. Owns: Nap, Rom,
 Ven, Tun (4). NC.
 RUSSIA: A Sil-Mun S by A Ber, A Mos-War, A Ukr-Mos. Owns: Mos, ~~StP~~,
~~StP~~, War, Ber, Mun (4). NC (1 /d/).
 TURKEY: F Bla-Rum S by A Gal, A Sev /h/ S by A Arm, F Aeg S AUSTRIAN
 F Gre. Owns: Ank, Con, Smy, Bul, Rum, Sev (6). Build F Smy.

GM Comments: The Austro-Turkish alliance has two great weaknesses: Austria's inability to build the unit he is entitled to, and the necessity interpenetration of their fronts--they have to mix units but must be very careful not to take each other's supply centers. France and England, with free homelands and distinct fronts, have no such problems. Still, the A/T defense in this type of position is always strong, and the challenge now is to see if it can withstand the western assault.

Spring 1904: FRANCE: We hope to turn the Turkish flank in Russia and to support Italy and perhaps give him the initiative. ITALY: Still solid with France. Russia is cooperating in his own demise. England is still smiling.

AUSTRIA: A Vie-Trl S by A Tri, A Bud S A Tri, F Gre /h/.
 ENGLAND: F StP(nc)-Bar, A Den-Pru C by F Bal, A Edi-Nwy C by F Nth, A Lpl-Yor, A Lvn S A Den-Pru.
 FRANCE: A Ruh-Mun S by A Kie, A Hol H, A Bel-Ruh, A Par-Bur, A Mar H, F Tyn S ITALIAN F Ion, F Spa(sc)-Wes.
 ITALY: F Alb-Gre S by F Ion, A Trl-Tri S by A Ven (A Trl /r//Pie/).
 RUSSIA: A Mun-Boh, A Ber-Pru, A Mos MS A War.
 TURKEY: A Arm-Sev, A Sev-Ukr S by A Gal, F Rum-Bla, F Smy-Eas, F Aeg S AUSTRIAN F Gre.

GM comments: England is using his convoy routes brilliantly. While attempting A Den-Pru, he moves a 3rd army in via Norway (and moves the fleet out of St.P to prepare the way--a ploy that usually works). Turkey now has a much better position. But stalemate looms.

Fall 1904: ENGLAND: Going against Turkey, who was an ally, and will go to win with France. FRANCE: Alliance with England wavering. He must turn Turkey's flank if we're to beat him. ITALY: Russia is certainly being obliging while leaving. There is talk of eliminating England because he has no family ties.

AUSTRIA: A Tyr-Ven S by A Tri, A Bud-Vie, F Gre /h/. Owns: Bud, Tri, Vie, Gre, Ser, Ven (6). Build A Vie (no room for 2nd).
 ENGLAND: A Nwy-StP S by F Bar, F Bal-Pru, A Yor-Nwy C by F Nth, A Lvn S RUSSIAN A War, A Pru-Sil, Owns: Edi, Lpl, Lon, Nwy, Den, Swe, StP (7).NC
 FRANCE: A Kie-Ber, A Mun S ITALIAN A Pie-Trl, A Ruh-Kie S by A Hol, A Bur-Ruh, A Mar H, F Tyn S ITALIAN F Ion, F Wes H. Owns: Bre, Mar, Par, Bel, Por, Spa, Hol, Kie, Mun (9). B F Bre.

ITALY: F Alb-Gre S by F Ion, A Pie-Trl S by A Ven (A Ven /r//Rom/).
Owns: Nap, Rom, ~~Yeh~~, Tun (3). D A Trl.

RUSSIA: A War MS A Mos, A Boh-Vie, A Ber-Pru. Owns: Mos, War, Ber,
~~Yeh~~ (3). D A Ber

TURKEY: A Gal-War S by A Ukr, F Eas-Ion S by F Aeg, F Bla H, A Sev H.
Owns: Ank, Con, Smy, Bul, Rum, Sev (6). NC.

GM Comments: A Sev H cost Turkey a build. He apparently assumed Eng-land would attack Moscow, thus giving him Warsaw. Since A Sev was doing nothing anyway, it should have attacked Moscow (or supported A Ukr to prevent loss of position). Italy's attack on Tyrolia, although successful, was of minimal tactical value. And it cost him Venice. Taking a gamble in Diplomacy should be done when something important is at stake. Gambling the fate of Venice for possession of Tyrolia strikes this observer as akin to "new lamps for old" in the tale of Aladdin.

Spring 1905: ITALY: Things don't look too good. England is presently experiencing grave inner turmoil concerning whom he must now stab. Wish I had his worries.

AUSTRIA: A Bud S TURKISH A Gal, A Ven H, A Tri H, A Vie H, F Gre H.

ENGLAND: F Nth H, A Nwy-StP S by F Bar, A StP-Lvn S by F Bal, A Lvn-Pru S by A Sil.

FRANCE: A Kie-Ber, A Ruh-Kie S by A Hol, A Mun-Trl, A Bur-Mun, A Mar-Pie, F Bre-Mid, F Wes-Lyo, F Tyn S ITALIAN F Ion.

