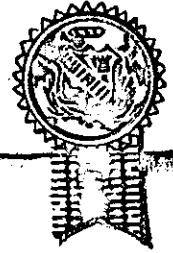


# Diplomacy

By Capt. R. C. Walker, USAF



Diplomacy (and variants based on its rules) is a strategic wargame. As such, it has certain characteristics which distinguish it from most of the "tabletop" wargames, which are basically tactical in nature. It would be correct in most instances to note that tactical games are "non-zero-sum"; that is, the total of values lost and won in any given exchange on the battlefield do not total zero. It is possible, for instance, for both sides to gain or for both to lose; a gain for one side does not necessarily imply a loss for the other.

On the other hand, it is essential to the progress of Diplomacy that it be "Zero-sum". There are 34 supply centers on the board, 22 of which account for units at the beginning of the game. Within two years of play, there is a unit for each center--and at that point, Diplomacy becomes a true multi-player, zero-sum game. A gain for one player automatically means an equal loss for another.

The O-sum element in Diplomacy carries with it a number of implications which make the course of play very different from the tactical games, even

when one does not consider the multi-player element.

First, the "strategic retreat" is almost impossible. In a tactical game, giving up land to gain a positional advantage is a common maneuver. But in Diplomacy, the amount of land held determines the size of one's military forces. Thus, the Diplomacy player is forced to adopt a policy of continual expansion; he must constantly inflict losses on his enemies in order to create gains for himself. Forcing an overconfident and undercautious enemy to impale himself on a well constructed defense line is a tactic which can succeed in chess or Tactics II, but not in Diplomacy.

Second, the potential of the small, detached unit is vastly increased. In a tactical game, a small detached unit is normally, at most, a mere nuisance and runs the great risk of being annihilated by a superior force. Its primary mission is normally to divert some of the enemy's force in the hope that tactical advantage will be gained thereby elsewhere on the battlefield. In Diplomacy, however, a single unit can often cause enormous

consternation without actually endangering itself or its country. To give one example, in game 1966-AA, in which I am playing Austria, a German Army slipped into Italy. It endangered three supply centers of its enemies, but the center which supplied it was at no time in danger. If it captured a center, an entire unit would disappear from the board at a crucial juncture. Consequently, it tied down three offensive and defensive units which tried to keep it out of any supply center and at the same time annihilate it (which wasn't easy because it soon received support from the sea). For a period of time, this unit took three equal units out of effective action--not only because it was behind the allied Austro-Italian lines but because it kept up the constant threat of gaining a supply center. This army (which Germany steadfastly maintained was only a group of Boy Scouts in press releases) was instrumental in the final elimination of Italy from the board.

Third, the zero-sum characteristic makes it possible for a player who appears to be losing to win. In a normal tactical game, a player who is out-

numbered, say, 3-1 may be tempted to resign because he cannot hope to grow while his opponent shrinks, and even if he could force even exchanges, he would be wiped out when his opponent had sustained 1/3 loss. But in Diplomacy, a player may expand, even when so outnumbered. In 1964-D for example, the eventual winner, Austria, had only 4 units in 1906, while England had 11 and Turkey 10 (almost a 3-1 advantage in either case). Yet 10 years later, Austria had 18 units on the board and won. This is, of course, also a result of the multiplayer aspect, but could not have been accomplished without the zero-sum characteristic of the game.

On sum, the fact that gains must equal losses in Diplomacy makes the game different from tactical wargames in at least three ways: (1) Favoring the offensive as the means to victory, (2) Making "suicide missions" more effective, and (3) Creating the possibility of victory, even against enemies with vastly superior strength.

## FELT TOP WARGAMING

by Marty Novak

I became very interested in the Remagen Bridge game by Mr. Bodenstedt, but I could not acquire a 6x6 foot table, nor did I have a place in which to set up the table and have room to walk around it. I solved my problem by using a 6 foot square piece of green felt.

I marked the board off into squares with black 'marks-a-lot'. A continuous strip of blue felt, properly cut, forms the Rhine River. Brown felt strips are used

to form the roads.

The felt board is superior to the table in many respects, the most important of which are storage and transportability. After removing the mountains and forests, I pick up the river and neatly fold it up. Then I fold up the roads and put them in a box with the river. I can now fold up the green felt into a rectangular area 19" x 9" x 3". I would like to see Mr. Bodenstedt transport his board and playing equipment by car, as I can!

The felt board also uses less "playing space" than a table. By playing space I refer to the clear area needed for the board to be set up and the area in which the players move about. I have ruled that all players must participate in clean socks. The players can now walk on the board if necessary, and cut across the corners. Naturally, less space is needed.

If the felt becomes dirty, I can run the vacuum over it. A player must go to more trouble to keep a table board clean.

Because I am using felt, I can rearrange the river and roads for other games besides Remagen. This cannot be done with most table boards, as rivers and roads are built-in.

The felt necessary for board, river, and roads costs between \$7 and \$8, which is cheaper than a table and the covering of artificial grass, gravel, earth etc.

I am sure Mr. Bodenstedt will welcome all of us FELT-TOP WARGAMERS.

# Diplomacy

By Capt. R. G. Walker, USAF



## “WINNING” AT DIPLOMACY

Most people play Diplomacy to win. There are some who may have other motivations, like “experimenting with interesting alliances” or writing a certain type of propaganda (in postal games), but the primary motivation, I would think, is winning. Accomplishing this goal gives one a feeling of accomplishment, having met and defeated not one, but six, opponents on the field of honor (or dishonor, as the case may be).

A novice player may ask, “How can I win this game?” Frankly, there are no definitive rules for winning. Much of what happens to a player, particularly in the early stages of the game, depends upon the caprices of his fellow players. The most accomplished and experienced player will find his elimination is a forgone conclusion if all his neighbors take it into their heads to attack him. On the other hand, a poor or inexperienced player might wind up winning because the foreign relations of the others created fortuitous circumstances for his expansion. To be a winner, therefore, does demand a bit of luck as well as quite a bit of skill.

There are, however, some rules for doing well in a game—that is, to outlive some of the other players and survive until the end or very near the end. I do not pretend to know all of these rules, but the few I have found handy (or learned through unpleasant experiences) are summarized below.

1. Have some alliances: “Diplomacy”, not “War”, is the name of the game. “Loners” get nowhere (usually). Survival, especially in the early stages, is a matter of getting other players to cooperate with you. I distinguish three types of alliances: a. Long-Range. It is often useful to have one ally for nearly the entire game, or at least ½ of it. His location should be such that, if you intend to be a naval power, he will be a land power (or vice versa) and each of you has a clear field of expansion which does not interfere with the other’s

field. An Austria-Turkey alliance is realistic on the first score, but not on the second; a German-French alliance is realistic on the second point to some extent, but not on the first. One of the best alliances on both points is Germany-England—yet it is one which seldom appears. b. Short-Range. Alliances contracted for limited times and objectives are the most common sorts in games—and one or more of them is important to doing much early in the game. It should be remembered that such alliances must be able of yielding tangible benefits early in the game. An Italian-Austrian alliance against Turkey, for instance, is usually unrealistic because maneuvering anywhere to get results takes a year or more, and each party could be distracted easily by events on another border. c. Non-Aggression. This isn’t really an alliance—but if you can’t get a neighbor to ally, it should at least agree not to attack you. A non-aggression pact is often a ruse, but it is essential to survival. It is especially important in sensitive border areas, such as Piedmont, the English Channel, Burgundy, Silesia-Prussia, Venice-Tyrolia-Trieste, Galicia, and so on.

2. Stab when necessary. Having made alliances, the average player will sooner or later be faced with the necessity of dishonoring one or more agreements. A stab may be directed—such as a frontal attack on an ally—or indirect—such as arranging for a third party to attack an ally. Times to stab are when (a) your intended victim is out of position, (b) it will get someone else to make a more advantageous alliance with you, or (c) when you have no choice or nothing else to do. Stabbing when you are in difficulty on another front is inadvisable, as is stabbing a country which can recover from the blow and subsequently give you trouble. In short, indiscriminate stabbing, or stabbing where you have to give warning, is to be avoided. Conversely, you should make every effort to protect yourself against a stab, and the most effective way I

know of is to leave a large and well-defined neutral zone between you and your allies (or ally) to insure some kind of “early warning system”.

3. Observe the balance of power. What happens in the far corners of the board may effect you. If other countries expand rapidly while you expand slowly, they will be in a position to attack you before you can attack them. In one postal game (1966-AA), in which I was Austria and allied with Italy and Russia, I took no steps when an Anglo-German alliance formed (joined by Italy against France) and destroyed both France and Russia early in the game. The result was that my major ally, Italy, was overwhelmingly attacked and destroyed and I was surrounded by Anglo-German forces, augmented by a small but hostile Turkey. Small states are often useful buffers, and at least part of your efforts should be aimed at preserving protection from powerful adversaries.

4. Keep a balance of forces. As a power expands, it should keep in mind building the type of units which will be of most use. For instance, Italy needs naval power early in the game for mobility; yet I have seen Italy’s make her first build an army, thus insuring loss of the game in most such cases. England, a naval power, should remember that by the middle stages of the game, armies will be required for inland penetration. Building too many of one type of unit endangers mobility; a little advance planning is all that is required to avoid this impediment to victory.

The road to victory in Diplomacy depends very much on how you play the game—but it also depends on how others play it. And what they do may in turn depend on your diplomacy. The only way you can create a climate in a game favorable to you is talk people into doing what you want done. There is no victory without talk, without diplomacy—and that, as I said earlier, is what the game is called.

### FUTURE FEATURES

In our next issue, Captain Sir Basil Liddell Hart briefly comments on AH games, John Michalski analyses The Brittany Campaign, Fred Vietmeyer introduces us to Napoleonics, and George A. Lord presents Part One of his Rules for Naval Wargames. Cover by George A. Bradford. Don’t miss this one!!

# Diplomacy

By Capt. R. C. Walker, USAF



## COMMUNICATION IN DIPLOMACY

There is nothing more lamentable than the Diplomacy player who does not communicate. He is like the bridge player who never bids, regardless of his holding --- he only frustrates his partner, which is sometimes fatal and always conducive to never being invited to play again. The uncommunicative Dippy player, however, frustrates his neighbors, which is fatal always, and keeps coming back for more. In over-the-board games, this type of player is easily led-somebody pushes a set of orders in his hand and he turns them in. This aggravates the other players who have no such tractable client states. This is understandable, however, because a lot of new players tend to be uncommunicative because they don't know what's going on yet, and in order to get 7 players it is often necessary to drag in almost anything that is willing to come along for the ride. For this reason, the uncommunicative player is often an excusable hazard in over-the-board play.

I can see no reason why this should be so in postal play. The person who enters a postal game and then proceeds merely to move pieces without communicating is wasting his money. Worse than that, he is wasting the time of the other players and the Gamemaster. And he is inviting disaster.

Why is this? The game of Diplomacy, it seems to me, cannot be played without communication. It is essential to make alliances, coordinate plans, discuss policy, and so on. Yet, despite the fundamental character of the game, many players simply do not bother to do what must be done if they are to survive. It is necessary to look at this type of person, if only to illustrate, in a negative way, the virtues of communication.

What is the uncommunicative player?

1. He is Tractable. Obviously, he has no plans of his own, or he would

have communicated them. Therefore, he is waiting for somebody to say to him, move this way and that. I have done this with many such players with surprisingly good results. One of the reasons he doesn't write may be that he's lazy, and many players do respond to having someone do their thinking for them. With such players, therefore, it is best to avoid general suggestions, like "Let's have a non-aggression pact", and go directly to suggestions like, "Please move F x-y, have A m (S) A n-b," and so on. You may also use this technique with a communicative ally because you want close coordination of moves. But in the case I am currently considering, you are in the position of a liege telling a vassal what you want him to do.

2. He is Untrustworthy. Because an alliance with an uncommunicative player is a one-way street, there is no particular feeling of loyalty on his part. He may at any time be contacted by one of your enemies and submit moves suggested by him. For this reason, he should never be allowed to grow very much or to station forces near your supply centers. And he should be destroyed at the earliest available opportunity. Anybody who hasn't got the courtesy to write even the briefest of notes to his neighbors certainly will not have the good grace to keep an alliance (such as it is).

3. He is not always useful. The immediate assumption of most Dippy players about neighbors who don't even offer peace is that an attack is forthcoming from that quarter. If you are England, say, and you know that Russia is uncommunicative, you may expect that Germany, Austria, and Turkey are all contemplating a preemptive attack on Russia because they have not heard from him. Is it better to ride a dead horse or join in the fray and get a supply center or two out of it. After all, defending Russia may win the enmity of Germany, and you may not want that. In many cases, it is often best to grab what you can rather than go to

the effort of working with a player who can't look out for himself. Furthermore, this type of player is more likely to miss moves than any other--and if you depend on him to help sustain your attack, you may often be bitterly disappointed.

4. He is no fun. Most people play for the sake of enjoyment. The uncommunicative player detracts from this. The game is at its most enjoyable when each player actively participates and competes or cooperates, as dictated by his foreign policy. A player who is a mere puppet for another is a maddening frustration; one who is your puppet is a constant worry. The player who does not communicate is normally also unimaginative and unaggressive, and therefore adds nothing to the game except an anomalous presence, which usually disappears in the first few game-years.

I have been speaking of the habitually uncommunicative player. Many people are temporarily uncommunicative because of temporary personal circumstances or because a particular game has reached a stage where no communication is needed. However, the person who never, or almost never, communicates, in any game at any stage, is a liability and a bore. In dealing with such players, those who are really playing the game should:

1. Attempt to make them client's and write their moves for them.

2. Constantly guard against betrayal.

3. Seize upon the earliest opportunity to eliminate them. If they do not prove tractable in the first year, this should be done immediately; also, if they are under general attack, don't try to save a sinking ship except possibly as a buffer.

If anyone reading this column is the type who joins games and then forgets to write letters, I would like you to do me -- and yourself -- and a lot of other people -- a favor. Forget about joining the game, too.

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IN OUR NEXT ISSUE .....

Featuring George A. Lord's RULES FOR NAVAL WARGAMES, our March-April issue will actually be on time! We'll also have the usual gang (Ray Johnson, Fred Vietmeyer, Scott Berschig, Mark Rudolph) and some surprises.

# Diplomacy

By Capt. R. C. Walker USAF



## BACKSTABBING IN DIPLOMACY

Diplomacy people talk a lot about backstabbing in the game. One of the oldest-- and best --Diplomacy journals in fact, is called STAB, with the "T" often replaced by a rather wicked dagger. The cover of Volume I. #8 too, might have given the impression that this is a rather common practice in the game. It does occur, of course, but not with the frequency and careless abandon that one might expect. Occasionally, as a postal Gamesmaster, I know that a backstab is going to occur before it does. More than once, I have been asked, "I am going to betray so-and-so. Do you think he is the type to resent it and let it carry over in other games? I'm in several with him, and I don't want him attacking me in all of them." That is not always an easy question to answer. In the next paragraphs I would like to devote a little attention to the question of backstabbing: what is it? what is the best way to do it? does a backstab in one game carry over into another?

A backstab is basically a betrayal of trust: an attack by one country upon another which the latter not only did not expect but had reason to expect would not occur (usually the sworn word of the former). Stabs may be classed as follows: in each situation, assume country A attacks country B:

a. The Greater Stab: A has contracted a firm, long-term alliance with B. At some time during the course of this, either because the alliance was a ruse to gain the proper position or because an unexpected opportunity presents itself, A stabs B.

b. The Lesser Stab: A contracts a nonaggression pact with B; then, when B trustingly disarms his holdings which lie near those of A, A attacks him anyway.

c. The Open Stab: An alliance or nonaggression pact between A and B has specific terms, either in time or objectives. Immediately upon the fulfillment of those terms, A attacks B. B may cry "foul!", but he should have read the fine print. A actually kept his word, although he might have

waited a decent period before trying to do in his former friend.

d. The Demi-Stab (or Pride's Purge): A and B have no formal or informal agreement; B just assumes that he is safe from A. His reaction when A's armies pour across the border is, "He can't do that to me!" Oh yes, he can.

e. The Auto-Stab (a la 007): A and B have an alliance or a nonaggression pact, but A machinates with B's neighbors so that they attack him, a stab by proxy. This sort of stab is very difficult to detect.

Having examined the types of stabs, we ought to consider when the player should accomplish his treachery. The time is when it counts. A stab which merely stings or annoys, but does not cripple or destroy is essentially unwise. If you do not pull your victim's teeth with the first charge, he may prove your undoing. Furthermore, never stab alone. Presumably, the country worth stabbing has lots of supply centers and presumably lots of armies. Therefore, a two-front attack is more likely to be effective than merely one by yourself.

It is possible, of course, to stab the small, defenseless neighbor who depends on you for his existence--but it is best to remember that he is probably helping you by being a buffer. If he is helping you, then you should wait until his help is no longer necessary.

The basic question in any stab is, "is it worth the price?". What is the "price"? First, the possibility of turning a powerful friend into a powerful opponent. Second, the possibility of calling down on your head a coalition of enemies determined to keep you from growing too fast. Third, destroying a less powerful rival and, in the process, baring yourself to the forces of a more powerful one. And fourth, but not least, making other players in the game less likely or willing to make agreements and alliances with you for fear you will betray them, too.

This brings me to the last point of consideration. What carry-over from game to game is there for the backstabber? There are players who take

a stab pretty personally. These are the immature individuals who will say, "if you don't do what I want in game X, then I'll tromp on you in game Y"--or some such cross-game threat. But there is another, more subtle result, which we may summarize as follows:

"He who stabs to win a game  
Puts a shadow on his name."

That is, the players who make a habit of stabbing friends and neighbors soon get a reputation for untrustworthiness. Some players of my acquaintance stab with such glee and enthusiasm that they have earned a similar reputation, even though they do not indulge in treachery too frequently. Others do it so quietly and deftly that their persistence and regularity in this matter has gone virtually unnoticed. On the whole, however, one of the most frequent questions Dippy players ask of each other is: "Is he trustworthy?" Thus, the penchant to stab carries on game to game. The player who makes a habit out of treachery can only expect to be noticed for what he is.

I might, therefore, offer this piece of advice to players. It seems to me to be a good policy, and it is one that I follow, to be honest in your dealings most of the time (90% or more). In the few and infrequent times you stab, make sure that your action brings home the bacon. Honesty is, after all, normally the best policy--even in a "game of international intrigue".

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## IN OUR NEXT ISSUE. . .

A complete review of Gamescience's *Battle of Britain*; Part two of George A. Lord's *RULES FOR NAVAL WAR-GAMES*; Ray Johnson, Fred Viemeyer, Scott Berschig, and the usual group; plus many surprises. Future issues will include a review of 1914 (June), complete rules for TT WWI Air War-games, and the Avalon Hill Special Issue.

# Diplomacy

By Capt. R. C. Walker, USAF



## A GUIDE TO POSTAL DIPLOMACY

There are presently approximately two dozen publications which report the progress of the many postal Diplomacy games in the United States and Canada. While it is true that Diplomacy is also played postally by tactical wargamers and that some strategic wargames unrelated to Diplomacy are also played by mail, it is my intention here to discuss the field of postal Diplomacy as it is generally understood.

The first proposal for postal Diplomacy known to me was made by Conrad Von Metzke of San Diego in May of 1962. This proposal did not bear fruit at the time (although Conrad later edited COSTAGUANA), and the first postal magazine, GRAUSTARK, appeared in 1963, edited by John Boardman of Brooklyn. Science fiction fandom was the first medium for expansion of the postal game (again excluding play by enthusiasts of Avalon Hill and like games). Since then there has been a rapid growth in the field. This has been characterized by long-range stable publications, and magazines which disappear almost as fast as they appear (sometimes even faster, as in the case of EURALIA, whose fate is as mysterious as that of the Marie Celeste).

