

RUSSIA

Diplomacy

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

RUSSIA

Feet	Meters
1000	300
2000	600
3000	900
4000	1200
5000	1500
6000	1800
7000	2100
8000	2400
9000	2700
10000	3000

CONFERENCE MAP

AN INTRODUCTION TO THE STRATEGY AND TACTICS OF
POSTAL DIPLOMACY

RUSSIA

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INTRODUCTION

Appearances to the contrary, this is not the definitive study of Russia 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 in which insertions can be made. The length can also be explained in part 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 to will find it of interest, 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 the information he needs easily. In addition the structure aids in the development of the materials and concepts 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 chapters.

Because of Russia's unique position in Diplomacy there is a slight variation in the structure and organization of this chapter.

Maps have been included at key points to illustrate the development of the Russian 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 early 1968 and published at that time. During 1976 that part was rewritten and the portions dealing with the Mid and End Game were written.

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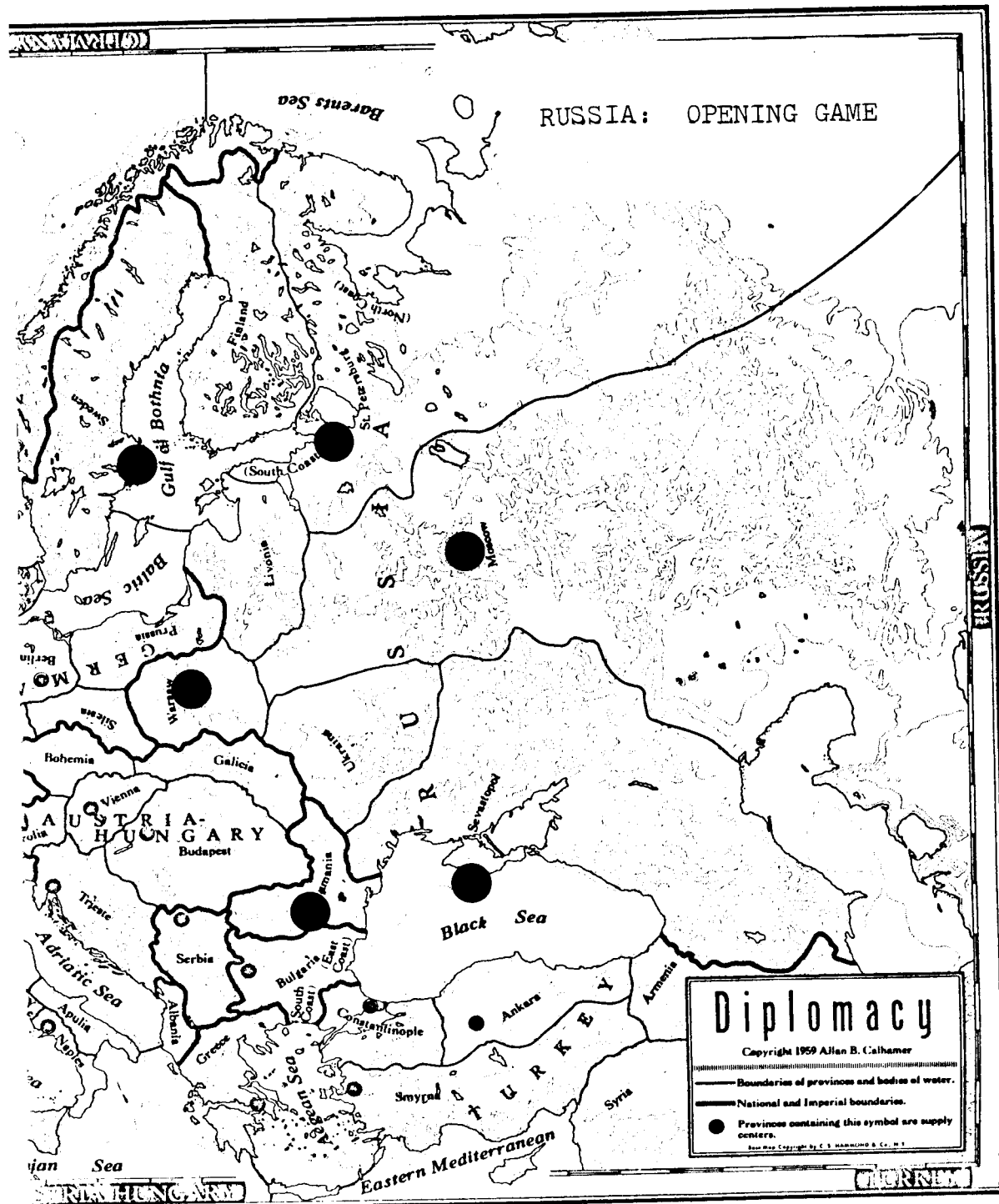
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ONFERENCE MAP

