

This is QUARMALL, an extremely irregular Diplomacy\* publication, which comes out only when I feel like it and only when I have something to put in it. The purpose of QUARMALL is to record for posterity the results of interesting in-person games

16 May 1971

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Quarmall 1

which I have Gamesmastered. Because of the of the specialized nature and irregular appearance of the 'zine, it is available only by single-copy purchase and is not available for trade or subscription. The price of a single issue may vary. This is Pandemonium Publication #318, edited and published by Rod Walker, 5058 Hawley Blvd., San Diego CA 92116. This 'zine is called QUARMALL because (a) I like Fritz Leiber and (b) it thus becomes the only Diplomacy 'zine whose name begins with "Q".

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ALLAN B. CALHAMER, the inventor of Diplomacy, began work on the game in 1954. By 1958, the game had reached the state shown on page 3, and in that year it was copyright by Mr. Calhamer. In the following years, 1959-1961, the game assumed the form in which we now know it. The rules for the 1958 version of the game were subsequently published by John McCallum in LAURANIA #2 (1969). Earlier this year, Allan sent several items of Diplomacy memorabilia to various postal GMs, and one of the items he sent me was an ozalid (?) copy of the 1958 board. Having both map and rules for this vintage Diplomacy, it was not long before I decided to see how the game would turn out.

On 8 May 1971, the Triton Wargaming Society of the University of California at San Diego sponsored its quarterly Diplomacy and wargaming mini-convention. The "Riot of Spring", as it was called, lasted from noon to nearly midnight and was attended by Diplomacy players and other wargamers from all over San Diego County and from many parts of Los Angeles. It was a fertile field from which to draw good players for the game, and many of those who came had come expressly to play in it. So, for 10 hours, play it we did, with the results you will see.

THE BOARD for 1958 Diplomacy is similar to the modern-day board. It is, on the whole, more cut up. Each Great Power has an extra neutral province, for instance, and the Mid-Atlantic is cut into four pieces. Some of the more obvious changes: Denmark does not border on Sweden; Switzerland and Albania are supply centers, Tunis is not; Constantinople is entirely in Europe, and is separated from Asia by the Sea of Marmara; Erzerum and Cologne are home supply centers for Turkey and Germany, respectively, instead of Smyrna and Munich; Finland has two coasts; Ionian does not border on the Eastern Mediterranean; there is no Helgoland Bight; and so on. If the capitals do not show up well on the map, they are: Austria, Vienna; England, London; France, Paris; Germany, Berlin; Italy, Rome; Russia, St. Petersburg; Turkey, Constantinople. Naval bases are: Austria, Trieste; England, London; France, Brest; Germany, Kiel; Italy, Naples; Russia, St. Petersburg & Sevastopol; Turkey, Constantinople.

THE RULES for 1958 Diplomacy are in most instances the same as those we use now. The victory criterion is 18 units actually on the board. In two important matters, however, the rules are very different. These differences involve builds and convoys.

At this point it is necessary to quote from the 1958 rules.

**BUILDS.** "Armies start in their capital, fleets in their naval base. If a country has lost its naval base, it may not raise fleets, unless and until it recaptures its naval base. If a country has lost its capital, it should immediately name another of its original supply centers as capital. If it recaptures its original capital, the capital moves back automatically."

**Opening Positions.** "The countries start the game each with two armies in its capital and one fleet in its naval base; except that England starts with two fleets and one army, and Russia starts with two armies in her capital and one fleet in each of her two naval bases."

**Occupation of Build Centers.** "A country may have any number of its own fleets in its naval base and any number of its own armies in its capital. When multiple units are in one province, however, they are worth only one in defence of that province. They may not support each other, nor may they both support the same unit outside the province. Only one of them may receive support in the capital or naval base. An army may not move into its own capital if one of its own fleets is in it, nor a fleet into its naval base if occupied by its own army. But the presence of such units shall not prevent the raising of a unit in its proper place."

**CONVOY.** "If a fleet and army are in the same province, the army may be ordered 'on board' the designated fleet and the fleet moved on the same move. [Ed. note: This seems to refer to a situation only possible only if one of these units has just been built in the province in question.] If an army is in a coastal province to which a fleet could ordinarily move, it may move in, provided the army is ordered on board. If the fleet is in a coastal province to which the army could ordinarily move, the army may move in, provided it is ordered on board at the same time. Once an army is on board a fleet, the two units may not support each other, nor has the army any fighting power. The army stays with the fleet until the fleet puts in at some coastal province. Then the army may be ordered off, provided the fleet is also ordered out on the same move. If the army is attacked at this time, it is treated as if it had been located there previously and had not been ordered to move. If the fleet is prevented from moving, the army stays on board. Both the fleet and the army may receive support from other surrounding units, but may not support each other until the army is disembarked." [Ed. note: Some questions remain unanswered. If an A/F is dislodged and cannot retreat, it would appear that both units are annihilated. If A/F Lyo-Mar, then it appears that the A must be disembarked on the next turn before it can move inland (i.e., to Gas or Bur or Swi). In the game, however, I told the players that I would rule that the army could immediately move away, and that the fleet could move away also, or stay in Mar, and that this accomplished disembarking. I now think this is contrary to these rules, but am not sure. Other comments will appear as appropriate.]

**THE PLAYERS.** AUSTRIA, Jon Verdick. ENGLAND, Ric Stephenson. FRANCE; Bill Masek. GERMANY, Rich Purdy. ITALY, Perry Andrus. RUSSIA, Bill Stoddard. TURKEY, Peggy DeRose. **GAMESMASTER,** Rod Walker.