ITALY: F Ion H, F Alb-Tri, A Rom-Ven.

RUSSIA: A Boh S FRENCH A Mun-Trl, A Mos MS A War.

TURKEY: F Eas-Ion, F Aeg S AUSTRIAN F Gre, A Ukr-War, A Sev-Mos, A Gal H, F Bla H.

GM Comments: Austria is getting tired of the game. Or something. His orders are useless. A Vie-Trl, A Bud-Vie would have saved him from France and from Russia. A Tri and A Ven could have supported A Vie-Trl, and the move might have worked (although in this case there would have been a stand-off). Turkey is not coming to grips with the Russian problem.

Fall 1905: FRANCE: We still wait on England. Which way will he turn?

ITALY: Things look ripe for the big stab by France.

AUSTRIA: F Gre-Alb, A Ven/h/ S by A Tri (A Ven /d/), A Vie /h/ S by A Bud. Owns: Bud, Tri, Vie, Gre, Ser, ~~Yeh~~ (5). No room to build 1.

ENGLAND: F Bar-Brg, A StP-Mos S by A Lvn, A Pru-War S by A Sil, F Bal-Den, F Nth H. Owns: Edi, Lpl, Lon, Nwy, Den, Swe, StP, Mos, War (9).
B A Edi, A Lon.

FRANCE: A Trl-Ven, A Pie S ITALIAN A Rom-Ven, A Mun-Trl, A Ber MS A Kie, A Hol H, F Tyn-Ion, F Lyo-Tus, F Mid-Wes. Owns: Bre, Mar, Par, Bel, Por, Spa, Hol, Kie, Mun, Ber (10). Build A Par.

ITALY: A Rom-Ven, F Ion-Apu, F Alb-Tri. Owns: Nap, Rom, Ven, Tun (4).
B F Nap.

RUSSIA: A Mos MS A Mos [sic] /d/, A Boh S FRENCH A Trl-Vie /nso/, A War /h/ /d/. Owns: ~~Yeh~~, ~~Yeh~~, ~~Yeh~~ (0). D A Boh. OUT.

TURKEY: A Ukr /h/ S by A Sev, A Gal-Boh, F Bla-Rum, F Eas-Ion S by F Aeg. Owns: Ank, Con, Smy, Bul, Rum, Sev (6). NC.

GM Comments: Turkey fooled around, and now England has Moscow and Warsaw. Even Turkey's latest moves are useless. Why not support Russia? Better that than English domination of the north.

Spring 1906: FRANCE: Allies? In Diplomacy? Defenses being built up on coast. If England keeps driving on Turkey, I'm safe. Need a fleet at home. ITALY: The Eng-Fra Alliance seems to be winning, and I don't think they're going to want a weaker 3rd power sharing in the victory.

AUSTRIA: F Gre-Alb S by A Tri, A Bud-Ser, A Vie /h/.

ENGLAND: A Mos MS A War, A Lvn S A War, F Den-Bal, A Edi-Nwy C by F Nrg, A Lon-Den C by F Nth, A Sil S FRENCH A Mun-Boh.

FRANCE: A Kie-Mun S by A Ber, A Hol H, A Par-Pic, A Mun-Boh S by A Trl, A Pie-Mar, F Wes-Tun, F Tyn S ITALIAN F Nap-Ion, F Tus-Lyo.

ITALY: F Nap-Ion S by F Apu & F Alb, A Ven-Tri.

TURKEY: A Ukr H S by A Sev, F Ion /h/ S by F Aeg (F Ion /r//Eas/), F Rum-Bla, A Ukr S A Gal (conflicting order), A Gal /h/.

GM Comments: A danger of stalemate positions is disloyalty and the fear of it. However, the Anglo-French alliance seems to have much going its way. Far from being stymied, they seem on the verge of invading Austria's home centers, and they have (through Italy) occupied the Ionian.

Fall 1906:

AUSTRIA: A Ser-Bul, A Tri MS A Vie (A Tri /r//Bud: d/ [see Turkey], F Gre /h/. Owns: Bud, Tri, Vie, Gre, Ser, Bul (5). B A Bud (no room for 2nd).

ENGLAND: A Mos S A War, A War S Sil-Gal, A Lvn S A War, A Sil-Gal, A Den-Pru C by F Bal, A Nwy-StP, F Nth plays chess, F Nrg plays chess with F Nth. Owns: Edi, Lpl, Lon, Nwy, Den, Swe, StP, Mos, War (9). NC.

FRANCE: A Ber H, A Boh S ENGLISH A Sil-Gal, A Mun S A Trl, A Trl S ITALIAN F Alb-Tri, A Hol H, A Pic-Bel, A Mar-Bur, F Lyo H, F Tyn S ITALIAN F Ion, F Tun-Wes. Owns: Bre, Mar, Par, Bel, Por, Spa, Hol, Kie, Mun, Ber (10). NC.

ITALY: F Alb-Tri S by A Ven, F Ion H S by F Apu. Owns: Nap, Rom, Ven, Tun, Tri (5). B A Rom.