I. THE OPENING GAME (1901-)

The uniqueness of Russia in Diplomacy is simple to explain and terribly difficult to comprehend. Russia is the only Power in Diplomacy that is an accurate microcosm of itself in the real world. The secret to understanding Russia in Diplomacy and the secret to understanding Russia today lies in comprehending the reality behind the facade that Russia, and the West, have created.

That reality can be expressed in two concepts. First, the stronger Russia appears to become the more vulnerable she is in reality. Second, while Russia has the appearance of strength; she does not have the reality of its power. The first of these concepts is primarily a defensive concept. The second is mainly an offensive concept.

By understanding, intellectually and emotionally, these three concepts: (1) Russia is the only Power in Diplomacy that is an accurate microcosm of itself in the real world; (2) The stronger Russia appears to be; the more vulnerable she is in reality; and (3) Russia has the appearance of strength, not the reality of its power; a novice or any other player will be better equipped to play this myth-shrouded Power.

But concepts are not enough preparation. I would strongly urge anyone preparing to play Russia for the first time to set up a reading plan to go along with his postal game. In fact, so strongly do I feel about this kind of preparation for postal play, in the future I intend to require my players to do just what I am suggesting you do. The average postal game lasts about twelve game years and two to two and one-half years of real time. Here are twelve books to read in that period to increase your knowledge and ability as a Diplomatic Russophile.

READING LIST FOR RUSSIA

- (1) War & Peace (Tolstoi)
- (2) Expansion & Coexistence (Ulam)
- (3) Nicholas & Alexandra (Massie)
- (4) Gulag Archipelago (Solzhenitsyn)
- (5) Khrushchev Remembers (Khrushchev), 2 vols.
- (6) Soviet Military Strategy (V.D. Sokolovskii, ed.) 3rd ed.
- (7) Soviet Power & Europe (Wolfe)
- (8) Russia & the World (Hayter)
- (9) Soviet Strategy in Europe (Pipes, ed.)
- (10) Soviet Naval Offensive (Wegener)
- (11) The Russians (H. Smith)
- (12) Will the Soviet Union Survive Until 1984? (Amalrik)

Unfortunately space does not allow me to go into comparisons of Russia's "diplomatic" strategy and tactics and historical Russian diplomacy in detail. During the remainder of this chapter I will try, from time to time, to point out some of the more interesting parallels. I am sure, however, that as you follow the reading plan I have laid out for you, you will begin to see the parallels yourself.

In this discussion of Russia in Diplomacy I will be emphasizing a number of important general concepts which may be applied to all Powers but which can be especially well illustrated by Russia. These general concepts include matters of strategy, tactics, and diplomacy.

Strategically, I will be exploring the concept of two, as well as one, front conflicts and the use of multiple alliances. Russia, with her interests in the north, the south, and the center of the board, offers many opportunities to discuss conflicts on multiple fronts. In addition, because of her many neighboring Powers and the possibilities for playing them off against one another, Russia is an ideal case study of multiple alliances.

Tactically, I will discuss the importance of Scandinavia and the Balkans; not only for Russia but for all the Powers. Russia's need to build up her flanks defensively with her fleets, at the same time she pushes in the center with her armies, is a tactic we will develop as we discuss Russia as an offensive Power. The importance of timing, especially in launching multiple attacks simultaneously, will be analyzed. Finally, the importance of key provinces, not just supply centers, as Russia's first line of defense will be explored.