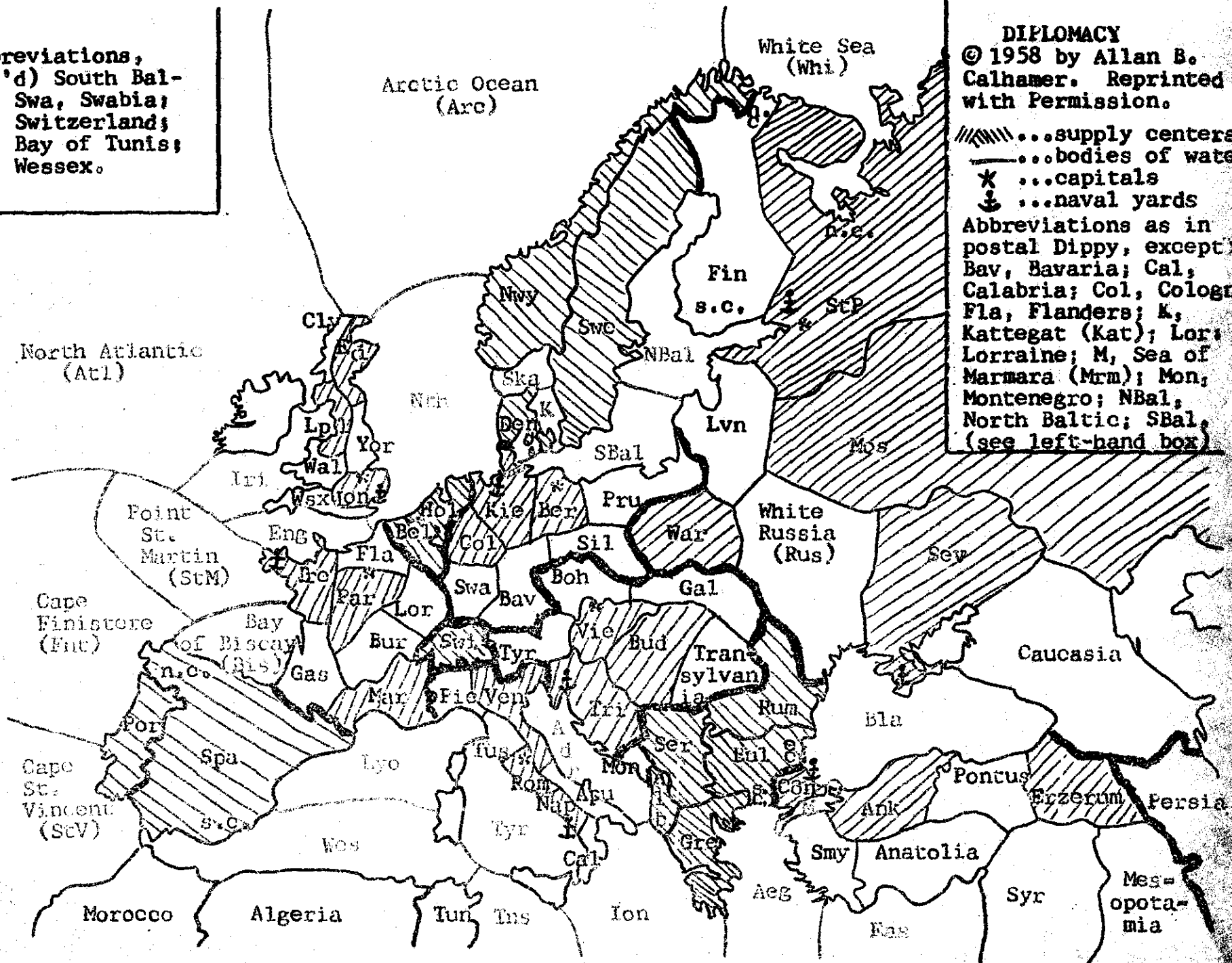
**THE GAME.** The arrangement of opening positions and the rules on building hamper mobility as compared with the modern game. Some areas are far more sensitive than we are used to: the Black Sea, for instance. Allan Calhmer told me that bloody battles over Switzerland and the Black Sea were common features in early games, and the reader will see that they are common here, too. The strategic situations of the Great Powers are vastly changed.

(Abbreviations, cont'd) South Baltic; Swa, Swabia; Swi, Switzerland; Tns, Bay of Tunis; Wsx, Wessex.

**DIPLOMACY**  
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- ////// ...supply centers
- ...bodies of water
- \* ...capitals
- ⚓ ...naval yards

Abbreviations as in postal Dippy, except: Bav, Bavaria; Cal, Calabria; Col, Cologne; Fla, Flanders; K, Kattegat (Kat); Lor, Lorraine; M, Sea of Marmara (Mrm); Mon, Montenegro; NBal, North Baltic; SBal, (see left-hand box)



Germany, for instance, is far more open in the west, but better off in the east (where Russia cannot prevent him from taking Warsaw in FO1, should he choose). Turkey is cut off from her Asiatic possessions, and is particularly hard put to defend Erzerum. On the other hand, he can now pick up two easy builds in the west, which helps to compensate somewhat. Italy has an uncertain future, and is destined even more to a "watch and wait" game than in the modern version, while Austria threatens Venice and he does not threaten Trieste. England's position is far less mobile. Well, you'll see how things work out.

Spring 1901 -- HERE WE GO!

AUSTRIA: A Vie-Gal, A Vie-Bud, F Tri-Mon.  
 ENGLAND: A Lon o/b F Lon; A/F Lon-Nth, F Lon-Wsx.  
 FRANCE: A Par-Lor, A Par-Bur, F Bre-Bis.  
 GERMANY: F Kie-Hol, A Ber-Bav, A Ber-Kie.  
 ITALY: F Nap-Cal, A Rom-Tus, A Rom-Ven.  
 RUSSIA: A StP o/b F StP(sc); A/F StP(sc)-NBal, A StP-Lvn, F Sev-Rus.  
 TURKEY: A Con-Bul, A Con o/b F Con; A/F Con-Aeg.

Fall/Winter 1901 -- BLOODY BATTLES OVER SWITZERLAND, RUMANIA; ENGLISH IN KIEL

AUSTRIA: A Gal-Bun, F Mon-Alb, A Bud-Ser. Owns: Bud, Tri, Vie, Alb,  
 Ser (5). Build A Vie, A Vie.  
 ENGLAND: F Wex-Nth, A/F Nth-Kie. Owns: Edi, Lpl, Lon, Kie (4).  
 Build F Lon.  
 FRANCE: A Lon-Swi S by A Bur, F Bis-Spa(nc). Owns: Bre, Mar, Par,  
 Spa (4). Build A Par.  
 GERMANY: F Hol-Bel, A Kie-Den, A Bav S ITALIAN A Ven-Swi. Owns: Ber,  
 Col, Kie, Bel, Den (4). Build A Ber.  
 ITALY: F Cal-Ion, A Ven-Swi, A Tus-Pie. Owns: Nap, Rom, Ven (3). No  
 change.  
 RUSSIA: F Rus-Rom, A Lvn-Rus, A/F NBal-Swe. Owns: Mos, StP, Sev, War,  
 Swe (5). Build A StP.  
 TURKEY: A Bul-Rum, A/F Aeg-Gre. Owns: Ank, Con, Erz, Bul, Gre (5).  
 Build A Con, F Con.

