

AN INTRODUCTION TO THE STRATEGY AND TACTICS OF
POSTAL DIPLOMACY

AUSTRIA

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INTRODUCTION

Appearances to the contrary, this is not the definitive study of Austria in Diplomacy; it is undoubtedly the longest yet written, however. Part of that length is due to the extreme generosity with which blank spaces were used in preparing this edition. That was deliberately done, in spite of the higher costs, to encourage readers to use this as a "working paper" which can be written on and insertions made. The length can also be explained by frequent repetitions of key materials and concepts.

Because this paper is intended for the novice Diplomacy player and not the experienced player, although no doubt he will find it of interest as well, much thought and effort has gone into making this a readily useable reference guide for the novice. For that reason a very rigid organizational structure has been formulated for use in this entire series of papers to aid the novice in finding information he needs easily. In addition the structure aids in the development of the concepts and materials presented.

In general specific illustrations, by referring to past postal Diplomacy games, etc., and discussions of improbable, although possible, situations have been avoided. Some of the more esoteric possibilities will be explored in later papers.

Maps have been included at key points to illustrate the development of the Austrian position. An elaborate Outline of Contents is included to serve as both an index and a table of contents. An Appendix is included.

The first part of this paper was written in 1967 and early 1968 and was published at that time. The portions covering the Mid and End Games were written in late 1973 and early 1974. The reception accorded the earlier edition, especially among novice publishers and players, encouraged this new edition's preparation and production.

Many individuals contributed to both the earlier edition and this later edition. Outstanding for their support were: Allan Calhamer, the designer of Diplomacy; John Moot, the President of Games Research, Inc., the original marketers of Diplomacy; Rod Walker, John Beshara, and Hal Naus. Acknowledgment to David Lebling to quote his remarks is gratefully given. Finally, to the hundreds of individuals who have participated in Diplomacy games with me as a fellow player, gamesmaster or publisher, my thanks.

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I. THE OPENING GAME (1901-)

Dave Lebling, one of the "founding fathers" of serious Diplomacy gaming studies, aptly described Austria's position in relation to the other countries in Diplomacy when he wrote: "Only a diplomat can play Austria well." (GLOCKORLA #5) Mr. Lebling pointed out, over ten years ago, than except for her nearness to the Balkans's unoccupied supply centers Austria had no real advantage in the game, other than that of flexibility. It is to Austria's flexible position that Lebling attributed Austria's successes when she was played by a good player. Remember that when he wrote those words almost every postal Diplomacy player knew every other postal Diplomacy player and what had happened in every postal Diplomacy game ever played---all dozen or two dozen of them. Times have changed, but I hope by beginning with this voice out of the past to remind you novice players that the beginnings of serious gaming studies in postal Diplomacy go back over ten years.

Austria must not only be played by a good player, Austria must be played by a consistent player. The consistent player must do his work properly: communications from other players must be answered promptly, orders must be submitted on time, tactical and strategic decisions thoroughly thought out, and diplomacy carried on year by year, not just the first year or so of the game. Attention to detail, combined with an appreciation of Austria's flexibility, is the key to success for the Austrian player.

A. Acquisition of Unoccupied Supply Centers

As part of her underlying strategy to control the Balkans Austria has traditionally claimed Serbia and Greece as her share of the twelve unoccupied supply centers existing at the start of the game.

1. Serbia

Using standard opening moves in Spring 1901:

Fleet Trieste-Albania,
Army Vienna-Trieste, and
Army Budapest-Serbia

taking Serbia should not be difficult.

2. Greece

Using standard opening moves in Fall 1901:

Fleet Albania-Greece,
Army Trieste-Holds, and
Army Serbia-Supports-Fleet Albania-Greece

taking Greece should be accomplished without difficulty. Even a strong 1901 attack on Austria by a three Power coalition of Italy,

Russia, and Turkey should not prevent these two centers from being taken.

Even an Italian attack on Trieste, through optional Italian moves in Spring 1901:

Army Venice-Tyrolia,
Army Rome-Venice, and
Fleet Naples-Ionian

followed by optional Italian orders in Fall 1901:

Army Tyrolia-Supports-Venice-Trieste,
Army Venice-Trieste, and
Fleet Ionian-Tunis

can be blocked by the following Austrian Fall 1901 orders:

Fleet Albania-Greece,
Army Trieste-Holds, and
Army Serbia-Supports-Army Trieste.

The problem here would be the Turks moving Army Bulgaria-Greece in Fall 1901, thus keeping the Austria's out of Greece. Equally a problem would be a Russian attack on Serbia from Rumania although in 1901 this is not a major concern.

The movement of Army Trieste, assuming Austria was successful in her Spring 1901 order of Army Vienna-Trieste, is a critical decision Austria must make for Fall 1901. If she leaves it in Trieste in the Fall she must then build two armies, in Vienna and Budapest, in the Winter 1901 adjustments, with her two additional supply centers, Serbia and Greece. However, if she moves out of Trieste in the Fall she has the added option of building a fleet there in Winter 1901 to use against Italy or Turkey. The problem lies in moving out of Trieste in the face of a possible Italian attack on that supply center from Venice or even Tyrolia if Italy has moved there in Spring 1901. Even if Austria does have an alliance or a non-aggression pact with Italy, building such a fleet would amount to a declaration of war on Italy unless Austria can convince Italy that the fleet is not for an attack on her but for an attack on Turkey's under-belly, the so-called "Lepanto Opening."

B. Potential Alliances

As Mr. Lebling also pointed out in his article in GLOCKORLA: "Austria has more potential enemies (and allies) than any other nation." This is indeed the case and Austria must be aware of the intentions of every nation on the board to correctly decide her own long-range strategy and make her own immediate tactical decisions. There are four basic alliances Austria can enter into in the early stages of the game.

1. With France Against Italy

In engaging in an alliance with France against Italy Austria is better off to obtain non-aggression pacts with Turkey and Russia then to attempt to fight them also in a classical case of a two front war. Austria, who will usually bear the

burden of facing the bulk of the Italian forces, would have a difficult time opposing an Italian drive on Trieste and an attack from Russia or Turkey.

Still, if Austria is unsure of her eastern neighbors and the realistic probability of reliable non-aggression pacts with them, she is often better off to seek a firm alliance with one or the other of them against the other. Turkey is usually her better ally in the short-run since she can devote her entire force to an attack on Russia whereas Russia can devote only part of her forces to such a conflict and must divert some of her units to face a probable attack from Germany and/or England.

Austria in alliance with France should have no great difficulty in eliminating Italy (which is a primary reason for Italy's poor position in player preference polls). In such an alliance Austria should seek control of Venice and Naples. Naples because it borders on the key Ionian Sea province and Venice because it acts as a buffer between France and Austria; both provinces because they border on Rome. Austria should yield Rome and Tunis to France. An Austrian army and fleet combined with a French army and fleet, through an attack from Trieste with support from Piedmont or Tyrolia, are usually enough to defeat Italy. Once Venice has fallen, Italy's remaining supply centers usually follow quickly. Sometimes a convoy across the Ionian from Greece into Apulia speeds things along.

2. With Russia Against Turkey

Austria's decision as to allying with either Turkey or Russia in the eastern campaign is the first crucial decision she must make. An alliance with Russia at the start of the game directed at eliminating Turkey will usually be successful provided Russia does not face an attack from England and/or Germany in the north and Austria does not face a strong Italian attack in the west.

In such an alliance Austria can reasonably hope to gain Bulgaria and/or Rumania and yield the Turkish centers to Russia. However, if Austria is wise she will defer taking those Balkan centers in favor of taking two of the Turkish home supply centers, probably Smyrna and Constantinople. Although it is one of Austria's primary long-range goals to gain control of the Balkans at this stage it is probably wiser to defer that goal in favor of building a position from which to attack Russia later on.

Austria, if planning to fight Russia, should be most careful not to allow Russian fleets access to the Mediterranean or Aegean through Constantinople.

On the balance, this is probably the best alliance Austria can make; especially if she can persuade Germany and/or England to join with her in a Mid Game alliance against Russia.

3. With Germany Against Russia

An alliance between Austria and Germany against Russia is unlikely to be either practical or successful unless Turkey and Italy remain neutral and both countries (Austria and Germany) devote most of their forces to the attack. It is unlikely that Turkey and Italy will remain neutral but usually Turkey's aid can be bought by promising her a share of the spoils (e.g. Rumania and/or Sevastapol). A three way attack on Russia by Austria, Germany, and Turkey is fatal to Russia but offers Austria little since most of the Russian supply centers will fall to Germany or Turkey. However, if Austria is assured of German support against Turkey in the Mid Game and Russia is being played by a strong player it is better for Austria to eliminate Russia as soon as possible.

Austria should beware of allowing Turkey access to Rumania and Sevastapol since once Turkey has entrenched himself around the Black Sea he has a natural defensive position which can be quickly extended to an offensive threat against Austria. Often Germany is engaged during the Mid Game in a fight on his western front against England and/or France and must devote the bulk of his forces to that fight while Austria is usually by this time fighting Italy and must devote some of her forces to that battle. Since both countries are engaged in other conflicts, Turkey has a great advantage in that he can devote his full force against one country or part of both countries' forces instead of facing their combined full strengths.

4. With Turkey Against Russia

Austria should not ally with Turkey against Russia for a variety of reasons mentioned above unless the Turkish player presents less of a potential threat to Austria based on a careful evaluation of both players' abilities.