Diplomatically, the emphasis throughout this study will be on Russia's role as the junior ally in a series of alliances which, hopefully, will bring her a solitary victory.

A. Acquisition of Unoccupied Supply Centers

In theory Russia has access to many unoccupied supply centers during the first year of the game. Unfortunately, most of these are just as accessible to the other Powers. Russia could reach into Scandinavia as far as Norway. And she could reach into the Balkans as far as Bulgaria. Unfortunately, those two centers are more "reachable" for England and Turkey. So, without somekind of diplomatic agreement either with, or against, those two Powers, Russia has little chance of taking either Norway or Bulgaria.

Traditionally, Sweden and Rumania are considered Russia's Opening Game unoccupied supply centers. But even that is not a guarantee that Russia will actually get them. Germany can keep Russia out of Sweden during the first year if he is willing to pay the price of doing so. And Russia can be kept out of Rumania by Austria if she is willing to pay the price of doing so. Fortunately for Russia, both Germany and Austria can gain more elsewhere and so most often Russia can take the two centers under discussion. Naturally, if either Germany or Austria, or both, decide to attack Russia during the first year of the game they will make every effort to keep Russia out of Sweden and Rumania.

It may seem that Russia, with four starting units, is more powerful than any of the other Powers. Such is not the case. Russia's additional unit does not give her increased power but merely compensates for her greater weaknesses. This is the first and most obvious case of Russia's apparent strength actually hiding a vulnerability.

Keep in mind, then, that for Russia there are no

automatically acquired unoccupied supply centers. Every center Russia takes at this stage requires some other Power's consent or, at least, passive acquiescence.

1. Sweden

Sweden is Russia's first goal in the north. She must take Sweden to secure a base from which to operate in Scandinavia and to prevent any other Power from becoming the only major Power in that area. She also needs the build that goes with the center. With Sweden, Finland, and St. Petersburg to operate in and from, she has a good chance of taking Norway. With those two centers and units she can establish herself as the major Power in the Scandinavian area.

There is only one practical way for Russia to take Sweden in 1901, with a fleet moving from St. Petersburg south coast to Sweden via Finland or the Gulf of Bothnia. The other possibility, using a fleet placed in Bothnia to convoy an army into Sweden from St. Petersburg or Livonia is not usually used by novice players. Since there is no way Russia can directly support herself into Sweden in 1901 she must have Germany's cooperation (Germany, by moving Kiel to Denmark in Spring 1901 and Denmark to Sweden in the Fall 1901 could keep Russia out of Sweden in the Fall.) in order to take that center. Usually this is not difficult to obtain and negotiations on this point can often lead to agreements in other areas.

In support of her operations in Sweden Russia may move Army Moscow to St. Petersburg in the Spring of 1901. This unit can then be used to threaten the English occupation of Norway in the Fall 1901 moves. Or, alternatively, it can be moved into Finland in the Fall; opening up St. Petersburg for a Winter 1901 build. Any move of an army into St. Petersburg in the Spring 1901 is tantamount to a declaration of war on England in Scandinavia.

2. Rumania

Both Austria and Russia have the option of moving into Rumania in the Spring 1901. Austria usually prefers to move Budapest to Serbia. This gives Russia clear entry into Rumania if she wishes to move her fleet Sevastapol into that center. But, more often than not, depending on who she expects to fight in the Balkans, Russia will move Sevastapol to the Black Sea and bring Warsaw down into Ukraina so that she can move an army into Rumania in the Fall 1901 moves. The tactical moves made by Russia during the Spring 1901 in the south are usually a good indication of whether she plans to fight Austria or Turkey. In some cases, especially when she is unsure whether either of those two Powers, or both, or planning to attack her; Russia may prefer to hold in Sevastapol and move Warsaw to Ukraina. Then, in the Fall 1901 moves, Ukraina can move to Rumania with support from Sevastapol.

If Russia is planning to fight Austria; then an army in Rumania is far more useful to her. An army can be used against Galicia, Budapest, Serbia et al. A fleet cannot.

If Russia is planning to fight Turkey; then either an army or a fleet can be moved into Rumania. The important thing is that Sevastapol be opened up so Russia can build a second fleet in the Winter of 1901.