What I propose to do below is list and describe the current publications in the field of postal Diplomacy. There is wide variety among them, and many effect changes in their vital statistics without much notice. The reader should bear in mind that this column was written sometime before publication (in February 1968), and that some information may no longer be current. Each entry below will take the following form: NAME (# of latest issue); Editor, address; \$ game fee ("yes" or "no" for

current openings); \$subscription per # of issues; reproduction method; types of games. The last will indicate regular or variant, variants being games based on the generalized rules of Diplomacy, but with modifications and/or different playing boards. The listing will be followed by some comments. In all cases, those wishing to join games or subscribe should contact the editor for current status.

GRAUSTARK (152); John Boardman, 592 16th St., Brooklyn, N.Y. 11218; \$3.50 (no); \$1.00 for 10; mimeo; regular. The oldest 'zine, and one of two which conforms to a strict 2-week schedule. The level of Gamesmastering is very high. At one time, GRAUSTARK was a focal point of Diplomacy affairs, but this was pushed out by reams of political cat-calling occasioned by Dr. Boardman's outspoken views on the Southeast Asia problem. This material will soon be shifted to another publication, but the 'zine will continue to carry its clever pacifist satire, The Adventures of O-OHate, plus related material. Definitely recommended.

BRODDINGNAG (80); John McCallum, "A" Quarters, S.E.S., Ralston, Alberta, Canada; \$? (no); \$0.10 for 1; mimeo; regular. This is the central Diplomacy forum, publishing a regular player rating list, reviews of completed games, and many articles and letters on the game. Currently carries no games at all, and may not resume publication until the Fall (except for some issues in the summer for editors who have commitments which take them away from their 'zines temporarily). Absolutely top-notch.

EREHWON (Vol. 11, #7); Rod Walker, 1611 Lowry Dr., Rantoul, Ill. 61866; \$4.00 (yes); \$1.00 for 5; mimeo; regular & variant. This one is my fault. Publication is about monthly. Contains 22 games, a couple of cute extras, and many GM errors. There. I've plugged it, and I'm glad.

STAB (43); John Koning, 2008 Sherman Ave., Apt. 1, Evanston, Ill. 60201; \$? (no); \$1.00 for 10; mimeo; regular. The name is usually written sTab. Incorporates sub-'zines Trantor, Massif, and Orthanc. The Gamesmastering is first-rate the editing generally good, and the humor sparkling. Appears tri-weekly (sort of). Very definitely worth getting.

BIG BROTHER (54); Charles Reinsel, 120 8th Ave; Clarion, Pa. 16214; \$6.00 (yes); no subs; ditto; regular. Observes rigid bi-weekly schedule and has good Gamesmastering. The reproduction is definitely inferior (based on the few copies I have seen). Mr. Reinsel does not observe the general custom of open trading respected by most Editors, nor does he take subscriptions. Has a player rating system, but no other extras that I know of.

LONELY MOUNTAIN (40); Charles Wells, 3678 Lindholm Rd., Cleveland, Ohio 44120; \$2.00 (no); \$0.10 for 1; ditto; regular. This 'zine is known for its excellent Gamesmastering and reproduction, and regularly carries material of general interest. LM was the first to experiment with graphic depiction of moves, with good results. The 'zine tends to be a bit clannish, catering to local players mostly. It is one of the best.

WILD 'N WOOLY (114); Charles G. Brannan, 2324 N.W. Johnson St., Portland, Ore. 97210; \$6.00 (no); \$1.00 for 10 (I think); ditto (it varies); regular. The Editor has been moving frequently lately in connection with his job, and this 'zine has suffered lacune in its publishing schedule. No games are planned in the near future. Mrs. Brannan publishes KALMAR (fee \$4.00), but I am not altogether sure of its status.

DIPLOMANIA (18); Don Miller, 12315 Judson Rd., Wheaton, Md., 20906; \$ various (yes); various; ditto; regular and variant. This 'zine carries no games itself; these are carried in related publications: DIPLOPHOBIA (regular); DIP-SOMANIA (variants on the original board); FANTASIA (variants on other boards); SUPERCALIFRAGILISTIC - EXPALADOCIOUS (utterly fantastic variants). All are well printed and excellently Gamesmastered. All are affiliated with the National Fantasy Fan

Federation. Fees start at \$3.00 and go down.

A DROITE, A GAUCHE (ADAG) (25); Harold Naus, 681 "1" St., Sp. B-11, Chula Vista, Calif. 92010; \$2.00-\$2.50 (no); \$2.00 per year (approx. 12); ditto; regular and variant. This 'zine is as poorly edited as any, but has good Gamesmastering and presents a large number of games with a minimum of frills. Tends to be hard to read.

ARMAGEDDONIA (30); Charles Turner, 24 Boyd Ct., Pleasant Hill, Calif. 94523; \$ ? (no); no subs; ditto; regular. This 'zine offers excellent Gamesmastering and scintillating press releases, but a somewhat arbitrary publication policy. One of the best 'zines, but impossible (usually) to get without being in a game and (unfortunately) games are not always available.

EFGIART (3); Douglas Beyerlein, 3934 S.W. Southern, Seattle, Wash. 988116; \$2.00 (?); \$1.00 per year; mimeo; regular and variant. A very good new 'zine, well edited and reproduced. Published by experienced players.

THE LOST ONES (IV); Stephen Hueston, P.O. Box 25, Zenith, Wash. 98075; \$3.00 (yes); \$1.00 for 10; mimeo; regular and variant. The variant is Kriegspiel Diplomacy, in which all pieces are invisible. Editing and reproduction excellent. A very new 'zine.

AEOLUS (2); Monte Zelazny, P.O. Box 1062, Melbourne, Fla. 32901; \$3.00 (no); \$0.15 for 1; mimeo; regular. This 'zine is very carefully edited and Gamesmastered, with a 3-week publication schedule. Contains numerous extra features.

MISKATONIC UNIVERSITY (?); Anders Swenson, 145 Ponderosa Ln., Walnut Creek, Calif. 94529; \$ ? (no); ?; ditto; regular and variant. The variant is the Napoleonic 5-man game (minus players for Germany and Italy). This 'zine is currently under the caretakership of ARMAGEDDONIA and its future as an independent entity seems to be uncertain.

GLOCKORLA (15); David Lebling, Box 2234, Burton House, 420 Memorial Dr., Cambridge, Mass. 02139; \$3.00 (yes); \$ ?; mimeo; variant and regular. A regular game is taking players. This 'zine has two unusual variants, plus additional features, including a player rating system.

JUTLAND JOLLIES (9); Robert

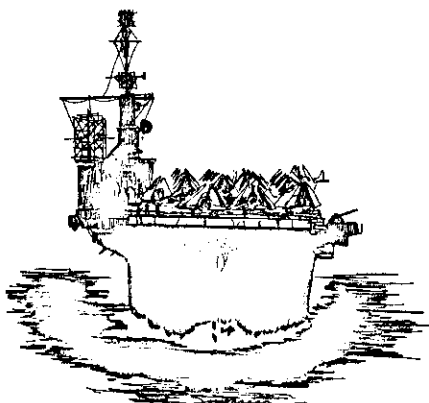
Lake, 35 Esterbrooke Ave., Apt. 904, Willowdale, Ontario, Canada. I have not seen this 'zine since issue #2, and do not have current information.

XANADU (0); Norman McLeod, 906 Kimberwicke Rd., McLean, Va., 22101; \$3.00 and down (yes); \$1.50 for 10; mimeo; regular. This 'zine is advertising for games via flier. Apparently, reproduction will be good.

XEOGOGIC (10.5); Lawrence Peery, 4567 Virginia., San Ave., Diego, Calif. 92115; \$2.00-\$3.00 (yes); \$2.00 for 10; ditto; regular and variant. This 'zine caters at least as much to the literary bent of its Editor as it does to Diplomacy. Has many inventive variants and regular games show skillful Gamesmastering (usually). Well worth receiving for its content. Some of the material tends to be meaningless unless you know the people Larry knows.

Other 'zines, notably MARSOVIA (Sacramento), CEREBRAL NEBULA (Seattle), and INTERNATIONAL ENQUIRER (Minneapolis), are more or less in limbo owing to publication difficulties or what have you. I am sure that there are some publications in the field which I have never seen and which are therefore not mentioned here.

Persons interested in postal Diplomacy should contact Mr. McCallum of BROBDINGNAG first; he is the unofficial Welcome Wagon of postal Dippy. Most Editors will be more than happy to send sample copies upon request, and to set you straight on any mistakes which I have made above. For general information in the field, the following are recommended: BROBDINGNAG, LONELY MOUNTAIN, STAB, DIPLOMANIA, AEOLUS, and GRAUSTARK. New game openings are where you find them.



AIRBRUSH CARBON. USS ESSEX

# JUTLAND

by J.K. Norris

WESTFALEN Class. NASSAU, POSEN, RHEINLAND, WESTFALEN. Completed in 1909 & 1910 with a displacement of about 18,900 tons; these vessels had an armament of 12 - 11 inch, 12 - 5.9 inch, 16 - 24 pounders and 6 torpedo tubes. Their 11 inch guns could be elevated to 16 degrees only, giving them a maximum range of 19,500 yards. At 28,000 horsepower they exceeded 21 knots on trials but were down to about 20 knots at full load in service. Main armour was 11½ inches thick. All four ships were at Jutland where they formed half of the First Squadron. One of them received major damage, and their gunnery was reported to be 'poor'. When the German Fleet began the run for home the WESTFALEN was the leading ship, and showed a tendency to tum a parallel course to the British Fleet, which necessitated no less than three direct orders from Admiral Sheer to resume course for the Horn's Reef. Although they did not show to any advantage during the day all four ships played havoc with the British light forces during the night. They frequently used searchlights to illuminate before firing, accounting for the BLACK PRINCE and DEFENSE, though NASSAU was lucky when a torpedo from the Light Cruiser CAROLINE passed right underneath her. Later a British Destroyer, the SPITFIRE which was out of torpedos, got in under the guns of NASSAU and WESTFALEN, ramming the NASSAU, and getting home with 20 feet of the NASSAU's armour plate in the mess deck. The WESTFALEN, due no doubt to her position at the head of the line, was in action more than most German ships against the British Destroyer Flotillas, sinking the FORTUNE and TURBULENT, and damaging the BROKE, SPARROWHAWK and PETARD. In one short period of four minutes the WESTFALEN fired nearly 150 rounds of 5.9 inch and smaller calibre.

Some time later on, the WESTFALEN was torpedoed by the British submarine E 23. She was badly damaged, but made port. All four ships were disarmed and scrapped after the war.

# Diplomacy

By Capt. R. C. Walker USAF



## RISORGIMENTO?

Theoretically, and for a variety of reasons, all 7 powers on the Diplomacy board are supposed to be equal. Some have a stronger offensive position than others, but this is compensated for by a weaker defensive position. Such powers as France, Germany, Austria, and Russia, which commonly may expect two or three builds in 1901, are in this category. England and Turkey, although their offensive position is weaker--they may expect one build normally in 1901--have a stronger defensive position.

This, however, leaves Italy holding the bag. Despite the relative equality of the other six powers, Italy is distinctly weaker than any of them. Woe to the player who gets Italy, for he almost certainly will not win, and can hardly expect to survive until the end of the game. It is true that statistical rating systems based on postal play do not put Italy at the bottom (BROBDINGNAG currently places Italy 5th, and GLOCKORLA puts her 6th), but the two other "cellar" countries, Austria and Germany, seem to me to have been more often cursed with weak and inconstant players than any of the others. For a moment, let us consider the sources of Italy's weakness.

1. INITIAL EXPANSION. Like England and Turkey, Italy can be certain of only one build in 1901; in this case, for Tunis. Italy can try for Greece, but there are two powers competing for that center already, and if she fails to get Greece, she will not get Tunis. Compare this choice with that of England, who could try for Belgium, Holland, or Denmark, while still being relatively sure of Norway; or with Turkey, who can try for Greece, Rumania, Sevastopol, or even Serbia,

while still being almost guaranteed Bulgaria. Only two other centers are open to Italy in 1901; Trieste and Marseilles. Either of these would involve treachery against, and automatic war with, a neighbor. Further, neither seizure would seriously hurt that neighbor--both France and Austria have high early growth potential--and Italy will surely suffer in a protracted war of *revanche*.

2. ALLIANCES. Italy has, really, only two apparently realistic directions of expansion: against France or against Austria. The more esoteric plans, against Turkey or against Germany, involve difficult maneuvering and tenuous extension of forces; they have been successful, but are not easy to bring off. In any event, Italy's great misfortune is that, of her near neighbors, she cannot ally with one against the other. England can ally with France against Germany (and vice versa) and Turkey can ally with Austria against Russia (and vice versa); but, alas, Italy cannot ally with France against Austria (or vice versa)--while France and Austria could ally against Italy. This situation severely cramps Italy's diplomatic possibilities in a way not enjoyed (if that word is appropriate) by any of the other powers.

3. DEFENSE. Italy IS easier to defend than, say, Germany. But not much. While she is partially protected by Switzerland, land attack from Austria is not difficult, and sea-attack on either side is relatively easy. Italy, having committed her forces in one direction, is normally wide open for invasion from the other. Italy enjoys a further disadvantage by being the only one of the weaker powers with a home supply center directly bordering the home supply center of another power

(Austria).

4. MID-GAME PROBLEMS. Often, Italy's strategy for surviving the early game (that period prior to the elimination of one of the major powers) is to join a massive alliance with England and Germany against France or with Russia and Turkey against Austria. The great misfortune in this is that, while Italy nets one or two supply centers from the arrangement, she normally becomes the next target of her erstwhile allies. This is only to be expected. After all, the general trend of the advance of the other two partners in either case is toward Italy. The temptation of England, on one hand, or of Turkey, on the other, to attack immediately is almost overwhelming. The result is that Italy must face an enemy which is (normally) stronger than she is, and quite frequently without an effective ally.

5. END-GAME PROBLEMS. At the point where the game evolves into a struggle between three or four leviathans for ultimate victory, Italy again is at a disadvantage. In this situation, victory may depend on rapid development of new units. But new armies must pass out through the bottleneck of Piedmont/Venice--and those constructed in Rome or Naples take a good year to leave the confines of Italy. Fleets, if they are to enter the Atlantic, must pass the bottleneck of the Mid-Atlantic, or else take the long worm-around route through Liberia. The whole situation presents Italy with a tactical problem of no mean difficulty.

Obviously, the difficulties which Italy must overcome in order to survive, much less win, are very great. What I should like to do for the rest of this article is to suggest a strategy

which will enable Italy (I hope) to do well.

The problem, as I see it, hinges on Austria and France. They are, true, Italy's prime potential enemies and expansion grounds. But they are also buffers. They prevent Russia, Turkey, England, and Germany from effectively attacking Italy. So long as these powers are not growing very large, Italy should do her best to see they survive. This means avoiding entry into alliances against Austria and France which would overwhelm them. Italy should even aid the defense of her neighbors, if their situation is difficult. France or Austria should only be attacked if it becomes obvious that she is becoming too large (expansion beyond 6 or 7 units should be used as a relative criterion). Such an attack should be calculated to take *at least* two supply centers in the first year, preferably more.

Italy's initial activity, at the begin-

ning of the game, should be as follows:

1. Nonaggression with France
2. Nonaggression and/or alliance with Austria
3. Seizure of Tunis & building of a fleet at Naples
4. Contact with other states to determine their intentions

This done, Italy should either send an army into central Europe via Tyrolia or a fleet into the Ionian and eastward. The objective is to pick up another supply center from Germany, Russia, or Turkey. With this, another fleet should be built, as Italy is, at this stage, essentially a naval power. The rest of the units remain for defense and/or attack on France or Austria, as needed.

From here on, the Italian player must be observant, cautious, and analytical. Sooner or later, he will want to strike out, in one direction or another, for empire. He must be certain that he will have no effective

opposition, either from his victim or from any of its allies (if any). And there should be reasonable protection against unwelcome repercussions. Italian strategy should then be based on slow but steady growth, since rapid deployment of new units will ordinarily be difficult or impossible.

A more detailed program for this projected Italian strategy is not possible. It depends upon the peculiar circumstances, the alliance pattern, the military situation of the game in question. The perspicacious diplomat will be able to see the relevant portions of the situation, will know when opportunity is knocking, and will have the appropriate understanding and agreements with other players. He should remember, above all, that Italy's early strategy is one of wait-and-see and balance-of-power. Italy should do all she can to prevent the balance of power being upset until she herself does so.

# EDITORIAL

The Gamescience Corporation wishes to announce that all orders and communication with the company should now be sent to: RENWALL PRODUCTS INC., GAME SCIENCE DIV., OLD COUNTY ROAD, MINEOLA, NEW YORK.

Gamescience has been absorbed by Renwall and that "new" firm intends to put several new games on the market starting in the fall. In the meantime, PAC will continue to carry Gamescience games now in existence. We also hope to handle the new line when they are ready to go with it.

The Gamescience Report will no longer be published and subscribers can expect a refund shortly if they have not already received it. This whole deal will not effect the avail-

ability of BATTLE OF BRITAIN or CONFRONTATION, but we believe that VIETNAM will be dropped along with NUCLEAR WAR. These last two titles will not be carried by PAC after our present supply runs out. However, BATTLE OF BRITAIN and CONFRONTATION will continue to be available.

As we understand it, BB and CONFRONTATION will be modified extensively in order to appeal to a wider market. What effect this will have on the games remains to be seen, but we can bet on two things: (1) There will be a "kiddy" version included in the game - to what extent this will hurt the wargame versions is unknown. (2) The new versions of the games will undoubtedly be cheaper by a dollar or

two due to Renwalls distribution and marketing facilities (it is a much larger company than Avalon Hill). With this in mind, it might not be a bad idea to purchase BATTLE OF BRITAIN and/or CONFRONTATION now, while we still know what we've got. The games, in their present form at any rate, will go out of print late this year or early next year and there is really no way to predict in which direction Renwall intends to go at this point. We hope for the best, of course. It would be a tremendous thing for the hobby if wargames could be marketed more widely - IF they retain their wargame status. We would hate to see BATTLE OF BRITAIN become another Milton Bradley DOGFIGHT.



# Diplomacy

By Capt. R. C. Walker, USAF



## TOURNAMENT DIPLOMACY

Diplomacy is not essentially a tournament-type game. That is, it is not amenable to the won/lost rating dichotomy which can be set up for a two-man game such as chess or any of the Avalon Hill games. Another thing that limits Diplomacy as a tournament game is the time consumed by a single game and the number of individual players required for it.

Nonetheless, Diplomacy is starting to appear at wargaming tournaments, and I think it would be timely to suggest some methods for conducting such an affair. I am going to assume the typical sort of week-end affair, and an average Diplomacy game length of perhaps 7 or 8 hours. That would mean that a weekend tournament could run at least three "rounds" of Diplomacy.

Considering an elimination-type tournament, the three rounds would be: Preliminary, Semi-Final, and Final. The Preliminary Round could have 3 or more simultaneous games, depending on the number of registrants. The tournament directors would have to set a limit to registration (in a multiple of 7), or place persons excess to a given multiple of 7 in a "replacement" category, to be used if originally registered persons did not show up.

The top 14 or 21 players from the preliminary round (for choosing these on a point system, see below) would enter the Semifinal Round of 2 or 3 games. The top 7 players from this round would then play in the Final Round. The winner of the tournament, however, would be determined by the final scores of all the players in the Final Round for all 3 games in which they played.

Of course, it is not necessary to run an elimination tournament. A straight 3-round series of games would do as well, with the winner determined by the highest final score for all games. The method used in a given tournament would depend on what the directors wanted to achieve, how much cross-registration between divisions there was, and so on.

The question now arises: how does one assign points to players to determine elimination and/or final scores? The tournament directors should select one they feel is reasonable and accurate. For the nonce, I should like to consider briefly the systems presently used to rate countries and players in postal Diplomacy, since there is a good variety of them.