An Austrian and Turkish attack on Russia rapidly creates a single nation on Austria's eastern front (Turkey) which has few alternatives to attacking Austria once Russia is eliminated since Austria by this time blocks Turkey's paths into Europe.

One does see from time to time a game length Austrian-Turkish alliance but this is rare and must be based on a close relationship between the two players, not the two countries.

It is important to remember that in any discussion of alliances the relationships between the players are often as important as the relationships between the two Great Powers. Often the one can be used to over-come the weaknesses of the other.

C. Potential Non-Aggression Pacts

Non-aggression pacts between Austria and at least one of her three major neighbors are a key part of Austria's survival

and growth. Normally, Austria obtains a non-aggression pact with Germany (if they bother to communicate at all during this period) and then considers her position vis-a-vis Italy while she attempts to get Russia and Turkey fighting between themselves or seeks an alliance with one of them against the other.

1. With Italy

Austria's course of action vis-a-vis Italy is her second crucial decision. If Austria can be sure of maintaining a neutral status in a Turkish-Russian conflict and can achieve a strong alliance with France she should move to destroy Italy at once. Otherwise, Austria should avoid fighting Italy until the late Mid Game and should encourage Italy to serve as a buffer state while Austria builds up her own forces.

Once Austria has built up her forces in the Mid Game she can either ally with France against Italy or move against Italy by herself.

Austria must constantly bear in mind that Italy has only two directions in which she can realistically advance; against France or against Austria. Often, the best course is for Austria to encourage a Franco-Italian war and then move into Italy and take her supply centers while they are unoccupied.

2. With Germany

Normally, Austria and Germany have either an alliance against Russia or a non-aggression pact in the Opening Game. Both countries are usually too busy with their problems elsewhere to fight each other. The neutralization of Tyrolia and Bohemia are the only conditions for such a pact.

3. With Russia

A non-aggression pact with Russia should involve the neutralization of Galicia and the Ukraina and perhaps some agreement on what type of Russian force occupies Rumania. For Austria a Russian fleet is much preferred to a Russian army as such an army poses a threat to Budapest and Serbia by itself or in conjunction with a Turkish attack.

4. With Turkey

A non-aggression pact with Turkey hinges on the fate of the Aegean and the Eastern Mediterranean. Any construction of fleets by Turkey in Smyrna, or even in Constantinople, for that matter, and any Turkish movement into the Aegean or Eastern Mediterranean should be considered a very real threat to Austria's interests in Greece and the Ionian.

D. Defensive Game

If Austria is faced with a Russian, Turkish, and Italian attack she cannot defend herself for any length of time unless she can break the three-way attack on her. This can be done in one of several ways: by persuading one of the three attackers that his best interests lie in helping Austria and that he should either cease attacking Austria or, better yet, turn on one or both of his two allies; persuading a third tier country, such as England, Germany, or France to launch an attack on her attackers. This calls for all the "diplomatic" ability a player has and must be carried out while Austria is still strong enough herself to delay the attack or her own collapse. It takes a cool head in such a situation.

If the alliance cannot be broken, Austria's only course is to stubbornly defend herself or attempt to "throw the game" to one of the three attackers in return for favors in another game. One of the more devious aspects of this strategy is throwing the game to your worst enemy and thereby increasing his strength to the point where the other players turn on him and attack him to prevent his winning the game. A strong defense is always recommended and a tenacious defender soon becomes well-known and a less likely victim for double-crosses than a player who is known to walk away from a losing situation.

Fortunately, three-way attacks are rarely formulated and rarely successfully carried out. With luck Austria will pull through.

More difficult to evaluate is the Russian and/or Turkish and Italian attack on Austria. An Italian drive on Trieste often ties up enough Austrian forces attempting to defend it that Russia or Turkey can walk into Serbia or Greece. Once Austria has lost these two supply centers, Serbia and Greece, it is a mere matter of time before the homeland usually falls. Even this rule is not always applied and sometimes Austria hangs on in her home supply centers until the End Game.

However, if Austria can persuade Russia to attack Turkey or vice versa and draw off some of the pressure and can get France to attack Italy's rear, she can survive and even flourish. It is dangerous for Austria to play a defensive game since she is vulnerable from so many sides; a single betrayal can cause all her fronts to collapse.

Assuming she is faced with an Italian-Turkish attack and has managed to persuade Russia and France to come to her aid, Austria should allow these two countries to gather the bulk of her enemies' supply centers and concentrate on positioning her own forces for a move against one of those two allies during the Mid or End Game. Austria must be careful during the Mid Game to avoid attacking Turkey or Russia on a one-to-one basis since even if she should be successful the campaign will take too long. It is better for her to have an ally (either Germany, England, or France). She can usually engage Italy directly without assistance but France's help against Italy would shorten that campaign considerably.

In summary, Austria must avoid above all else engaging in a long, drawn out war with either Italy or Turkey since it will only engage her forces at a time when other countries are looking for vulnerable victims.

E. Offensive Game

Offensively, Austria has great flexibility since she can attack any one of three countries and has three or four potential allies.

1. With Russia Against Turkey

This is a beneficial alliance as has been pointed out since Turkey has no ready aid and cannot resist a joint attack from Austria and Russia for any length of time although a strong Turkish player can resist two inexperienced players in Austria and Russia for a long, long time. Also, it is beneficial through the Mid Game since Russia will most likely have other avenues for expansion even after Turkey is eliminated while Turkey, after eliminating Russia, has little choice but to attack Austria.

2. With Turkey Against Russia

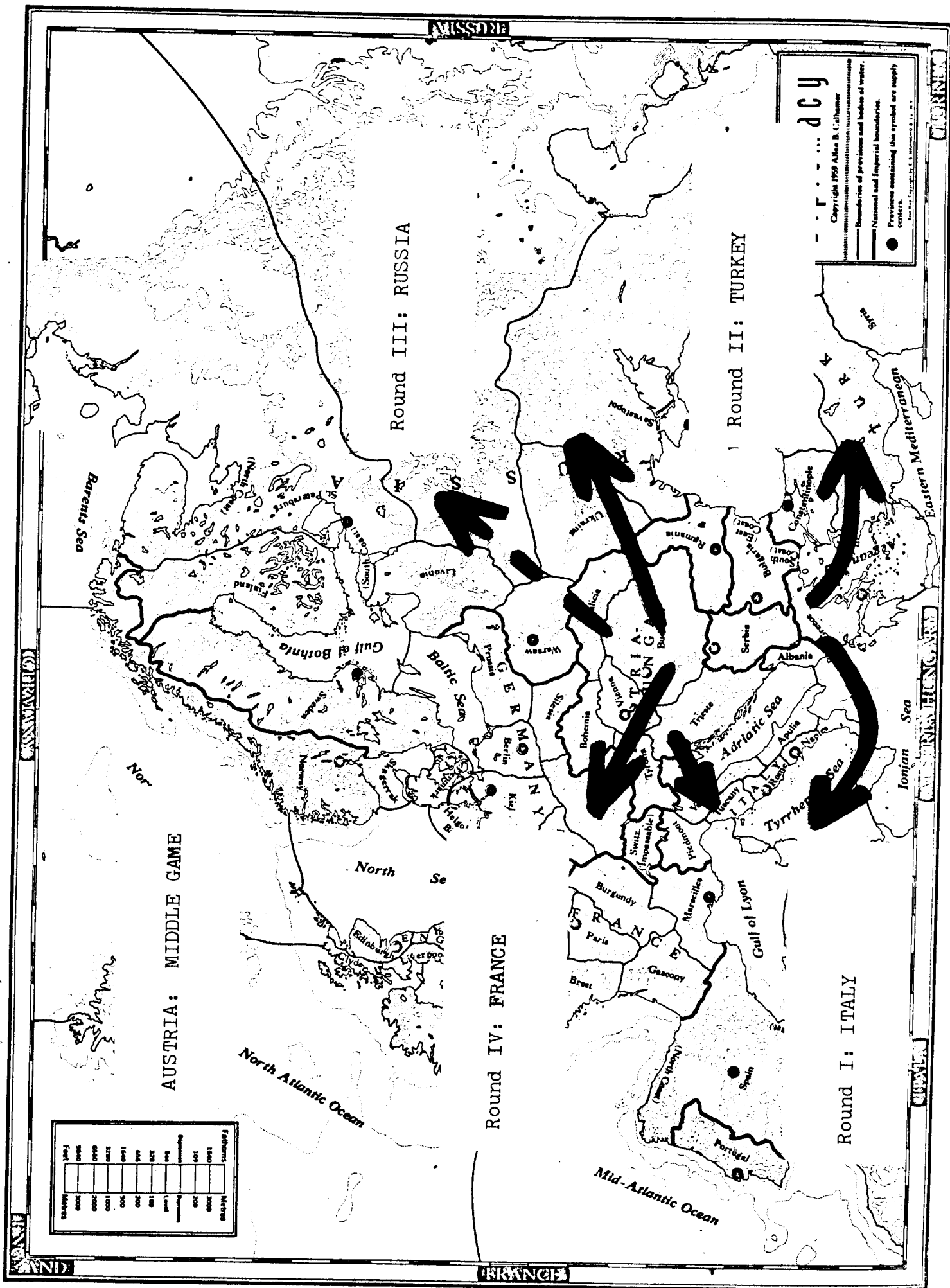
This is a good alliance in some ways, bad in others. It does eliminate a strong Power but often it gives Turkey just enough of a start to not only conquer Austria but also win the game. Turkey, when Russia is gone, can only go after Italy or Austria; since shifting her forces north to use them against Germany or England is highly impractical. Secondly, as a matter of course, Turkey would prefer to have Italy's help against Austria rather than vice versa. On the other hand, Austria is assured of some further growth and a share of the Balkans, both of importance to her at this stage.