Note carefully how important Russia's fleets are in these Opening Game moves. The careful use of fleets on her flanks, in the Baltic, Bothnia, Barents, Norwegian, and Black Sea, is a sign of a good Russian player. This is another parallel between Diplomatic Russia and historical Russia.

B. Potential Alliances

Russia's potential for alliances is a rich and varied repast. No less than four Powers border on Russia. (In England's case, Russia borders on Norway which is England's primary build in 1901. For all practical purposes the two Powers are so interlocked in Scandinavia that they may be said to border on each other): Turkey, Austria, Germany, and England. Both France and Italy are important second tier Powers for Russia's diplomatic efforts. With this potential the Russian player must be a good diplomat. Diplomacy is Russia's secret strength if it is used carefully. Equally, bad diplomacy is Russia's not-so-secret weakness. Much of Russia's strength in Diplomacy comes from her diplomacy, not her units.

Helpfully for us, Russia's diplomatic possibilities do tend to separate themselves into various groupings which can more readily be discussed.

Here we will be discussing four possible alliance combinations involving Russia. One primarily deals with Scandinavia and Russia's efforts to establish herself as the major Power there. Another deals with the Balkans and Russia's attempts to establish herself as one of the major Powers there. Finally, two deal with the more complex central front facing Germany and Austria. Note that each of these involves either a dual or triple alliance of somekind against a single Power. By combining the various possibilities in this way I hope to clear up some of the confusion that would otherwise be generated by the multiplicity of alliances open to Russia.

As I noted above I will be emphasizing Russia's role as the junior ally in this series of alliances. This is in accordance with my basic philosophy that Russia, because of her many divergent interests in the Opening and Mid Games, is incapable of bringing the necessary forces to bear in a single conflict to engage another Power in a one-on-one situation. Thus, at this point, instead of fighting another Power with all her units, and ignoring whatever else is going on around her; Russia divides her units into two parts and combines them with other Power(s) to attack various single Powers. This is what I mean by the junior ally role. Using this kind of approach, Russia might contribute two or three units to an attack on a northern Power, in alliance with another Power or two; and two or three units to an attack on a southern Power, in alliance with another Power or two. This is a dangerous game to play but it is the only one Russia can use.

1. With France &/or Germany Against England

Russia's primary goal in the north is control of Scandinavia. For my purposes, Scandinavia includes the following provinces: Finland, Sweden, Norway, Bothnia, Baltic, Barents, and Norwegian. Note that Denmark is not included at this time. Given the normal Opening Game scenario, Russia has three major tasks to achieve her goal. First, England must be expelled from Norway if she occupies it during 1901. Second, England must be prevented from moving fleets into the Barents. Third, Germany must be persuaded to stay out of the Baltic and not to interfere with Russia's attempts to take Sweden or, later, Norway.

In return for such an understanding Russia would agree to support a German attack on England by pinning down English units in Norway, the Norwegian, etc. while the Germans attack England via the North Sea.

The realities of this situation are such that a successful attack on England by Russia and Germany is almost impossible without French participation. If France does not participate; then Germany must arrange to occupy the English Channel as part of her attack on England without, if possible, involving herself in a conflict with France. It is better, naturally, if France agrees to join the attack and puts pressure on England from the Channel and the Mid Atlantic.

If all three Powers: Russia, Germany, and France do agree on a coalition against England; then Russia should consider the idea of making a further agreement with either France or Germany as to what will be done after England is eliminated. If France is receptive; then Russia might agree to let France have Liverpool, London, Munich, and Holland while Russia takes Edinburgh, Denmark, Kiel, Berlin, and, of course, Norway. If Germany is receptive then Russia might agree to let Germany have all of France and her Opening Game supply centers (Iberia and Belgium) in return for the remainder of England. The important thing to note here is that Russia must always be planning ahead, working to make things favorable to her happen; not waiting for events to randomly develop. Strategically, tactically, and diplomatically: Russia must be one step ahead of the other Powers; just to keep in step with them. Nothing must be left to chance.