GM Comment England's precipitous action has set the tone of the game and of the war in the north. He is lucky that neither France nor Russia wishes to attack him at the moment. Italy seems to have made the best of a bad situation, and now dominates the approaches to Marseilles and Trieste, as well as holding the balance of power in the Balkans. Taking advantage of all this will take some sly diplomacy, however. Turkey, having put himself in posture for war with Austria, foolishly decides to annoy Russia, too. But Russia's build is almost pro-Turkish. As Mr. Spock would say, fascinating...

Spring 1902 -- BALKANS GET CROWDED, BUT NOBODY WANTS RUMANIA

AUSTRIA: A Gal-Ira, F Alb H S by A Ser, A Vie-Bud, A Vie-Gal.  
 ENGLAND: F Kie-Hol, A Kie H /d//Col/, F Nth S F Kie-Hol, F Lon-Wsx.  
 FRANCE: A Par-Fla, F Spa(nc)-Por, A Bur-Mar, A Lor-Swi.  
 GERMANY: A Den-Kie S by A Ber & A Bav, F Bel-Fla.  
 ITALY: A Ven-Swi, F Ion-Gre, A Pie-Mar.  
 RUSSIA: A/F Swe-SBal, F Rus-Bla, A Lvn-War, A StP-Lvn.  
 TURKEY: F Con-Bla, A Bul-Ser S by A Gre, F Gre-Aeg, A Con-Bul.

GM Comment: England and Turkey both disembarked units this turn. The English order (A Kie H, F Kie-Hol) was clearly legal within the rules. If Germany had ordered F Bel-Hol (thus preventing F Kie from moving), then the A Kie would have remained aboard the fleet and, unable to retreat, both of them would have been annihilated. I am not sure about the Turkish order. Can an army support while disembarking? I ruled the support valid here, although it was cut.

### Fall/Winter 1902 -- SWITZERLAND RETAINS PRECARIOUS INDEPENDENCE

AUSTRIA: A Tra-Rum S by A Gal & A Ser, A Bud-Tri, F Alb-Gre.  
ENGLAND: A Col-Kie S by F Hol (F Hol /a/), F Nth-Nwy, F Wsx-Nth.  
 Owns: Edi, Lpl, Lon, Kie, Nwy (5). Build A Lon, F Lon (1 /a/).  
 and AUSTRIA owns: Bud, Tri, Vie, Alb, Ser, Rum (6). Build A Vie.  
FRANCE: A Par-Fla, A Lor-Swi, A Bur-Mar, F Por H. Owns: Bre, Mar, Par, Spa, Por (5). Build A Par.  
GERMANY: A Ber-Kie, A Kie-Hol S by F Bel, A Bav-Swi. Owns: Ber, Col, Bel, Den, Hol (5). Build A Ber.  
ITALY: F Ion-Alb, A Ven-Tyr, A Pie-Mar. Owns: Nap, Rom, Ven (3). N.c.  
RUSSIA: F Rus-Bla, A Lvn-Mos, A/F Bal S ENGLISH A Col-Kie, A War H.  
 Owns: Mos, StP, Sev, War, Swe (5). No change.  
TURKEY: A Bul-Ser, A Con o/b F Con; A/F Con-Bla, A Gre H S by F Aeg.  
 Owns: Ank, Con, Erz, Bul, Gre (5). No change.

GM Comment: Germany's situation is now very bad, and it appears that he has no friends. France seems unwilling to build further naval power in order to help fill up the Mediterranean naval vacuum. He can afford to do so, since his three armies at the German/Italian front are really quite sufficient. If Russia is fighting Germany, why does he not take Denmark? Possibly it is reserved for England, but it seems unwise to leave Germany at 5 units. The Italian player is in this game and a Youngstown Variant section across the room. His playing shows it. He has failed to negotiate anything in the Balkans. He has failed to take Switzerland (which he could have in either season this year), and he has unnecessarily antagonized Austria by moving to Tyrolia. At the same time, he complains about Italy's bad position (which, at this point, is his fault), and resigns in W02. He is replaced by Elmar Schmeisser. The expected bloody battle over the Black Sea is now developing.

### Spring 1903 -- RUSSIA FLANKS TURKEY; SWITZERLAND FALLS

AUSTRIA: A Vie-Tyr S by A Tri, A Gal-Tra, A Ser & F Alb S ITALIAN F Ion-Gre (not so ordered) (F Alb /d//Adr/), A Rum-Bul.  
ENGLAND: A Lon o/b F Lon; A/F Lon-Nth S by A Kie (A Kie /d//Col/) & F Nwy, F Nth-Den.  
FRANCE: A Fla-Bel S by A Lor, A Bur-Swi, A Par-Bur, F Por-Spa(sc).  
GERMANY: A Bav-Kie S by A Ber, A Ber-Bav, A Hol MS F Bel.  
ITALY: F Ion S TURKISH A Gre-Alb, A Pie-Ven, A Tyr H /d//Boh/.  
RUSSIA: A Mos-Cau, F Rus-Bla, A War H, A/F S Bal-Swe.  
TURKEY: A Gre-Alb S by F Aeg (impossible), A/F Con-Bla, A Bul-Rum.

### Fall 1903 -- GERMANY, ITALY, AND TURKEY IN TROUBLE

AUSTRIA: F Adr-Alb, A Rum-Bul S by A Ser, A Tra-Ser, A Tri-Vie, A Tyr-Ven. Owns: Bud, Tri, Vie, ~~A/B~~, Ser, Rum, Bul, Ven (7). Build F Tri.  
ENGLAND: A Col-Hol S by A/F Nth, F Den-Kie, F Nwy H. Owns: Edi, Lpl, Lon, ~~Kie~~, Nwy, Den, Hol (6). Build F Lon.

FRANCE: A Fla-Bel S by A Lor, A Bur S A Swi, A Swi S AUSTRIAN A Tyr-Ven, F Spa(cc)-Wes. Owns: Bre, Mar, Par, Spa, Por, Bel, Swi (7). Build F Bre, A Par.

GERMANY: F Bel H S by A Hol (both /a/), A Ber & A Bav S A Kie, A Kie S A Hol. Owns: Ber, Col, Kie, ~~Wyl~~, ~~Wol~~, ~~Wol~~ (3). No change (2 /a/).

ITALY: F Ion-Adr, A Ven S F Ion (impossible), A Boh-Vie (A Ven /d//Apu/). Owns: Nap, Rom, ~~Wol~~ (2). Remove A Boh.

RUSSIA: F Rus-Bla, A Cau-Erz, A War-Pru, F Swe-SBal, A Swe H. Owns: Mos, StP, Sev, War, Swe, Erz (6). Build F Sev.

