AN INTRODUCTION TO THE STRATEGY AND TACTICS

OF POSTAL DIPLOMACY

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DEDICATION

For BRB, AJD, WLMcL, and MPM---Without whom this project
would never have been started and without whom this
project would never have been finished.

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CONTENTS

FOREWORD

Let us begin with the basics.

This book consists of nine major parts. First; there is a series of introductory notes including a Foreword, Preface, and Introduction. Second; there are seven chapters devoted to each of the Great Powers in Allan Calhamer's game Diplomacy.

The purpose of this brief Foreword is to answer some of the questions that you, as a novice Diplomacy player, may have. Who wrote it? When was it written? Where was it written? How was it written? Who published it? Who printed it? What did it cost? Why was it published? What is it for? How is it to be used?

An Introduction to the Strategy and Tactics of Postal Diplomacy (S&TPD hereafter) was written by Larry Peery. During the period from 1966 through 1972 he was one of the most active postal Diplomacy players in the United States and participated in more than three dozen postal Diplomacy games. Furthermore, during the period from 1967 through 1974 he was one of themost active postal Diplomacy gamesmasters and publishers; publishing more than thirty regular postal Diplomacy games. Finally, during the period from 1970 through 1971 he was actively involved in the establishment of the International Diplomacy Association. Thus, over a broad range of activities, he has had more than ten years of experience in Diplomacy.

During 1967 and 1968 the author wrote and published a short, 37 page, paper entitled: DIPLOMACY: AN INTRODUCTION TO THE STRATEGY AND TACTICS OF DIPLOMACY. This paper was based in part on the author's own work in face-to-face and postal Diplomacy and partially on the work of others in the field. DIPLOMACY covered the first few years of a "model" Diplomacy game. Each of the seven Great Powers was analyzed separately. Concepts such as supply centers, offensive games, alliances, non-aggression pacts, defensive games, and waiting games were introduced, defined, analyzed, and treated in a systematic way. S&TPD had its beginnings in that paper.

That initial effort was well received and in the next few years it was reprinted in the United Kingdom, in South Africa, and in Australia.

Then, in 1972 and 1973, the author wrote and published an entirely original work, the first two chapters of this project, AUSTRIA and ENGLAND. Each of these chapters, complete in itself and yet a part of the whole S&TPD, was about fifty pages in length and greatly extended and expanded the treatment originally developed in DIPLOMACY. The format was extended to cover the entire model Diplomacy game scenario and additional embellishments were added to present the first comprehensive and systematic analysis of Diplomacy strategy and tactics for the novice Diplomacy player. The reaction to this improved concept were generally very good. Approximately fifty copies of each chapter were initially distributed; half to veteran publishers and players; half to novice players. Most publishers and players of advanced standing hailed the project; some did nct. Novice players were unanimous in their praise and backed it up with advance orders for the entire set to the sum of $800, the highest dollar volume of any Diplomacy publisher or publication ever.

An in depth analysis of critiques, reviews, and criticisms from gamesmasters, publishers and players followed. From this the author deducted that most criticism came from players or publishers who were at least as good or better a Diplomacy player than the author. These people had little to gain from a work designed entirely for novice players. Praise for the effort came from novice players who had found it a valuable short-cut to knowledge gained from reading without the costs or pains involved in real game participation. Inspite of improvements suggested by reviewers and readers alike, and appreciated greatly by the author, he decided to continue on with the original format for the sake of continuity. Improvements in organization, content, and format would be reserved for future editions. This was a major, and no doubt controversial in some circles, decision for which the author assumes full responsibility.

During the period from 1973 through 1976 the lengthy process of completing the remainder of the project was undertaken. A series of disasters delayed the project far longer than anyone, especially the author, ever anticipated. The author worked entirely alone during this period, cut off from the entire face-to-face and postal Diplomacy community. Early on the author realized that only a total dedication to S&TPD would see the project through to completion. Thus, the author gave up his face-to-face and postal Diplomacy career, his role as a postal Diplomacy games-master and publisher, and his active participation in IDA activities. Surely this was not an ideal situation but it was preferrable to others for the sake of continuity, consistency, and completion of the project. The trade-offs demanded and the sacrifices made to complete S&TPD were far greater than the author expected. One of the greatest strengths, as well as one of the greatest weaknesses, of S&TPD is that it is the product of a single author, not a committee or collective.

Briefly, the method used by the author to produce S&TPD's last five chapters can be described by the preliminary stages of the writing process. First; an outline of about 3 pages, based on the Austrian model, was drawn up. Second; a revised outline uniquely suited to the individual Power under analysis was made. Third; a first draft, with revisions, led to a third, final outline (which became the Outline of Contents) for each chapter. Fourth; a second draft with further revisions. Fifth; a final copy based on the last draft. And sixth; the preparation of maps, tables, charts, etc. For each chapter this required at least one hundred hours of work. Individual chapters took anywhere from four weeks to six months to complete. Germany was the hardest chapter to write. Italy was the easiest (and longest).

Following this massive shuffling of paper (approximately 2,500 sheets of paper and 15 typewriter ribbons were used in the course of writing S&TPD) the work was prepared for publication under the auspices of the Institute for Diplomatic Studies. Long negotiations were carried out with a variety of large, medium, and small union and non-union printers seeking out the most reasonable costs possible.

Finally, after all the research involved in this aspect of
publication, we turned to a new printer for the first time,
MASTER PRODUCTIONS of San Diego. Printing costs, which amounted
to about sixty percent of the non-labor costs involved, will
total approximately $600.00. After the printing was completed
another one hundred hours were used to assemble and prepare for
mailing the completed copies of S&TPD.