David Lebling, in GLOCKORLA, uses a system based on "mean rate of growth", which I do not fully understand. John Boardman, in GRAUSTARK, once proposed the "Center-Year System", which consists merely of totalling the number of supply centers held each game-year by each country; but this system has a number of drawbacks and is not currently in use. There are also three systems based on victory and placement, which all operate more or less on the same basic theory.

Since Diplomacy is a model of an international system, any realistic rating system, it seems to me, should be based upon how successfully the various actors in the model achieve appropriate national objectives. Casting aside the sometimes peculiar reasons which motivate Diplomacy players as individuals, national objectives in a period of total war (as in the model) are obviously, in order of priority:

1. Victory -- la. Sole victory  
lb. Victory as part of an alliance (draw)  
lc. Draw against enemy
2. Survival -- la. Survival as a major power  
lb. Survival as a national entity  
lc. Survival as many years as possible

An accurate system of rating would assign weighted scores to the achievement of these various objectives.

The systems employed by Charles Reinsel (BIG BROTHER), John McCallum (BRODDINGNAG), and the writer (EREHWON) all are based on this theory to some extent. The Reinsel system assigns points for: victory (+7), survival (+1), and elimination (-1). The McCallum system assigns points in two-point jumps from +6 to -6 for position in the game, the victor being considered No. 1, the largest survivor No. 2, and so on to the first eliminatee, who is No. 7 and receives -6. Both systems are "totaled" systems (as opposed to "average"), and range on both sides of 0.

The Walker system is "averaged", and takes into account such factors as victory, survival, time of elimination, and average rate of growth. The lowest rating possible in the system is 0.000, the highest is 12.000 (possible only for a person who has won every game he has entered and done so prior to about 1912), and the average is about 3.700 for countries and about 3.000 for players. This system is explained in detail below. All three "victory-position" systems for dropped and replacement players, which are probably not applicable to a tournament situation.

For a standard (7-man) Diplomacy game, the Walker system assigns the following points: (10) victory, (7) 2-way draw, (5) 3- or 4- way draw or largest survivor, (3) survival to end of game, (2) elimination after 1910, (1) elimination 1906-1910, (0) elimination 1901-1905. Bonus points are awarded as follows: (The average growth rate is computed by subtracting supply centers held in Spring 1901 from supply centers held at the end of the game and dividing by the last two digits of the year of termination) 1pt. for AGR of 1.00-1.50, 2pts. for AGR of 1.51 up. In addition, a "draw" is defined as occurring between major powers only: any minor powers surviving at the end of a draw game receives three points for survival only. Tournament directors will wish to have an official definition of when a "draw" occurs.

A player's total points are divided by the number of games in which he played to find his average score. This is not as necessary in a tournament as it is in postal play, where players have not participated in the same number of games. Ties for second place in a

given game may be broken by using the "Center-Year system".

Let us see how this system works. Analyzing the 42 completed postal Diplomacy games (not all of them standard 7-man), we have the following average scores:

4.210	Turkey
3.904	England
3.853	Russia
3.214	France
3.000	Italy
2.756	Germany
2.619	Austria

To some extent, scores are depressed by the fact that in many games one or more countries were abandoned in the course of play, sometimes receiving a new player and sometimes not. But the relative strength of the various powers in play is not much affected. Russia, Turkey, and England remain the most successful, France a median power, and Germany, Italy, and Austria fight for the cellar. One would expect the statistical averaging of 40 games to bring national scores closer together, but when it is known that the average scores of individual players

run from 9.200 to 0.000, some of the variation in national scores may be understood. Perhaps when 100 or so postal games are done there will be less disparity. Later articles in this column will feature information of this nature.

Meanwhile, I am anxious to hear from individuals who have directed Diplomacy tournaments. What rating systems have you used? What have been the results (for countries)? At a later date, perhaps, I will be able to use this information to make a further study of ratings in tournaments. Let me hear from you, please.

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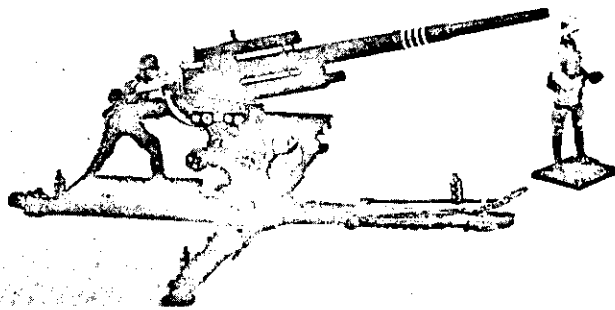


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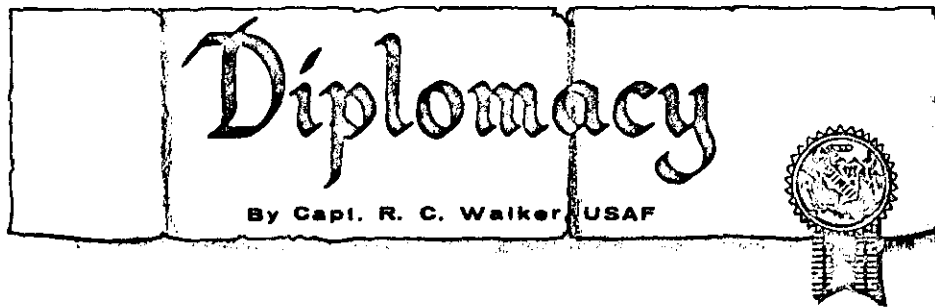
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expansion value of F Bre-Mid or even the questionable F Bre-Gas. The move A Mar-Pie threatens Venice, which is easily defended OR is under attack by Austria, and is therefore not a good expansion prospect. A Par-Pic is weak, threatening only Bel, whereas, A Par-Bur threatens both Mun and Bel. Other policy considerations aside, therefore, the best moves are those which threaten the most centers against the least possible opposition.

## FLEET LONDON TO K4

Many Diplomacy players quickly become aware of some basic similarities between that game and chess. In a way, Diplomacy may be thought of as a sort of chess in which a complex set of pieces and available moves has been replaced by a larger number of players and a complex set of relationships between the "squares" (in this case, provinces).

As in chess, there is an "opening move". There are, also, good and bad opening moves. Few chess players, and practically none with any experience, would open, say, with QK+P — QK+2. Similarly, what English player would open with a move like F Edi-Cly?

On the other hand, once one becomes aware of the absolutely foolish openings, how does he distinguish between the opening move which is merely good, and the one which is best? The novice player in chess, for instance, is not ordinarily able to distinguish between P-K3, P-QB4, and other oddities — although not for the same reason that the seasoned player may occasionally revert to these unusual moves.

In like vein, the novice player making Spring 1901 moves for England, say, may be unable to see any particular difference between "A Lpl-Yor, F Edi-Nrg, F Lon-Nth" and "A Lpl-Edi, F Edi-Nrg, F Lon-Nth". But the difference IS there. This short article is a small attempt to bring into focus some considerations with respect to opening moves.

The opening move in chess is made primarily with three considerations in mind: (a) maximum mobility and development, generally, (b) a specific plan of attack or defense, and (c) control of the center. There may also be some attempt, if the player knows his opponent well, to take account of personality. I, for instance, will move P-Q4 more often against a player I know to be traditional (i.e., prefer P-K4) than one whom I know to be unorthodox.

The opening move(s) in Diplomacy, too, must be made with some specific objectives in mind. Most importantly, the effect of moves on other players must be borne in mind. I recently had contact with a postal player who, as England, expressed surprise that Germany should take exception to his intention to take Denmark. He was unaware that Germany will consider Denmark within his "sphere of influence" and view any attempt to take it as *causus belli*. Since this player had no intention of going to war with Germany, his opening moves were jeopardizing his future in the game.

The opening move(s), then, must be carefully planned. These moves must promise: (a) good expansion, (b) good defense; (c) maximum mobility and (d) commitment of forces against the right enemy. Let us look at each criterion separately.

## Expansion

England, Italy, and Turkey have a normal 1901 build expectation of 1. The others have a normal expectation of 2. Some will achieve more than this; some, less. (It is possible for a player to drop from 3 centers to 2 in 1901, but this requires such extraordinarily bad playing that I needn't comment on retrograde expansion here). Moves which offer a good chance of over-achievement are often a good idea. Thus, of the two sets of English Spring 1901 moves outlined above, the set including A Lpl-Edi is better, because this offers the choice of convoying the army with either fleet, while perhaps using the other to pick up another center. Neither set of moves, by the way, envisions an attack on France. On the other hand, consider these Spring 1901 moves by France: A Mar-Pie, A Par-Pic, F Bre-Eng. Aside from the fact that such moves are likely to antagonize England and Italy simultaneously, they are also very poor for expansion. The last move may be stood-off, and does not have the guaranteed

## Defense

Suspicion on one's neighbors is characteristic of Diplomacy. Therefore, for France to move A Par-Pic is a poor defensive move, if German treachery is a possibility. A Par-Bur, A Mar (S) A Par-Bur accomplishes the same object, and insures national defense. Each player must start out trusting *somebody*, of course. France often moves F Bre-Mid because he trusts England. Italy may move A Ven-Pie or -Apu or -Rom because he trusts Austria. However, the move which invites immediate invasion is normally very foolish. A Ven (H) is preferable to any Spring 1901 move for A Ven for this reason, since the only possible excuse for moving it would be A Ven-Pie, an attack on France. There are times when otherwise inexcusable trust becomes useful and even adviseable. However, in most cases, your neighbor will, if he is genuinely friendly, agree that you have a right and need for caution.

## Mobility and Choice

The English opening move discussed above, A Lpl-Edi, is a "mobility and choice" move. A player should always endeavor to place his forces in such a way that they are available for offensive or defensive duty at a moment's notice. In one game, as Russia, I made the mistake of sending both my armies southward (against Turkey), only to discover that England, in Fall 1901, sent an army to Swe and a fleet to Bar. My lack of proper planning was not as serious as it might have been, however, since I managed to slip into Ankara, and the German F Den did not move to prevent my taking Swe, so I got three builds. But I could have been in serious trouble, because, having failed to obtain adequate assurance of England's good intentions, I also failed to take steps for self-protection. This is why, by the way, the French opening move A Par-Bur, A Mar (S)

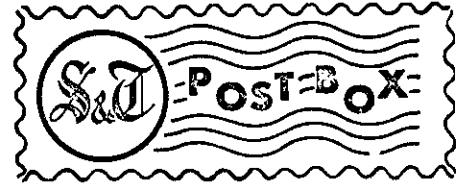
A Par-Bur, F Bre-Mid is preferred above all others: it offers protection against almost any contingency, and positions French forces for maximum expansion and maximum defense. There are some who prefer an Italian opening of A Ven-Pie, A Rom-Ven, F Nap-Ion for the same reason. It has its points.

### Proper Commitment

Pick your enemy carefully. The neighbor who will not answer your letters, or who promises you the moon, or who wants to run your governmental affairs, may be a likely target (for different reasons in each case). To speak very generally, an agreement which is not to the advantage of both parties in approximately equal degree is no agreement at all, and you should therefore view overly generous or overly niggardly offers with the suspicion they probably deserve. You may have other criteria upon which you decide to attack somebody. You may wish to play it defensively for a year or so. Whatever your policy, be sure that your commit-

ment of forces is in line with that policy. Above all, attack only one enemy. The French player, for example, who moves A Par-Bur, F Bre-Eng, A Mar-Pie, may as well forget it.

The few short paragraphs above are not intended as a substitute for the experience of many games. They are merely general guidelines to help your decision-making process when setting up those 1901 moves. You may think of other criteria which you will wish to apply. However, I would like to offer a word of advice in closing. There are players who are mere piece-pushers. They are the sorts of individuals who open, in chess, P-K4 for no better reason than to see what Black will do. Being a piece-pusher in Diplomacy is often fatal. In any event, it hardly does this well-designed game the justice it deserves. For every move, ask yourself, "What purpose does this have? Why should I do this now?" If there is no logical answer to those questions, you may be better off having that piece stand.



### AVALON HILL CO.

A. ERIC DOTT, Vice Pres.

The article last month by Jim Dunnigan on our 1914 game is so outstanding as to prompt this laudatory note. His objectivity, his expertise in putting the whole bag together substantiates our opinion that Mr. Dunnigan has to be the number 1 wargame designer around.

His comment, "realism does not imply historical accuracy nor does historical accuracy create realism" is particularly introspective. Not to be overlooked, too, is his preoccupation for the minute detail; i.e., equating "effective combat value of the unit" with actual number of men in assigning combat values.

His ability to take us most dramatically into the trenches of World War I was exceeded only by the most comprehensive trip into the world of wargame design I've ever read.

RICHARD RUBIN

As to 1914, I have heard nothing but praise. I have nothing but complaints. You thought that the board was excellent. So did I until I tried to follow the railroads through rough terrain. And the mobilization charts are so bad that you can't even see the hexes in rough terrain. The pieces don't match the chart. So much for the minor errors.

Now there is also a number of major ones. The French realize that the Germans can move through Belgium. So a large part of the strategy is shot because the French can defend everywhere and the Combat table will not cause great casualties. And hasn't anyone discovered that if the Germans put all their forces on the East Front they have an enormous chance of winning and the French can't do a thing? It seems that Avalon Hill, in their glorious quest for greater realism (in Jutland and 1914) have ignored the basic idea of a wargame: two players sit down to play a game. If simple rules present a challenge (Stalingrad, Waterloo, AK and the rest) why are complex ones necessary — especially if they nearly ruin the game? In his article, John Dotson calls realism "unattainable"; there is a limit to how much we can complicate play



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# Diplomacy

By Capt. R. C. Walker USAF



## Stop Talking and Make Your Moves!

The name of the game is Diplomacy. The question is, when does diplomacy stop in Diplomacy? There is a point, obviously, at which the finesse of the game is over and pure brute force takes the helm. At this point, the alliances are set in cement, and nothing takes place in the game save the military movement. Therefore, I would like to examine the propositions, (1) Does this sort of thing really occur in Diplomacy? and (2) When?

The answer to the first question is "maybe", and to the second question, "that depends". In my opinion, the game in which this situation does occur is a very poor game and not worth the time or attention of the serious player. The "brute force" sort of game is merely the result of laziness, nothing more. Players

stop communicating because they are too indolent to continue negotiations, not because the need for negotiations has ceased to exist.

I know that many players believe, or assume, the contrary opinion. I will grant that, in many postal or in-person games, this situation occurs. I do not deny that it happens; I do deny that it is necessary. There is no possible situation in the game in which some diplomatic correspondence between at least most of the players would not be appropriate. I have never played in a single postal or in-person game in which I ever ceased negotiating, right to the bitter (or otherwise) end. Even as a small, yea, even insignificant, power, I have been able to change the course of the game through negotiation. Other players, more skillful than I, have been able to negotiate their way from almost certain defeat to brilliant victory.

At this point, I would like to examine what I regard as the major causes which impel players to cease communicating and hence, help ruin the game.

1. **Despondency.** Some people commit suicide when terrible depressed. In Diplomacy, this same frame of mind leads to withdrawal from communication, if not from the game entirely. This is the type of player who, in chess, will resign the minute he's a major piece down (or, alternatively, when he loses his queen). In Chancellorsville, he's the Confederate commander who gives up when Union forces cross the Rapahannock. I'm sure you've all met this type. If he can't win, he'll take his marbles and go home. No loss, really; but why did he join a game in which he has only 1 chance in 7 of winning anyway?

2. **Fatalism.** This type of player believes in "que sera, sera" and as soon as he's convinced the direction of the game

is set, he stops writing--if he ever started writing in the first place. He is very often also the type who will wait to see what everybody else does. Then, if he's France, he wonders why Italy moves A Ven-Pie, England moves F Lon-Eng, and Germany moves A Mun-Bur.

3. **Laziness.** Some players figure that sending in moves is enough trouble for one game, so why bother? They may communicate early in the game. As England, they may send the following lengthy communication to Germany: "Let's ally against France!" They tend to misspell one out of three words, scrawl notes on the backs of 3x5 cards, and be utterly untrustworthy. Later on, if this sort of player does well, he stops writing and depends on brute force. If he does not do well, he tends to revert to type 1 or 2 above.

4. **Superiority.** The good player realizes that, with 1 chance in 7 of winning, he had better do some fancy footwork if he expects to do well in the game. Others, however, merely expect to do well. Maybe they won a game, by a fluke, back in '65, and got the idea they were unbeatable. If they communicate at all, they will send ultimata. Later in the game, they too depend on brute force if doing well, or sink into type 1 if not doing well.

5. **Passivity.** There are quite a few players who like to be told what to do. This is a form of laziness, but of a special type. These people negotiate by action. They will get proposals, decide which one they like, and move accordingly without replying. They may or may not stick with an alliance for quite some time. Occasionally, they will stick with throughout the game. Normally, though, they will be "sold" by more than one, usually several, different players.

6. **Stupidity.** This takes in all previous classifications. Players who do not negotiate throughout the game are just plain dumb. They do not realize the essential and fundamental importance of diplomacy in Diplomacy.

Well, how important is diplomacy? In this consideration, I want to restrict our attention to diplomacy during the middle-and end-game. Many people stop negotiating during these periods because they are under the mistaken impression that it will do no further good. There are times when this is true, but it is a good policy always to lead your horses to water on the off-chance that they will drink. Who negotiates, or should negotiate?

1. **Major Powers.** For players with the best chances to win, negotiation is a good insurance policy. It keeps smaller allies reassured and helps insure that they won't start flirting with the other side. It is an aid to defense, in that it helps protect sensitive borders. It keeps open lines of communication through which

you may receive valuable information. The major power should negotiate with everybody; even, on occasion, his enemies. Brute force cannot make friends of foes; negotiation can.

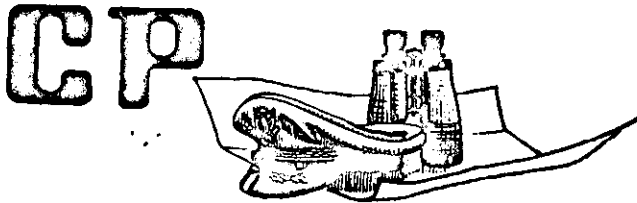
2. **Middle Powers.** All is not lost merely because somebody--maybe several somebodies--has more units than you do. Negotiations can pit the super-powers against each other, or create middle-power alliances to stop the giant(s). The middle powers may also find that their larger neighbors are willing to pay handsomely for various degrees of cooperation.

3. **Small Powers.** For the player with only a few units--perhaps only one unit--on the board, negotiation offers three things: life, liberty, and the pursuit of more supply centers. Playing off larger powers against each other can only be done through diplomacy. Negotiating for continued survival is an essential function of the small power. Remember, all is not lost until the last unit is removed from the board. The player who cannot win himself may yet have the satisfaction of

determining who will win, or even of throwing the game into stalemate. Isn't that more fun than giving up?

In short, the good player is not necessarily one who wins, but one who negotiates. The best players are those who never stop negotiating, even in the face of overwhelming and seemingly immovable odds.

What, then, does one do with a player who stops negotiating in mid-game? My advice is to attack him! No matter how good an ally he has been or whatever other mitigating factors there may be, attack without mercy. Now, I do not mean the player who merely doesn't reply to a single letter, but a player who consistently does not communicate, either on his own or in reply to letters from you. A lapse of communications may mean that a lapse in play is coming--or that the player in question is planning to betray you. In any event, the uncommunicative player is neither a good player nor a trustworthy one. He is asking, in his own mute way, for obliteration. Oblige him.



*(Continued from page 2)*

In short, since it takes an investment of around \$30 or \$40 to get a start in miniature games, there is a limit on how many people we are going to bring into the hobby without some sort of exposure to it first. S&T can help in itself, but the real answer for the immediate future is for people in a locality to band together, pooling resources to provide the necessary funds for suitable armies. Another way is to design rules for a limited number of playing pieces - such as the pure armor rules presented in this issue (you can set up the forces necessary to play these rules for less than three dollars).

So, we'll provide rules if you'll start a group in your city or town. If there are two of you or more, write to S&T and we'll run a brief, free ad telling other readers in your area that you exist.