TURKEY: F Aeg-Gre, A Alb S ITALIAN F Ion (impossible), F Con-Bla, A Bul-Ser /a/, A Con-Bul. Owns: Ank, Con, ~~Wyl~~, ~~Wyl~~, Gre, Alb (4). No change (1 /a/).

GM Comment: Italy and Turkey now both suffer from the former's failure to conduct effective diplomacy. The cumbersome naval progress of France is an excellent demonstration of two defects of this early version of Diplomacy: lack of mobility around the Straits of Gibraltar and the uselessness of convoy chains. Russia, who is beginning to gain the upper hand against Turkey, has also moved to have a major role in the north. He still has the option of helping Germany or helping cut him up, respectively wise and foolish options. The position at this point, by the way, tends to fore-shadow England, France, and Austria as major powers. Russia is as large as England, but his forces are split and unable to function together; that is, as between the northern and southern wings.

#### Spring 1904 -- GERMANY GOES MAVERICK; SEIGE OF TURKEY INTENSIFIES

AUSTRIA: F Tri-Mon, F Adr-Apu, A Tri-Vie (no such unit), A Vie /h/, A Ven S F Adr-Apu, A Ser-Gre S by A Bul, A Tra-Rum.

ENGLAND: F Den-Ska, F Lon-Wsx, A/F Nth-Bel S by A Hol, F Nwy-Whi.

FRANCE: A Bel-Col /d//Fla/, F Bre-Bis, A Par-Lor, A Bur-Mar, A Lor-Pal, A Swi-Bav, F Wes-Tyr.

GERMANY: A Ber-Sil, A Kie-Col, A Bav-Boh.

ITALY: A Apu-Rom, F Ion-Tyr.

RUSSIA: F Rus-Bla S by F Sev, A Erz-Pon, A Pru-Ber S by F SBal, F Swe H.

TURKEY: A Con-Bul S by F Gre, A Alb-Ser, F Con-Mrm.

GM Note: A serious GM error occurred at this point. The moves above are correctly adjudicated. However, the GM allowed A Ser-Gre and A Alb-Ser to succeed; F Gre (R)-Aeg. This error was not detected until now.

#### Fall 1904 -- GAME REACHES NEW HIGHS OF CONFUSION

AUSTRIA: F Apu-Ion, F Mon-Alb, A Rum-Ser, A Vie H, A Ven-Apu, A Bul S A Gre /a/, A Gre S A Bul. Owns: Bud, Tri, Vie, ~~Wyl~~, Rum, ~~Wyl~~, Ven, Alb, Gre (7). Build A Vie (1 /a/).

ENGLAND: F Whi-StP(nc), F Ska-Den, A Bel-Col S by A Hol, F Bel H /d//Nth/, F Wsx-Eng. Owns: Edi, Lpl, Lon, ~~Wyl~~, Den, Hol, Col, StP (7). Build F Lon.

FRANCE: A Lor-Bel S by A Fla & A Pal, F Bis-StM, A Bav-Kie, A Mar-Swi, F Wes-Tyr. Owns: Bre, Mar, Par, Spa, Por, Bel, Swi, Kie (8). Build F Bre.

GERMANY: A Sil-War, A Boh-Vie, A Kie S ENGLISH A Bel-Col /a/. Owns: ~~Wyl~~, ~~Wol~~, ~~Wol~~, War (1). Remove A Boh.

ITALY: A Rom H, F Ion S TURKISH A Ser-Gre. Owns: Nap, Rom (2). N.c.

RUSSIA: F Bla-Ank S by A Pon, F Sev-Bla, A Swe-Nwy, F SBal-Den, A Ber S FRENCH A Bav-Kie. Owns: Mos, ~~StP~~, Sev, ~~Wyl~~, Swe, Erz, Nwy, Ank, Ber (7). Move capital to Sevastopol. Build A Sev.

**TURKEY:** A Con-Bul S by F Aeg, F Mrm-Ank, A Ser-Gre. Owns: Atk, Con, Bld, Alb, Bul, Ser (3). Remove F Aeg.

**GM Comment:** Austria, his entire insides open for gutting by the Turkish army, managed to escape unscathed. Now, allied with Russia, he should be in good shape. Turkey was unable to defend her Asian possessions, and it would not appear to be only a matter of time before Constantinople falls. With two of his home centers gone, Russia would seem a safe ally. It may be disputed whether England's stab of France while the Russian question is unresolved is merely a blunder or a monumental blunder. As it turns out, the stab was not very effective, either. England has the consolation of a good defensive position, but that is obviously not what he wanted. France, unable to build fleets in the south, and hampered by the long road into the Med., must be infuriated at this latest distraction.

Spring 1905 -- ENGLISH ARMY PERISHES IN RHEIN

**AUSTRIA:** F Apu-Ion S by F Alb, A Vie-Bud, A Vie-Tri, A Ven-Rom, A Rum -Ser S by A Gre.

**ENGLAND:** F Eng-Iri, F Lon-Wsx, F Nth S RUSSIAN A Ber-Kie, F Ska-Den, A Hol S A Col, A Col S A Hol /a/, F StP(nc)-Whi. Now played by Hal Naus.

**FRANCE:** A Kie-Col S by A Pal, A Bel-Hol, A Swi-Bav, F Tyr-Rom, F StM -Atl, F Bre-Eng, A Fla-Bel.

**GERMANY:** A War-Pru.

**ITALY:** F Ion-Apu /d//Cal/, A Rom S F Aeg (?).

**RUSSIA:** A Pon-Ank, F Ank-Mrm S by F Bla, A Nwy-Swe, A Ber-Kie S by F SBal, A Sev-Rus.

**TURKEY:** F Mrm-Bla /d//Con, A Bul-Rum S by A Ser (A Ser /d//Bul).

Fall 1905 -- AUSTRIA STABS FRANCE; RUSSIANS RAVAGE CONSTANTINOPLE

**AUSTRIA:** F Ion-Aeg, F Alb-Gre, A Gre-Bul S by A Ser, A Ven-Swi, A Bud -Tra, A Tri-Tyr. Owns: Bud, Tri, Vie, Ser, Ven, Alb, Gre, Bul, Swi (9). Build A Vie, F Tri.

**ENGLAND:** A Hol-Kie S by F Den, F Wsx-Eng S by F Nth, F Iri-Lpl, F Whi -Arc. Owns: Edi, Lpl, Lon, Den, Atk, Col, StP, Kie (6). No change (1 /a/).