The reasons for the original publication of S&TPD were
varied and complicated. For the author, there was the challenge
of writing and publishing the first book on Diplomacy. In
addition, several other reasons may serve to illustrate the
importance he attached to this project and why, inspite of all
obstacles, he continued on with it long after others had given up
hope. First, novice players in 1967 were, as they are today,
in real need of a teaching method faster and more reliable than
the "school of hard knocks" involved in postal Diplomacy games.
Hopefully, S&TPD can help fill this need. While many magazines
and games are well run and do a good job for novices; most do not.
Second, the author hoped that the publication of S&TPD would make
a substantial contribution to the theory of Diplomacy and the
literature devoted to the game itself rather than just accounts
of games played. Third, S&TPD will make, at least to some extent,
a contribution to a relatively new field, the study of Diplomacy
as a game on a systematic basis. The key word here is systematic.
Fourth, he hoped to encourage others, both better players and
better writers, to undertake similiar projects exploring other
aspects of Diplomacy game theory. Fifth, the publication of S&TPD
and the resulting discussion of its contents seems an appropriate
way for the author to resume his active role in postal Diplomacy.

The uses of S&TPD are also quite varied. Novices can use
it, as it is intended, as an independent learning device to help
them through the first difficult year or so of face-to-face and
postal Diplomacy activities. Second, gamesmasters and publishers
can use it as a teaching device in conducting games for novice
players and as a companion to their own analytical studies.
Finally, gaming and simulation students may find it helpful as
a guide for use in preparing models of other games.

The most important potential use of S&TPD in the author's
opinion is as an integral part of a comprehensive learning program
for novice Diplomacy players. This would involve the use of
individual chapters, or the entire set, as a text for novice
player seminars. It is to this last purpose that future editions
of S&TPD will be dedicated. It is hoped that S&TPD, along with
the Novice Seminar Program, will serve as a basis for teaching
novice players the basic, intermediate, and advanced skills needed
in postal and face-to-face Diplomacy.

The publication of S&TPD marks the end of the beginning of
this project. There is much to be done yet. But, before all
the questions could be asked, let alone answered; this book,
or one very much like it, had to be written.

INTRODUCTION

Walter Buchanan

It is indeed an honor to have been asked to write the introduction for the first "hardcover" book on Diplomacy ever written. Upon first discovering postal Diplomacy (after being involved with postal chess for about nine years) the first thing I noticed was the lack of such a book since, of course, many abound in the game of chess. Now that dream has come true.

It is hard to think of a person more qualified to write such a book than Lawrence William Peery, who I have had the honor to have as a colleague and a personal friend for the past several years.

My work with Mr. Peery has been entirely in the field of Diplomacy, although Mr. Peery has done significant work in the field of political and military simulations (sometimes referred to as "wargaming") in general.

In addition, Mr. Peery is extremely active in military simulations being conducted by mail, most especially Diplomacy, which is in my opinion the most fundamental wargame invented since chess. He has performed extensively both as player and gamesmaster in postal Diplomacy, and has enjoyed great success.

Mr. Peery is one of the most prolific publishers in the field and has been responsible for the creation of several new Diplomacy variants. His publications are well known and highly respected throughout postal wargaming, and his main publication XENOGOGIC has become a hallmark for useful content, accurate reporting, and creative thinking. He is (and has been for ten years) one of the half-dozen most important publishers, and is in fact the second most prolific publisher in the history of postal Diplomacy. His contributions have invariably been important and thought-provoking. He is widely considered one of the most original thinkers in the field, and I certainly consider him so.

As to the specifics of the book on hand, Mr. Peery has spent much preparation. In fact he started gamesmastering so many postal Diplomacy games in 1971 to form the data base for the present book, that for a time he was publishing and gamesmastering more games than anyone in the hobby. I feel confident that this book will be a significant cornerstone to any serious Diplomacy player's library.

<center>PREFACE</center>

<u>AN INTRODUCTION TO THE STRATEGY AND TACTICS OF POSTAL DIPLOMACY</u>
is, fundamentally, a semantic "house of words" erected on the
foundation of Allan Calhamer's game, Diplomacy.

The framework of this "house of words" is the "model Diplomacy
game" created here.

The embellishments on that framework are the "model Diplomacy
game scenarios" created here for each of the Great Powers.

The challenge to the author was to create a framework within
which any Diplomacy game, real or theoretical, could be constructed,
discussed, analyzed, and evaluated.

Using the foundation of Allan Calhamer's game I have developed
a "model" for all Diplomacy games within which any Diplomacy game
can be illustrated. Using this general "model" it is possible
to develop specific "scenarios" for particular Powers in particular
games.

The seven chapters following this one are each devoted to
a particular Great Power of Diplomacy. In each of those chapters
a specific "model Diplomacy game scenario" is presented.

That scenario is based on the following model Diplomacy game.

The "model Diplomacy game" (MDG hereafter) consists of six
major sections, each of which consists of eight sub-sections.
The MDG is based on a chronological and territorial progression.
The time span for the MDG is twelve (plus or minus) game years.
The territorial progression is the growth of a Power from three
(or four) units to eighteen.

The six major sections of the MDG consist of: The Opening Game,
the Middle Game and its component "rounds," and The End Game.
Each of these six major sections is further broken down into
the following sub-seetions: Acquisition of Unoccupied ('or Occupied)
Supply Centers, Potential Alliances, Potential Non-Aggression
Pacts, Defensive Game, Offensive Game, Waiting Game, Adjustments,
and Possible Positions & Supply Centers. These eight sub-sections
are each broken down into as many components as needed.

Here I will only list and define broadly each of the MDG
sections and sub-sections.

1. The Opening Game occurs during the first year or two of
the game. During this period the twelve unoccupied supply centers
are taken by the seven Great Powers.

A. Acquisition of Unoccupied Supply Centers discusses
the various unoccupied supply centers which may be taken by the
major Power under analysis. Each unoccupied supply center is
discussed separately.