3. With Turkey and Germany Against Russia

A nice, over-whelming alliance but it actually does little for Austria. Turkey and Germany will probably make the greatest gains in both supply centers and board position. Still, even this alliance with Germany may come in useful when Austria has to face Turkey.

4. With France Against Italy

Perhaps Austria's best first target is Italy since it allows her some growth at the expense of an almost helpless neighbor, secures one flank while she builds up her strength for an attack on the other, and allows her some naval unit expansion. It also gives her solid control of the central Mediterranean, a fact of no little importance.



F. Waiting Game

Austria may find that Russia and Turkey have bumbled into a senseless war over the Black Sea (especially if these countries are in the hands of either a weak, inexperienced or paranoid player) and that Italy is either involved in a war with France over who will occupy the Piedmont or making no progress in her ventures into Tyrolia.

Rather than intervene in such a situation Austria should concentrate on gaining units wherever she can without launching into a full-scale wide front war and, instead, seek alliances for the End Game with second tier countries.

Austria must be careful to avoid the greatest threat that exists to any Power; that of becoming the "middle man" in a three man End Game. For instance, if by 1910 there are only three remaining Great Powers on the board, Austria should make sure that she is not caught between two of them but instead is either behind one, or below both (e.g. England, Russia, and Austria; France, Germany, and Austria; not Italy, Austria, and Russia, etc.).

G. Adjustments

As a general rule Austria should build two armies for each fleet she builds although sometimes the situation is such that Austria ends the game with 14 or 15 armies and only 1 or 2 fleets. If Trieste is open in Winter 1901 a fleet should be built there, otherwise two armies are required.

H. Possible Positions & Supply Centers At End of Opening Game Winter 1901

Army Vienna, Fleet Trieste, Army Serbia, Army Budapest, Fleet Greece.
Home, Serbia, and Greece as supply centers.

II. ROUND ONE: THE MID GAME (1902): FIRST VICTIM: ITALY

Round One of the Middle Game is involved with the elimination of the first two of the Great Powers from the game.

Normally, this would include Austria and Germany but sometimes France, Italy, or Russia fall first. Rarely are England or Turkey victims in Round One. However, the determining factor in who goes first, thus determining how the game will develop, is the nature of the diplomacy carried on among the players during the Pre-Game and early Opening Game periods. In addition, the relative experience of the players may be a factor. For instance, in a game in which there are two or three experienced players and three or four new players one of two patterns usually develops: First, the new players unite and attack the experienced players or vice versa; Second, the experienced players adopt one or two of the new players and attempt to use them as vassals against other

experienced player(s). Italy is vulnerable in either situation.

When all of the unoccupied supply centers have been taken there will be 34 units on the board with usually each Power holding from four to six of them. Sometimes a Great Power may gain 7 but that is rare. Sometimes an unoccupied supply center, such as Belgium or Denmark, remains vacant as a result of a stand-off between two Great Powers. That is also rare.

The first round of the Mid Game usually lasts about two years, from Spring 1902 through Fall 1903.

Finally, it should be noted that the same format will be followed in discussing each Great Power and within each Power the same format will be used for each portion of the game. This inevitably means some repetition but for ease in reference it should be worth it.

A. Acquisition of Occupied Supply Centers

Round One is probably the most crucial period of the game for Austria. Going into the third year of the game, Austria should have occupied Greece and Serbia and be up to her full strength of five units, three or four armies and one or two fleets. With luck, she has not yet committed herself by action (verbal and written promises are another matter) to fighting any of her neighboring Great Powers: Italy, Russia, or Turkey. However, they are also at full strength and Austria is a natural target for expansion by any of the three. Constant and skilled diplomacy must prevent that!

Thus, Round One is a period of decision for Austria. Either she organizes a coalition and attacks one of her neighbors or they will organize a coalition of their own and attack her.

Here, then, we consider that critical period in 1903 and 1904 when Austria is most vulnerable to foreign aggression.

After taking Serbia and Greece any further supply centers Austria is to gain will have to be taken from some other Power, hence the change in the paragraph title from "Acquisition of Unoccupied Supply Centers" to "Acquisition of Occupied Supply Centers." Note that this does not necessarily mean that the supply center being attacked will be occupied when it is under attack.

Her logical choices are: ITALY (Venice, Rome, Naples, and Tunis); RUSSIA (Warsaw, Sevastapol, and Rumania); TURKEY (Constantinople, Smyrna, Ankara, and Bulgaria). It should be noted that while some of these centers are being taken by Austria others will be falling to other Great Powers. What other Powers gain, and from whom, is almost as important to Austria as what she herself takes. Austria might gain one or two centers from another Great Power but some of that Power's centers will surely go to an Austrian ally or a scavenger who walks in and helps himself. For example, if Austria attacks Italy she will probably get Venice and Naples. Tunis most likely, and Rome possibly, will fall to France. In attacking Russia, Austria might get Warsaw and Rumania but Sevastapol and Moscow would probably go to Turkey. If she attacks Turkey, Austria might get Bulgaria and, perhaps, Smyrna but not likely Constantinople or Ankara.

With Italy as her first victim Austria will gain Venice and Naples. That is a projection, not a promise. Those two centers concern us here.

1. Venice

As long as Venice is not controlled by Austria it is a constant threat to her. For this reason Venice is the obvious first starting point for an offensive campaign. No other foreign supply center borders directly as do Venice and Trieste. That, combined with the threat an Italian unit in Tyrolia poses to Trieste and Vienna, is enough to make Austria move against Italy before Italy can move against Austria.

There are two keys to capturing any enemy held supply center: numerical superiority and positional advantage. Venice is a good case study for these two points.

From the east and south Austria can bring a fleet and one or two armies to put pressure on Venice. This, along with a possible French support from Piedmont, should be sufficient.

Venice is bordered by several non-Italian provinces and spaces: Tyrolia, Trieste, and the Adriatic. Occupying all three almost certainly gives Austria control of Venice. Control of the Tyrolian province is critical and control of the Adriatic only slightly less so. The importance of Trieste is obvious.

2. Naples

Naples is the western guardpost for the Ionian and the southern stronghold for Italy. Holding both Venice and Naples, Austria has Rome in a potential stranglehold. Furthermore, a Tyrolia-Venice-Naples-Ionian defensive line is exceedingly strong. When Venice is taken; Naples can be attacked from the north or south by sea. If Venice is still held, Naples can be attacked from the Ionian with support from a unit convoyed into Apulia; which can then be used to support an attack on Venice.

Remember, always, that in taking her first action against another Great Power; Austria is determining the shape of the future of the game and what her alliance pattern will be. Always consider the long-range implications before reaching for the first supply center that comes along.

B. Potential Alliances

Austria's very survival depends on her strong alliances. During Round One those alliances must be with First Tier Great Powers: Italy, Russia, or Turkey; against other First Tier Powers; or with Second Tier Powers: France or Germany; against First Tier Powers.

There are three natural targets for Austria's early expansion: Italy, Russia, and Turkey; and there are four potential allies for Austria: France, Germany, Russia, and Turkey.

1. With France Against Italy

An alliance with France against Italy is the first potential alliance but it can only be undertaken if Russia and Turkey are involved in a confrontation. Otherwise the risks of exposing the Austrian homeland to a sudden invasion from either, or both, Great Power(s) is too great to be tolerated.

An attack on Italy will require a strong commitment from both Austria and France; at least two units from each, two armies from Austria and, if possible, the Austrian fleet which captured Greece in Fall 1901, or a fleet built in Winter 1901 in Trieste. France should provide a fleet to put pressure on Italy in the south and an army to support Austria in the north.

These units should launch a combined operation against Venice (from Piedmont, Tyrolia, and Trieste) and against Tunis or Naples (from North Africa, the Tyrrhenian, and the Ionian).

It is unlikely that during the 1902 and 1903 period the two Powers will be able to do more than take Venice and/or Naples, although France may be able to sneak into Tunis. As Italy is forced to remove units, her defenses will weaken and the remaining Italian supply centers should fall easily. By the end of 1904, at the latest, all of Italy should be divided between Austria and France.

2. With Russia Against Turkey

An attack on Turkey, in alliance with Russia, can be launched in Spring 1903, or even Fall 1902, without difficulty provided that both Great Powers made the appropriate 1901 or 1902 builds. Usually Austria will want to wait until Italy has committed herself in the west against France before launching an attack on Turkey in the east.

An attack such as this should begin with Russian armies in Rumania, Warsaw, and a fleet in Sevastapol; and Austrian armies in Serbia and Budapest, as well as a fleet in Greece. The Turks will probably have an army in Bulgaria, an army in Ankara, and fleets in Constantinople, and the Aegean or Smyrna. Control of Armenia, the Black Sea, and the Aegean are the secrets to the conquest of Turkey; although a convoy into Syria and an attack from that direction is sometimes attempted.