**FRANCE:** F Atl-Lpl, F Eng-Nth /d//Bre/, F Tyr-Rom, A Bav-Kie, A Bel-Hol S by A Col, A Fla-Bel S by A Pal. Owns: Bre, Mar, Par, Spa, Por, Bel, Ser, Kie, Col, Hol (8). No change.

**GERMANY:** A Pru-War. Owns: War (1). No change.

**ITALY:** F Cal-Apu S by A Rom. Owns: Nap, Rom (2). No change.

**RUSSIA:** A Swe-Fin, A Kie-Ber S by F SBal, A Ank H, F Mrm-Con S by F Bla, A Rus H. Owns: Mos, Sev, Swe, Erz, Nwy, Ank, Ber, Con (8). Build F Sev

**TURKEY:** A Rum-Rus, F Con H S by A Bul (both /a/). Owns: Atk, Bld, Ser, Rum (1). No change (2 /a/).

**GM Comment:** The Anglo-Russian détente is a neat bit of diplomacy. France is in trouble, especially with Austria coming at him in the south. Austria, on the other hand, should start to worry about Russia. Against whom, besides Austria, does he need that fleet?

Spring 1906 -- TURKS HEAD BACK HOME?

**AUSTRIA:** F Tri-Ven S by A Tyr, F Alb-Gre (no such unit), F Gre /h/, F Aeg-Con, A Swi S A Tyr, A Tra-Rum S by A Ser & A Bul (A Bul /a/), A Vie-Gal

**ENGLAND:** F Arc H, F Iri H, F Nth H, F Den H, F Eng-StM, A Kie H.

**FRANCE:** F Atl-Fnt, F Bre-Bis, F Tyr-Nap, A Bel-Lor, A Bav-Sil, A Hol-Bel, A Col-Pal. A Pal-Swi.

GERMANY: A War S TURKISH A Rum-Rus (not so ordered).  
 ITALY: A Rom-Ven S by F Apu.  
 RUSSIA: A Fin-StP, F Sev-Rus, A Rus-Gal, A Ank H, F SBal S ...? (incomplete order), A Ber S A Kie, F Bla & F Con S TURKISH A Rum-Bul.  
 TURKEY: A Rum-Bul.

Fall/Winter 1906 -- ANGLO-FRENCH RAPPROCHEMENT SPELLS T-R-O-U-B-L-E!

AUSTRIA: F Aeg-Con, A Rum-Bul S by F Gre & A Ser, A Tyr-Ven S by F Tri & A Swi (A Swi /d//Mar/), A Vie-Gal. Ows: Bud, Tri, Vie, Ven, Alb, Gre, Ser, Bul, ~~Wiz~~, Mar (9). Build A Vie (1 /a/).

ENGLAND: F StM-Ent, F Iri H, F Nth H, F Den-Kie, F Arc-Nwy, A Kie S  
 FRENCH A Col-Bav. Ows: Edi, Lpl, Lon, Den, StP, Kie, Nwy (7). Build A Ireland (i.e., build refused).

FRANCE: F Ent-StV, F Bis-Spa(nc), F Nap H, A Lor-Swi S by A Pal, A Col-Bav S by A Sil, A Bel-Lor. Ows: Bre, ~~Wiz~~, Par, Spa, Por, Bel, Col, Hol, Swi, Nap (9). Build A Par.

GERMANY: A War H. Ows: War (1). No change.

ITALY: A Rom H, F Apu-Ion. Ows: ~~Wiz~~, Rom (1). Remove A Rom.

RUSSIA: F Bla & F Con S TURKISH A Bul, A Rus-Rum, A Ank H, A Ber S  
 FRENCH A Col-Bav, F Sev-Rus, F SBal-Pru, A StP-Lvn. Ows: Mos, Sev, Swe, Erz, ~~Wiz~~, Ank, Ber, Con, Rum (8). No change.

TURKEY: A Bul S RUSSIAN A Rus-Rum /a/. Ows: ~~Wiz~~ (0). OUT.

GM Comment: It looks very much as if Austria is about to get got. Slowly, painfully, France is beginning to move naval power into the south, but it will be another full game-year before even the closest fleet can be employed usefully. Note that after initial experiments, convoys have been abandoned. They are clumsy, of course, but beyond that, the distances at which forces must now fight makes this method very impractical. Note also that the Asian portion of the board has been all but abandoned and that units have yet to move into northern Africa.

Spring 1907 -- NOOSE TIGHTENS ON HAPSBURG THROAT

AUSTRIA: F Aeg-Mrm, F Iri-Adr, A Mar-Bur, A Ven-Rom, A Bul H S by F Gre & A Ser, A Vie-Gal (already there), A Gal /h/, A Vie-Tyr (this is the only A Vie).

ENGLAND: F Iri-StM, F Ent-StV, F Nth-Lon, F Nwy-Nth, F Den-Kie, A Kie-Bav.

FRANCE: F Spa(nc)-Por, F StV-Spa(sc). A Par-Gas, A Lor-Bur S by A Swi, A Bav-Boh S by A Sil, F Nap-Rom.

GERMANY: A War-Gal.

ITALY: F Ion-Alb.

RUSSIA: F Pru-Lvn, A Rum H S by F Rus, F Con H S by F Bla, A Ank-Pon, A Ber H, A Lvn-Pru.

Fall/Winter 1907 -- AUSTRIA FACES ARMAGEDDON AS ITALY MEETS HIS MAKER

AUSTRIA: F Adr-Alb S by F Gre, A Bul-Con S by F Mrm, A Mar-Swi S by A Ven & A Tyr (A Tyr /d//Tri/), A Ser-Rom. Ows: Bud, Tri, Vie, Ven, Alb, Gre, Ser, Bul, ~~Wiz~~, Swi (9). No change.

ENGLAND: F StV-Wes, F StM-Ent, F Lon-Nth, F Nth-Yor, F Kie-Den, A Bav-Tyr. Ows: Edi, Lpl, Lon, Den, ~~Wiz~~, Kie, Nwy (6). No change (1 not built in 1906).

FRANCE: A Sil S GERMAN A War-Gal, A Boh S ENGLISH A Bav-Tyr, A Pal S A Pal (?), A Gas-Mar S by A Bur, F Por-Spa(sc), F Spa(sc)-Lyo, F Nap-Rom,



A Swi S A Bav-Tyr (ENGLISH, i.e.e.) /d//Pie/. Owns: Bre, Mar, Par, Spa, Por, Bel, Col, Hol, Nap, Rom, ~~Swi~~ (10). Build A Par.

GERMANY: A War-Gal. Owns: War (1). No change.