B. Potential Alliances open to the Power being analyzed
are discussed separately in terms of broad diplomatic and strategic
requirements, division of spoils, etc.

C. Potential Non-Aggression Pacts reviews the possible non-aggression pacts open to the Power and the requirements for each one in terms of territorial neutrality, mutual assistance, etc. Each non-aggression pact is discussed separately.

D. Defensive Game analyzes the general diplomatic, strategic, and tactical responses that the Power under discussion should use if attacked during this period.

E. Offensive Game deals with the strategic and tactical requirements of the various potential alliances discussed in Section B. Each alliance and its offensive game is discussed separately.

F. Waiting Game discusses the potential for using the Waiting Game strategy or tactic during this period.

G. Adjustments discusses the possible builds or removals which the Great Power should make during this period.

H. Possible Positions & Supply Centers lists the possible provincial positions of the Power's units at the end of the given period and lists the supply centers controlled by that Power.

2. The Middle Game is broken down into a series of "rounds." There is generally one round for each potential opponent that the Power under discussion will come into conflict with during the course of the game. Normally there will be four rounds of the Mid Game for each Power. Round One covers 1902 and 1903 and deals with the elimination of one or two of the Great Powers. Round Two covers the period from 1904 through 1906 and deals with the elimination of a third Power. Round Three includes the 1907 to 1909 period and involves the elimination of a fourth Power. Round Four covers 1910 and 1911 and deals with the elimination of a fifth Power. Naturally, the timing of any individual game may vary but the model deals with a "typical" game which usually runs about twelve game years. And, of course, a Power may not actually have to eliminate five other Powers in order to win. It may only be that he will have to deal with three or four.

The entire Mid Game encompasses the period from when the Power has occupied all the unoccupied supply centers he is normally entitled to until he has sufficient strength to achieve a final victory. Rounds normally last two or three game years and require the Power to add two or three units to his forces during each round.

Mid Game rounds are broken down in the same fashion as the Opening Game with the exception that instead of "Acquisition of Unoccupied Supply Centers" it is now "Acquisition of Occupied Supply Centers." Thus, all supply centers taken after the Opening Game must be taken from another Powers.

3. The End Game uses the same divisions as the Opening and Middle Game but in many cases the discussions are shorter since so many options and possibilities have already been eliminated. By the beginning of the End Game the Power should have at least sixteen units and be about to win the game. The definition of the End Game requires that the Power under discussion have the ability to win the game. If that ability does not exist the End Game has not begun.

This, then, is the conceptual framework for MDG. Obviously this is not an ideal design. It seems especially weak when dealing with the Defensive Game and End Game periods. There is considerable over-lapping and repetition of information in the Potential Alliances and Offensive Game sections. However, as in map making, there is a very real problem in dealing with accurate projection of events during all phases and areas of the game. Because of the extreme emphasis placed on the discussion of one Great Power at a time there is a tendency to neglect the real balance between all the Powers. The only compensation for this is to use all seven chapters dealing with all the Great Powers to obtain a balanced perspective.

With the Diplomacy game foundation and the MDG framework completed the final part of this structure is the "model Diplomacy game scenario" (MDGS hereafter).

The MDGS is constructed around the framework of the MDG and uses the same six sections. In each section the player (or author) establishes certain "key goals". Normally each section has two or three of these key goals. Key goals are brief statements of diplomatic, strategic, and tactical goals for that Power during the period under consideration. Key goals can be expressed in terms like: "begin...take...destroy...return to...stabilize...continue to push...complete...secure...or contain..."
Key goals can be based on diplomatic objectives (manipulation of players), strategic objectives (manipulation of other Powers), or tactical objectives (manipulation of fleets, armies, and provinces) and may use diplomatic, strategic, or tactical means to achieve them.

Let me illustrate the MDGS by summarizing the MDGS for Turkey as used in this project.

> Opening Game
>   1. Take Bulgaria
>   2. Neutralize or capture Black Sea/Armenia
> Round One
>   1. Take Rumania & Sevastapol
>   2. Capture Black Sea/Armenia littoral
>   3. Destroy Russia as major Power
> Round Two
>   1. Return to emphasis on Balkans
>   A. Take southern Balkans (Greece, Serbia, Budapest)
>   2. Destroy Austria as major Power
>   3. Stabilize Russian front, or
>   4. Continue to push in Russia
> Round Three
>   1. Complete Balkan campaign
>   A. Secure Austria (Vienna, Trieste)
>   B. Contain Italy (Naples, Tunis
>   2. Begin Mediterranean campaign
>   A. Secure middle Mediterranean & southern Italy
>   B. Continue to push in Russia to contain England

Round Four
    1. Continue Mediterranean campaign
        A. Secure northern Italy (Rome, Venice)
        B. Destroy Italy as major Power .
    2. Push into central and eastern Europe (Berlin, Munich)
    3. Contain England
Round Five
    1. Complete Mediterranean campaign
        A. Take Marseilles & Spain
        B. Destroy France as major Power
    2. Push in central and eastern Europe
    3. Contain England

The complete title of this work is AN INTRODUCTION TO THE STRATEGY AND TACTICS OF POSTAL DIPLOMACY; commonly abbreviated S&TPD. An explanation of the meaning of the title may help to explain the purpose and contents of this work. The simplest, and most useful, explication is a word-by-word analysis of the title.

AN INTRODUCTION...
    S&TPD is an introductory work. This means it is one of many possible works dealing with the strategy and tactics of postal Diplomacy. S&TPD does not claim to be "The Introduction" to the strategy and tactics of postal Diplomacy; only "An Introduction." Introduction means just that; an introduction; an introductory or beginning work; not a definitive statement. S&TPD is a book of beginnings, not conclusions. Throughout S&TPD words and phrases like: "Perhaps..," "Possibly..," "If...then..," etc. abound. We introduce our subject here; we do not exhaust it.