If Turkey is being played by a strong player, even a combined Austrian-Russian attack will face rough going. Attacking Turkey's strong defensive position, second only to England's in defendability, is not easy and is almost impossible. Unless surprise is achieved and Turkey is caught out of his natural defensive positions, the attackers must have an over-whelming number of units to bring to bear and the time (often two or more game years) to complete the attack.

For Austria the general rule is either to attack Turkey at once in massive strength, in alliance with Russia, or to put it off as long as possible.

3. With Germany Against Russia

As noted elsewhere, an alliance such as this is not the most advantageous to Austria. Both Great Powers are too vulnerable to undertake such an adventure at this time. A German attack on Warsaw from Silesia and Prussia, and an Austrian attack on Galicia and Ukraina, can threaten the Russian homeland but leave Russian units loose in Scandinavian provinces and the Balkans; and supply centers adrift from Sweden to Rumania.

4. With Turkey Against Russia

This alliance has possibilities if Austria is reasonably sure that Turkey can be trusted in the short-run and that Austria has a superior playing ability to overcome Turkey's stronger strategic and tactical position in the late Mid and End Games.

With the proper 1901 adjustments a joint Austrian-Turkish attack on Russia can be launched as early as Spring 1902. Again, Austria may wish to delay a season or two to determine whether Italy has hostile intentions toward her.

Turkey should move to Armenia from Ankara and attempt to take the Black Sea from Constantinople and put pressure on Rumania. The Turkish unit in Bulgaria, with support from Austrian units in Serbia and Budapest, should handle the attack on Rumania easily. Austria should move into Galicia and support the Turkish attack on Rumania. The proper intersupports should crumble the Russian defensive position.

A good point to remember in an attack of this kind, where complex intersupports are necessary to make minimal gains, is that to attempt too much too soon will result in losing all. Gaining one or two supply centers a year is enough and keeps one from growing too fast. Charles Turner, perhaps one of the best Diplomacy players ever, used to say that he preferred being number three until the late Mid Game and then liked being number two until the very end. Making alliances is a lot easier that way.

C. Potential Non-Aggression Pacts

Non-aggression pacts must be an important part of Austria's foreign policy during the game, especially during the early years.

If Austria cannot obtain an alliance with France against Italy (and make sure that Turkey and Russia are going to be preoccupied with each other); she must have a non-aggression pact with Italy. The same is true of Russia and/or Turkey if she engages in an early game conflict with Italy. The goal of either policy is to avoid the two front war which has brought Austria down in so many early Opening Games.

1. With Italy

Since Italy seems a logical first victim for Austria the possibility of an alliance or non-aggression pact is remote. However, the good Diplomacy player covers all his bets and the possibility of a non-aggression pact should at least be explored. Sometimes Austria and Italy, fighting back-to-back, form a dynamic and strong alliance. A non-aggression pact between the two Powers might include mutual guarantees on the neutrality of Tyrolia and the Adriatic, refraining from building fleets and/or armies in Venice and Trieste without prior consent of both parties, etc.

2. With Germany

Austria should attempt to bolster Germany's position with her own diplomacy so that Germany can be used later as a counter-balance to a strong France and/or Russia. There is no reason why this non-aggression pact cannot be maintained during the entire game; if both Powers survive until the end.

3. With Russia

As she prepares to fight Italy, Austria will probably want to maintain a non-aggression pact with both Russia and Turkey, if that is possible. Otherwise, she must ally with one, preferably Turkey, against the other. A non-aggression pact with Russia requires neutralization of Galicia as the main ingredient.

4. With Turkey

A non-aggression pact with Turkey is difficult for Austria because both Powers have supply centers immediately bordering on each other. The temptations to stray from Bulgaria into Greece or Serbia, especially if Turkey needs a quick build, are great and the opposite is equally true of Austria, especially if she starts losing supply centers to Italy.

D. Defensive Game

It is entirely possible that Austria will have to fight a defensive game from the beginning. Austria will traditionally be one of the first two Great Powers to fall, the other being Germany, as a victim of her neighbors' ambitions. Italy will be her worst threat and a potential ally for both Russia and/or Turkey. Austrian diplomacy must prevent this. Austria can afford no mistakes.

If Austria is attacked at this stage of the game her logical defensive position is one of mutual intersupports. Trieste-Vienna-Budapest-Serbia-Greece form a natural pentagon of inter-supporting units. However, if possible Austria may want to move to block the entry of Italian, Russian, or Turkish units into such key adjacent provinces as Tyrolia, Bohemia, Galicia, or Albania

(by a convoy from Italy or Turkey). With skillful attacks, inter-supports, and a bit of luck; Austria can hold off even an attack from superior forces for a long, long time.

Although it is technically possible, a defensive game is not at all conducive to Austria's growth. She must attack to expand and she must expand to survive.

E. Offensive Game

Even experienced Diplomacy players rarely think of Austria as an offensive Great Power. The stereotype Austrian is a player being attacked on all sides, down to his last three or four supply centers, desperately trying to out-fox a three Power coalition against him. It doesn't have to be so. Magazines are full of examples of brilliant games won by Austria. In fact, the challenge of Austria is a lure to many top players.

In discussing potential alliances the possibilities for an offensive game by Austria in the first few years of the game were pretty much covered. A review of some of the tactical problems involved may be useful.

1. With France Against Italy

This is the logical and the preferred choice and makes sense to both and for both attacking Powers.

In attacking Italy Austria will be using a pincher movement, attacking her from the north and from the south simultaneously. Using two armies, in Tyrolia and Trieste, against Venice, and two fleets, in the Ionian and Apulia, against Naples, Austria will need help from French fleets and armies to cut the Italian intersupports. In return France gets a free hand in Tunis and Rome with Austrian support if need be.

2. With Russia Against Turkey

If Austria attacks Turkey with Russia as an ally at this stage, Austria should use her armies to put pressure on Bulgaria, or to support the Russians in attacking Bulgaria from Rumania and bring her fleets around to attack Smyrna from the Aegean. Once again, Austria may want to use a convoy into Syria to launch an attack on Turkey from the south.

3. With Germany Against Russia

With Germany as an ally, provided Germany is not being attacked by England and France, Austria might want to consider attacking Russia. The problem for Austria is what does Turkey do while Austria and Germany attack Russia? Turkey might be inclined to attack Italy by going around Austria but that puts the same potential enemy on both flanks of Austria, not a good position. Still, the two allies might launch a strong attack on

Russia, Germany moving into Silesia and Prussia and threatening Warsaw, Austria moving into Galicia and the Ukraina and threatening Moscow and Sevastapol. An attack from Galicia, Budapest, and Serbia might even take Rumania away from Russia.

4. With Turkey Against Russia

There is little difference in Austria's role in an attack on Russia; whether the ally is Germany or Turkey. Turkey is probably the more useful ally in the attack, but he is also the greater potential threat.

F. Waiting Game

There is often a temptation in the first few years of a postal Diplomacy game for any Great Power, even Austria, to go off half-cocked and think she can lick any combination of allies or foes, that her's is the only Will that even matters and that things will go the way Austria wants.

Patently, this is not the case. Austria is merely one of seven more or less equal Great Powers competing in the same arena. Her chances of success depend on: the Power being played, the skill of the player, the skill of the other players, her diplomacy, their diplomacy, accidents (such as lost or missed moves), and luck. The gamesmaster should not be a factor but probably will be. Thus, even with a gameplan, such as this document suggests, Austria will be constantly buffeted by her neighbors. There is little that can be done about most of it. Patience is a virtue that many Diplomacy players never appreciate. Sometimes it is better to wait and see what happens. Sometimes, but not often. Waiting time is time for correspondence, for study, for analyzing the other players, and for intrigue. The most important battles in Diplomacy are not won the mapboard but in the gameboard minds of other players.

G. Adjustments

Perhaps another fleet if its useful, if not two armies. A player must remember that most builds are dead give aways as to what the building Power intends to do next. Thus, when planning and making builds take pains to reassure your potential enemies and your allies that they are not intended to be hostile toward them. Try and make them even more flexible so they can be used for different needs, depending on other Great Power's adjustments.

H. Possible Positions & Supply Centers At End of Winter 1903

Army Serbia, Army Trieste, Army Venice, Fleet Naples, Fleet Ionian, Army Vienna, and Army Budapest.
Home, Serbia, Greece, Venice, and Naples as supply centers.

III. ROUND TWO: THE MID GAME (1904-): SECOND VICTIM: TURKEY

By the time Round Two begins, about 1904, two of the Great Powers should have been eliminated, or at least well contained. If the Austrian plans are successful, Italy will be one of those two eliminated Great Powers and, perhaps, Germany the second.

After assuring herself that Italy no longer poses a serious threat to her left flank, Austria can begin to consider involving herself in the Balkans in an active manner. The choice is simple, Turkey or Russia?

For illustrative purposes, Turkey has been chosen as the first Austrian target in the Balkans. The reasons for this will become clear as the discussion advances. However, note that there is nothing rigid about this choice. We could as well have chosen Russia. You must make the ultimate choice in your game.

A. Acquisition of Occupied Supply Centers

In preparing to attack Turkey at this point Austria has four possible targets: the three Turkish home supply centers and Bulgaria. With Russia as an ally, hopefully, in the attack on Turkey, Austria is going to have to divide those four centers with her.