ITALY: F Alb-Adr /d//Ion. Owns: ~~Rom~~ (0). Remove F Ion. OUT.

RUSSIA: A Lvn-StP, F Pru-SBal, A Ber-Pru, A Pon-Ank, A Rum S GERMAN A War-Gal, F Rus S A Rum, F Bla S F Con, F Con S F Bla. Owns: Mos, StP, Sev, Swe, Erz, Ank, Ber, Con, Rum (9). Build F Sev. [Capital is now in St.P.]

GM Comment: Throughtout 1907, Germany was played by Dan Barrows, who stepped in for Rich Purdy while Rich was out to dinner. When Rich cam back, he resigned in favor of Elmar Schmeisser, who was just eliminated as Italy, and is now favored with another hopeless cause in Spring 1908. Of course, buing hopeless with only 1 unit is not unusual...but to be hopeless when you have 9 units, that's...well, it's Austria.

### Spring 1908 -- ANGLO-FRENCH CRUSH AUSTRIAN RIGHT WING

AUSTRIA: A Swi-Bav /d//Pie/, A Ven-Tyr, A Tri-Bul (?), A Vie S A Ven-Tyr, A Ser S A Bul, F Mrm-Con S by A Bul, F Alb-Gre, F Gre-Aeg.

ENGLAND: F Wes-Ins, F Fnt-StV, F Yor-Edi, F Nth-Yor, F Den-Nth, A Tyr S FRENCH A Boh-Vie.

FRANCE: F Spa(sc)-Mar, F Lvo S A Mar-Pie (not so ordered), A Pie-Tus S by F Rom, A Bur-Swi S by A Mar, A Sil-Bav, A Boh-Vie, A Par-Lor, A Pal /h/.

GERMANY: A Gal S RUSSIAN F Rus-Rum.

RUSSIA: A Ank-Smy, F Bla-Ank, F Sev-Bla, A Rum-Bul S by F Con, F Rus -Rum, A StP-Mos, A Pru-Lvn, F SBal-Swe.

### Fall/Winter 1908 -- RUSSIANS RECOVER WARSAW, STAB ENGLAND; GERMANS STORM WAGRAM & TAKE VIENNA AS THOUSANDS OF AUSTRIANS PERISH AT MILAN, GALLIPOLI

AUSTRIA: F Gre & A Ser S A Bul, F Aeg & A Bul S F Mrm-Con (not so ordered), F Mrm S F Aeg-Smy (n.s.o.), A Pie-Ven S by A Tri (A Pie & F Mrm /a/). A Vie-Bud. Owns: Bud, Tri, ~~Vie~~, ~~Ven~~, Alb, Gre, Ser, Bul, ~~Swi~~ (6). Remove A Apu (2 /a/). Move capital to Trieste.

ENGLAND: F Ins-Ion, F StV-Wes, F Yor H, F Edi-Nth, F Nth-Den, A Tyr-Ven. Owns: Edi, Lpl, Lon, Den, Kie, ~~Nwy~~, Ven (6). No change.

FRANCE: F Spa(sc)-Mar, A Mar-Pie S by F Lyo, F Rom S A Tus, A Tus & A Swi S ENGLISH A Tyr-Ven, A Sil-Gal, A Boh S GERMAN A Gal-Vie, A Pal-Bav, A Lor S A Swi. Owns: Bre, Mar, Par, Spa, Por, Bel, Col, Hol, Nap, Rom, Swi (11). Build refused.

GERMANY: A Gal-Vie. Owns: ~~War~~, Vie (1). No change.

RUSSIA: F Ank-Mrm S by F Con, A Rum-Bul S by F Bla, A Sev S F Ank (not possible), F Rus-Rum, A Mos-Rus, A Lvn-War, F Swe-Nwy. Owns: Mos, StP, Sev, War, Swe, Erz, Ank, Ber, Con, Rum, Nwy (11). Build A StP, F StP(sc).

GM Comment: Again the premature stab. Austria is by no means out of the picture, and threatens several Russian centers. The stab nets a single center and no particular positional advantage. Furthermore, the stab is not calculated to take advantage of any possible Anglo-French split and, in fact, probably drives them closer together.

### Spring 1909 -- RUSSIA HAS A FRIEND: GERMANY.

AUSTRIA: A Tri-Vie S by A Bud, A Bul H S by A Ser & F Gre, F Aeg H.

ENGLAND: F Nth-Arc, F Yor-Nth, F Den-Ska, F Wes-Tyr, F Ion S AUSTRIAN F Aeg, A Ven-Apu.

FRANCE: F Lyo /h/, F Mar /h/, A Rom-Nap, A Tus /h/, A Pie-Swi, A Swi -Tyr S by A Boh, A Lor-Pal, A Bav-Ber, A Gal S AUSTRIAN A Tri-Vie /d//Tra/.

GERMANY: A Vie-Gal.

RUSSIA: A War S GERMAN A Vie-Gal, F StP-NBal, A StP-Mos, A Mos-Lvn, F Nwy H, A Smy-Ank, F Mrm-Aeg S by F Con, F Bla S F Con, A Rum-Bul, F Rus-Rum.

Fall 1909 -- SLAVS PUSHED BACK IN HEAVY FIGHTING; GERMANY BITES ALLY

AUSTRIA: A Bud-Gal S by A Vie, A Bul H S by A Ser & F Gre, F Aeg-Eas. Owns: Bud, Tri, Vie, Alb, Gre, Ser, Bul (7). Build A Vie.

ENGLAND: F Nth-Nwy S by F Arc, F Ska-Swe, A Apu-Nap S by F Tyr, F Ion-Aeg. Owns: Edi, Lpl, Lon, Den, Kie, Ven, Nwy, Nap (8). Build F Lon, A Lon.

FRANCE: A Swi-Bav S by A Ber & A Tyr, A Boh & A Tra S AUSTRIAN A Bud-Gal, A Pal-Col, F Mar-Lyo, F Lyo-Wes, A Tus-Pie, F Nap H /a/ (retreat refused). Owns: Bre, Mar, Par, Spa, Por, Bel, Col, Hol, ~~Wap~~, Rom, Swi, Ber (11). Build F Bre, F Bre (1 not built, 1908; 1 /a/).

GERMANY: A Gal-War. Owns: ~~V/φ~~, War (1). No change.