...TO THE STRATEGY (IES)...
    In the title S&TPD the singular "strategy" is used. More appropriate, perhaps, would be strategies. In Diplomacy there are many strategies that can be used but the one you select will become your strategy. More specifically, in S&TPD strategy refers to matters pertaining to the seven Great Powers.

...AND TACTICS...
    Tactics refers to the basic elements of Diplomacy: armies, fleets, provinces, types of moves; and matters pertaining to them.

...OF POSTAL...
    In S&TPD postal refers to the use of this work as a guide in postal Diplomacy games. S&TPD is not intended for use in face-to-face Diplomacy games. However; S&TPD is not a guide to playing postal Diplomacy games. The time required to use S&TPD suggests that it can only be used in postal Diplomacy games even though it is not specifically designed for the postal milieu.

...DIPLOMACY.
    Allan Calhamer's classic, what else?

MAP FOLIO

There are a number of important points pertaining to certain features of the Diplomacy mapboard which do not fit into the MDG structure. These points are discussed and illustrated in this Map Folio. They are factors that apply equally to all the Great Powers and should be kept in mind at all times.

MAP 1: Unoccupied Supply Centers

There are 12 unoccupied supply centers on the regular postal Diplomacy mapboard. There are four in the Balkans (Rumania, Bulgaria, Serbia, and Greece); three in Scandinavia (Norway, Sweden, and Denmark); two in the Lowlands (Holland and Belgium); two in Iberia (Spain and Portugal); and one in Tunis. Conflicts over possession of these centers usually provide the impetus for the development of the Opening Game into the Mid Game. These 12 centers are where it all starts.

MAP 2: Opening Game Spoils

Map 2 shows the division of the 12 unoccupied supply centers after the end of the Opening Game as it may, and usually does, happen. There may be variations in, for instance, Belgium or Greece, but 10 times out of 12 this is the way it will be. Austria will gain Serbia and Greece. England will gain Norway. France will gain Spain, Portugal, and Belgium. Germany will gain Holland and Denmark. Italy will gain Tunis. Russia will gain Sweden and Rumania. Turkey will gain Bulgaria.

MAP 3: Critical Frontiers

There are two critical frontier areas on the Diplomacy mapboard. In the north, Scandinavia, Germany, and the Lowslands form one critical frontier. In the south; Austria, the Balkans, and Turkey form a second critical frontier. These are areas in which the concentration of supply centers and the weaknesses of the Great Powers make for early Mid Game conflicts of unusual intensity.

MAP 4: Critical Sea Spaces

Even though they contain no supply centers certain sea spaces are of critical importance. The North Sea, the English Channel, the Ionian, and the Black Sea are such areas. Each borders on many important supply centers and other key land provinces. Each represents an area of great importance to potential conflicts among the Great Powers.

MAP 5: <u>Critical</u> <u>Provinces</u>

Some land provinces which are not supply centers are also
of critical importance. Among these are: Burgundy, Piedmont,
Prussia, Silesia, Galicia, and Armenia. Occupation of these
provinces by an unfriendly Great Power can present a major threat
to the homeland Great Power.