Russia would logically be entitled to Ankara, which she can attack through Armenia, and Bulgaria, which she can reach through Rumania. Thus, Austria is left with Constantinople and Smyrna. This arrangement is good because it divides the two Russian supply centers and gives Austria an important potential point of access to the Black Sea and, more importantly, denies Russia access to the Aegean.

1. Smyrna

Any attack on Turkey by Russia and Austria is going to take maximum cooperation and coordination of attacks. It must be a carefully thought out series of intersupports, attacks, and advances; even retreating and giving up provinces and supply centers, perhaps, to gain the strategic position needed for the final conquest of Turkey.

It may take a year, or longer, to properly position the units to be used in this attack. Austria must bring her fleet back from Naples and position the fleet she built, hopefully, in 1902, because two fleets, or more, will be needed to break the interlocking Turkish defensive line. Austrian armies in Greece and Serbia must keep up a constant and intense pressure on Bulgaria. They may even support a Russian army in Rumania into Bulgaria as part of a quid pro quo. Russia will have to move an army into Armenia, either from Sevastapol or by a convoy across the Black Sea. Control of the Black Sea is vital to the success of the attack and should be the first goal of the Russian offense. Turkey can be conquered without Russian control of the Black Sea first, but it is a long, involved, process.

Austrian fleets in the Eastern Mediterranean, the Aegean, along with a Russian army in Armenia should have no trouble in taking Smyrna. Using Smyrna as a supporting center, Ankara can be taken, or annihilated, and Constantinople falls easily.

2. Constantinople

This is a vital supply center because whoever controls it has an entry into either the Balkans, from Turkey; or Turkey, from the Balkans; the Black Sea, from the Mediterranean; or the Mediterranean, from the Black Sea. Austria should make every effort to control it because in addition to its position as a long sought-after land bridge and water passageway, it also dominates four supply centers. Austria doesn't have to have it, but someone else having it is too serious a threat to Austria to be tolerated.

In passing, it might be noted that most of the traditional historical realities of Great Power politics in Europe apply to the game of Diplomacy as well. England's preoccupation with the Lowlands and the Channel; the Italians concern with Tyrolia; the Turks with the Straits; the Russians with central Europe; etc.; are all equally valid in Diplomacy. In fact, one often over-looked asset for a good Diplomacy player is a solid knowledge of European history. Keep in mind that Diplomacy was originally designed for a history course, not a course on gaming or simulations.

Constantinople can be attacked from the Balkans, by way of Bulgaria, with support from fleets in the Black Sea or Aegean; or from the interior, Smyrna and Ankara. Whichever method gets Austria into Constantinople first is the one to be preferred.

Austrian units in Greece, Serbia, Smyrna, and Constantinople are then in a good position to either hold the line against a possible Russian attack or to move to an offensive against the Russians.

B. Potential Alliances

With Italy contained, or eliminated, and a working alliance established with France; Austria is free to look for other alliances against Turkey or Russia.

Four of these alliances can be considered at this stage. While the Russian alliance against Turkey has been selected for emphasis the others should not be rejected without serious consideration of your game situation. By this stage the Austrian player should have begun to develop a feeling for the abilities of the other players.

1. With Russia Against Turkey

This alliance is preferred over the other possibilities because it strengthens Austria's position both tactically and strategically without substantially adding to Russia's strength. In addition, it gives Austria future allies for use against Russia as an alliance with Turkey would not do.

2. With Russia and Germany Against Turkey

Bringing Germany into an anti-Turkish alliance at this stage is of little value to Austria unless Russia is under such strong attack in the north that she cannot bring sufficient units into the attack on Turkey. Then German support might be needed, if it is available.

3. With Turkey and Germany Against Russia

Generally speaking, three-way alliances are not beneficial to anyone, especially Austria, as the pie left to be divided is too small and they almost always lead to a two-on-one attack on Austria as soon as the initial victim is disposed of. Thus, an Austrian-German-Turkish alliance against Russia is case of killing a fly with a cannon. However, if using Germany in this kind of alliance seems likely to make Germany a potential ally against Turkey in the next round it may be wise to consider it.

4. With Turkey Against Russia

This is the second best alliance Austria can go for in this Round and were it not for the potential consequences in the next round, when Austria is faced with fighting Turkey alone, and with potential dangers on her rear flank, it might be a desirable one. Here again the course of diplomacy, the evaluation of the other players, etc., is important. If Austria is sure, or as sure as you can be in this kind of game, that she can dominate a strong Turkey in Round Three, then perhaps an attack on Russia with Turkey is a wise alliance. Otherwise, Austria must move against Turkey now.

C. Potential Non-Aggression Pacts

Non-aggression pacts continue to be important to Austria in Round Two. Especially those with France and Germany. Only with some security on her other flanks can Austria be aggressive in the Balkans.

1. With France

After conquering Italy with France as an ally, Austria may wish to propose that both countries withdraw from Italy leaving no forces, or only token units, there to protect their supply centers.

With France in Rome and Tunis there exists the possibility of an attack on the Ionian Sea and Austria should maintain a fleet there if possible through the rest of the game to protect her flank from that direction. France might wish to keep a unit in Tunis, or in the Piedmont, as a balance.

Above all, Austria should encourage the French fleets to move out of the central Mediterranean.

2. With Germany

Once again the goal is to keep Germany out of Austria's hair, especially in Bohemia and the Tyrolia. The chances are good that Germany will have enough problems of her own with France and England by this time so as to be unable to attack Austria, but the possibility still must be considered.

A simple agreement, perhaps an extension of the Opening Game agreement, should be enough to keep the non-aggression pact alive.

3. With Russia

A non-aggression pact with Russia means that Austria must face Turkey alone, a dismal prospect. The requirements remain the same, neutralization of Galicia and the Ukraina. Neither Great Power can really afford a non-aggression pact at this stage. They need each other too much for such luxuries.

D. Defensive Game

The beginning of each Round carries with it the implication that the shifting tides of diplomacy may put Austria on the defensive. Austria must be constantly aware of this and always on the alert for the switch from offensive to defensive play.

With the given positions, Austria has a fair chance of defending herself for a while. A defensive line: Ionian-Naples-Venice-Tyrolia-Bohemia-Galicia-Budapest-Serbia-Greece-Aegean-Smyrna can be drawn in as the attackers advance.

France might be involved in such an attack, especially in picking up the Italian supply centers, but the main threat would come from Russia and/or Turkey. Here, a strong defensive position combined with skillful attacks to prevent the intersupports needed to break the Austrian position would be effective.

However, if the Austrian player is a novice and Russia and/or Turkey are not holding the Austrian position is going to be difficult. It is better to seek an outline alliance with Germany and England to bring pressure on Russia's rear or to seek a votre face from Russia vis-a-vis Turkey.

The Austrian home supply centers-Serbia-Greece axis is a strong one and a skillful player can hold those centers against an attacking force for at least two or three years, perhaps longer.

The important thing to remember is not to give up. You never know when the changes in the tide of Diplomacy will bring help your way.

E. Offensive Game

Austria's potential victims in the Second Round are Turkey, France, and Russia. For obvious reasons the preferred choice for the attack is Turkey. The others, always, merit consideration.

1. With Russia Against Turkey

The primary fact in this attack is the reality of the provincial arrangement, a problem many players are unaware of. Reduced to grim realities, the attacking line (the position from which Russian and Austrian forces are likely to hold and advance at the beginning of the attack on Turkey) consists of Greece-Serbia-Rumania-Sevastapol. Turkey will probably hold a position along the line Aegean-Bulgaria-Black Sea-Armenia.

Naturally, Turkey will not be sitting by while Austria and Russia decide how to carve him up. There is every probability that Turkey will have launched an attack on one or the other. Whoever gains control of the Black Sea, the Aegean, and Armenia first has a great advantage. Without them, the attack takes a year or so longer.

2. With Turkey Against Russia

If Austria does go for the Turkish alliance against Russia, she has to think almost as much about what their relative positions will be after the attack as she does before it.

Austria should yield Sevastapol and Moscow to Turkey, keeping Warsaw and Rumania for herself. The imperative thing to remember is not to let Turkey gain control of Rumania.

Austria should also try to keep Turkey out of Ukraina as that can be a valuable point for launching a Third Round attack on Austria.

3. With England Against France

Even at this point in the game there is still the possibility of a joint Austrian-English attack on France.

Austria would want to seize Tunis and Rome, moving her western lines as far forward as possible, even taking Marseilles and threatening Spain if possible. Above all, Austria would have to prevent England from entering the Mediterranean.

F. Waiting Game

There is sometimes a temptation for Austria to sit and watch Russia and Turkey fight it out. That is a bad risk. Nor should Austria sit passively by while England and/or Germany walk over France. Austria needs a strong France to protect her western flanks. The only alternative is for her to do the job herself.

G. Adjustments

Once again Austria should build a fleet and another army. The fleet may not be needed immediately, if relations with France are good; but if conditions in the east allow, a third fleet is a good investment.

H. Possible Positions & Supply Centers At End of Round Two Winter 1906

Army Venice, Army Naples, Army Greece, Army Constantinople, Army Serbia, Fleet Smyrna, Fleet Aegean, Fleet Trieste, and Army Budapest, with the last two as 1906 builds. Home, Serbia, Greece, Venice, Naples, Smyrna, and Constantinople as supply centers.