RUSSIA: A War-Pru S by A Lvn, F Nwy-Swe /d//Fin(nc)/, F NBal-SBal, A Ank H, F Mrm S F Con, F Con S F Mrm, A Rum H S by F Bla, F Rus-Sev, A Mos-Rus. Owns: Mos, StP, Sev, ~~Wap~~, Swe, Erz, Ank, ~~StP~~, Con, Rum, ~~Nwy~~ (8). Remove: F Fin(nc), A Ank, F Sev.

GM Comment: France is forced to build his fleets in Brest, regardless of where he wishes to use them. The builds indicate the extent to which this could strain an Anglo-French alliance. Even if England trusts France, it is doubtful he could ever feel very good about such builds. Note that the Austro-French maneuver (F Ion-Aeg, F Aeg-Eas) was made necessary by the fact that, unlike the modern game, Ion does not border on Eas.

Spring 1910 -- RUSSIA ENCIRCLED!

AUSTRIA: A Vie-Bud, A Vie S A Gal, A Bul H S by A Gre & A Ser, F Eas S ENGLISH F Aeg, A Gal S FRENCH A Boh-Sil.

ENGLAND: A Lon o/b F Lon; A/F Lon-Nth, F Arc-Whi, F Nwy-Swe S by F Ska, A Nap-Apu, F Tyr-Ion, F Aeg S AUSTRIAN A Bul.

FRANCE: F Bre-Eng, F Bre-Fla, F Wes-Tns, F Lyo-Tyr, A Col-Kie S by A Ber, A Boh-Sil, A Pie-Ven, A Bav S A Ber, A Tra-Rum, A Tyr-Boh.

GERMANY: A War S RUSSIAN A Rus-Gal.

RUSSIA: F Con S F Mrm, F Mrm S F Con, F Bla-Ank, A Rus-Gal, A Rum H, A Lvn S GERMAN A War, A Pru H, F SBal-Kie.

Fall 1910 -- RUSSIAN NORTH CRUMBLES; GERMANY GOES \*POOF\*

AUSTRIA: A Vie & A Bud S FRENCH A Boh-Gal (not so ordered), A Gal-Rum S by A Ser & A Bul, F Eas-Smy, F Gre S A Bul. Owns: Bud, Tri, Vie, Alb, Gre, Ser, Bul, Rum (8). Build A Vie.

ENGLAND: F Whi-StP(nc), F Ton S F Aeg, F Aeg S AUSTRIAN F Eas-Smy, A Apu H, A/F Nth-Den S by F Ska & F Swe. Owns: Edi, Lpl, Lon, Den, ~~Kie~~, Ven, Nwy, Nap, ~~StP~~, Swe (9). Build F Lon.

FRANCE: F Eng-Nth, F Fla-Bel, F Tyr-Cal, F Tns-Tyr, A Ven-Tyr, A Bav-Ber S by A Kie, A Boh S A Sil, A Ber-Pru S by A Sil, A Tra S AUSTRIAN A Gal-Rum. Owns: Bre, Mar, Par, Spa, Por, Bel, Col, Hol, Rom, Swi, Ber, Kie (12). Build F Bre.

GERMANY: A War H /d//Gal/. Owns: ~~Wap~~ (0). Remove A Gal. OUT.

RUSSIA: F Ank-Smy S by F Mrm, A Rum S A Rus /a/, A Rus S A Rum, A Pru-War S by A Lvn, F SBal-Pru, F Con S F Mrm. Owns: Mos, ~~StP~~, Sev, War, ~~Swe~~, Erz, Ank, Con, ~~Wap~~ (6). Remove F SBal (1/a/). Move capital to Sevastopol.

GM Comment: The situation is propitious for France. England has allowed him to dominate both England itself and Italy, not to mention Germany.

F Cal-Nap S by F Tyr, F Nth-Edi, F Bel-Nth, F Bre-Eng, A Tyr-Ven, A Boh-Bav would probably win the game for France, who would in this way rise to 16 units with clear shots at London and Liverpool for 18 in 1912. But it is possible to resist temptation.

Spring 1911 -- FRANCE SNATCHES HONOR FROM THE JAWS OF VICTORY

AUSTRIA: A Vie-Gal S by A Bud, A Vie H, A Ser-Rum, A Rum-Rus, A Bul S ENGLISH F Aeg-Con, F Eas-Smy, F Gre S ENGLISH F Ion-Aeg.

ENGLAND: A/F Den-Kat, F Ska-Nwy, F Swe-NBal, F StP(nc) H, F Lon-Nth, F Ion-Aeg, F Aeg-Con, A Apu H.

FRANCE: F Nth-Kie (A Kie o/b), F Bel-Fla, F Bre-Bis, A Ber-Pru, A Tyr-Bav, F Cal-Ion, F Tyr-Cal, A Boh S AUSTRIAN A Vie-Gal, A Tra same, A Sil-War, A Pru-War.

RUSSIA: A Lvn-Mos, A War S A Rus, A Rus S A War, F Con H /d// Mrm/, F Mrm-Bla, F Ank H.

Fall 1911 -- RUSSIA VS. THE WORLD

AUSTRIA: A Gal-Rus S by A Rum, A Ser & F Gre S A Bul, A Vie-Gal S by A Bud, A Bul S ENGLISH F Con, F Smy-Mrm. Owns: Bud, Tri, Vie, Alb, Gre, Ser, Bul, Rum (8). No change.

ENGLAND: F Nth H, F Nwy H, F NBal H, A/F Kat-Swe, A Apu H, F Aeg & F Con S AUSTRIAN F Smy-Mrm. Owns: Edi, Lpl, Lon, Den, Ven, Nwy, Nap, St.P, Swe, Con (10). Build A Lon.

FRANCE: F Bis-Fnt, F Fla-Bre, A/F Kie-SBal, F Cal-Ion, F Ion-Tns, A Bav-Ber, A Ber-Pru, A Pru-War S by A Sil, A Boh & A Tra S AUSTRIAN A Vie-Gal. Owns: Bre, Mar, Par, Spa, Por, Bel, Col, Hol, Rom, Swi, Ber, Kie, War (13). Build A Par.

RUSSIA: F Mrm-Con S by F Bla (F Mrm /a/), F Ank H, A Rus-Sev, A War-Rus S by A Mos. Owns: Mos, Sev, ~~War~~, Erz, Ank, ~~Con~~ (4). Remove A Lvn (1 ~~a/~~).

GM Comment: France has chosen the honorable path, which may be unwise. Now he is poised between two smaller (and presumably jealous) powers. It is now close to 10pm, so that anxiousness to get the game over with may now be a reason for loyalty. England, Austria, and France have, in principle, agreed to a 3-way draw when Russia is eliminated.