MAP 6: <u>The</u> <u>Shatter</u> <u>Zone</u>

The Shatter Zone consists of the provinces Livonia, Prussia,
Silesia, Galicia, Bohemia, Tyrolia, and Piedmont; a line of
non-supply center provinces that stretches across the middle of
the mapboard dividing the gameboard into two separate parts.
In addition, during End Games, the Shatter Zone often forms a
stalemate line between Great Powers, one in the west and one
in the east.
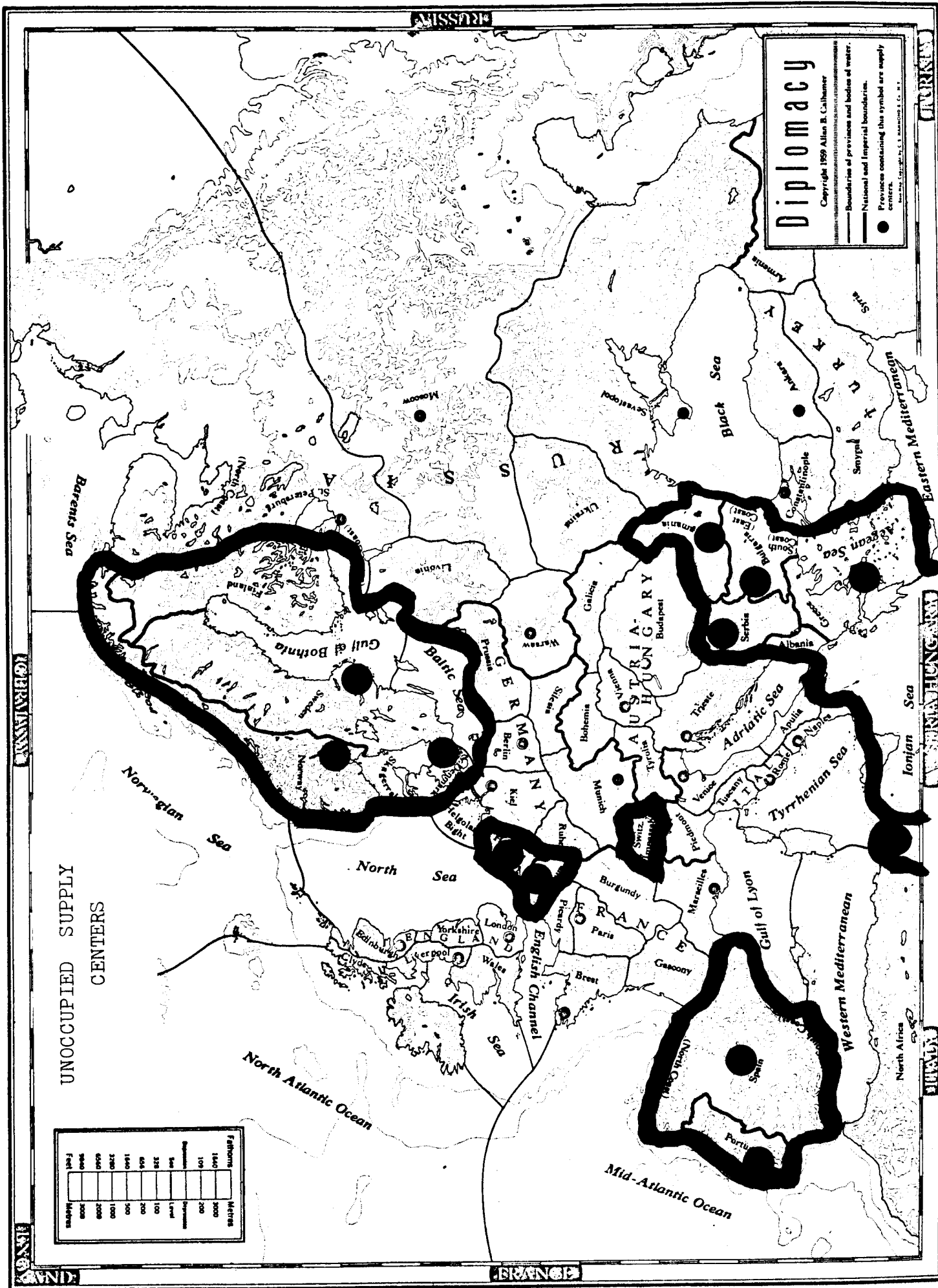
CONFERENCE MAP
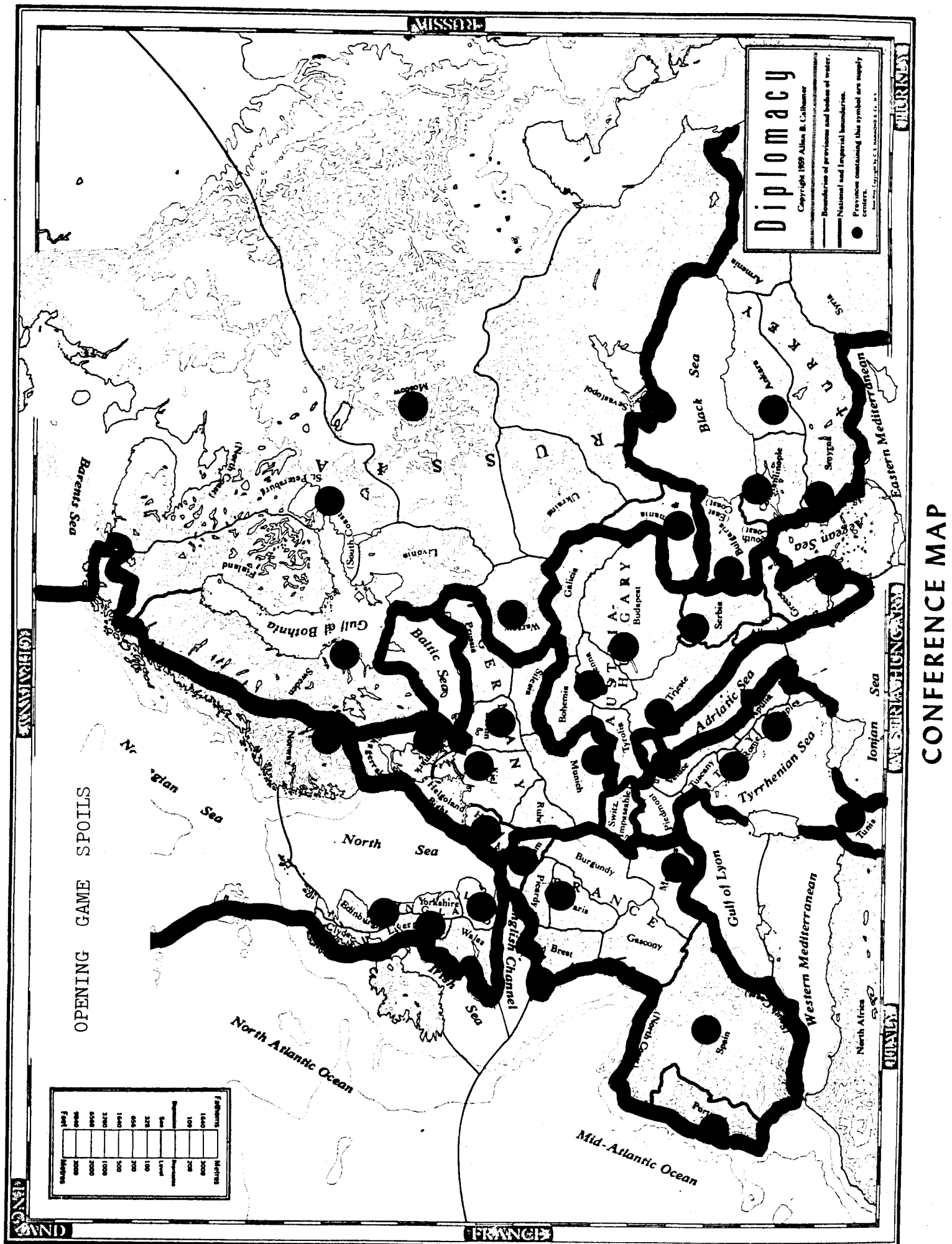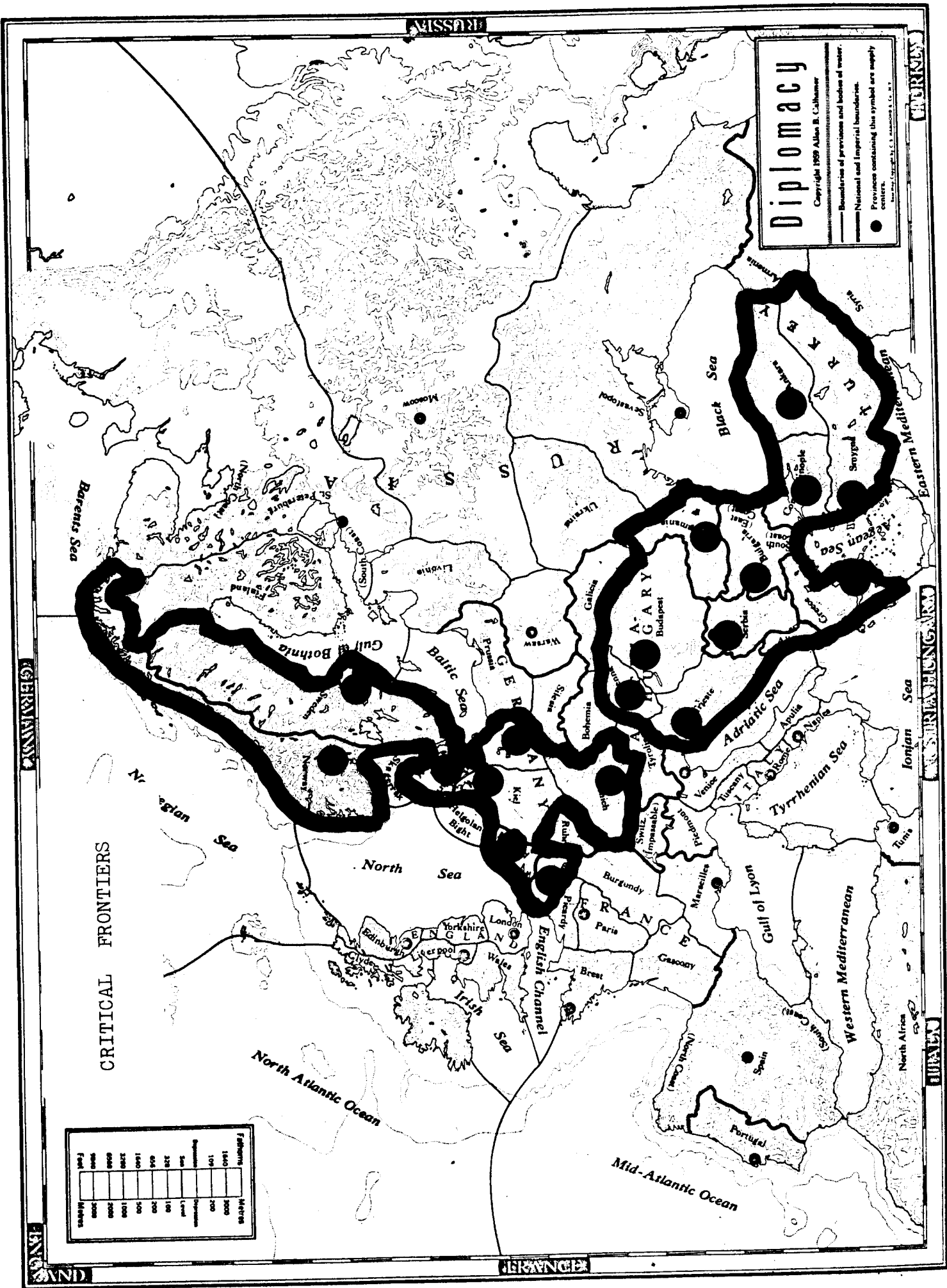