\*\*\*\*\*

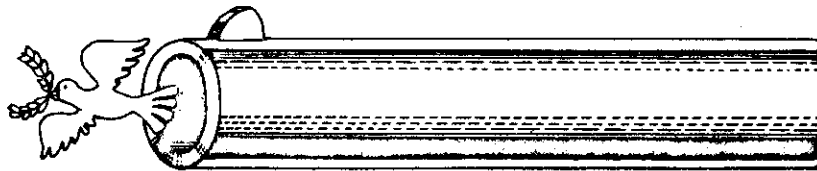
We have about given up on Renwall and Gamescience.

There seems to be much internal battling and little by way of product development, not to mention production. Whatever the outcome in Mineola, it looks like we'll be seeing no more battle games from them, and that we will lose those original Gamescience games we have. Battle of Britain and Confrontation will continue to be made available through S&T (\$4.98 and \$7.00 respectively) as long as they remain in print. At last count, while there are several thousand copies of BB available, only around 200 or so Confrontation games remain anywhere.

In talking to several dealers who formerly handled the Gamescience games over-the-counter, we found that, in general, distribution of the games has all but stopped. This is not only amazing, but seems kind of dumb. Ah well, you win some, you lose some...

Chris Wagner

# DIPLOMACY



Capt. R. C. Walker U.S.A.F.

## GAME VARIATION

The game of Diplomacy, by itself, with its spacious map-board and multiple possibilities of assignment and strategies of players, would seem to offer almost infinite variety. Even so, it was not long after the introduction of the game itself that variations of it began to appear. These were of two categories, basically: variant games using the original board and variant games using redesigned versions of the original board or wholly different scenarios of all sorts.

I am going to consider the former category in this article, as they represent the easiest and least complex way of playing variants. The suggestions made below will also enable you to play these variants without reference to any other source, as the complete rule adjustments (which are quite brief) are given.

Variants using the original board cropped up to answer two very specific problems: first, less than 7 players available; second, the same group of players meeting time after time and looking for a little variety. The original Rules of the game dealt somewhat with the former problem, suggesting ways of playing the game with less than 7 people. These methods are not very satisfactory, however, since they involve removing part of the board from play. The game's inventor, Allan Calhmer, later suggested a 6-man game and a 5-man game which are entirely superior and will be covered first.

**THE CALHAMER SIX-MAN GAME.** In this game, there is no player for Italy. However, Italy's starting units are placed on the board, and remain in civil disorder. They must be dislodged with support, and once dislodged, are removed.

**NOTE:** At some time after 1961, the Rules of Diplomacy were reprinted. The rules for 3-, 4-, 5-, and 6-man games were deleted and rules for the newer 5- and 6-man games, described above and below, were inserted. Many of our readers, however, will have the older Rules, and the paragraph above and the one below are inserted primarily for their benefit. Those who have newer sets already know these variants.

**THE CALHAMER FIVE-MAN GAME.** ("Napoleonic Diplomacy"). In this case, both Germany and Italy are unplayed. Their starting units are placed on the board under the same conditions as described under the 6-man game, above. Because this duplicates conditions at the time of Emperor Napoleon I, the game is sometimes called "Napoleonic Diplomacy. Customarily, the game begins in 1801 instead of 1901.

**TWO-MAN GAME:** It is possible to play Diplomacy -- of course, it might be better to call it "war" -- with two players. Leaving Italy unplayed as in the six-man game above, divide the board as follows: **ALLIES:** England, France, Russia; **CENTRAL POWERS:** Austria, German, Turkey. This arrangement is about the most equitable. Playing the game this way doesn't do its original intent much justice, but it is a good way to teach a novice the game or to practice the strategy and tactics of the military portion of play.

**THREE-MAN GAME:** Divide the board as above, but have a player for Italy. Other arrangements might be used to leave the "odd-man-out" as England, Russia, or Turkey. I have seen this sort of game won by the single power. In this type of game, and in the two-man game, greater superiority is often required for victory -- usually 20 or 22 units.

**TEAM GAME:** As in the two-man and three-man games, save that the two grand alliances are played by three players each, in permanent alliance. One of them is the "captain" and he coordinates play; however, each player writes the orders for his own country. Diplomacy takes place in this version, as bickering within the alliances.

**HYPERSPACE DIPLOMACY.** This is more complex, and demands (more or less) the presence of an eighth person to keep track of linkages and separation. With each set of orders, each player may, if he wishes, write a "link" order uniting two provinces which are separated, and/or a "separate" order disuniting two provinces. Linkages and separations are effective the move AFTER the orders were written. Simultaneous "link" and "separate" orders (i.e., one each) affecting the same two provinces cancel each other out. Sea and inland provinces may not be linked; a fleet may not move to any inland province regardless of linkage. This provides an exciting, if confusing game ("A Ank-Lon"). It is best to allow for longer Diplomacy and move-writing periods, as the playing board will become quite scrambled in a few game-years' time.

**ARMORED VARIANT.** Allow the use of two supply centers to create and support a single land unit, a Double Army (DA). This would have double the strength of a regular army but would occupy only one province and capable of being convoyed. If a DA is supporting, the attack of a single A from the side would cut the value of its support in half.

**YOU ONLY LIVE ONCE GAME.** A unit, once annihilated, cannot be replaced. Thus, a country would always have as many units less than supply centers as it has had units annihilated in the course of the game. This makes for a really quick game.

**BOARD VARIANTS.** With a clear plastic overlay sheet and a grease pencil, you can quickly make a variant. Laying the sheet over the playing board, you can draw in new boundaries and letter in new province names, and see how the game would be if... Switzerland were passable, Norway didn't border St. Petersburg, Trieste didn't border Venice, fleets could move to Sicily, Sardinia, Corsica, and Iceland (and Ireland), and so on.

These are a few of the major variants. There are many others, more complex, which also use the regular board. They include economic games of various sorts, Kriegspiel Diplomacy (with invisible units), Blitzkrieg Diplomacy (in which both Spring and Fall moves are written simultaneously), and others. With a little effort, you could develop many variants of your own, possibly by changing or adding to the Rules. For those of you whose tastes may be a bit jaded by the same old Diplomacy, I offer these new vintages to pour in the old bottle.



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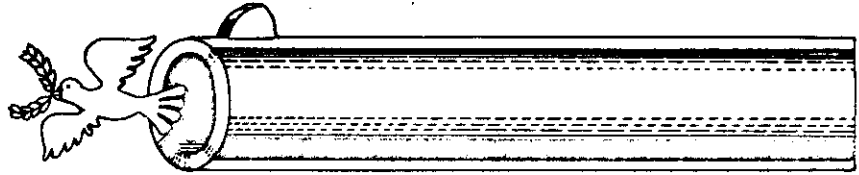
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# DIPLOMACY



## You Lie, Sir!

Ex-Captain Walker (USAF) is now a civilian and it was because of the chaos of his transition that he was unable to be with us this issue. Mr. Walker will be back. Filling in this time is our own managing editor, Ed Birsan, a well-known figure in DIPLOMACY circles. In the following article Mr. Birsan expounds on that aspect of the game which brought him his notoriety.

No weapon is used as frequently as the lie when it comes to the game of Diplomacy. In every game someone lies and quite often all the players lie at different times during the game. The type of lie and the damage which it inflicts can often determine how well you are doing in Diplomacy and what kind of 'professional' reputation you will carry with you to your future games.

The following is a brief break down of the art of lying into five areas followed by a "LIE-ABILITY" chart in which you can find your 'lie-ability' rating.

### SMALL LIE

This common creature in the diplomatic circles usually makes its appearance early in the game or in positions when the liar is in no real danger from his victim. It is used to pass on misinformation about the other players motives and possible moves. It is also used as a screen to disguise your own competence or the lack of it, by projecting all types of irregular moves on the part of distant players. An example of a small lie would be:

TRUTH . . . . . GERMANY TO ENGLAND: "I am planning to attack Warsaw with the Austrian's support next turn."

LIE . . . . . GERMANY TO TURKEY: "Austria has given me no hint of his moves I would guard your position in Greece as he usually plays a southern game."

### THE SILENT LIE

One of the more frequent members of the middle game, this diplomacy weapon usually makes an appearance when a double cross is about to be played and a third party plays mute while the chopping block is arranged. The uniqueness of the silent lie over all the others is that it is not the misrepresentation of what is going on but merely the refusal to point out certain trends to an unknowing victim. It is also used when players decide to make a move which they know their ally will disapprove of. For instance:

FRANCE: Fleet Mid-Atlantic to the English Channel

Army Burgundy to Picardy, Army Marseilles to Burgundy,

Fleet Spain to Mid Atlantic.

Off hand the moves may be taken as an attempt to root the Germans out of Belgium but it could also be used as a prelude to the invasion of England with:

Fleet Mid-Atlantic to Irish Sea, Fleet English Channel convoy Army Picardy to Wales, Army Burgundy to Picardy. As time progresses the chances of using this type of lie successfully diminishes as players are usually very wary of breaking a long term alliance. It also tips the other player off if after several moves his once talkative ally goes silent and comes up with erratic and ambiguous moves.

### THE DEVIOUS LIE

A rare creature among novice players it is generally used by more experienced players who plan moves well in advance of their execution. It usually takes the form of misdirecting the goals of a fellow player in the hope of luring him into a position in which he has about as much mobility as a toad in a tree: no matter where you turn the only way is down. The advice which is given could be in the field of making moves or in the diplomatic field. It is also usually preceded or tied to a small lie about the intentions of other players, in an attempt to isolate a player diplomatically.

When used properly it can mean the difference between stabbing someone in the back and being admired for a great diplomatic move or doublecrossing someone and making a bad reputation for yourself in your diplomacy circle.

### THE GROSS LIE

Often called the out and out lie it is merely telling a player that you intend to do one thing and then move in the opposite direction with dire consequences to the victim. The gross lie is always present at the diplomacy table and makes surprise appearances usually when things are going well. When used too often it can destroy a player's reputation over night and thus should only be used once or twice during the game.

### THE VICIOUS LIE

Of all the lies told this is perhaps the most dangerous as it is usually told in the atmosphere of heated anger. It accomplishes very little for the liar except to let off steam and gain the satisfaction of putting the screws to a personal enemy in the game. It is used when players are principally too weak or too strong to either care or be affected by the military turn of events. It takes the form of turning on satellite countries in the last stage of the game or satellite countries turning on their 'protectors' because they reject

the submissive position they are in. Often this puts that little bit of reality into the game, which is called the 'human element' or 'neurotic factor' which makes the game exciting.

The chart allows you to rate your own liability. Take the type of lie told and the strength that you were at when you lied and find a negative number. Add up numbers for each time that you lied and subtract the number of supply centers that you end up with. A score of -40 or more means give-up (or run for vice president) -20 to -29 means that your image isn't too good, in fact it stinks. -10 to -19 could mean that your tendency to fib is a bit better than your tendency to make a good move. -1 to -9 puts you in the mainstream of the present players in postal Diplomacy. 0 to +9 makes you one of those saintly people we hear about but don't believe exists. A score of +10 to +15 puts you in with a crowd of very bad players as you are too good of a player to play against people who allow you to score points without lying. A score of +16 to +18 makes you the worst liar of them all: one who lies about himself.



### Lie-ability Chart

		TYPE OF LIE				
		SMALL	SILENT	DEVIOUS	GROSS	VICIOUS
S 1	1	X	X	X	18	
U 2	2	X	X	X	18	
P 3	2	3	2	7	10	
P 4	2	4	3	7	10	
L 5	2	5	3	6	10	
Y 6	2	5	3	6	8	
	7	3	4	3	5	8
C 8	3	3	3	5	7	
E 9	3	4	4	4	7	
N 10	3	5	5	5	7	
T 11	4	6	6	6	8	
E 12	4	7	7	6	8	
R 13	X	9	7	6	10	
S 14	X	10	7	5	10	
	15	X	7	5	18	
	16	X	X	5	18	
	17	X	X	6	18	

X-Wrong classification.

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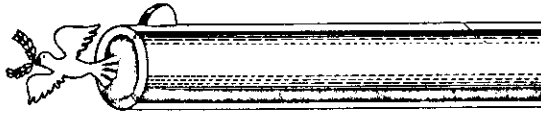
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# DIPLOMACY



*With this issue our DIPLOMACY editor begins a new series of articles in which he treats the game as chess has been treated for years, as a game with a beginning, middle and end. Each of which can be treated in detail and with great benefit for those who play the game and not just play with it.*

## EN GARDE: OPENING MOVES IN DIPLOMACY

by Rod Walker

The opening move, Spring 1901, is in many ways the most important and most neglected move in Diplomacy. Players make this move casually, almost carelessly, as if its only function is to lead them to Fall 1901 goodies, assuming perhaps that the quantity of gain is some sort of substitute for quality of movement. That is why, perhaps, it is almost axiomatic in Diplomacy that the country which scores the biggest gain in 1901 seldom wins ("the race is not always to the swift nor the battle to the strong").

There is, of course, no substitute in this game for active, aggressive, substantive communication with other players, a lesson some of them never seem to learn. However, the military movement on the playing board is an integral part of the diplomatic interplay; it is not merely the use of brute force for gain, but a subtle positioning of force for bargaining position. Rank novices, as well as dim witted players generally, somehow get the idea that military maneuvering and tactical niceties are the most important part of the game. Players of most other wargames may get this idea too, since they play in a sterile, artificial, and unrealistic environment of 'force without diplomacy'.

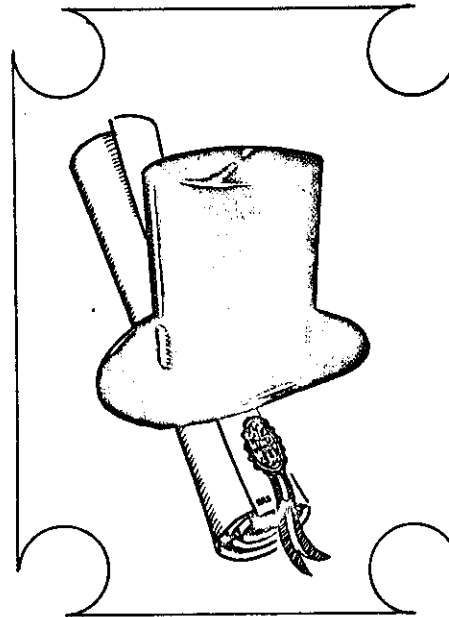
But military force is, no more than the handmaiden of diplomacy, the general but the lackey of the statesman. Defining diplomatic objectives in terms of military needs is worse than unwise; it is downright stupid, even fatally so. The player, therefore, who defines various military objectives and then frames a diplomacy to achieve them has not displayed skill, but laziness.

Anyone who does not accept the complete and utter subordination of military planning to diplomatic objectives may as well stop reading at this point. He understands neither the game diplomacy nor the 'real' game of history. For the rest, it is important to understand the import of your first moves. It is to that subject we now turn our attention.

Generally speaking, Spring 1901 moves are aimed at neutral supply centers. There are some typical aberrations: F Lon-Eng., A Mar-Pie, A Mun-Tyr, A Ven-Tyr, A Vie-Tyr, F Ank-Bla, F Bre-Eng, A Mun-Bur, A War-Gal, A Ber-Pru, A Ven-Pie, A War-Pru, A Ven-Tri, F Tri-Ven, A Smy-Arm, F Sev-Arm, A Mun-Boh, A Vie-Boh, A Vie-Gal, and some others; but even some of these may actually be aimed at neutral centers. However, every player is guaranteed, almost, that he will gain at least one such center in 1901

unless he moves with such consummate stupidity that as Italy (e.g.) he fails to get Tunis. Furthermore, obtaining only one build in 1901 is not, PER SE, damaging to the fortunes of any country, it should be obvious that there are more important considerations.

Any sensible combination of Spring 1901 moves will almost always yield a gain in the Fall, except when overwhelming enemy attack threatens. Hopefully, a conscientious and thorough diplomacy will ward off any such eventuality; it has been my experience that nations whose home territories are attacked in 1901 are those who have conducted no diplomacy or are only weak at it, and therefore deserving of their fate anyway.



Assuming, therefore, that your 1901 movement will be left relatively unhindered, you want to make them count as much as possible. In this regard, it is best to begin with the traditional division of the spoils between the powers: to Austria; Serbia, to England; Norway, to France; Spain and Portugal, to Germany; Holland and Denmark, to Italy; Tunis, to Russia; Sweden and Rumania, to Turkey; Bulgaria. Others: Greece (most often to Austria, but debatable), Belgium (debatable between France and Germany). There are exceptions: England may get Belgium or Turkey Rumania. But these aberrations do not negate the general pattern. It is therefore good to realize that if you are England (e.g.) and you try for Holland or Denmark, you are in for a war with Germany.

This basic concept set forth, let us proceed to examine the openings for each country.

**AUSTRIA** Maximum gain (Ser, Gre) is virtually assured by A Bud-Ser, F Tri-Alb. Although highly aggressive, this combination is not viewed as hostility, even by Turkey (usually). Given that combination, it's what A Vie does that sets the tone. A Vie to H is moderately neutral, but indicates suspicion of Italy. A Vie-Tri indicates

great suspicion of Italy; A Vie-Tyr indicates hostility to Italy usually, and infrequently also toward Germany. A Vie-Boh is anti-German, A Vie-Gal is strongly anti-Russian, A Vie-Bud is mildly so.

A more cautious policy is F Tri H, A Bud-Ser. This is fairly well guaranteed to irritate Italy. Again, however, the movement of A Vie sets the tone, as above. A 1901 attack on Italy (F Tri-Ven, A Vie-Tyr) is not too bright. Even if successful, it opens up a Pandora's box of troubles; the more sensible Austrian player therefore hopes for Italian neutrality, if not outright alliance. Austria may also try the doubtful variant of A Bud-Rum. This questionable move has several drawbacks. First, it stimulates Russian enmity before Turkey has committed itself. Second, it all but surrenders Greece to Turkish control and even invites being stood off in any Fall follow-up of a Bud-Ser. Therefore, this move, while it looks powerful, is in fact very weak. If Austria moves A Bud-Ser, A Vie-Bud and Turkey moves F Ank-Bla, A Con-Bul, A Smy-(Arm or Con), there is nothing Russia can do to save Rumania in Fall 1901 anyway (assuming all these moves succeed). Turkey F Ank-Bla, A Smy-Arm pretty much assures the fall of Rumania even if Russian F Sev stands off one of them.

**THE BEST MOVE FOR AUSTRIA:** A Bud-Ser, F Tri-Alb, A Vie H, in the absence of STRONG diplomatic reasons for doing otherwise. This leaves Austria in a position to deal effectively with any possible enemy (i.e., F Alb-Tri, S by A Vie answers the Italian threat made by A Ven-Tyr, A Rom-Ven; A Vie-Bud, A Ser-Bud answers a Russian move of A War-Gal), unless there is a concerted attack on Austria-in which case Austria will take her lumps, regardless.

**ENGLAND:** It is essential to gain Norway. This is best accomplished by F Edi-Nwy, F Lon-Nth, A Lpl-Yor. Whether Norway is then taken with a fleet or the army is largely a matter of taste, although moving an army to Norway is generally an anti-Russian move. All other English moves are distinctly weaker, unless there is a special diplomacy to justify them. For instance, F Lon-Eng, F Edi-Nth, A Lpl-Yor (NOT -Wal, since F Lon-Eng may be stood off) may be played in an alliance with Germany that seeks to wrest Belgium from France and to protect against A Par-Bur followed by A Bur-Mun. On the other hand, this variation makes the capture of Norway less certain, but has the advantage of getting an English army on the continent (in fact, England should usually aim at an army on the continent early in the game). On the other hand, F Lon-Eng commits England very much against France at too early a stage in the game. What England should do, optimally, is pursue an aggressive diplomacy with the aim of securing a split between Germany and France, so that, if one is hostile, the other is an ally, and vice versa. Russia should be encouraged to follow a southern policy. England can then follow a policy of maximum flexibility.