2. With England &/or France Against Germany

Germany is the northern half of Russia's central front. That is to say the area that includes: Livonia, Warsaw, Prussia, Silesia, and the Baltic. Normally, this is an area that does not come into focus until after Russia has secured her flanks in the north and south. Usually, Russia is content to negotiate a non-aggression pact with Germany agreeing on the exchange of Sweden for certain Russian guarantees vis-a-vis the neutrality of the Baltic, Prussia, and Silesia. Then, Russia goes her way in the north and Germany turns west against France or England. That is the normal game.

But what if England and France approach Russia about a pact against Germany? Normally I would advise against it unless Germany is a particularly good player and England and France are being played by novices. Germany is too valuable a buffer for Russia to be discarded this early in the game. However, if the alternative of an alliance with England and France is a war; then Russia should go ahead with the three way alliance.

Germany will have, by this time, control of Denmark and Holland in addition to her homeland. Russia's best move would be to offer to swap her interests in Germany for Norway and Denmark. This would leave France and England to divide up Holland and Germany. This kind of arrangement would give Russia control of Scandinavia (plus Denmark) and give her leverage against either England or France in a future contest. It is very likely that Russia could promote her own interests in the aftermath of an English-French division of Germany.

3. With Italy &/or Turkey Against Austria

Austria is the southern half of Russia's central front. That is to say the area that includes: Ukraina, Warsaw, and Galicia. Only three provinces but what provinces! Again, this is an area that does not usually interest Russia until her flanks in the north and south are secured. A non-aggression pact between Russia and Austria is the normal Opening Game gambit. Russia agrees to stay out of Galicia and Austria agrees not to interfere with the Russian occupation of Rumania. That is the normal course of events.

But, again, what if? This time, what if Italy and Turkey approach Russia about joining an alliance against Austria? Again, unless Austria is an extremely good player I would advise against it. Russia tends to gain too little for her efforts in these three way alliances. But, if Austria is a strong opponent or Russia thinks an alliance with Italy and Turkey may open the way to a future alliance with one or the other of them against the remaining major Power in the late Mid Game, why not?

By the end of 1901 Austria will probably have control of Serbia and Greece in addition to her homeland. There is no clear and obvious division of Austria among the three Powers. Trieste seems to belong to Italy. Greece, either Italy or Turkey. Serbia should go to Turkey. Vienna might go to Russia or Italy. Budapest would seem to be Russia's. Again, the chief Russian goal is to use the division of spoils as a means of provoking a conflict in the future between Italy and Turkey. Again, the basic premise is divide and conquer.

4. With Italy &/or Austria Against Turkey

Co-equal with the importance of her northern flank in Scandinavia for Russia is the importance of her southern flank in the Balkans. During the Opening Game the greatest threats to Russia lie in the north and south.

Russia should make every effort to bring Italy and Austria into an alliance against Turkey. If Italy is not interested; then Russia should promote a French-Italian conflict so Austria is left free to ally with Russia against Turkey.

Russia's interests in the Balkans are several. First, Rumania must be secured. Second, Turkey must be kept out of the Black Sea and Armenia. I realize that the natural tendency of most of the players in novice games is to regard the Balkans as being Greece, Serbia, Bulgaria, and Rumania. For Russia, however, the Black Sea is the center of the Balkans and its littoral as well as the traditional supply centers constitutes the "Diplomatic" Balkans.

Italy's major contribution to the anti-Turkish coalition would be in the form of the famous Lepanto Opening. Essentially, Italy would move her fleets eastward in the Mediterranean until they, or convoyed armies, could threaten the soft, unprotected belly of Turkey. Even the convoying of an army into Syria plays a part in the scheme. Personally, I am opposed to the introduction of another Power (e.g. Italy) into this area. Things are complicated enough for Russia with Austria, Turkey, and herself involved.

Austria alone is a more logical partner for Russia in attacking Turkey. Austria might take Bulgaria and Constantinople, leaving Ankara and Smyrna to Russia. If possible Russia should take Bulgaria and Ankara, leaving Austria Constantinople and Smyrna. But, however, it will be a difficult feat to achieve.