Spring 1912 -- TRIUMPH OF MILITARY STAFF WORK: EVERY MOVE SUCCEEDS!

AUSTRIA: F Gre-Aeg, F Mrm S ENGLISH F Aeg-Smy, A Bul H, A Rum & A Gal S FRENCH A War-Rus, A Ser H, A Vie H, A Bud H.

ENGLAND: F Con S AUSTRIAN F Mrm, F Aeg-Smy, A Apu H, A Lon H, F Nth H, F Nwy H, F NBal S FRENCH F SBal-Lvn, A Swe-Fin, F Swe H, F StP(nc) H.

FRANCE: F Bre-Fla, A Par H, F Fnt-Bis, A Ber-Sil, F Tns H, ~~A~~ SBal-Lvn, A Boh S AUSTRIAN A Gal, A Sil-War, A Pru S F SBal-Lvn, A War-Rus, F Ion-Tyr.

RUSSIA: A Sev S A Mos, A Mos S A Sev, F Bla-Cau, F Ank-Bla.

Fall 1912 -- GRIEF...AUSTRIA STABS WESTERN ALLIES, MAKES SHALLOW WOUND

AUSTRIA: F Aeg-Con S by A Bul, F Mrm-Ank, A Ser-Tra S by A Gal, A Rum, & A Bud, A Vie-Tyr. Owns: Bud, Tri, Vie, Alb, Gre, Ser, Bul, Rum, Ank, Con (10). Build F Tri, A Vie.

ENGLAND: F Smy S AUSTRIAN S Mrm-Ank, F Con S AUSTRIAN F Aeg-Mrm (not so ordered) /d//Mrm/, F StP(nc)-Whi, A Fin-StP, F NBal S A Fin-StP, F Nwy H, F Swe H, F Nth H, A Lon H, A Apu H. Owns: Edi, Lpl, Lon, Den, Ven, Nwy, Nap, StP, Swe, ~~Con~~ (9). Remove F Nwy.

FRANCE: F Lvn-SBal, A Lvn S A Rus, F Fla-Bre, F Bis-Gas, F Ins /h/, F Tyr /h/, A Par-Bur, A Boh, A Sil & A Tra S AUSTRIAN A Gal (A Tra /a/), A War S A Rus, A Rus S A Lvn. Owns: Bre, Mar, Par, Spa, Por, Bel, Col, Hol, Rom, Swi, Ber, Kie, War (13). Build A Par (1 /a/).

RUSSIA: A Mos S A Sev, A Sev S A Mos, F Cau-Erz S by F Bla. Owns: Mos, Sev, Erz, ~~Wk~~ (3). Remove F Bla.

GM Comment: If Austria had stabbed France, and convinced England to go along, it would have been an interesting game. As it is, he has angered England and cut himself off from help. At this point, barring some radical change in things, this is a "won game" for France.

Spring 1913 -- AUSTRIANS RECAPTURE VENICE; FRENCH SLAUGHTERED AT KIEV

AUSTRIA: F Ank-Mrm /d//Pon/, F Tri-Ven S by A Tyr, A Vie S A Gal, A Gal & A Rum S RUSSIAN A Mos-Rus, A Bud S A Vie, A Bul S F Con (ordered to move), A Tra-Ser,

ENGLAND: F Mrm-Ank S by F Smy, A Apu-Ven, F Nth-Lon (A Lon o/b), F Swe H, F NBal H, F Whi-StP(nc), A StP-Mos.

FRANCE: A Lvn S ENGLISH A StP-Mos, F SBal /h/, A War-Gal, A Pru-Sil, A Rus-Sev /a/, A Sil-Bav S by A Boh, A Bur-Swi, A Par-Lor, F Tyr-Cal, F Ins-Ion, F Bre-Bis, F Gas-Spa(nc).

RUSSIA: F Erz-Bla, A Mos-Rus S by A Sev.

Fall 1913 -- SEIGE OF AUSTRIA BEGINS ANEW

AUSTRIA: F Pon-Ank S by F Con (support impossible), A Bul-Gre, A Ser-Alb, A Rum-Ser, A Gal-Boh S by A Vie, F Ven H S by A Tyr (F Ven /d//Adr/), A Bud-Tri. Owns: Bud, Tri, Vie, Alb, Gre, Ser, Bul, Rum, Con Ank (10). No change.

ENGLAND: A/F Lon-Nth, F NBal-SEal S by F Swe, A Mos H, A Apu S FRENCH A Swi-Ven, F StP(nc) H, F Ank-Mrm S by F Smy. Owns: Edi, Lpl, Lon, Den, Nwy, Nap, StP, Swe, Mos, ~~Wk~~ (9). No change.

FRANCE: F Spa(nc)-Por, F Bis-Fnt, A Lvn S ENGLISH A Mos, A Lor-Pal, A Swi-Ven, A Bav-Tyr S by A Boh (A Boh /a/), A Sil S A War, A War S A Sil, F Cal-Ion, F Ion-Aeg, F SBal /h/ /a/ (retreat refused). Owns: Bre, Mar, Par, Spa, Por, Bel, Col, Hol, Rom, Swi, Ber, Kie, War, Ven (14). Build A Par, A Par, & A Par (2 /a/).

RUSSIA: F Bla S AUSTRIAN F Pon-Ank, A Rus-Mos S by A Sev. Owns: ~~Wk~~, Sev, Erz (2). Remove F Bla.

GM Comment: At this point, now past 11pm, the game terminated in an agreed draw. In the opinion of the GM, France, who needed only 4 units to win at this point, would have obtained them from Austria and would have won in 1915 or 1916. Supply center chart:

	01	02	03	04	05	06	07	08	09	10	11	12	13
AUS	5	6	7	7	9	9	9	6	7	8	8	10	10
ENG	4	5	6	7	6	7*	6	6	8	9	10	9	9
FRA	4	5	7	8	8	9	10	11*	11	12	13	13	14
GER	4	5	3	1	1	1	1	1	1	-	-	-	-
ITA	3	3	3	2	2	2	1	-	-	-	-	-	-
RUS	5	5	6	7	8	8	9	11	8	6	4	3	2
TUR	5	5	4	3	1	-	-	-	-	-	-	-	-

Key to abbreviations:

H, hold (stand); S, support(ed); o/b, on board; /h/, unordered; /d/, dislodged; /a/, annihilated; A/F, army on board a fleet; (sc), (nc), south coast, north coast; underlined orders failed

The GM would like to thank all players for their courtesy and cooperativeness. It was a really good game, well-played, and a good time was had by all. It was a great pleasure to gamesmaster this game.