**THE BEST MOVE FOR ENGLAND:** F Lon-Nth, F Edi-Nrg, A Lpl-Edi. This allows for all sorts of options. The army may be convoyed by EITHER fleet, and may therefore go to Norway, Denmark, Holland or Belgium. The position allows for defense against French F Bre-Eng (F Nth-Lon, A Edi-Yor, F Nrg-Nwy, build F Lpl), for pressure against Germany (F Nth-Den or Hol, F Nrg-Nwy), or against Russia (F Nrg-Bar, F Nth CA Edi-Nwy; or A Edi-Nwy C by one and S by the other fleet). It also commits England against no one.

**FRANCE:** For France, the essential objective is Iberia. Any of her three units will do to capture Spa and Por (A Par-Gas, followed by A Gas-Spa, is a little used, much overlooked variation to the usual moves). Obviously, A Mar and F Bre can each capture either Spa or Por. These units are usually used, while A Par protects the northern frontiers or attempts Belgium. Obviously, the first moves dictate a smaller choice of options. Thus, if A Mar does not move to Spa in the Spring, F Bre, if it moves to Mid, MUST take Por. On the other hand, if in Spring, A Mar-Spa, F Bre-Mid, then there is greater flexibility. The move of A Par is important, since A Par-Pic commits against Bel without protecting against Germany (but does not protect against England), while A Par-Bur protects against England), while A Par-Bur protects against England), while A Par-Bur protects , but is also viewed by Germany as an act of hostility. Other moves are worse, however. F Bre-Pic or -Gas are too limiting, while F Bre-Eng is a declaration of war on England which is no more than jumping the gun. A Mar-Pie commits against Italy; it is not bad if accompanied by A Par-Gas, except that badly needed fleet gets bogged down in Portugal unless France will be content with one build. However, France must also be awfully trusting of both England and Germany to leave herself so open. In addition, a precipitous attack on Italy may open the road for the ambitions of Turkey.

**THE BEST MOVE FOR FRANCE:** There is no ONE set of best moves for France in Spring 1901. The right set depends on France's perception of her most likely enemy--she will need a set of moves which does not telegraph her suspicions. The most likely enemies are: **ENGLAND:** F Bre-Mid, A Par-Pic, A Mar-Spa gives greatest flexibility. **GERMANY:** A Bre-Mid, A Par-Bur, A Mar S A Par-Bur is good; A Bre-Mid, A Par-Bur, A Mar-Bur is less upsetting to Germany, although Germany then has a clear field to Belgium. **ITALY:** A Par-Bur, A Mar-Spa, F Bre-Mid --this can be followed by A Spa-Por, F Mid-Spa (sc) for maximum effect against Italy.

**GERMANY:** Germany's opening field of interest is most properly Denmark, Belgium and Holland. This should be true whether Germany intends to follow a policy of eastward expansion or not. This is because, in the normal course of things, Germany will probably have either England or France as an enemy. She should therefore attempt to ally with one of those two, plus gain the neutrality of Russia.

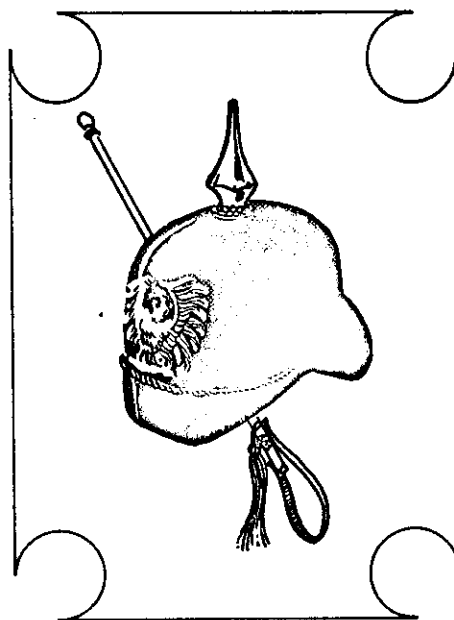
In this, Germany's opening moves are important. F Kie-Den is very powerful-- first because it challenges England's position and second because it could be followed by F Den-Swe, which will hurt Russia badly whether it succeeds or not. This is useful if Germany intends to follow an eastern policy, although it telegraphs Germany's intentions. This move is useful also if there is an alliance with France. Germany should avoid such moves as; A Mun-Sil, A Ber-Pru; A Mun-Boh; A Mun-Bur; A Mun-Tyr; F Kie-Bal--these offer small probability of gain and invariably create enmity where possibly none existed before.

**THE BEST MOVE FOR GERMANY:** A Ber-Kie, F Kie-Hol, A Mun-Ruh almost guarantees a gain of three, and is especially good if France threatens. Germany can take Den and support himself into Belgium. The thing to remember here is that you can afford to allow France into Munich, because he cannot defend it in 1902. Therefore, if France moves to Bur, don't cover Munich if you can get Belgium and if none of the other powers is threatening.

However, if Italy has formed a "special pair" alliance with Austria, it may be useful to move A Ven-Tyr to help protect Austria; if an agreement has been made to neutralize the border, A Ven-Tus (or A Ven-Pie if Italy is going to attack France, although this is a dead give away, too early) is a good move.

**THE BEST MOVE FOR ITALY:** Is obviously F Nap-Ion, A Rom-Apu, A Ven H. This allows a choice in Fall of holding the Ionian and conveying to Tunis, of defending Venice against a double attack, and of holding against a foolish French move of A Mar-Pie (by A Ven-Tus, A Apu-Ven, F Nap-Ion).

**RUSSIA:** Unlike Italy, Russia's options are the most complex. Her two most realistic choices are a northern strategy against Scandinavia and England or a southern strategy against the Balkans and Turkey (or Austria). The Spring 1901 moves pretty much commit Russia in one direction or another and it is hard to see how this can be avoided (save by moving against Germany, which is not a good idea, really).



**THE NORTHERN STRATEGY--** N Stp-Bot, A Mos-Stp, A War-Lva are normal. This allows considerable flexibility in the Fall, including the possibility of keeping England out of Norway and landing an army (A Lva) in Sweden. It depends on friendship with Germany, Austria and Turkey.

**THE SOUTHERN STRATEGY--** F Sev-Bla, A War-Ukr, A Mos-Sev (or F Sev-Rum, or F Sev-Arm), if against Turkey. A War-Ukr, A Mos-Ukr, F Sev H if against Austria. In an anti-Austrian campaign, it is important to take Rumania with an army. This campaign depends upon alliance with Austria or Turkey (to attack the other) plus friendship with England and Germany.

**A BALANCED STRATEGY--** Russia may, with some success, commit himself in both directions. This would reflect suspicion of several neighbors. It usually involves F StP(sc)-Bot, A Mos-Stp, A War-Ukr, F Sev-Rum (or -Bla or H). There is a lot of flexibility in the resulting position.

**TURKEY:** Turkey usually gets Bulgaria. He may also try for Rumania or Greece, although the former means war with Russia and the latter

means war with Austria. Turkey's real problem is to determine on a naval policy or a land policy (which is also a Black Sea policy). Unless Turkey is in a hurry to get to the Mediterranean, F Ank-Bla is usually a good move. Russia will be upset, of course--however, this does not commit Turkey to fight Russia and the Turkish player may wish to warn the Russian player of his intent to move thus, which will provoke a stand off which is more to Turkey's benefit than Russia's. The sequence here is: A Con-Bul, F Ank-Bla, A Smy-Con. There is maximum protection here and a chance at Rumania if F Ank-Bla works.

**THE BEST MOVE FOR TURKEY:** Is A Con-Bul, F Ank-Con, A Smy H. Turkey still has a choice of enemies at this point, and has antagonized no one.

I should add, however, that an all-out attack on Russia is: F Ank-Bla, A Con-Bul, A Smy-Arm, which puts all sorts of pressure on Rumania and Sevastopol. This is advisable ONLY if Turkey has a firm alliance with Austria.

In discussing the "best" opening moves, I have made a few assumptions. That is, I am talking about a game in which the players have some idea of what is going on and have conducted an active diplomacy. The novice player, of course, will generally not do this and will often make very foolish opening moves--he will try for marginal objectives (as Italy, he will try for Greece, for example) or will scatter his forces and alienate two or more of his neighbors.

Some very bad players do well in a game or two, through luck or chance, or a successful practice of treachery and deceit (these latter have their places, but not as fundamentals of policy). However, to do consistently well in the game, a player must have a definitive policy for his country and tailor his moves to achieve his defined objectives. Such a policy must take into account the policies and positions of all the other players, and not just one's neighbors. For instance, it is foolish for Austria to destroy Italy, regardless of the gain involved, if England and Germany are in the act of crushing France--and it is equally foolish, in such a situation, to allow Italy to help them.

In 1901, the policies of the players are not yet clear. Therefore, a nation is better off concentrating on moves which will yield maximum gain and maximum protection. The player should concentrate on avoiding weak moves, scattered moves, or moves which telegraph his later intentions. Remember two basic principles:

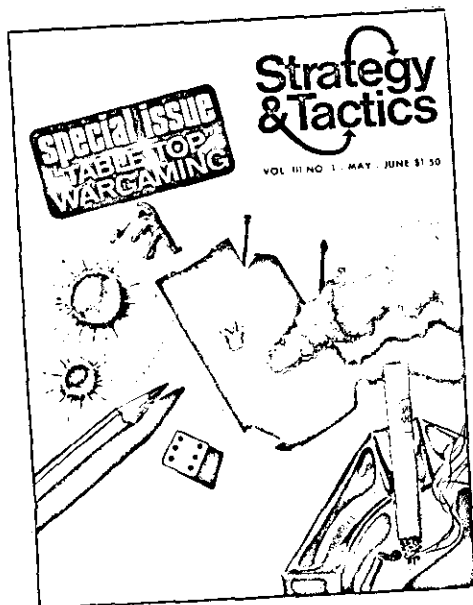
1-The country you attack in 1901 may turn out to be the only friend you had on the board.

2-If you have not gained at least one unit in 1901, you are in trouble.

I might add one further word of warning, taken from a previous column. If any neighbor does not respond to your letters (in PBM Diplomacy), he is probably planning to attack you. You should plan a defense against this for 1901 and design an offensive campaign for 1902.

**NEXT TIME-- DIPLOMACY ON SKIS:** An analysis of the struggle for Scandinavia (with diagrammatic maps).





### BACK ISSUE SALE!

We are having a sale of sorts. We recently bought out PAC's (the previous owner of S&T) stock of S&T back issues. In most cases there were only a few hundred copies of each back number left, or none at all. But in the case of numbers 16 and 17 there were close to 2000 copies (together). Now we have to get rid of all these magazines (how's that for honesty). So we are having a sale. We will, for a limited time only, sell each of these back issues for one dollar each. Both are outstanding in their own way. There are so many of them left mainly because of a gross overprinting of each issue. Issue 16 (March, 1969), was a special Avalon Hill issue, with an extensive interview with AH's chief executive Tom Shaw. In addition there was an article by our own J F Dunnigan on just who plays AH games (on the basis of years of market research) plus reviews of amateur games, features on miniatures, Diplomacy and much more cramed into 32 pages. Issue 17 (May, 1969) had a two color layout and included a set of rules for tank to tank combat (well worth it for the technical data alone). Also a simplified system of naval rules by Lou Zocchi and much more. Again 32 pages. So there's our pitch. Will you fall for it? (Buy the issues and find out.)

# DIPLOMACY



**ROD WALKER IS BACK!** (big deal). For more on what our "Diplomacy expert" is up to, see Rod's RECON blurb.

I had intended to write on possible campaigns in the Scandinavian area however, the thing's not much good without maps, and it turns out that I will need very nearly a separate article on nomenclature. So instead you are getting a piece on rules disputes, which may be less fun, but is more basic.

I would like to thank the recognized authorities on the Rules in PBM Diplomacy circles; without their efforts, much of what follows would not have been possible: Allan Calhamer, of course; John Boardman; Don Miller; John McCallum; John Koning; Charles Wells; Jeff Key; John Beshara; and probably others.

It is generally recognized that the Rules of Diplomacy are in places not paragons of clarity. Anyone who plays a few games will quickly discover that situations will arise for which the Rulebook has no ready answer. Part of the problem lies in the fact that the effort to produce a simple and concise set of rules resulted in some oversimplification. Also involved, however, is the fact that the reader may overlook relevant and important passages. Finally, there is a good deal of obscurantist and muddled thinking on the Rules (those of you who have read LA GUERRE will know what I mean).

I am therefore going to start out with one piece of advice which I regard as most important. Take the Rulebook literally. Allow no more, and no less, than it allows. Many players do not do this, and the results are often bizarre. Brian Libby once wrote me that a group at Johns Hopkins played with the assumption that Sweden had two coasts, as did Spain (despite the fact that neither the board nor the rules suggest anything of the sort). Allan Calhamer has mentioned to me that a group writing him thought that a player could build in his home supply centers even after they had been captured by another player, if they were vacant. Again, no reasonable reading of the rules could yield such a notion.

**THE REALIST HERESY.** A large part of the problem is the deep-seated notion held by many wargamers (who usually cut their teeth on Avalon-Hill) that a wargame must necessarily be realistic; that is, be a simulation. Yet chess, the original wargame, is anything but realistic. So it is with Diplomacy. Certainly, there are some elements of realism. The board has been designed to give some effect to the geographic realities of Europe—but more attention was given to the idea that the spaces on the edges of the board should be larger than those toward the center, thus giving the effect of circularity.

Ultimately, what place has realism in a game which has as its basic premise that the Sick Man of Europe is as powerful as the British Empire? Or which makes rich Sweden, as a supply center, the equivalent of poor Serbia?

It is wrong, therefore, to reason from objective reality in, say, ca. 1901. Many players do, suggesting that a rule (which plainly says one thing) says something quite different because that way it's more "realistic".

**THE BELAGUERED GARRISON**, as the situation is usually called, shows the realist heresy at its pernicious worst. It is, basically, a unit of player A being attacked by equally supported units of players B and C; EXEMPLI GRATIA, AUSTRIA: A Ser H; RUSSIA: A BUD-SER, A Rum S A Bud-Ser; TURKEY: A BUL-SER, A Gre S A Bul-Ser. Capitalized moves fail. The Rules are clear on this. Two equally supported attacks are a stand-off. A unit may (or must) retreat only when dislodged. But what does the realist heresy say? The single Austrian army in Serbia is doubly attacked, it is argued. No unit in the field could withstand such an onslaught. Therefore, even though the Russian and Turkish units do not move, the army Serbia must retreat (or even, some say, is annihilated). One could continue, REDUCTIO AD ABSURDUM, and suggest that the Austrian Army is holed up in bunkers, thus allowing the Russians and Turks to maul each other, and then emerging unscathed. But whether all this is realistic or not is beside the point. The rules are clear. In the situation above, Austria A Ser is not dislodged and does not retreat.

There are, aside from pseudo-realistic "avalonhillization" of Diplomacy, some genuine disputes, to which I would now like to turn our attention.

**THE KONING RULE**, which is named after John Koning, editor of STAB. Essentially, the ruling states that if units A and B are both ordered to attack province C, and if A is dislodged by an attack FROM province C, B may move. Thus: ENGLAND: A Nwy-StP, F Bar S A Nwy-StP, F Nth-Nwy; RUSSIA: A STP-NWY (dislodged). The problem is this: there is no specific language in the rules which allows this to occur.

There is a "realist" argument for the Koning Rule, but it is nonsense and I will not deal with it. The problem occurs because Allan Calhamer INTENDED to put such language in the Rules, but failed to carry out that intention. He has stated this on a number of occasions; further, the Sample Game at the end of the Rulebook allows the Koning Rule—the moves above are taken from the Fall 1902 campaign.

The situation is complicated by the fact that Mr. Calhamer has ALSO stated that, since the requisite language is not in the rules, he would rule otherwise and, in the situation given, disallow "F Nth-Nwy". Some, including myself, have sought to resolve this by regarding the Sample Game as part of the Rules and arguing that therefore language allowing Koning's Rule is unnecessary since the Sample Game makes clear that it is allowed.

This controversy has by no means been resolved. Those playing the game should, however, resolve in advance which ruling they will use. It should be noted that Koning's Rule favors the offence; the reverse favors the defence. Neither is a very good reason for choosing one ruling over the other, but if you can't make up your mind any other way, the effect on the game might be an acceptable criterion.

**BOARDMAN'S DILEMMA AND MILLER'S RULE.** John Boardman, publisher of GRAUSTARK, once propounded the following dilemma: the support of a unit cannot be cut by an attack coming from the space into which it is supporting; however, what if the unit is not only attacked, but **DISLODGED**? The Rules seem to be silent on such an eventuality. Dr. Boardman suggested that dislodgement implies an attack and, in the absence of language to the contrary in the Rulebook, the support remains good. Thus: GERMANY: A Ber-Sil, A Mun S A Ber-Sil, A KIE-BER; RUSSIA: A Pru-Ber, A Sil S A Pru-Ber (dislodged).

Don Miller, publisher of DIPLOMANIA (INTER ALIA), suggested otherwise. The Rules did not cover this situation; hence it is not logical to assume that unit which is being dislodged can give a valid support. Thus, in the example above, both Russian moves would be underlined.

The analogy with Koning's Rule is obvious. So much so, that Miller's Rule is sometimes formulated in a broader sense to include both. Thus: "A unit which is dislodged can have no effect upon the space from which the dislodging attack came".

It should be noted that some would formulate an even broader rule by suggesting that a dislodged unit has no effect on the board at all. This is demonstrably untrue.

Thus:  
FRANCE: A BUR-MUN (dislodged)  
ENGLAND: A Hol-Kie, A Den S A Hol-Kie  
GERMANY: A RUH-KIE, A MUN S A RUH-KIE  
ITALY: A Mar-Bur, A Gas S A Mar-Bur.

Although the French army in Burgundy was dislodged, the Rules make clear that it still cut the German support (thus allowing the English into Kiel).

In my opinion, while the case is relatively clear-cut in the case of (and in favor of) Koning's Rule, this cannot be said for Miller's Rule. Although I use Miller's Rule in adjudicating games, I must confess that there are times when John Boardman's solution to his own dilemma seems far more consistent and logical. Since Miller's Rule and its converse favor neither offence or defence, the player will have to make up his mind almost entirely on whether he believes that the Rules, in failing to mention "dislodgement" have in fact failed to cover this situation.

**THE GILLILAND SITUATION.** So-called for the first postal player to have been victimized by the so-called "Chalker Rule", one of the worst and most unpopular rulings ever made. I include it because there is a pseudo-rationality connected with it which tends to make it seem believable. The moves involved were:

ENGLAND: A KIE-BER, F DEN-KIE,  
F Hol S F den-Kie, F NTH-DEN,  
F Hel S F Nth-Den

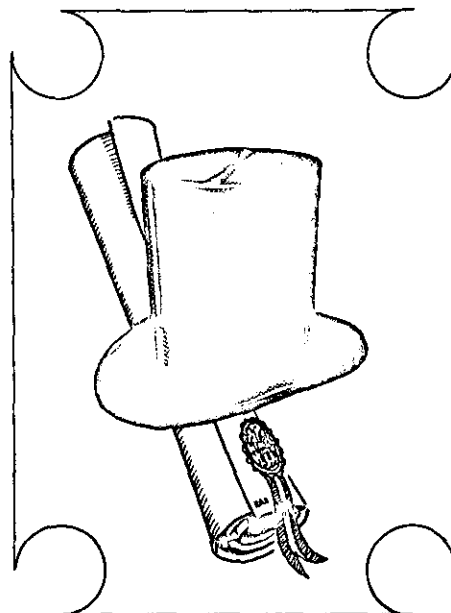
GERMANY: A BER-KIE  
RUSSIA: F SKA-DEN, F Bel S F Ska-Den.  
The Chalker Rule, however, would allow Russian F Ska-Den to succeed. The supporting argument was based on the phrase, in the Rulebook, "an order to move, with support, against a unit belonging to the same country as the moving or supporting unit is of no effect;...". It is argued, therefore, that the English moves F Den-Kie and F Nth-Den were "of no effect", and were therefore "conditional". The move F Nth-Den could not stand off the Russians under this reasoning, hence the Chalker Rule.