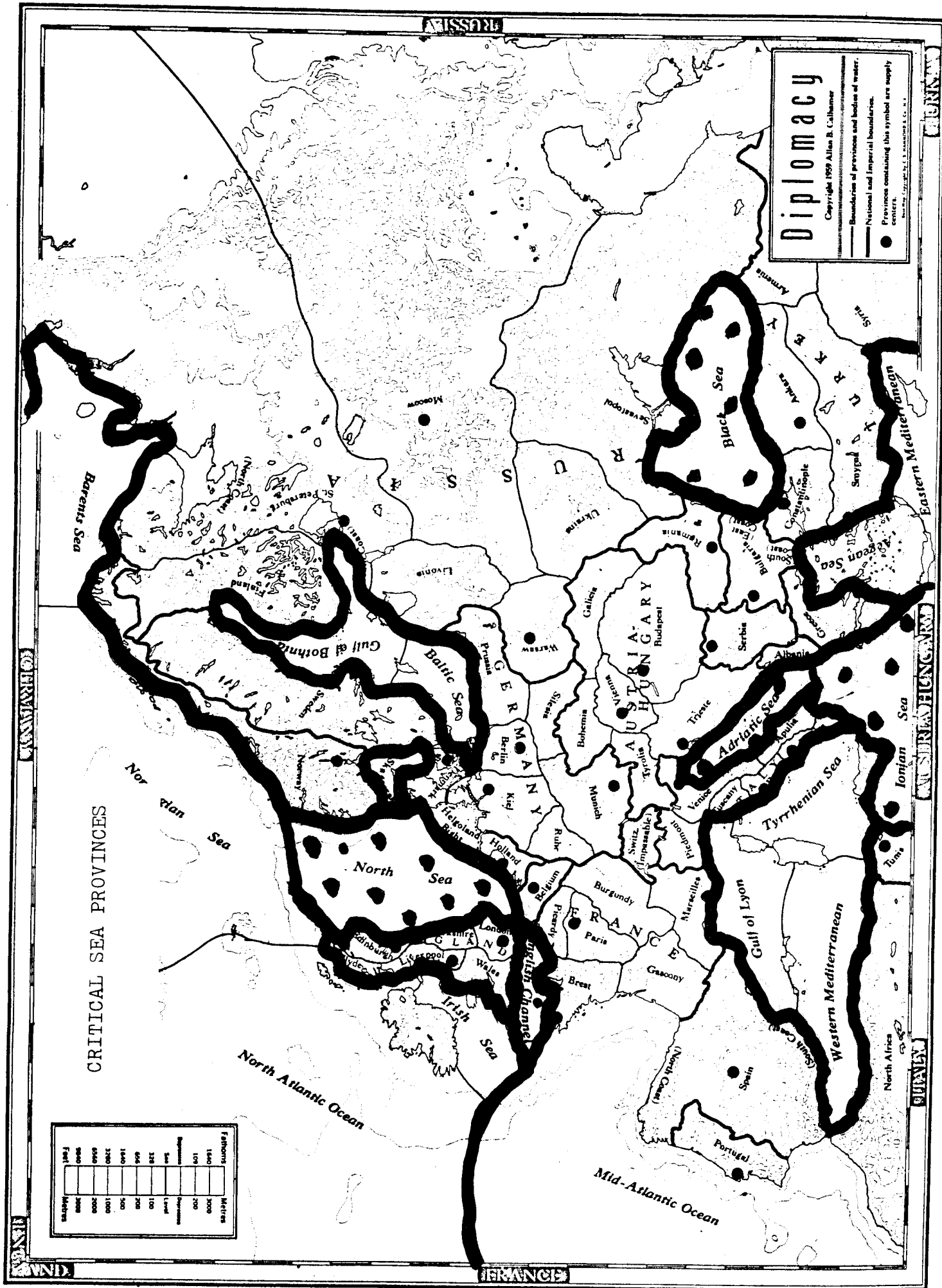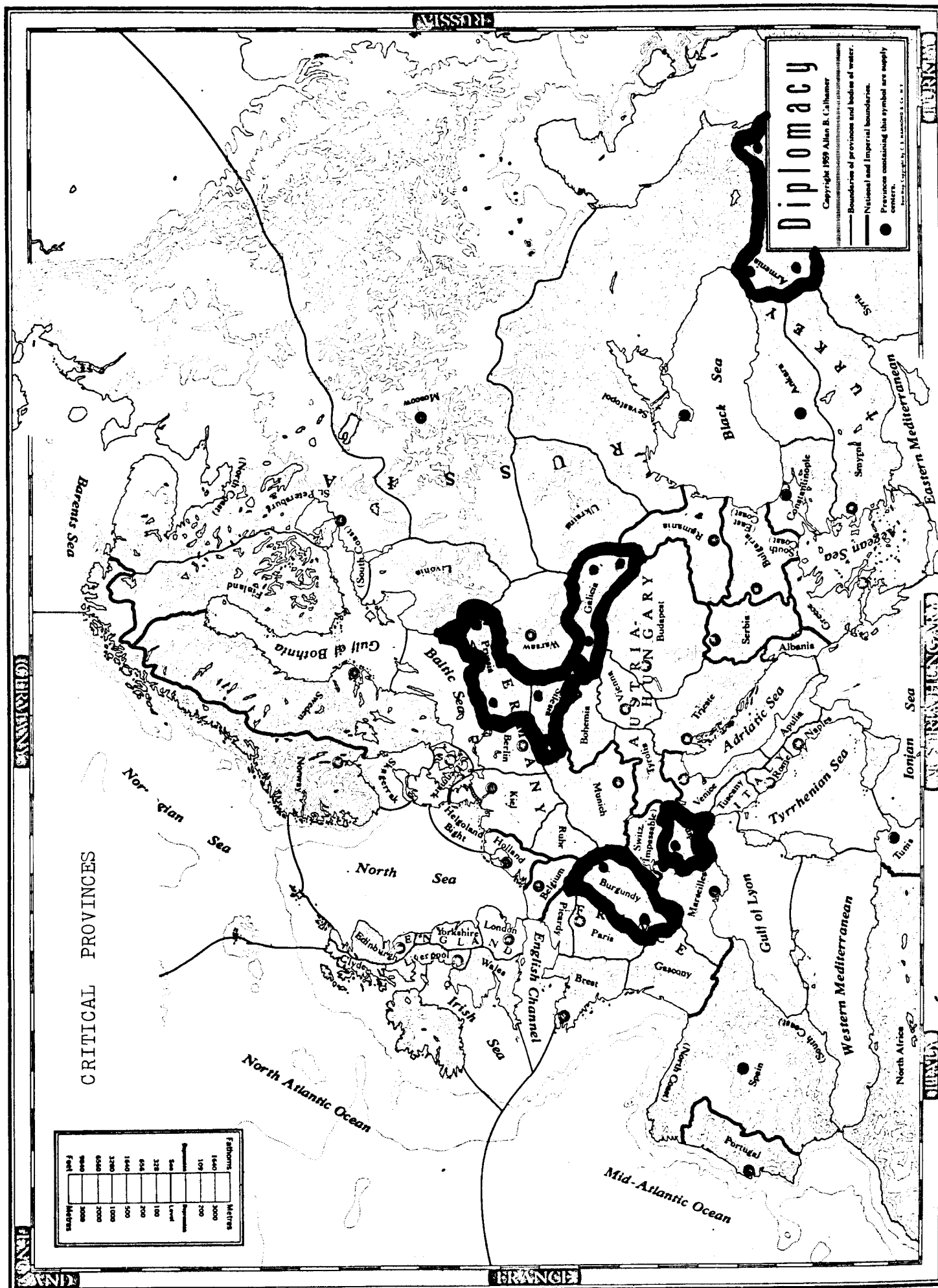
Diplomacy
Copyright 1959 Allan B. Calhamer
Boundaries of provinces and bodies of water.
National and Imperial boundaries.
Provinces containing the symbol are supply centers.