TURKEY: A Gal H S by A Ukr (A Gal /r//Bud: d/ [see Austria], A Sev S A Ukr, F Aeg S AUSTRIAN F Gre, F Eas-Ion. Owns: Ank, Con, Smy, ~~Ad~~, Rum, Sev (5). NC (1 /d/).

GM Comment: The Austrian-Turkish position would be vastly stronger if A Gal had retreated to Rumania and A Tri to Serbia (with build of A Bud). Austria would then be up to strength and the Balkans would be a solid mass of armies. As it is, there is no way to save Vienna and the recapture of Trieste is most unlikely.

Spring 1907: FRANCE: More safeguards against England. We both know the world isn't big enough for the two of us. Must expand, Austria is most likely target. ITALY: Austria has begun to deteriorate, dragging Turkey with it. It's now evident that England and France will eventually conflict. Hopefully, I can attach myself to France; if not,....

AUSTRIA: A Bul-Ser, A Vie MS A Bud, F Gre /h/.

ENGLAND: A War-Ukr S by A Gal & A Mos, A Pru-Sil, A Lvn-War, A StP S A Mos, F Nth & F Nrg play cut-throat Diplomacy, F Bal-Den.

FRANCE: A Mun-Sil S by A Ber, A Hol H, A Bel-Ruh, A Bur-Mun, A Trl-Vie S by A Boh, F Lyo-Wes, F Wes-Mid, F Tyn S ITALIAN F Ion.

ITALY: F Ion H S by F Apu, F Tri-Adr, A Ven-Tri, A Rom-Ven.

TURKEY: A Ukr-Rum S by A Sev & F Bla, F Aeg-Con, F Eas-Smy.

GM Comments: Turkey's moves make a French victory almost inevitable. The Balkans are rapidly becoming indefensible and Italian naval forces should now break east and compromise the Turkish homeland. The eastern position is one that will still be hard to break, but it can now be done.

Fall 1907:

AUSTRIA: A Ser-Tri S by A Bud & A Vie (A Vie /d/), F Gre /h/.

ENGLAND: F Nth, F Nrg, F Den all H, A StP-Mos, A Mos-Sev, A War-Gal,
A Ukr S A Mos-Sev, A Gal-Bud, A Pru-Sil. Owns: Edi, Lpl, Lon, Nwy, Den,
Swe, StP, Mos, War (9). NC.

Oh! AUSTRIA owns: Bud, ~~Viz~~, Gre, Ser, ~~MA~~ (3). NC (1 /d/).

FRANCE: F Mid-Spa(nc), F Wes H, F Tyn-Ion, A Boh-Vie, A Ber H, A Sil-
Boh, A Hol-Bel, A Ruh-Kie, A Mun S A Ber, A Trl S A Boh-Vie. Owns: Bre,
Mar, Par, Bel, Por, Spa, Hol, Kie, Mun, Ber, Vie (11). B A Par.

ITALY: A Tri-Bud, F Adr-Alb, F Apu-Adr, F Ion-Aeg, A Ven-Tri. Owns:

TURKEY: F Bla-Con, F Con-Yul(sc), F Smy-Eas, A Sev MS A Rum. Owns:
Ank, Con, Smy, Rum, Sev, Bul (6). B F Smy.

Hmmm...And ITALY owns: Nap, Rom, Ven, Tun, Tri (5). NC.

GM Comments: The players agreed to declare a draw between England and France prior to the submission of these orders. This explains some of the more peculiar orders (F Mid-Spa(nc), F Wes H, B A Par, for instance). However, in the opinion of the Gamesmaster, this game would otherwise have been a victory for France.

While the Turkish naval position looks formiddable, it has a fundamental weakness: the Balkans. Austria is now on the verge of collapse. Budapest and Serbia should fall quickly, along with Greece. This eliminates Austria and leaves Bulgaria, Rumania, and Sevastopol open to capture. When this happens, at least one of the fleets must be removed, and Turkey must choose between (a) removing a second fleet and using the remaining army to defend Armenia and his back door or (b) keeping 3 fleets and allowing English armies to pour into his homeland through Armenia. In either event, his position is lost.

France thus wins easily. He has 11 centers and needs 7 more. Without exerting himself, and particularly given Italy's anxious loyalty, he can pick up Bud, Ser, Rum, Bul, Con for 5, a total of 16. He has maintained excellent defenses against England, and need not expect to lose any. Italy would hold, then, three or four centers which are, in this sense, expendable: Tun, Tri, Gre, and possibly Smy. He could lose two of those to France with no realy change in his relative position: that is, he would take 3rd in the game regardless. Two, at least, Tun and Tri, France could probably take whether Italy wished it or not.

These factors, then, make a French victory almost certain:

1. The collapse of Austria-Turkey.
2. Strong defenses against English treachery.
3. The loyalty of Italy.
4. Ability to pick up most of the remaining centers.
5. A head start toward the 18 required.

The GM therefore notes this game as a technical draw, but an obvious moral (in Diplomacy???) victory for France.