The Rulebook does not support this opinion, however. The phrase already quoted ends with an important qualifier: "that is, a country may not force one of its own units to retreat". That is what "is of no effect" means. It does not mean that such attacks cannot stand off other, equally well supported, attacks.

No doubt at this point somebody will be asking himself how it can be that units of the same country can attack each other. Again, do not expect realism in a GAME. Units of the same country can attack each other because the Rules allow it.

An analogous situation occurs in Spring 1902 in the Sample Game. AUSTRIA: A TRI-BUD, A VIE-BUD; URSSIA: A GAL-BUD. Two Austrian armies attack the same place and the resultant stand-off also keeps the Russians out.

**THE BRANNAN RULE.** Dan Brannan, editor of WILD 'N' WOOLY, identified early in 1966 one of the most obvious omissions of the Rules, and developed a simple rule to solve it. The basic question is, if Army A attacks province B,



conveyed by fleet C, from what direction does the attack come? The importance of this is illustrated by the following situation (adjudication in accordance with Brannan's Rule):

FRANCE: A SPA-NAP, F Wes C A Spa-Nap, F TYR C A SPA-NAP, A Rom S A Spa-Nap (F Tyr is dislodged). Italy: F Ion-Tyr, F Nap S F Ion-Tyr.

Brannan's Rule is this: conveyed attack comes from the direction of the last conveying fleet. Thus, in the situation above, the conveyed attack does not cut the support, the last conveying fleet is thus dislodged, and the attack on Naples fails.

The converse is to regard A Spa-Nap as an attack from the side (vis-a-vis the Tyrrenian). In that case, the fleet in Naples is dislodged. A very literal reading of the rule regarding cutting of support would give this result, except that it seems clear that an attack from an ADJACENT province is meant. Spain is not adjacent to Naples. The only way an army can move from one to the other is through a succession of fleets. It seems inescapably logical that the attack of A

Spa upon Nap is delivered through F Tyr, and must therefore be coming from that direction.

The Brannan Rule, that a conveyed attack comes from the direction of the (last) conveying fleet, has five applications.

1. A conveyed attack has no effect if the conveying fleet is dislodged.  
FRANCE: A SPA-NAP, F Wes C A Spa-Nap, F TYR C A SPA-NAP (dislodged).  
ITALY: F Ion-Tyr, F Tun S F Ion-Tyr, A Apu-Nap.

2. A conveyed attack does not cut support for another attack if the conveying fleet is dislodged.  
FRANCE: A SPA-NAP, F Lyo C A Spa-Nap, F TYR C A SPA-NAP (dislodged), A ROM S A SPA-NAP (dislodged).  
ITALY: F Ion-Tyr, F Tun S F Ion-Tyr, A Apu-Rom, F Nap S A Apu-Rom.

3. An attack on the last conveying fleet from the province being attacked by the conveyed army, if equally well supported as that army, does not dislodge the fleet but does stand off the army.  
FRANCE: A SPA-NAP, F Lyo C A Spa-Nap, F Tyr C A Spa-Nap, A Rom S A Spa-Nap, A Apu S A Spa-Nap.  
TURKEY: F NAP-TYR, F Ion S F Nap-Tyr, F Tun S F Nap-Tyr.

4. An attack via convoy does not cut support, for an attack on the last conveying fleet, being given by a fleet in the province under an attack. See the example given above under the original discussion of Brannan's Rule.

5. Two armies may change places if one or both of them are conveyed. Thus:  
ENGLAND: A Lon-Bel, F Eng C A Lon-Bel.  
FRANCE: A Bel-Lon, F Nth C A Bel-Lon.  
or FRANCE: A Bel-Hol.  
GERMANY: A Hol-Bel, F Nth C A Hol-Bel.  
This is the most controversial application of Brannan's Rule, since it constitutes an exception to the Rulebook's statement that two units may not exchange places.

**CUTTING YOUR OWN THROAT.** Consider the following moves:

FRANCE: A Ruh-Mun, A Bur S A Ruh-Mun, A Par-Bur; GERMANY: A Kie-Mun.  
The question is, does France get Munich? The answer is no. Most players assume, and most Gamesmasters (including myself) rule, that a player may not cut his own support by attacking his own units. However, the Rules specify only that support may be cut by an attack "from the side", without any statement as to the nationality of the attacking unit. Technically, therefore, it is possible to cut your own throat. Of course, it would take a pretty clumsy player (perhaps clumsy as a fox?) to stumble over his own feet in that fashion.

**THE COASTAL CRAWL.** The Rulebook states, "if two units are ordered each to the space the other occupies, neither may move." The word "space" is never defined in the Rules. It seems clear that it is intended to be a synonym for the phrase "province or body of water" (the word "province" is sometimes used in this sense in the Rulebook), just as "unit" is synonymous for the phrase "army or fleet". But it is not so defined. Therefore, the question may legitimately arise, is Spa(sc) a different space from Spa(nc)? Because of the ambiguity of the word, the answer if sometimes given, "yes". The same would apply to the two coasts of the other double-coasted

provinces. If this is true, then the following moves would succeed:

1. F Por-Spa(nc), F Spa(sc)—Por
2. F Spa(nc)—Por, F Por-Spa(sc)
3. F Mid—Spa(nc), F Spa(sc)—Mid
4. F Spa(nc)—Mid, F Mid—Spa(sc)
5. F Con—Bul(ec), F Bul(sc)—Con
6. F Bul(ec)—Con, F Con—Bul(sc)

Although this interpretation adds a certain advantageous flexibility to areas that often become severely bottlenecked in a game, it must be admitted that it flies in the face of the obviously INTENDED meaning of "space". On the whole, it would seem to do less violence to the Rules if the Coastal Crawl is disallowed. On the other hand, it must be admitted . . . well, it must be admitted that I am very ambivalent on this point. I like the interpretation. I do not like the justification for it.

**THE CHANGING OF THE GUARD.** This is one of the biggest pieces of nonsense going. I should know; I made it up. Unfortunately, some people (none too bright, some people) believed me.

The C.G. simply states that an army and a fleet occupying two adjacent coastal provinces may exchange places. The suggestion was intended as a satire on the "realist" school of rule interpretation (which I regard with the scorn it deserves) (did you notice?), and was justified with all sorts of tripe about fleets sailing along the coast and armies marching inland, and whatnot. The C.G. would allow the moves F Mar-Pie, A Pie-Mar.

Regardless of what sort of hocus-pocus one focuses on the problem, the Rules clearly state, "if two units are ordered each to the space the other occupies, neither may move." More clarity could not be asked for. Unless you want Mr. Calhamer, with a prescience which looks forward seven years, to state also, "the Changing of the Guard is illegal". And it is.

These are some of the major rules disputes. There are others, but nearly all of them involve extremely rare situations and/or provoke very little discussion. A future column is planned to cover some of these, as well.

In the meantime, if you have a rules dispute or problem that you would like to ask me about, please feel free to write. My address is 5058 Hawley Blvd., San Diego CA 92116. I won't guarantee an immediate answer, but I will try to reply quickly. Enclosing a stamped, self-addressed envelope will insure a speedier reply.

#### NEXT ISSUE: POSTAL DIPLOMACY:

How to run it  
How to play it  
How to join it  
How to avoid it.



#### WHAT, ANOTHER "DIPLOMACY SPECIAL"?

Back in the dear, dead days when S&T was being printed on long paper and was just getting started, we did a "Diplomacy Special". That was No. 8; it had articles by John Boardman (who began postal Diplomacy), John McCallum (one of the oldest and best-known postal Gamesmasters), and myself.

Fourteen issues later, there have been Diplomacy columns in most issues, but nothing else on the game. I have therefore proposed that we have another "Diplomacy Special". THIS IS A NAKED APPEAL FOR PUBLIC SUPPORT. The editor says I can do this if you-all would like to see it. And the more support I get for the idea, the more pages I can have (in other words, the "special" issue would still have other wargaming coverage, but there would be a BIG Diplomacy section).

What kind of material do I envisage for this project? A few ideas are these:

1. The commercial game of Diplomacy you can buy today is not exactly the game originally designed by Allan Calhamer. Beside the several drafts that Calhamer made of the rules during 1954-1959, Games Research made one very vital change in the Rules after 1959. This would be covered in an article by (hopefully) Jeff Key of Oklahoma City, who first brought this to our attention.
2. Fred Davis, Jr., of Baltimore, has written on the geography of the game. In conjunction with myself, he has designed a proposed revision of the board and of the rules, an experimental game called Aberration I. This has been locally play-tested and is presently being played by mail. I propose publishing the rules and map for this game.
3. One of the chief charms of postal Diplomacy has been the "press-release" literature connected with it. I propose writing an article on this, illustrated with profuse examples.
4. I hope to get John Boardman, who began postal Diplomacy, to write an article on two other creations of his, the supply-center chart and the Boardman Number system for postal games.
5. In addition, room permitting, we could have articles by others on the background and strategy of the game, plus the maps and rules for one or two other variants (I have in mind, for example, the popular Youngstown Variant, which adds to the regular game China, India, and Japan as Great Powers).

I also solicit the ideas of the readership. What sorts of things would you like to see covered in such a "special"? Rating systems? Strategy in the Napoleonic (5-man) game? Team play? You name it. The only thing we will definitely NOT do is cover material published in previous S&Ts. That material is still in print and reasonably inexpensive.

OK, I've said my piece. Now it's up to you. If the feedback justifies it, the editor will give me the green light. So feedback, already!

. . . Rod Walker

#### 'KAMPF' LIVES!

Four years ago Jim Dunnigan got suckered into producing a series of historical monographs under the name KAMPF. As the pressure increased everyone else pulled out leaving of Jim holding the bag. Three monographs were actually published, ARDENNES OFFENSIVE 1944-45, BATTLE FOR FRANCE 1944 and THE GUADALCANAL CAMPAIGN 1942-43. Each of these runs from 24 to 40 pages in length and contains 10 to 15,000 words of text plus numerous charts, maps, diagrams and OB data. They were produced with game design in mind, and on the basis of them Jim was first hired by Avalon Hill (they also got Jim extra credit at Columbia University). Two more were finished, GERMAN WEAPONS IN WW II, and GERMAN ORGANIZATION AND ORDER OF BATTLE IN WW II but the money ran out to produce these. Jim is still scrounging up the bread to get the rest of them out, as well as others that he talked some of his associates into writing. S&T has taken over this obligation, and as soon as we get S&T straightened out we will continue publication, in a much improved format. First priority, of course, will be to satisfy those who have bought the unpublished ones (if you haven't asked for a refund yet). In the meantime we are making available copies of the three that have already been produced.

ARDENNES OFFENSIVE 1944-45 . . . . \$2.00  
BATTLE FOR FRANCE 1944 . . . . . \$2.00  
GUADALCANAL CAMPAIGN 1942-43 \$2.00  
ARDENNES is available only in xerox, the others are offset printed. Send orders to Poultron Press.

#### MSC

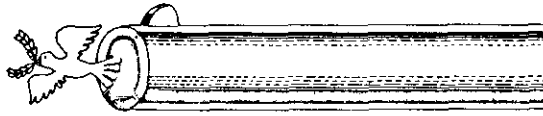
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# DIPLOMACY



## POSTAL DIPLOMACY: HOW TO... Run It... Play It... Join It... Avoid It

Despite its requirements for seven people, Diplomacy is really something of a hermit's game. In many ways, it is a far better game when played in the absence of people. In fact, many who own the game never seem to be able to come up with a full board for in-person play. The solution to this problem is to play the game by mail. Postal Diplomacy has been around since 1962 (and possibly earlier). This column has been written to tell you something about how it works.

In addition to the seven players, the game requires an eighth "player", the Gamesmaster (he could also be used for in-person play, with many of the same functions). The Gamesmaster administers the progress of the game, adjudicates and reports the moves for each season, records supply center holdings, and interprets the Rulebook where necessary.

The operation of a postal game is very simple. The Gamesmaster sets a deadline for the receipt of moves, which he communicates to the players. The period allowed is generally two to three weeks. During this time, the players communicate with each other by letter (or telephone, if they are close enough or rich enough), forming alliances and making agreements in more or less the usual way (but see next issue's column). They then mail their moves to the Gamesmaster in sufficient time to arrive on or before the deadline. In this regard, most GMs accept more than one set of moves, using those with the latest postmark, so that players who wish to be sure of having moves in will make a set and mail it immediately, and then make any necessary changes as their negotiations proceed.

After the deadline is passed, the Gamesmaster adjudicates the moves. He then reports them to the players, usually using the Succeed/Fail or the SUCCEED/fail method (in the first, unsuccessful moves are underlined: A Mun-Tyr; in the second, successful moves are in caps: A MUN-TYR, and unsuccessful moves in miniscule: a mun-tyr). This report is distributed to the players. The most common method for reporting is the postal Diplomacy journal, or 'zine, usually printed by spirit (ditto) or ink (mimeo) reproduction. Almost every other reproduction method has been used for Diplomacy 'zines: thermofax, xerox, hexograph, carbon copy, even computer printout. There exists at least one extant copy of an issue which was hand-written. These are prepared by the Gamesmaster himself, or by an editor/publisher, and mailed to the players. Along with the move report is a new deadline, and the process begins all over again.

The Rules of Diplomacy note: "(Players) may include such things as exchanging information, denouncing, threatening, spreading rumors, and so forth. Public announcements may be made, and documents may be written and made public or not as the players see fit." Those who have been in in-person games know that these things, especially the "written document" business, are difficult to do because of the time limitation. In postal Diplomacy, these things are usually accomplished through "press releases" sub-

mitted by the players. The Gamesmaster may or may not cause these to be printed, depending on space limitations and editorial policy. Some GMs (John Boardman of GRAUSTARK, notably) print everything they receive. Others simply print nothing. Most will print what they can. Many (myself included) will edit items submitted and will print items primarily of general interest. A good many will also refuse to print so-called "black propaganda"; that is, material submitted by one player in such a way as to impute authorship to another player (as opposed to merely anonymous material). Some postal games have become famous for their propaganda wars (e.g., 1966AA in GRAUSTARK, 1968S in THULCANDRA, 1966AO in EREHWON, and others.\*

I might mention here that running one or more postal games is a very expensive business. The game-fee charged to the players, which generally runs from \$2 to \$5 (but may occasionally be lower or higher) will not cover entirely the costs involved, well over half of which will be postage. No serious Gamesmaster has ever broken even on the deal, unless it was Charles Reinsel, whose game-fee was quite high (\$6) and whose output was very small, or possibly John Boardman, who has been able to turn out a relatively high-class product and still find fantastic bargains in stencils, paper, and ink. Therefore, anybody who undertakes such a venture should plan on losing money—possibly a lot of money—on the deal. My own publishing costs run to nearly \$500 a year, of which only a fraction is made up by game-fees, subscriptions, and whatnot. This kind of thing probably explains the increasing appearance in the past two years of 'zines which are produced by two or more people who share expenses.

Playing the game, and doing it well, is a subject much too broad to cover in a single column. However, many of my previous columns have dealt with this subject, either directly aimed at postal Diplomacy or at Diplomacy generally. The reader may find the following particularly helpful (by S&T issue No.):

- 10, "Winning" at Diplomacy"
- 11, "Communication in Diplomacy"
- 16, "Fleet Lond to K4"
- 17, "Stop Taking and Make Your Moves!"
- 20, "En Garde: Opening Moves in Diplomacy"

Joining a postal game is relatively simple. At the one or more games forming. These were summarized in NUMENOR 1009, dated 25 June 1970. In that list, both regular games and variant games (different boards, different rules, etc.) were included. Prices ranged from an unbelievable \$1 to \$6 per game. Some of the more prominent postal Gamesmasters, who often serve as contact points for the whole range of postal Diplomacy, were listed in S&T No. 21, and they will be happy to tell you where the openings are.

One word of caution: STRATEGY & TACTICS does not itself sponsor postal Diplomacy games. All such games are private arrangements between the players and the Gamesmaster. There is no guarantee, save reputation, that a Gamesmaster will not simply vanish after he has collected your money, nor that he will run the game properly, even if he sticks around. This has happened before. The Diplomacy

Division of the NFFF Games Bureau makes every effort to place "orphan" games with new Gamesmasters, but this is not as satisfactory as having the game completed by the GM who started it. Therefore, if you have ANY doubts about a GM whose game you are about to enter, it would be wise to contact one or more of the individuals listed in S&T No. 21. These are some of the older and more dependable GMs. We may not be able to advise you entirely, but if the prospective GM has any reputation at all, we can tell you what it is.

It is very easy (if you have the money) to join five, six, a dozen, two dozen games. Many 'zines replace players who drop out or resign, and such positions are usually free if you already get the 'zine, so you can get pretty deep in a hurry if you aren't careful. Some players have been known to be active in 30 to 40 games and more at one time. The current record-holder is presently active in 38 games. 38 games!

The problem with being in so many games is this: with any speed, you should allow two hours to set up the board, plan your moves, write your moves, and write the other players, each time a report of moves comes in. You may spend an additional hour or more answering letters that come in during that diplomacy period. All of this will take longer if you do not type or if you hunt-and-peck. You may therefore average four hours or more per month per game. The number of games you should be in, therefore, should be the number of spare hours you have per month, divided by four. And remember this: a postal game takes a year or more to complete. In fact, a few games begun in 1966 are still going on (they all suffered considerable delay for one reason or another, of course; however, some 1967 games have proceeded steadily and are still active). Therefore, it is not a matter of "I've got a lot of spare time now, so I can join a bunch of games." How much spare time do you have on the AVERAGE, and how much do you want to devote to Diplomacy? Of course, you can devote less time per game and play sloppily; but if you're not going to try to play well, why bother?

A FINAL NOTE: Those of you who have ideas or subjects for future columns should by all means write me. Either c/o S&T or to my home at 5058 Hawley Blvd., San Diego, Calif. 92116. I will give all such suggestions careful consideration and will try to write a reply within a reasonable length of time, depending on the volume of my mail and my publishing schedule.

\*NOTE: The numbers assigned to postal Diplomacy games are part of a standard international nomenclature, the "Boardman Numbers," developed by John Boardman of GRAUSTARK in 1965. The number is a combination of the year in which the game began with an alphabetic designator assigned in the sequence: A-Z, AA-AZ, BA-BZ, and so on. The highest designation ever reached thus far in any one year was CX. Assignment of the Boardman Numbers has been accomplished, in turn, by John Boardman of GRAUSTARK, Charles Wells of LONELY MOUNTAIN, John Koning of "sTab," and Rod Walker of NUMENOR. Anyone who is running a postal game is encouraged to contact me (see address above) for the assignment of a number and so that standard center-year records may be kept on your game(s).

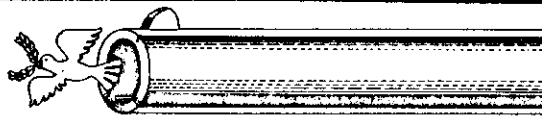
NEXT TIME: Alliance Formation in Postal Diplomacy.

Rodney C. Walker



# DIPLOMACY

by R.C. Walker



## ALLIANCE FORMATION IN POSTAL DIPLOMACY

Generally speaking, the formation and working of alliances will be somewhat different in postal Diplomacy as compared to the face-to-face type. There are several reasons for this:

- (1). In face-to-face, the players will generally know most or all of the other players pretty well, whereas in postal play most of the other players may be complete strangers.
- (2). Even where the player does know others in his postal game, he generally knows them only through other games; furthermore, his relationship to them in other games still in progress will tend to influence his behavior toward them in this game. (I should add that this cross-game influence is frowned upon, but nonetheless occurs. One of the more legitimate expressions of it is the reputation some players acquire for being untrustworthy. One of the worst is the letter one sometimes gets in Spring 1901: "so-and-so is a good player; he's won so many games. Let's get him")
- (3). A postal game lasts longer and the negotiations are apt to be more protracted and detailed; furthermore, they are secret in the sense that nobody knows (for sure) who is negotiating with whom. It is also possible to convince people that negotiations which never occurred actually did.
- (4). The tactical end of a postal game tends to be sharper, because the players have more time to compose moves and are not rushed by a deadline only minutes away.