UNOCCUPIED SUPPLY CENTERS

RUSSIA
TURKEY
AUSTRIA-HUNGARY
ITALY
FRANCE
ENGLAND
GERMANY

Barents Sea
Norwegian Sea
North Sea
Irish Sea
North Atlantic Ocean
Mid-Atlantic Ocean
Western Mediterranean
Gulf of Lyon
Tyrrhenian Sea
Ionian Sea
Adriatic Sea
Aegean Sea
Eastern Mediterranean
Black Sea
Baltic Sea
Gulf of Bothnia
English Channel

Moscow
St. Petersburg
Livonia
Warsaw
Prussia
Berlin
Kiel
Munich
Ruhr
Silesia
Bohemia
Galicia
Ukraine
Sevastopol
Ankara
Smyrna
Armenia
Syria
Constantinople
Greece
Albania
Bulgaria (East Coast)
Bulgaria (South Coast)
Serbia
Budapest
Vienna
Trieste
Tyrolia
Venice
Tuscany
Rome
Naples
Apulia
Piedmont
Switz.
Burgundy
Marseilles
Gascony
Paris
Picardy
Brest
Spain
Portugal
Spain (North Coast)
Spain (South Coast)
North Africa
London
Wales
Yorkshire
Edinburgh
Clyde
Liverpool
ENGLAND
FRANCE
GERMANY
AUSTRIA-HUNGARY
ITALY
TURKEY
RUSSIA
Sweden
Norway
Denmark
Finland
Helgoland Bight

Fathoms
Sea Level
100
200
1000
2000
3000
Metres
Feet

CONFERENCE MAP

Diplomacy

Copyright 1959 Allan B. Calhamer

— Boundaries of provinces and bodies of water.
— National and Imperial boundaries.
● Provinces containing this symbol are supply centers.

OPENING GAME SPOILS

RUSSIA · TURKEY · AUSTRIA-HUNGARY · ITALY · FRANCE · ENGLAND · GERMANY

CONFERENCE MAP

CRITICAL FRONTIERS

CONFERENCE MAP

Diplomacy

Copyright 1959 Allan B. Calhamer

Boundaries of provinces and bodies of water.

National and imperial boundaries.

● Provinces containing this symbol are supply centers.

CRITICAL SEA PROVINCES

RUSSIA

TURK.

Barents Sea

Black Sea

Armenia

TURKEY

Syria

Eastern Mediterranean

Ankara

Smyrna

Sevastopol

Constantinople

Aegean Sea

Moscow

St.Petersburg

Livonia

Ukraine

Rumania

Bulgaria (East Coast)

South Bulgaria

Greece

DENMARK

Norwegian Sea

Gulf of Bothnia

Finland

Sweden

Baltic Sea

Prussia

Warsaw

Galicia

AUSTRIA-HUNGARY

Budapest

Vienna

Serbia

Albania

Adriatic Sea

Ionian Sea

AUSTRIA-HUNGARY

Norway

GERMANY

Berlin

Silesia

Bohemia

Trieste

Venice

Apulia

Tyrrhenian Sea

Tunis

North Sea

Denmark

Kiel

Munich

Tyrol(Impassable)

Switz.

Piedmont

Tuscany

Rome

ITALY

Gulf of Lyon

Western Mediterranean

Helgoland

Ruhr

Holland

Belgium

Burgundy

Marseilles

Naples

Edinburgh

Clyde

ENGLAND

London

Wales

Liverpool

English Channel

Paris

FRANCE

Gascony

Brest

Irish Sea

Spain (South Coast)

North Africa

North Atlantic Ocean

Spain (North Coast)

Spain

Portugal

Mid-Atlantic Ocean

FRANCE

ENG.

Feet

Fathoms

Metres

Metres

CONFERENCE MAP

Diplomacy

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— Boundaries of provinces and bodies of water.
— National and imperial boundaries.
● Provinces containing this symbol are supply centers.

CRITICAL PROVINCES

RUSSIA

GERMANY

FINLAND

FRANCE

TURKEY

AUSTRIA-HUNGARY

ITALY

Barents Sea

Norwegian Sea

North Atlantic Ocean

North Sea

Gulf of Bothnia

Baltic Sea

Skagerrak

Heligoland Bight

Irish Sea

English Channel

Mid-Atlantic Ocean

Western Mediterranean

Gulf of Lyon

Tyrrhenian Sea

Ionian Sea

Adriatic Sea

Aegean Sea

Eastern Mediterranean

Black Sea

Moscow

St. Petersburg

North Coast

South Coast

Livonia

Finland

Sweden

Norway

Denmark

Kiel

Berlin

Prussia

Silesia

Warsaw

Ukraine

Galicia

Rumania

Sevastopol

Armenia

Ankara

Smyrna

Syria

Constantinople

Bulgaria

South Coast

Greece

Albania

Serbia

Budapest

Trieste

Vienna

Bohemia

Tyrolia

Munich

Ruhr

Holland

Belgium

Picardy

Paris

Brest

Gascony

Burgundy

Marseilles

Spain

North Coast

South Coast

Portugal

North Africa

Tunis

Venice

Tuscany

Rome

Naples

Apulia

Piedmont

Switz. (Impassable)

London

Yorkshire

Wales

Edinburgh

Clyde

Liverpool

ENGLAND

FRANCE

GERMANY

AUSTRIA-HUNGARY

ITALY

TURKEY

RUSSIA

Fathoms
Sea Level
100
1640
3280
6560
9840

Feet
Sea Level
100
200
500
1000
2000
3000

Metres

CONFERENCE MAP

DIPLOMACY'S SHATTER ZONE