C. Potential Non-Aggression Pacts

Non-aggression pacts are important to Russia in the Opening Game. She must have at least two just to survive the first year or two. Russia has two options in my opinion during the Opening Game. First, she can play to her flanks, using her fleets to best advantage. Second, she can use her armies to push in the center against Germany or Austria. Obviously, flanking moves in the north (Scandinavia) and south (Balkans) mean wars with England and Turkey. Whichever way she goes she needs a non-aggression pact to cover the other possibility.

1. With England

A non-aggression pact between Russia and England involves some agreement on the disposition of the Scandinavian supply centers. Normally, England takes Norway and agrees to stay out of the Norwegian and Barents and not build any fleets in Edinburgh. Russia agrees to take Sweden, stay out of Norway, the Barents, Norwegian, and not build any fleets in St. Petersburg north coast. It is a touchy situation in the north and one that requires considerable trust between the two Powers to make a non-aggression pact work.

2. With Germany

A non-aggression pact between Russia and Germany in the Opening Game involves the status of the northern central front. Russia takes Sweden, agrees not to build fleets in St. Petersburg south coast, and the neutrality of the Baltic, Prussia, and Silesia is agreed to. Germany agrees not to build fleets in Berlin, and the neutrality of the Baltic, Prussia, and Silesia is agreed to.

3. With Austria

A non-aggression pact between Russia and Austria is a bit more difficult to pin down because so many Russian moves can be directed at Germany and Turkey, as well as Austria. Naturally, for Austria the same is true. The basic agreement calls for the neutrality of the Austrian-Russian border which, for all practical purposes, means Galicia.

4. With Turkey

A non-aggression pact between Russia and Turkey involves an agreement on the neutrality of Armenia, the Black Sea, and some division of the Balkans. This is another touchy area.

D. Defensive Game

At almost any point in time Russia will be on the defensive somewhere. I hope that Russia can avoid being attacked during the Opening Game. Once the first year of the game is over and she has her two builds from her unoccupied supply centers, Russia is a bit more capable of defending herself. But, for the first year Russia is a very vulnerable Power. If she moves to the offensive in the north and south and is attacked in the center; she is doomed. If she moves to the offensive in the center and is attacked in the north or south; she's got problems. Once the first year is over she has a bit more chance of survival because of two factors. First, she will have additional units with which to defend herself. Second, there is more likelihood of another Power(s) coming to her assistance.

It is difficult to prescribe any single defensive formula for Russia because the possibilities are so varied. Still, the defense of the homeland is paramount. Giving up Sweden or Rumania is not critical so long as Russia can gain elsewhere during the first year to compensate for their loss. But the defense of the homeland during the first year is critical. Once one of the Russian home supply centers has fallen there is a tendency for other Powers to fall on her en masse and start taking pieces for themselves. Territorial integrity is a most important concept for Russia.

This is yet another part of the uniqueness of Russia, its "duality." On the one hand, Russia must think in parts and fractions and divided efforts when planning her offensive. On the other hand, Russia must think in terms of the totality of the effort when planning her defense.

Russia's first line of defense should be based on a series of provinces that are not supply centers. These provinces, which I call "Key Provinces," are of critical importance to any Russian defense. In the north there is the Barents. In northern central front there are Livonia, Prussia, and Silesia. In the southern central front there are Galicia and Ukraina. And in the south there are Armenia and the Black Sea. Even though some of these provinces are part of another Power's territory they are very important to the defense of the Russian homeland. In many cases, especially after the Opening Game, the defense of the Russian homeland will be based on a strategy of controlling these "Key Provinces." The parallels between Diplomacy and Russia in Eastern Europe today are stunning.

E. Offensive Game

During the pre-game negotiations and during the Opening Game period Russia will be carrying on negotiations with the other Powers exploring the possibilities of a variety of alliances and non-aggression pacts. All of these will be geared toward selecting an Offensive Game strategy for Russia during the Opening Game and early Mid Game.

I have already discussed the possibilities for Potential Alliances and Potential Non-Aggression Pacts and now I want to explore the kind of Offensive Game Russia can wage during the Opening Game based on these negotiations.