For these reasons, and for others which could be adduced if space permitted, it behooves a player to form alliances in postal play very carefully and to be aware of their advantages and limitations. Of course, much of what follows will be applicable to in-person play in some degree.

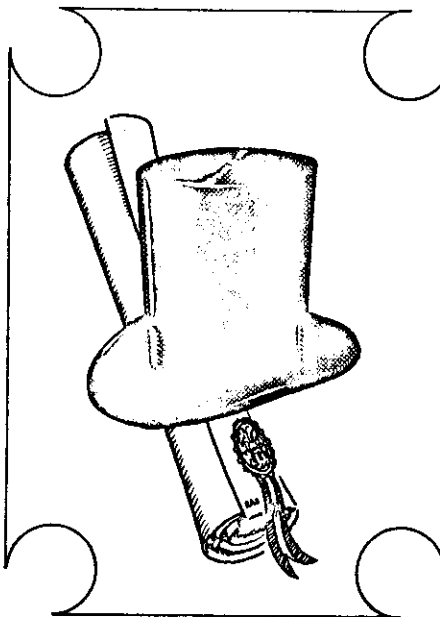
## ALLIANCE OBJECTIVE

Alliances in face-to-face play tend to be temporary expedients.

The time limitations are such that nobody is thinking too far ahead, certainly not to the end-game, and there is not too much opportunity for drawn-out delicate negotiations. In Spring 1901, Germany may walk up to England and say, "Let's get France." This alone may take several minutes, because he has to get England alone and make sure France isn't listening, and so on. Germany and England may then cooperate against France, and negotiations may consist of planning joint moves where they can cooperate—but Germany can't spend too much time on that because he has to worry about his relations with Russia and god knows what Austria and Italy are up to! So negotiations become a constant round of fence-mending and tactical planning. The Rule-book talks about written treaties and declarations and what not, but who has time?

In postal play, negotiations are far more attenuated and diverse. Germany may offer

England the limited sort of "let's get France" agreement discussed above, but he is more apt to phrase his offer in more detailed terms: "We will cooperate against France [and here follows a list of who gets what]. I will build only armies. Then you will move into the Med. and I will go east against Russia [here follows a list of what is neutralized after France goes and who gets what in the Mediterranean littoral, and possibly an offer to give England St. Petersburg, etc.]" The offer may even be detailed right down to the end-game, accompanied by maps and perhaps even a treaty, and so on. The player should, therefore, keep in mind the kinds of alliances (or alliance offers) which he may see in a postal game.



**1. NON-AGGRESSION PACT.** This is the most limited sort. Italy, hoping to move east, may offer France an agreement whereby units are not moved to certain spaces, no fleet is built in Marseilles, and so on. This is the weakest sort of agreement, and is entirely a matter of convenience.

**2. TEMPORARY ALLIANCE.** Two players will, for example, combine against a third. Or three or more weaker powers will try to combine against one or two much stronger powers in order to stop them.

**3. PUPPET PACT.** A weaker power sells his soul to a stronger one in return for survival.

**4. LONG-RANGE ALLIANCE.** Two (Usually, but sometimes more) players make an alliance which involves joint military operations throughout half or more of the game. Treaty is aimed at destruction of two or more opponents, specifies division of spoils, and so on.

**5. FOREVERNESS ALLIANCE.** This alliance is intended to go to the end-game. It is almost always a two-power pact (although I am presently involved in such a pact with three participants) and is aimed at all other players. Its ultimate objective is either weak ("we split

the board 17-17") or strong ("we reduce all our enemies to impotence and then the first one with 18 units wins"). This agreement is particularly effective (if both parties are trustworthy) because it makes two countries effectively one for most of the game.

## INITIATIVE, ARGUMENT, and the TIME FACTOR.

Making alliances in face-to-face is a matter of hurried conversations, often in whispers, with little time for finesse. Further, many players accept the first proposal that is made to them (this is also true in postal play, of course), making further negotiations fruitless.

In postal play, however, things are quite different. The player who accepts the first offer might get two or more the same day, and hence still have to make a choice. Furthermore, the player who is more choosy has plenty of time to read and reread all offers to evaluate their worth and sincerity. Therefore, if Germany merely says to England, in a postcard, "Let's get France," and France sends England a detailed letter providing for a common attack on Germany, division of the spoils, neutralized areas—even though this AMOUNTS only to "Let's get Germany"—which offer is England likely to accept? Once, as Germany, I received the following from France in Spring 1901: "Let's ally against England. Belgium is mine. Don't fight me and I will not take Munich and let you keep Holland." Needless to say, I immediately contracted an alliance with England. It is therefore imperative to be very careful in your negotiations...it is not necessary to be obsequious, but negotiation in a frank and friendly manner is usually essential to success. The postal player should also remember that many do not write, or write only when written to. This means that taking the initiative is extremely important. Before Spring 1901 moves, you should have written at least once to each of the six other players in a game, exploring various possibilities of cooperation.

The more sincere and convincing your arguments, the more likely it is that they will be accepted. Remember, as pointed out above, that the person to whom you are writing will have plenty of time to analyze your proposal.

## ALLIANCES TO AVOID

One of the reasons you will make an alliance is that you expect to benefit from it (even the weak partner to a Puppet Pact gains a benefit: survival). You cannot benefit if your ally betrays you. You can pretty well bet that the kind of player who writes "Let's get-----", or "Let's attack so-and-so because he's a good player," or some other shallow alliance offer is probably pretty feeble-minded as a player and therefore untrustworthy. Of course, his may be the ONLY alliance offer you get, in which case you have to take your chances. In general, however, it is wise to avoid dealing with players who cannot think beyond the next move or the destruction of an immediate neighbor.

On the other hand, this is not to say that everyone who offers a detailed and well-designed alliance is sincere. If, say, England offers good alliances to both Germany and France, each against the other, he will have to choose which one he will observe, on the basis of replies and counter-offers, without, of course, telling the other. Were I England in this

instance, I would include in each offer a "kicker"—something not entirely to the advantage of the player to whom the offer is made. If one offers to negotiate but objects to the "kicker," while the other accepts outright, I would probably ally with the former. As for Germany and France, if each of them accepts the English proposals, one of them is in trouble. This is the kind of situation that you must "play by ear." Information from other players may be helpful, but it is not easy to tell who's lying. In one game, I was once party to a three-power alliance against a fourth. I was, however, feeding all the war plans to the fourth player so that the forces of my "allies" broke on his defenses. While they were thus engaged and weakened, I turned on them and crushed their unguarded rear. It was not possible for my "allies" to know my plans; they played the odds (my seeming sincerity) and lost.

One thing to look out for is the player who offers you the moon. Most players have some sense of proper division of spoils. The player who offers you a good deal more than you should rightfully obtain is leading you on, most likely.

#### REPUTATION

If you play in any number of games, you are going to have to be a lot more circumspect about alliances than you might be otherwise. The frequency with which a player keeps or breaks treaties is apt to get around. I have

received numerous questions about postal players—particularly about their reliability as allies—and I am often able to answer them. That doesn't mean I DO answer them (for ethical reasons I sometimes refuse), but this illustrates that many people have already established reputations. You should want yours to be favorable.

This does not mean, further, that you should refuse to ally with a player whose reputation for trustworthiness is less than admirable. What you want from him are (a) more guarantees and (b) more goodies as the price for making what may be a bad bargain. And then don't leave your border with him unguarded. Some people are untrustworthy because they cannot resist temptation. So don't place it in their path.

#### OATHBREAKERS

If you make agreements, and your "ally" breaks them, hope you have them in writing. If you do, publicise the fact of your betrayal. There is nothing illegal in this game about photostats or xerox copies (and I have also seen some pretty good forgeries used). You may get your former ally's new allies to turn on HIM and ally with you instead. What's fair in love and war goes double in Diplomacy.

#### BY WAY OF CONCLUSION

So now we have come full circle. We started with my saying that there are some rules and regulations to this thing and ended with

"anything goes." Actually, there is no contradiction. If you are playing the game the way it should be played, your alliances, pacts, treaties, and what not are all part of a plan... a plan to make you win. If the other players are playing properly, their agreements with you are part of their own plans for victory. International law recognizes the fact that, whatever its temporal terms, a treaty is really only valid so long as it confers benefits on each of the sinatories. Remember this in Diplomacy. Make agreements which confer the most benefit with the least risk. When you no longer stand to benefit by an agreement, break it. If your opponent has any sense, he will know almost as soon as you do (perhaps even sooner) that a break is inevitable.

Before you make that stab, however, you might read my column in S&T 11,2, "Backstabbing in Diplomacy."

Next Time: The Rules: What They Say and What They Don't Say

AND AFTER THAT: Some tentative columns: Mesh, Scale, and "Realism" in Diplomacy That's How We Used to Do It: The Rules in 1959 and 1961.

How to Win as Austria  
Blow Your Minds With Diplomacy: Variants You Won't Believe  
and, of course, our Diplomacy Special and some enclosed variants and... well, we have to hold a FEW punches.



## RECON : probing the readership

RECON is a series of short articles introducing longer features we are planning on doing but would like to receive some "feedback" from you before going ahead. Indicate your response on the FEEDBACK QUESTIONNAIRE.

### 24a

#### 1895-1930 NAVAL OB's

From 1895 to 1922, i.e., the Sino-Japanese War to the Washington Naval Treaty, the great Pacific Ocean was gripped in a series of naval arms races. Russia, Japan, U.S.A. and U.K. all built ships and competed for bases and supremacy of part or all of the world's largest ocean. Various sides have each complained of the "crime" of the Naval Treaty, which robbed (supposedly) its country of "supremacy."

S&T can bring you a complete naval O.B. for the period 1895-1930, including projected construction which would have been completed; also a discussion of the various war plans, and base construction of the powers. For game purposes, the "what if" situations are enormous, such as a Japanese-U.S. war in 1907, or 1915, or 1925; as British-Japanese in 1903, or 1925; perhaps even a British-U.S.A. contest. The varieties are virtually endless, and this will be super-strategic game, with turns measured in weeks and months. Without aircraft carriers, and mostly in the coal period, it could be a super-Jutland, with all the strategic options Jutland did not have. Minor country players, limited war, amphibious landings, repairs, and diplomacy would be options to the game.

### 24b

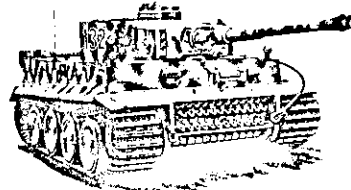
#### DOES THE WORLD REALLY NEED ANOTHER DIPLOMACY JOURNAL?

Yes, we think so. But a DIPLOMACY journal with a difference. For one thing, it will use a standard format for giving each turn's moves (something like a GAGE form). In addition, there will be a recapitulation of who has what on each form as well as a commentary on the progress of the game. Germane articles on DIPLOMACY will be included as well as the usual press releases and what have you. Publication will be every two weeks. The journal will be printed on a 17 by 22 inch sheet (both sides) offset. That way you can save your issues and paper your walls with them. All issues will be sent first class mail. A one year (26 issue) subscription will cost seven dollars. Game fee will be five dollars per player. Before we go ahead with this thing we would like to get some FEEDBACK response. We'll announce the results (and whether or not we'll publish the thing) in issue 25. Do you REALLY think the world needs another DIPLOMACY journal?

If you want it, to your feedbacks.



### The AFV Association



## AFV news

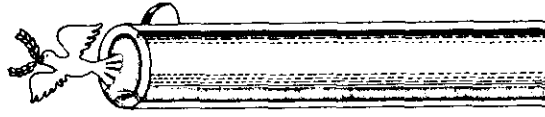
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### HOW TO READ YOUR MAILING LABEL

In order to serve our subscribers more efficiently we have assigned each subscriber a "subscription number". You will notice it next to your name on your subscription label. The following is a typical number—24/521 The first number is the issue with which your subscription expires. The second number is your sequence within that group. Use this number whenever writing us about your subscription (particularly when renewing).

# DIPLMACY

by R.C. Walker



*Diplomacy is a three to seven player game based on the military/political situation in Europe prior to World War I. The game involves secret negotiations and troop movements aimed at controlling the majority of the provinces of pre-World War I Europe. It is available for \$8.00 from Simulations Publications Corporation, Box 396, New York 10009.*

## REALISM IN DIPLOMACY: THE TIME/SPACE MESH

When I first mentioned doing a column on the rules this issue, the almost unanimous reaction of those with whom I discussed it was, "What, again?" OK — so now we will have general theory, instead. In Charles Reinsel's now defunct postal Dippy 'zine, *BIG BROTHER*, No. 96, 18 July 1969, there appeared an article by Our Founder entitled, "Mesh or Scale and Other Related Subjects in Diplomacy." This was subsequently reprinted in the seventh issue of my *NUMENOR*. All quotations below are from that article, and I am sincerely indebted to Mr. Calhmer for most of the ideas which appear below.

One of the criticisms most frequently leveled at Diplomacy is that it is not "realistic." This generally comes from people who are overly concerned with the tactical end of the game. While this is a factor in Diplomacy as well as in other games, it is hardly the most important in Diplomacy's case. The game . . .

. . . is about the relation between diplomacy and military-naval matters . . . The Diplomacy player is thus in the position of a Head of State or of his first minister. Furthermore, he is in an active crisis situation.

Further, the scale, or mesh, of the game makes for a very different reality, which the game accurately depicts.

"Mesh", in this instance, means the size of the units represented on the playing board and the area which each of them covers or controls. "Tactical," or Avalon-Hill-type games, use units the size of a battleship or a corps; miniatures will get down to single tanks or individual soldiers. In Diplomacy, on the other hand, units cover entire countries (Greece, Sweden), or huge portions of major powers (Munich, Sevastopol), or vast stretches of water (Tyrrhenian, Baltic). The manpower involved must be enormous, and has been estimated by various writers between 100,000 (definitely too few) and 1,000,000 (possibly too many). "The mesh," says Calhmer, ". . . is just about as coarse as it can get without going over into complete abstraction."

The fact is, we are very close to abstraction here. We are in effect seeing on the Diplomacy board the effects of military units without seeing the actual units themselves. Another interesting notion:

. . . it seems that the block of wood in Diplomacy really corresponds best to control of a rear area for front-line forces which are not represented. This matter is obvious in the case of a fleet occupying a coastal province, where its associated land forces actually perform the occupation . . . This

rationale seems appropriate to the situation where a fleet and an army stand off in a coastal province. The fleet's land forces can hardly be as big as the whole army opposing them; but they may be equal to the fighting forces opposing them.

The time mesh is similarly coarse. There are only two movement seasons in one year. Even assuming no movement during bad weather, and some time being taken up in the build/removal period, one can still estimate that each movement is about four months or so in duration. It may seem anomalous in these days of rail transport to suggest that a military unit could take four months to travel from Amsterdam to Brussels, when in 1863 Stonewall Jackson could move up and down the Shenandoah Valley, on foot, in a matter of days. But we are not dealing with an army corps of perhaps 30,000 lightly-equipped men; but instead with a vast accumulation of manpower baggage, artillery, support, and whatnot, perhaps 500,000 effectives, pulling up stakes, travelling, settling in, refitting, retraining, etc.

This brings us to a move which has been not infrequently cited as "unrealistic," the convoy. It is possible (it's been done) to move an army from StP to Syria in one move (**Bar-Nrg-Nat-Mid-Wes-Tyr-Ion-Eas**) (or **-Nrg-Nth-Eng-Mid-**). Yet a fleet would take over four game years to complete the same move (barring interruptions). The reason for this is obviously that the army travels in troop carriers, protected by the convoying fleets, whereas the fleet is also occupying a succession of new home ports, establishing control, refitting, and so on in its ponderous progress. For an analogous situation, note the transfer of the U.S. Pacific Fleet from San Diego to Pearl Harbor just prior to World War II. (Note: I am always asked at this point, "OK, but why can't a fleet just run down from the English Channel to Tyrrhenian — say — and doing the "new home port" bit then?" Nothing in the "mesh" argument would disallow this, of course. However, one must always use discretion to overrule excessive realism. If we were to allow fleets to move with such abandon, the game would be literally unplayable. I have worked with several variants in which units of various sorts could move through two spaces in a single move. Even with that minor change, the adjudication problems were so complex that at some times neither players nor the Gamesmaster could be certain what was going on. "Realism" means common sense, too.)

One might also surmise in this situation the reason why a convoyed army is treated as a single unit. It's not the army attacking, but the fleet, which prepares the assault area, sends marines ashore, and secures beachheads. If this is successful, then the army goes ashore. This

analysis immediately suggests Brannan's Rule (see S&T 22, page 23).

Another much-discussed situation is the so-called Beleaguered Garrison. Consider: **AUSTRIA: A Bud H. RUSSIA: Gal-Bud, A Rum S A Gal-Bud. TURKEY: A Ser-Bud, A Tri S A Ser-Bud.** Under the rules, nothing happens: Russia and Turkey stand each other off and Austria stands. It is sometimes argued that the Austrian army, under attack by four armies, should have been decimated in the cross-fire and at least dislodged (if not annihilated). But dislodgement (and annihilation) occurs only when one unit displaces another, and that plainly does not happen here. Why?

. . . three armies were running around, up and down a province varying in size from Belgium to the Ukraine, fighting each other more or less equally, for all we know. As the game actually goes, you don't designate an army as your objective, you designate a province. For all we know, you want it against all comers . . .

What is happening in the province during those six months? If the engagement is three-cornered, I suspect that there is a little Diplomacy going on in the field, for one thing. Two might be fighting one, in different combinations, throughout the six months . . . Examples of multi-party contests in areas the size of a Diplomacy province abound in Russian history from 1917 to about 1920. The same thing occurred in China in World War II.

Those who might wish to rule that the Austrian army is wiped out tend to see no difficulty in the following: **ITALY: A Vie S RUSSIAN A Gal-Bud** (and **A Gal-Bud** then succeeds). Since the Russian army now has two supports, and the Turkish army only one (and the Austrian army none), it enters Budapest and the Austrian unit is dislodged. However, just as the Austrians had before seemingly stood off a superior force, now three units (Russia/Italy) have defeated a seemingly equal force (Turkey/Austria). The answer is, of course, that the latter were not coordinated — and this is a game of Diplomacy.

In a "real" situation, given the time-mesh, it is easy to see what happened. An augmented Russian force, with Italian reinforcements, entered Hungary from the north, while a smaller Turkish force entered in the south. The Russians then proceeded to defeat their enemies in detail, probably first the Turks and then the poor Austrians holed up in Budapest. Military operations of this sort are common in military history, and His Imperial Majesty Napoleon I was a past master of them.

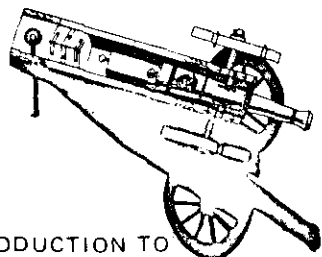
Diplomacy is thus history writ large. The order "A Sev-Arm" is not merely an order to an armed group to advance upon a single objective, but an order for a complete military campaign or, at the least, a change of base. Just as our eyes cannot see microbes without a microscope, so the actual military movements which follow are invisible to us and all we see is a single gross representation of the result.

Imagine a history book which treats the

opening of World War II in this manner: "In Fall 1939 Hitler ordered: **A Silesia-Poland, A East Prussia S A Silesia-Poland, A West Prussia S A Silesia-Poland, A Slovakia S A Silesia-Poland.**" Gone are the tactical minutiae: the thrusts, the marches, the desperate resistance of the Polish cavalry, and so on.