IV. ROUND THREE: THE MID GAME (1907-): THIRD VICTIM: RUSSIA

Around 1907 Austria and Russia should have completed the elimination of Turkey as an effective Power, although the actual occupation of his supply centers may not yet have been completed. As the conquest of Turkey nears completion, Austria will want to assume a position from which she can attack Russia, her next logical victim.

At this point it should be noted that the logical move has been stressed, and will be stressed, throughout this work. However, that does not mean that you must use the logical approach. Most of the best Diplomacy players have developed their own, individual, and oftentimes illogical, techniques and methods which contradict many of the lessons suggested here. You to, in time, will develop your own technique. But first you must master the basic principles and consider all the possibilities and probabilities. Later, like Hal Naus, you can develop the use of the illogical act to an art form which will constantly confuse your enemies and bewilder your allies.

A. Acquisition of Occupied Supply Centers

Moving into the Third Round, Russia is the logical target for the next Austrian advance, although by this time Austria's size and past successes may make her a target for her neighbors.

With the exception of possible support from England or Germany, if either has survived to this point, Austria will probably have to face Russia alone. However, by now, Austria should be more than a match for Russia.

Ironically, most of Austria's gains in an attack on Russia will probably be in Turkey and the Balkans; not the Russian homeland. Russian supply centers in Scandinavia and northern Russia will probably fall to another Great Power.

1. Ankara

With Constantinople and Smyrna as a base of operations, Austria should have no difficulty in taking Ankara.

When the three Turkish home supply centers have been taken, Austria will want to move an army into Armenia to put pressure on Sevastapol and a fleet into the Black Sea to support attacks on Sevastapol or Rumania and/or Bulgaria.

2. Bulgaria

With forces secure in Greece, Serbia, and Constantinople; Austria should have no problem in taking Bulgaria from Russia. A unit in Budapest can support the attack indirectly by attacking Rumania and cutting support from there.

3. Rumania

If there is a "make it or break it" point for Austria, the capture of Rumania is probably it. Cracking the Russian defensive line surrounding Sevastapol, Rumania, Ukraina, and, possibly, Galicia is not going to be easy; especially if the Russian player is good. It is imperative, however, that Austria do so as quickly as possible; and then move north to block off any German or English advances in a southeast direction from Warsaw or Moscow. With the conquest of Rumania, Austria should have taken the Balkans, Turkey, and hold a good amount of Italy. More importantly, she will dominate the Black Sea and control the southern part of "the Stack." The Stack is the series of supply centers running from Constantinople north through Bulgaria, Rumania, etc.

4. Sevastapol

Austria may wish to take Sevastapol prior to attacking Rumania. Forces positioned in the Black Sea and Armenia, along with units cutting support from Rumania and/or the Ukraina, may be able to take Sevastapol in spite of Russian supports from Moscow. If available, supports from third Powers, such as England or Germany, who might have taken St. Petersburg or Warsaw, by now, would be most helpful.

B. Potential Alliances

By this round Austria will be going to the Third Tier Great Powers for allies. The chief value of allies at this stage is to aid in harassing Powers Austria may be fighting by attacking them from the rear, thus cutting their intersupports. Actual assistance to Austria's own attacks is a secondary consideration unless the two Powers are cooperating in a single front alliance (e.g. France and England moving east against the remaining Powers). It is entirely possible that Austria, by this round, will be fighting the remainder of the Board, or those nations which can effectively resist her advances. In such a case, Austria must be doubly careful to consider her tactical maneuvers to make sure of their success. One misstep at this point can blow the whole game.

1. With England Against France

Although Austria should have been gradually building up her naval forces; she still may not be in a position to launch a definite two-front campaign against both Russia and France. Austria must walk a fine line between pushing the French into an alliance with the Russians against herself and leaving herself too weak in Italy and the central Mediterranean to launch her own attack when the time comes.

2. With England and/or Germany Against Russia

By this time either England or Germany should have established themselves as the strongest Atlantic Power; although France may have done so if she has been successfully attacking Germany and England; while Austria has expanded eastward.

It is to Austria's benefit that the strong Atlantic Power be England because England will have most of her forces in the Baltic and Scandinavian areas until near the end of the Mid Game. Any sudden reversal of direction will be obvious. In addition, most of those English units will be fleets which cannot be used against Austria readily.

The natural tendency of things will be for England to reach Moscow about the same time that Austria does. In many games England is in St. Petersburg north coast with a fleet (if England is a poor player) which is now useful for further advances; Austria is in Sevastapol with an army and a lone Russian unit continues to hold out in Moscow; often until the end of the game. This should be avoided although in some cases the buffer Russian unit is preferable to having an English force in Moscow.

England, or Germany, must put pressure on Russia in the north if Austria is to make rapid headway against her in the south. The two Powers, attacking together and in coordination, can crack the Russian front.

C. Potential Non-Aggression Pacts

Austria still has two possible non-aggression pacts even at this late stage of the game. Developing them and using them is a sign of a good player.

1. With France

Austria can easily extend the non-aggression pact with France into this round provided that France is not looking for a victim herself. By now both Powers, if they have survived, will have sufficient units to begin building a naval presence in the Mediterranean on a large scale. Whether they will actually do so is something only the course of the game can determine.

2. With Germany

If Germany is still in the game, and that is a big assumption, Austria should maintain her non-aggression pact with her and even seek to cooperate with her in the campaign against Russia if possible. As England or France move into Germany it may be wise for Austria to support the Germans moving into northern and central Russian supply centers to serve as a friendly buffer and prevent England from establishing herself in that area.

D. Defensive Game

By the Third Round the chances are very good that Austria will be waging both an offensive and a defensive game. It will be an offensive game because Austria is still expanding, still moving ahead toward winning the game. It will be a defensive game because most, if not all, the other Great Powers will be attempting to stop her. The question is whose goal will be obtained first.

If Austria has carefully thought through her strategy and the tactical measures needed to carry it out, there should be little that her adversaries can do to stop her eventual victory, at least on all fronts. They may be successful in stopping her on one front, perhaps in Russia or the Mediterranean, but somewhere she should be able to concentrate sufficient forces to break through and seize the centers she needs to win.

This is a dangerous period for Austria, or any other Great Power, for that matter. Clearly she has the ability to win but she may not quite yet have the needed means to make her victory a reality. Diplomacy can be crucial here in delaying formation of the End Game alliances that may be formed against her.

E. Offensive Game

Advancing into Russia's heartland, building up forces in central Europe and preparing to launch an attack to seize the rest of Italy; Austria appears as a dynamic, expanding Great Power. But it will take careful planning and moving for Austria to achieve a final, complete victory.

1. With England Against France

Depending on the relative strengths of England and Russia; and France; and the speed with which Russia is collapsing; Austria will want to be prepared to move west at any moment. Still, delaying that act as long as possible seems imperative.

2. With England Against Russia

With England putting pressure on the Russians from the north through attacks on Moscow from St. Petersburg and Livonia, and possible German attacks on Warsaw from Prussia and Silesia; Austria is free to put increasing pressure on Russia in



CONFERENCE MAP

the south.

The campaign for the Black Sea littoral is never an easy one and requires careful attention to detail. The process of driving the Russians out of Turkey, or annihilating them in position, is a long, slow process but the potential gains are not only tempting but necessary.

F. Waiting Game

As the game moves on, Austria's opportunity to wait on the developments involving other Great Powers becomes less and less. Austria's requirements for victory are headed by strong, determined action. Hesitation would be fatal.

G. Adjustments

Austria should have built a total of four or five fleets by the end of Round Three. She should not need more than that and any extra builds should be developed as additional armies for the campaign in central Europe.

H. Possible Positions & Supply Centers At End of Round Three Winter 1909

Army Venice, Army Naples, Army Armenia, Army Rumania, Army Galicia, Army Ukraina, Army Sevastapol, and Army Budapest; Fleet Tyrrhenian, Fleet Ionian, Fleet Aegean, Fleet Black Sea, and Fleet Trieste.
Home, Serbia, Greece, Venice, Naples, Smyrna, Constantinople, Ankara, Bulgaria, Rumania, and Sevastapol as supply centers.

V. ROUND FOUR: THE MID GAME (1910-) : FOURTH VICTIM: FRANCE

By the beginning of Round Four there should only be two remaining Great Powers in addition to Austria, England and France. England should control the Scandinavian area, part of Germany, and northern Russia. France should control part of Italy, Iberia, the Lowlands, and part of Germany. Round Four will mean the fall of one of those two Great Powers or their alliance against Austria.

The final major decision for Austria is simple, to attack France or to attack England?

A. Acquisition of Occupied Supply Centers

Based on the assumption that the attack on France is the more expedient and practical move the logical supply centers to be gained are Rome, Tunis, and, perhaps, Munich.

1. Rome

All this time Rome has dangled like a ripe grape between Venice and Naples, just waiting to be plucked. The time

for that move is now but it must be combined with a swift advance by Austrian fleets into the western Mediterranean.

If one is going to stab an ally, and sooner or later one is going to have to do just that, do it correctly. There is nothing more embarrassing than an unsuccessful double-cross. (I have often told new players that I can forgive anything in a Diplomacy game except when someone double-crosses me and it doesn't do them any good.)

If possible, take Rome with a fleet; fleets around the Tyrrhenian being handy. The potential for a stalemated position in that area is strong and only superiority in seapower can prevent it from happening.