The realism of Diplomacy, then, is one which reduces the Generals almost to nothing. The logic of strictly **military** tactics does not apply here. But then, what can you expect of a game in which the Schlieffen Plan reduces to **A Bel-Pic?**

NEXT TIME: The "Big Bad Country Myth"



## INTRODUCTION TO Advanced Napoleonic

By Fred H. Vietmeyer

Since my last article on the subject, (see STRATEGY & TACTICS Vol. II, No. 5), you have had enough time to recruit a sizeable army and to have completed basic training of your troops.

In this article we will consider how to set up a Napoleonic battle. The same principles also apply in some degree to a model soldier battle of any period—ancient, medieval, or modern.

For Napoleonic battles to have any semblance of historical realism you have to start with a historical battle.

Where can you readily find good Napoleonic maps and descriptions of battles?

For large battles: **A MILITARY HISTORY AND ATLAS OF THE NAPOLEONIC WARS** by Brig. Gen. V.J. Esposito and Col. J.R. Elting.

For descriptions of entire campaigns: **THE CAMPAIGNS OF NAPOLEON** by David Chandler.

But for detailed outlines of the numerous skirmishes, actions, combats, battles, and campaigns of the entire Spanish Peninsular War, see **A HISTORY OF THE PENINSULAR WAR** by Charles Oman. There is enough here to keep you busy for a decade in a day-by-day, week-by-week campaign.

Your next concern is to pick a battle and then adapt it to a table such as a ping-pong table.

The following are game set-up principles to keep in mind when planning a 30mm Napoleonic battle:

1. Don't cram the board with troops. Allow room for maneuver. Using a total of 100 troops per foot of combat contact area is about the most that should be used.

## Feedback: #23

Rank	Article	Rating
1	THE AFRIKA KORPS	1.75
2	ORGANIZATION OF SOVIET GROUND FORCES	1.88
3	OUTGOING MAIL	1.96
4	PASS IN REVIEW	2.40
5	T-34 (Tactical Game 3/20mm)	2.55
6	GAGE REVIEW (Afrika Korps)	2.58
7	INCOMING MAIL	2.66
8	GAMES	2.72
9	DIPLOMACY	2.98
-	MAGAZINE (OVERALL)	1.96

2. Calculate the game objectives (if any) to be accomplishable in 2/3 of your total allowed playing time "if all goes well." Such a defeat is positive, as the defeat of the Russian-Austrians at Austerlitz, 1805.

3. To preclude a draggy, drawish game, include the concept of army combat effectiveness in the game conditions. Generally speaking, army combat effectiveness is defined as the point at which an army is so reduced in casualties that it is no longer capable of handling its assigned duties, but will withdraw from combat. Such was the defeat of the Austrians at Wagram, 1809.

Games may be classified according to size: The number of men below are total for both armies.

100 to 400	Combat Effectiveness of 25% remaining
400 to 800	Combat Effectiveness of 33 1/3 %
800 to 1800	CE breakpoint of 50%

These breakpoints bring about an immediate conclusion of the game with the loser withdrawing in good order, but definitely defeated.

Should both armies reach CE in the same turn, the battle is a draw such as at Eylau (1809). To add greater potential to this system, you may add an automatic rout point. This is 10%, 25%, and 33 1/3% respectively for the above CE chart. If the army NOT ONLY falls below its normal CE breakpoint in one turn, but in the same turn ALSO drops below the rout point, the game is declared a decisive victory, such as at Waterloo, or Jena 1806.

We shall consider the terrain of Napoleonic wargames in the next article—giving you a chance to digest and try the above concepts first.

### S&T SUPPLEMENT

S&T receives much more material than we can possibly publish. Much of it is excellent, but there just isn't enough space. We think we have a solution. We call it the S&T SUPPLEMENT and it contains 24 or more pages each issue of material we couldn't get into the regular issues of S&T. It costs 75 cents a copy (or \$3.00 for a one year subscription). It is published bi-monthly on the months that S&T doesn't come out. How do we do it so cheaply? After all, it is offset printed. Quite simple: We use unjustified type and regular letter size paper. We also have a large proportion of S&T's regular subscribers subscribing to the SUPPLEMENT. In fact, ONLY regular S&T subscribers may subscribe to the S&T SUPPLEMENT. Back issues are available at 75 cents a copy. The SUPPLEMENT contains much the same type of articles as you find in the regular issues of S&T. It is all new material. Give the S&T SUPPLEMENT a try. At the price you can't go wrong.

### NEED SOME HARD DATA?

S&T has available three monographs on the Battle of the Bulge (ARDENNES OFFENSIVE 1944-45), THE BATTLE FOR FRANCE (1944) and the GUADALCANAL CAMPAIGN. They vary from 24 to 40 pages in length and contain ten to fifteen thousand words of text plus an extensive array of charts, diagrams and tables. Painstakingly researched by James F. Dunnigan, much of the organization, order of battle and technical data in these monographs is available no where else. Invaluable aids for the historian or game designer. Formerly the Kampf series. Available from S&T, Box 396, New York 10009.

ARDENNES OFFENSIVE (1944-45) . . . \$2.00  
BATTLE FOR FRANCE (1944) . . . \$2.00  
GUADALCANAL CAMPAIGN (1942-43) \$2.00



# DIPLIMACY



by R.C. Walker

*Diplomacy is a three to seven player game based on the military/political situation in Europe prior to World War I. The game involves secret negotiations and troop movements aimed at controlling the majority of the provinces of pre-World War I Europe. It is available for \$8.00 from Simulations Publications, Inc./ 34 E. 23rd St./ New York 10010*

## THE "BIG BAD COUNTRY MYTH"

or, How I Learned to Love Playing France, Germany, Austria, and Italy  
or, I Play England, Turkey, and Russia Just as Badly

People often ask me, "What is the best country to play?" or "Who has the best chance to win?" My standard answer is that every country on the board has an equal chance. I have been criticized for this view. To put it bluntly, however, it is my considered opinion that people who claim that some countries have a better chance to win than others are perpetuating a myth which has no basis in solid fact. It is a vicious, pernicious myth which even now blights the reputations of Austria and Italy as viable board positions (and Germany and France, too), leading players who get these countries to expect defeat (and therefore to play listlessly, awaiting the "inevitable"). The idea that Italy and Austria have any poorer chance than England is purest rubbish.

How did this lie originate? There is no question that it has some sort of basis in statistics. Game results thus far compiled have tended to indicate that England, Turkey, and Russia do extremely well, France and Germany just so-so, and Austria and Italy do quite poorly. A minority report from Seattle places Italy (!) at the top of the heap. Somewhere, somehow, somebody got the idea that this "proved" that England, Turkey, and Russia are the strongest powers. Even the inventor of postal Diplomacy has referred to England and Turkey as "the Wicked Witch of the North and the Wicked Witch of the South." His reasons for doing so were intellectually sound, unlike the arguments of those who decry the "weakness" of Austria and Italy, but the impression is still given that England and Turkey possess some unparalleled native advantage, which is untrue. They have **unique** advantages, but every country on the board does.

The answer to this problem is really quite simple. England, Turkey, and Russia are "novice" countries. That is, the strategies which win for these countries are more obvious and direct. Novices, and people with novice mentalities prefer to play these countries. Analogously, beginning players of chess prefer white, in the belief that some special advantage reposes in moving first. It does, if that is the only side of the fence you're familiar with. But no Master worth his salt will seriously claim that white is inherently superior to black (he may specialize in one or the other, but that's his problem).

The same is true in Diplomacy. There may be one or more countries which you **prefer** to play, because they are more interesting or you know how to do well when playing them. However, you should be aware that no country is hopeless; that you can do equally well with any country. But you must **work** at it; you cannot resign yourself to "fate."

SO NOW WE ARE GOING TO REDRESS THE BALANCE. France! Germany! Italy! Austria! I am going to tell you how to win. England, Russia, and Turkey can just go to blazes because I'm going to tell them how to beat you. Bear in mind, however, that I won't cover all the angles: I'm just going to give you the general idea.

**FRANCE!** France's record has been better of late, but there was a time when her fourth place was pretty poor. The problem with France is that England really **is** the Wicked Witch of the North for her. First, a Franco-German alliance against England is hard to work out, and England normally has her choice of allying with France or with Germany — each therefore offers her the moon and she's on her way. Second, it is easier for England to stab France than for France to stab England. Third, an Anglo-French alliance often does not do well — it is difficult to destroy Germany and Russia, and by the time you've done that there is usually a powerful Turkey who has assumed the stalemate position (Sevastopol-Austria-north Italy-central Med.), threatening to win if either attacks the other. France's great advantage is that she is the only country to border on the Atlantic and the Mediterranean — and once she is up to 6/7 units, she is very strong defensively (and still very compact — England at this level is spread out, a dangerous weakness).

So what can you do? Here is one idea. The Franco-German alliance is a real sleeper. I think it can be successfully played with good frequency. Here's how. You can't attack England because you don't have the naval power and it will take too long for too few goodies (and you will probably fall out in a quarrel over the division of the spoils.) The trick is (a) ignore England, pick up centers elsewhere, and then attack the Limeys, or (b) get England to ally with **both** of you and fatten up the bird before you kill it.

**Remember** that in either case, you must capitalize on England's greatest weaknesses: **first**, that she can do nothing on the Continent without help; **second**, any expansion at all means that the bulk of her units are far from home.

Strategy (a) neutralizes England. She can try to cooperate with Russia against Germany, but this assumes that Russia is interested in that sort of thing and usually depends on French neutrality (not the case here). Of course, Germany will probably wish to pick up something from Russia, so you will have to count on an Anglo-Russian alliance of convenience — therefore, be sure that you maneuver for a drawn Scandinavian campaign (you can't win there). France tries for this: gains in the Med. in cooperation with Austria and/or Turkey, then neutralization of the area because Austria and Turkey now begin to worry about each other, and transfer of fleets northward. This

breaks the deadlock in the south (Turkey and Austria must **not** be allowed to get too strong). By the by — in 1901, make sure Germany gets Belgium and builds **F Kie, F Ber, A Mun**. His **SO1/FO1** moves should be **A Muh-Ruh, F Kie-Den, A Ber-Kie/A Ruh-Bel, A Kie-Hol, F Den-Swe**. You want a weak Russia. Germany should try to pretend an alliance with England against Russia, so that England puts **A Nwy** in FO1. The Anglo-Russians are then faked completely out of position.

Strategy (b) is more subtle and more effective. In this tripartite agreement, France is to move into the Med, and Germany/England hit Russia. In 2-3 game years, England holds **Nwy, Swe,** and **StP**, and five of her six units are in Scandinavia. At this point, probably in **FO3** or **FO4**, Germany sneak-attacks Sweden and moves a fleet to the North Sea; France moves to the Mid and hopefully has a build coming which is **F Bre**. England has a removal. Germany builds an army. At this point, it's all over but the shouting. France gets England and Germany gets Scandinavia — plenty of pickings on **that** chicken for everybody. Again, of course, the success of this operation depends on keeping the southeast deadlocked through diplomatic pull.

**Perfect Revenge:** If you are, however, attacked by England/Germany, and there is nothing you can do to stop it, attack England only and give everything to Germany. Remember, it's all England's fault.

**GERMANY:** First, read **France**. Everything I have said there applies to you, Kaiser-baby. In spades. First, if you and England attack France, or Russia, or both, England is going to get the breast and drumsticks and you are going to get the wings, neck and ribs. And then you will get it in the back, because in Anglo-German alliances, Perfidious Albion stabs the Reich in three out of every four cases. And with his fleets, he can get you — and you can't get him. Even France has a better chance, because he has some excuse for fleets; but England will demand that you build none and you, trusting nunny that you are, will accept this invitation to suicide. On the other hand, what are you going to do with fleets once you build them . . . that's right! So why not do unto England in the first place, before he does unto you? Your big advantage is that you can expand rapidly on all fronts to the south, southwest, and east. Once your northwest and north are cleared of competition, you can really move. So long as England lives, you will never be safe.

**Perfect Revenge:** If England succeeds in seducing France, and if an alliance with Russia and Italy doesn't help, attack Russia. This will help make Turkey a nice big power and England/France will get theirs in the end. Alternative: attack England and help France get all the goodies. Hopefully, they will get each other in the midgame.

**ITALY:** I've already covered you in a previous column. An alliance with Austria (if you can trust him) is groovy. Don't, **DON'T, DON'T** ally with (1) England/Germany against France or (2) Russia/Turkey against Austria. In each case, **you** will be next on the menu. Good ideas: ally with Austria against Turkey or ally with Germany/Russia against England/France. In the case of the former, you can use your alliance to threaten Russia/Turkey with stalemate and hope you can force them to split up, one of them joining you two against the other.

With the latter, you really have to help Germany a little (but not too much, because you want a stalemate in the north and west until you are ready to pick up centers).

Remember, Italy is essentially an island (with limited land access), with similar offensive capabilities as those of England, but with added defensive problems. Yours is a balance-of-power, slow-accretion game.

Trust Austria if at all possible. You can make beautiful music together. And if Austria betrays you, it will cost him more to defend Venice than it will pay him to take it. Destroy Turkey and the two of you (assuming a north-western deadlock) can dominate the game.

**Perfect Revenge:** Unfortunately, often your most effective ploy is to send hate letters. Try to determine who your attacker's greatest enemy is or will be, and help him while you can. About the nastiest thing you can do is help the Turks.

**Caution:** Don't ever take Trieste, no matter how tempting it might be. You are better off friends with Austria. On the other hand, if taking Marseilles offers rapid expansion west and northwest, do it. But only if England and Germany are not allied and you are certain of it.

**AUSTRIA:** Read what I have told Italy. Then be nice to Italy. You can't possibly get very much from him and there are so many nice supply centers in the Balkans and in Turkey.

Try to work on helping a stalemate develop in the west. If Germany looks like a corner, an Army in Bohemia (possibly coupled with an Italian Army in Tyrolia) is a most effective antidote. Use sparingly.

It is important to seek a Russo-Turkish war. This will give you an opportunity to make short work of Turkey and, with an Italian alliance, be secure in a follow-up attack on Russia. If Russia and Turkey ally, try to find some way to get Russia distracted in the north (promoting an Anglo-German alliance is always a good ploy — even if they start in on France, they will always have Russia for dessert, the problem here being that they may top it all off with Italy). Regardless of what else happens, insure your possession of Serbia and Greece in 1901. And then get into Turkey as fast as you can. Remember this: it is possible for Turkey to expand by going around Austria rather than through Austria. It is also possible for Germany and Russia to get at each other without going through Poland. Ha!

Your great strength is that you can hold 6/7 centers in a very compact mass. You can expand in all directions. You are weak navally, but that is where Italy is strong, and that is why you should cultivate Italian friendship. Conversely, Italy is weak in the land forces department, which is why he should cultivate you. Further, Italy will do better in attacking you than you will do in attacking him.

**Perfect Revenge:** If Italy betrays you, give everything to the Turks (he will eventually regret it, believe me). If Russia betrays you,

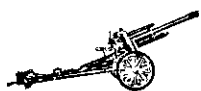
give everything to the Turks. If Russia and Italy betray you, give everything to the Turks. If Russia, Italy, and Turkey all betray you, give everything to the Church.

**GENERAL CAUTION:** Everything I have said depends, of course, on a lot of interrelated factors. I have only tried to suggest courses of action which ought to prove fruitful. You may think of others. One good alternative is for Austria, Italy, and Turkey to ally, Turkey expanding through **Sev-Mos-War-Sil/Pur-Ber**, plus getting a bit of Italy. I'm trying that in one game, as Turkey. Players should experiment with these and other strategies in order to find ways of playing these countries which achieve satisfactory results. You should try to play France, Germany, Austria, and Italy whenever you can. You should play them with imagination and aggressive determination. If you do, you will win as often as you do with any of the "Big Three."

And, as for you England/Turkey/Russia lovers, may you all drown in your own ale/ayran/kvass.

**NOTICE:** Do you have any questions about the Rules? Are you interested in playing Diplomacy by mail? Write me at 5058 Hawley Blvd., San Diego CA 92116. All queries will be answered.

NEXT TIME: THOSE PESKY NEUTRALS.



## OUTGOING MAIL

(continued from page 2)

larger) on East 23rd Street. This is sometimes known as the Madison Square area. Much nicer, except that the editor has to walk a little farther to work. But more importantly, it allows us to operate much more efficiently. What does all this mean; the larger quarters and staff? It means that we will now commence what we call the "40 day plan." Put simply, it means that we will try to get **S&T** out every 40 days instead of every two months (61 days) until we are getting the magazine out about a month before its cover date. If this "plan" works we will, hopefully, be putting issue 31 (Jan-Feb '72) in the mails on November 24, 1971. If the "plan" doesn't work maybe we can just come close.

This conversation, of course, brings us to the subject of just what **S&T** is. Obviously, it's a business enterprise. We are selling a magazine, plus god knows what else. However, our's isn't a traditional business approach. We are not motivated by profits but rather by the act itself. The act of putting out the magazine and the games. Anyone who works here is first of all a game "freak" (as the term is currently being used). We have no axes to grind with anyone, we have no wish to deceive anyone or, finally, to try and present ourselves as something we aren't. Therefore, if you see something in **S&T** that you haven't seen in any other magazine, don't be surprised. It's what

happens when some people get together and do what they want to do instead of what they have to do. We feel the same way towards our subscribers and anyone else who gets in contact with us. There is no "us" and "them" between the regular **S&T** people, the part timers, the contributors, the people who drop by now and then and the folks who only "see" us when they pick up a copy of **S&T** occasionally. Some folks asked us about how this operation was run. Now you know.

As you also know, there were die-cut counters in this issue of **S&T**. Finally we are able to give you a **completely** complete game in every issue. This wasn't done before because of the cost considerations. We'll have a little more money from now on, so we're spending it where it will do the most good. An additional spin-off is the use of die-cut counters in many of the **Testing Series Games**, as well as much better quality mapboards (new artwork) for these games. As soon as we get new rules for them we will announce them in the magazine as "second editions," which is exactly what they will be. We expect to expand the **TSG** line considerably this year.

**FEEDBACK:** We learned a few new lessons with the feedback in issue 24, which is why the feedback is so valuable to us. The game, naturally, came out on top. We expect better things of the games from now on, what with basic games and the "solitaire" versions we are trying to prepare for each game. The die cut counters don't hurt either. We got our nose bloodied again in this issue. This time it was the articles. Whenever **Outgoing Mail** comes in second we know we've done something wrong. Not that **Outgoing Mail** shouldn't be popular,

it's just that it shouldn't be more popular than the feature articles. We think we know why both the **Flying Tigers** and the **WW I Artillery** articles bombed. For one thing, we already know that air articles just aren't all that popular, the same applies for artillery and World War I. Secondly, we used a somewhat different approach in these two articles, particularly the **Flying Tigers** article. This was the "narrative" as opposed to the "analysis" approach. We've always felt that the analytic approach would be best received, but we felt we ought to try the narrative approach again just to be sure. Aside from that lesson, the features feedback more or less went according to the script.

Again, we had confirmed the point that games are what many people get **S&T** for. 97% said the games are worth the space they consume (so much for our semi-annual ego-boost). Our "regular" features fared less well. Number one in the "drop this column" category was **Diplomacy** (26%) followed by **GAMES** (25%), **Pass in Review** (15%), **Incoming Mail** (13%), and **Outgoing Mail** (2%). On the second question, whether or not said columns should be restricted to one page per issue, the lineup was somewhat different. **Pass in Review** was first (67%) followed by **Incoming Mail** (65%), **GAMES** (59%), **Diplomacy** (56%) and **Outgoing Mail** (30%). **Incoming Mail** was dropped last issue, which leaves **Diplomacy** and **GAMES** as top candidates for the ax.

The **GAMES** column has shown a steady increase in readers since issue 17 while the **Diplomacy** column has, if anything, declined in readership. This can be attributed to the "widening" of our readership to include more people with wider gaming interests. We will