2. Tunis

Tunis usually falls to Italy in Fall 1901 and there it remains until some other Great Power takes it away from Italy. That might be France, from North Africa and/or the Western Mediterranean; Austria, from the Ionian; or Turkey, also from the Ionian. Since Turkey taking it from the Ionian would imply that Austria no longer controls the Ionian we will not consider that possibility. It is already assumed that France has taken Tunis from Italy during the early Mid Game. The question is, now, how does Austria take it away from France?

Sometimes an army is convoyed into Tunis, or invades it from North Africa, but unless you are a Scipio Africanus or a Rommel, it may be better not to try that method.

The whole purpose of occupying Tunis is not necessarily to gain another supply center, but to make sure that one controls the central Mediterranean and especially the Ionian-Tyrrhenian Sea. Holding Naples and Tunis are part of that strategic area.

3. Munich

One does not usually consider Munich as a possibility when counting up the eighteen supply centers Austria needs for a victory. But, when it comes down to brass tacks, and when Austria does start looking for supply centers number 16, 17, and 18; Munich becomes a very real possibility.

Unless one is the German player, to control Munich means one must control the surrounding areas: Burgundy and the Ruhr, Tyrolia, Bohemia and Silesia, or whatever. Holding Munich without strong supporting forces is holding a vacuum. It cannot be held for long without that support.

When moving against the positions France will probably hold by this time, a line drawn from Tunis through Piedmont to Kiel is a good approximation; it is important for Austria to carefully gauge where to attack and where to hold the line. If advancing in the south, she will probably want to hold in the center and in the north; or vice versa. As conditions permit, the expansion of Austrian units into Tyrolia, Bohemia, and, eventually, Silesia; Munich becomes more and more tempting.

Since this area of the mapboard will probably be filled with units by this point in the game; the chances for a mobile, lightening campaign are definitely limited. Here the plodding, province by province advance, and retreat when needed, comes into its own. One by one Austria will occupy the provinces bordering on Munich. Then, when superiority is assured, she will take it.

B. Potential Alliances

The reader may have noticed by now, that as the discussion of each Power progresses toward the late Mid and End Games, the discussions tend to become shorter and the alternatives fewer. This merely reflects the decreasing number of participants. However, it is wiser to consider this as an even more dangerous situation, especially to the largest Great Power on the board, because decisions made at this point tend to be more important and more final. The choosing of one's final victim is a special study. Often the final victim is a previous ally or someone with whom you have maintained a non-aggression pact throughout the game. For some, a double-cross at this point is a difficult decision, both morally and strategically. The morality of your decision is for your own conscience; the strategic portion of your decision should be determined by who represents the answers to the following questions: First, is there any Power which can prevent you from winning? Second, is there any Power by whom attacking you can be certain of absolute victory? Other than that, you are on your own.

1. With England Against France

Ironically, this choice violates the previous paragraph. In a situation where Austria is dominant and France and England are the two remaining Great Powers of consequence, it is probably England which poses the greater threat to Austria's victory; and therefore should be the logical enemy. However, in this case the tactical situation is such that an attack on England is difficult, if not impossible, and would leave much of Austria open to an attack from France. It is better to settle for an easier target, France, and divide her with England.

2. With France Against England

But, as always, the other possibility must also be considered. If England is stronger than Austria, and this may indeed be the case, the two, Austria and France, must ally against England. While France puts pressure on the southern English flank in the Atlantic and Germany; Austria will want to move armies north into English supply centers in Russia and/or Germany. Austria may even send fleets west to help the French against the English. This alliance then becomes mainly a northern versus southern mapboard contest.

C. Potential Non-Aggression Pacts

Sometimes Austria finds herself with a weaker neighbor who, although a possible target for attack, is better positioned to serve as a buffer or to become an auxiliary "client state" to the Austrian advance. One additional advantage here is that if Austria should, for instance, take Brest from England, who is a potential client ally against Germany; Austria will have to make her build in Vienna, Trieste, or Budapest; where the need for another unit is small. The removal comes on a front and in a place where the need is great. Often the time lost in moving a new unit from the home supply center to the battlefield is the time it takes to lose a battle.

1. With England

This is about the only possibility remaining to Austria and the chances of a non-aggression pact with England at this stage are remote. However, it must be stressed and restressed that any contingency can arise in a game and must be prepared for. The format adopted for this series suggests a very cut and dried pattern for Diplomacy games. Such is not the case. The strategy, the tactics, and the diplomacy combine to make each game unique and the possibilities in each remarkably varied.

D. Defensive Game

And if, by some ill luck, England and France should combine against Austria? What then? Boldness may win the game, caution never will. Caution is for people who play rating games, not Diplomacy players. The best offense is not a good defense but the opposite, a classical maxim of war, is certainly true.

As one plays more and more games of Diplomacy, a player will find that two things produce a consistent winner: a steady, dependable player who gets his orders in on time and regularly; a player who doesn't make foolish mistakes; and a player who carries on his diplomacy with regularity and care. This is one-half of the coin. The other half is the player who plans ahead, even if his plans must be changed; and should be changed, after each turn; who looks for unexpected opportunities and, most of all, searches for and takes advantage of that one point in the game when victory hangs in the balance. It may be seizing a crucial position, a sudden and brilliant backstab, being prepared to move against a Great Power who has unexpectedly gone into Civil Disorder, or whatever; but he is prepared to move and take advantage of that opportunity.

E. Offensive Game

Any Power that has survived to this point is going to be an offensive-minded Power. That is one reason late Mid and End Games are usually so explosive.

Austria should be on the offensive, moving constantly outward which, in this case, means expanding through the western Mediterranean toward Spain and the Mid Atlantic, moving into Germany and heading for Munich and always putting pressure on the north in Moscow and Livonia.

If you take a Diplomacy mapboard and draw a crescent from North Africa, through Munich, Galicia, and Sevastapol you will see where Austria should be by this point.

1. With England Against France

France by this point should have around eight centers: her homeland, Iberia, Belgium, Munich, and, perhaps, Tunis. Tunis should fall fairly easily but the rest may be a hard nut for Austria to crack.

If France chooses to hold in the south and let England take her from the north, or chooses to hold in the north and let Austria take her from the south; there isn't too much the two Powers can do except try and make a satisfactory agreement on who will get what in spite of the French actions.

In addition to playing for supply centers, as noted above, Austria should also be very concerned about playing for position at this stage.

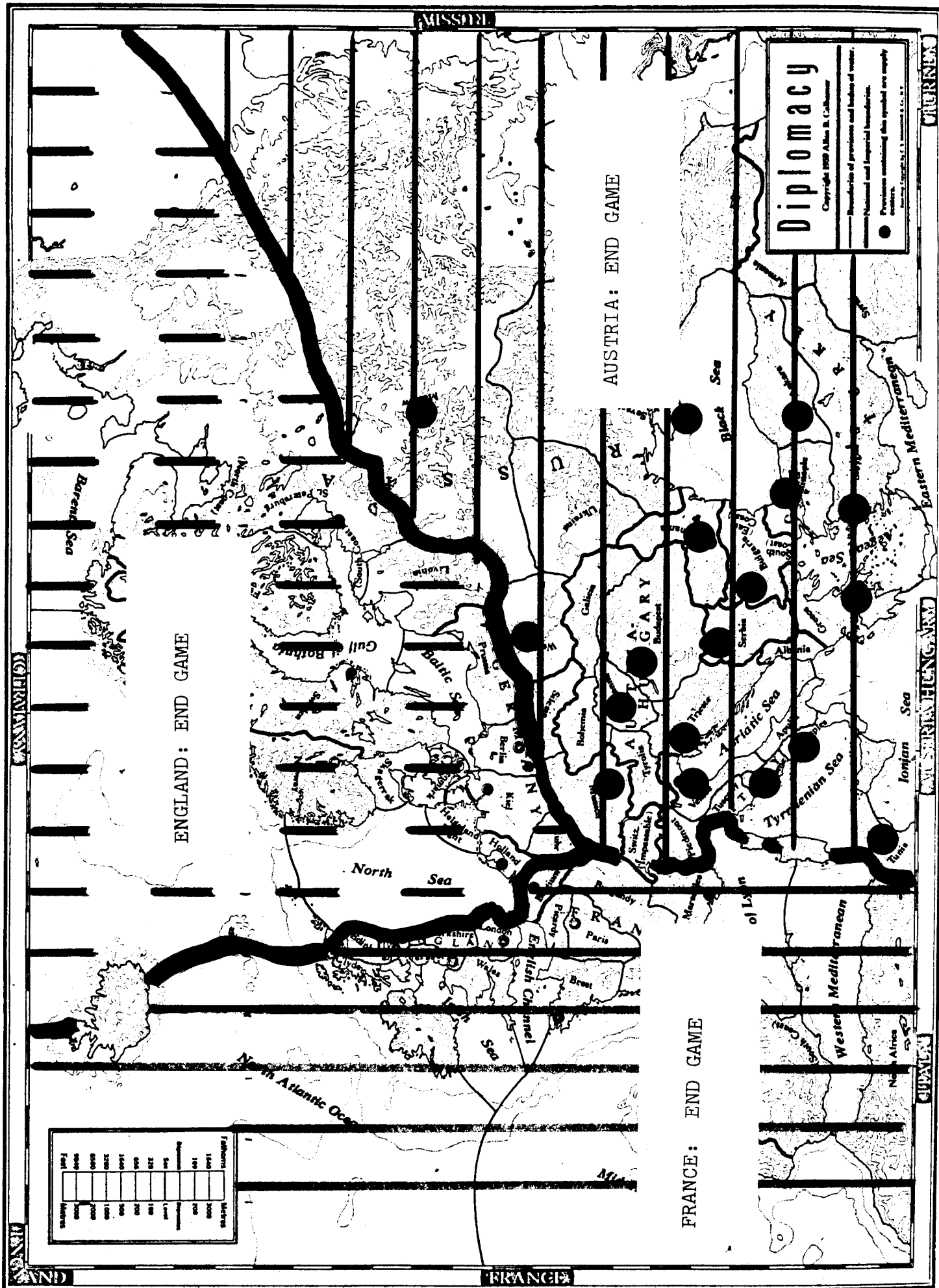
Many players follow the idea of moving in the spring for position and in the fall for supply center control. Some players do the opposite. The important thing is to be aware when important positional provinces are empty and prepared to seize them as the opportunity arises.

2. With France Against England

If Austria allies with France against England it means a land war for Austria. With her armies she should have no problem in over-coming the English armies in northern Russia and central Germany. The problem comes when Austria attempts to take the line of provinces bordering on the Baltic. Sitting in Moscow, Warsaw, Silesia, and attempting to dislodge the English from St. Petersburg, Livonia, Prussia, Berlin, Kiel, etc. is very difficult; even for a good player. There are intersupports and back-up units involved to such a degree that any change of position is often only a tactical victory.

With this in mind, the decisive theater must be sought elsewhere, in the south of Germany, around Munich, or in the Mid Atlantic with the French fleets over-coming the English at sea.

It is difficult and takes time for this alliance to achieve a victory but it can be done.



F. Waiting Game

As the game progresses toward the end the opportunities for a waiting game approach become less and less. Sometimes, however, Austria will find it advantageous to sit it out and see what happens between England and France, waiting to pounce on the loser. Keep in mind that the waiting game approach is a tactical device, not a strategy for playing a game of Diplomacy.

G. Adjustments

Builds at this stage will be relatively meaningless unless the game develops an End Game stalemate or positions stabilize between the Powers.

H. Possible Positions & Supply Centers At End of Round Four Winter 1911

Army Armenia, Army Sevastapol, Army Ukraina, Army Galicia, Army Bohemia, Army Munich, Army Piedmont, Army Venice, Fleet Constantinople, Fleet Rome, Fleet Naples, Fleet Ionian, Fleet Tunis, Army Vienna, Army Budapest, and Army Trieste. Home, Serbia, Greece, Venice, Naples, Smyrna, Constantinople, Ankara, Bulgaria, Rumania, Sevastapol, Rome, Tunis, and Munich as supply centers.

VI. THE END GAME (1912-): AGAINST THE BOARD

The End Game begins with Austria's unchallenged supremacy, although the victory is not yet certain. By this stage, she should have fourteen to sixteen units on the board. Adding one or two units is the cap on Austria's victory.

End Games tend to follow one of three patterns. First, the Great Power on the way to a sweeping victory carries all before her, often ending up with 20, 21, or 22 supply centers; sometimes taking as many as six in the last fall season. Second, the collapse of all organized opposition, by resignation or civil disobedience, leaves the future victor as the only viable player on the mapboard and he rolls on to victory with no opposition. Third, a drawn out affair with opponents offering resistance every bit of the way. Often, only one supply center stands between the Great Power and victory. How many games have ended on a 16-9-9 division of supply centers? Such defeats are usually a result of bad planning, or no planning, by the Great Power for the End Game. There is no excuse for a victory denied because of the failure of a major Power to acquire the last needed supply center.

A. Acquisition of Occupied Supply Centers

The general rule of thumb for the End Game for any Great Power is to do whatever is necessary to win. Naturally, this is especially important in acquiring the last one or two supply centers needed for the final victory. Moscow and Warsaw are suggested here, although any supply centers that Austria can get to might as well be included.

1. Moscow

Capturing any further supply centers in central or northern Russia is a matter of how hard Austria wishes to push north instead of to the west or into central Europe.

With Sevastapol and the Ukraine as a base of operations, Austria may begin to maneuver to take Warsaw, or Moscow, as the opportunity permits. Naturally, if England has a large supply of armies in St. Petersburg, Livonia, Prussia, etc. this is going to be difficult, perhaps impossible.

2. Warsaw

The capture of Warsaw is a good move for Austria at any time since it opens the way for an expansion into Prussia and Silesia if the need arises.

The chief problem for Austria in capturing either Moscow or Warsaw is bringing sufficient units to bear to overcome the English intersupports and units holding their positions. If superiority in numbers can be achieved, and at least equality in position reached; Austria will have a chance.

B. Potential Alliances

At this point, any alliances Austria is maintaining are purely a matter of her own choosing. She really needs no allies but should, to protect her reputation in future games, avoid any unnecessary double-crossing or other "unpopular" moves.

C. Potential Non-Aggression Pacts

The same thing applies to non-aggression pacts as applies to alliances. Preserve all you can without sacrificing the victory.

D. Defensive Game

There should be little need for defensive moves by this point, although Austria and any other Great Power on the verge of victory should be especially careful to avoid unneeded risks. Don't take chances, don't make assumptions, and expect the worst from everyone.

E. Offensive Game

The last year or so of the game should be devoted to a variety of tasks in addition to the primary one of the capturing of the last one or two needed supply centers. These tasks include capturing any single remaining supply centers of vanquished Powers which were passed over in the advance (this helps in some rating systems' evaluations), evening out one's position, and, always, taking the best tactical and strategic position available.

F. Waiting Game

The only thing Austria should be waiting for at this stage is the delivery of the cake for the victory celebration. In some rare instances Austria may wish to wait until a valued ally has built up his own strength so that he can come in at the finish in the number two position. Or, even more rarely, Austria might wish to delay taking the victory until some particularly nasty opponent has been totally eliminated.

G. Adjustments

What Austria builds at this stage doesn't matter very much because it will have little, if any, affect on the game outcome. However, some players consider it a nice touch to end the game by building three units in their home supply centers of the same type with which they started the game.

H. Possible Positions & Supply Centers At End of Game c. Winter 1912

Army Sevastapol, Army Galicia, Army Ukraina, Army Warsaw, Army Silesia, Army Munich, Army Bohemia, Army Tyrolia, Army Piedmont, Army Venice, Army Moscow, Fleet Black Sea, Fleet Tuscany, Fleet Tyrrhenian, Fleet Tunis, Fleet Ionian, Fleet Trieste, Army Vienna, Home, Serbia, Greece, Venice, Naples, Smyrna, Constantinople, Ankara, Bulgaria, Rumania, Sevastapol, Rome, Tunis, Munich, Moscow, and Warsaw as supply centers.

FINAL NOTE

Keep in mind when reading over this model Diplomacy game scenario that it presents a highly stylized picture of a Diplomacy game in which everything goes pretty much as Austria wants.

Although it is not a realistic picture in some ways, it is a possible one, and one that you can make a reality for yourself if you apply the lessons set forth here.

Only by practice, experience, and losing, can you turn the information given here to your own uses and your own benefit.

You may not win your Diplomacy game after reading this paper but you will be a better player for having read it.

APPENDIX

<u>Year</u>	<u>Position</u>	<u>Supply Center</u>
1901	A Vienna A Budapest F Trieste	Home
1902	A Budapest A Serbia F Greece *A Vienna *F Trieste	Home +Serbia +Greece
1903	A Serbia A Trieste A Venice F Naples F Ionian *A Vienna *A Budapest	Home Serbia Greece +Venice +Naples
1906	A Venice A Naples A Greece A Constantinople A Serbia F Smyrna F Aegean *F Trieste *A Budapest	Home Serbia Greece Venice Naples +Smyrna +Constantinople
1909	A Venice A Naples A Galicia A Sevastapol A Rumania A Ankara F Ionian F Black Sea F Bulgaria s.c. *A Vienna *A Budapest *F Trieste *F Trieste (2nd build)	Home Serbia Greece Venice Naples Smyrna Constantinople +Ankara +Bulgaria +Rumania +Sevastapol

62/A/42

1911

A Armenia	Home
A Sevastapol	Serbia
A Ukraina	Greece
A Galicia	Venice
A Bohemia	Naples
A Munich	Smyrna
A Piedmont	Constantinople
A Venice	Ankara
F Constantinople	Bulgaria
F Rome	Rumania
F Naples	Sevastapol
F Ionian	+Rome
F Tunis	+Tunis
*A Vienna	+Munich
*A Budapest	
*A Trieste	

1912

A Sevastapol	Home
A Galicia	Serbia
A Ukraina	Greece
A Moscow	Venice
A Warsaw	Naples
A Silesia	Smyrna
A Munich	Constantinople
A Bohemia	Ankara
A Tyrolia	Bulgaria
A Piedmont	Rumania
A Venice	Sevastapol
F Black Sea	Rome
F Tyrrhenian	Tunis
F Tuscany	Munich
F Tunis	+Moscow
F Ionian	+Warsaw
*F Trieste	
*A Vienna	

*Indicates new build

+Indicates added supply center