Russia must strike a fine balance during the Opening Game. First, she must establish herself as an Offensive Power, going on the attack in several directions simultaneously. But, at the same time, she must be careful not to grow so fast that she becomes a real or imagined threat to several other Powers. There is nothing more heart-breaking than to see Russia take three supply centers in 1901, build herself up to seven units in 1902, and then be attacked by all of her fearful neighbors at once. It happens.

Instead, Russia must follow a more selective strategy. Building up her strength where she is vulnerable, concentrating her units where she can best use them, building up her immediate and long-range allies, weakening her immediate opponents, and playing for position, not units. Russia is the great manipulator of the Opening Game. So much that will come in the Mid Game depends on what Russia does in the Opening Game.

1. With France &/or Germany Against England

This alliance will probably evolve in one of two directions. First, Germany and Russia will ally against England. Second, France will join that alliance or may elect to go south against Italy. A third possible long-shot would be for France

and Russia to ally against England and Germany to turn south against Austria or Italy.

Germany and Russia really don't need France to take England but they do need a fleet in the English Channel. Since France can more readily provide this fleet than Germany; sometimes France will lend a fleet, in return for London or Liverpool, and will then use the rest of her units against Italy. That is the ideal situation.

Russia should be careful to pin down the alliance prior to the Spring/Fall 1901 moves. There are two reasons for doing so. First, it gives her a chance to see if her allies actually move the way they are supposed to. Second, it gives Russia a chance to keep England out of Norway in Fall 1901.

During the Opening Game (1901) the alliance should accomplish the following: (1) France should place a fleet in the English Channel; (2) Germany should take Holland with a fleet from Kiel and then, in the winter adjustments, build at least one more fleet in Kiel and, perhaps, another in Berlin; (3) Russia should take Sweden with her fleet from St. Petersburg, move an army into St. Petersburg from Moscow in the Spring, get it out in the Fall so she can build another fleet in St. Petersburg north coast. An optional arrangement might be to use the German fleet in Holland, or Denmark, to cut any possible English support into Norway using the North Sea in the Fall 1901 moves. This then forces the English to use one fleet to convoy and another fleet to support the convoy. If England does it wrong she won't get Norway. But, more than likely, England will convoy an army into Norway successfully and gain a build in Winter 1901. This is not critical so long as both Russia and Germany build additional fleets in 1901.

2. With England &/or France Against Germany

Again, as in the above discussion, France may be an active or passive participant in this alliance against Germany depending on whether she decides to go on the offensive in the Mediterranean.

And again, England and Russia don't really need France to take Germany but French help in putting pressure on Germany in Holland, the Ruhr, and Munich can be helpful. Usually, France is satisfied to take Belgium and, perhaps, Munich.

England will already have Norway and may claim Denmark, Kiel, and Holland. Russia would normally take Berlin and, perhaps, Munich. See again my discussion under Potential Alliances for a recommended division of spoils in Russia's interests.

During the Opening Game England will take Norway and assume a position in the Skagerrak, North or Helgoland Bight from which to threaten Germany. Russia will take Sweden, move an army into Prussia or Silesia in the fall, and get ready to build an additional army in Warsaw or Moscow for use against Germany. France, if involved, will take Belgium and assume a stance to threaten Germany's rear.

3. With Italy &/or Turkey Against Austria

Again, this alliance will probably evolve in much the same way as the two previously discussed alliances. First, Russia and Turkey will probably ally with each other against Austria. Second, Italy will join that alliance or may elect to go west against France. A third, long-shot possibility would be for Italy to swing south and attack Turkey.

Russia and Turkey do not need Italy to take Austria but the additional pressure that Italy can put on Austria's rear can be a big help in bringing Austria down fast. On the same level, Italy and Turkey do not need Russia to bring down Austria; and Italy and Russia do not need Turkey to bring down Austria. But, in all three cases (with the possible exception of Russia) the question is: what is the third Power going to do while Austria is being carved up?

During the Opening Game Austria will take Serbia and, unless Italy and Turkey work against it, Greece. Turkey will take Bulgaria. Italy will take Tunis, unless Turkey supports her into Greece from Bulgaria (and Russia cuts the Austrian support from Serbia). Russia will take Rumania with an army. In a campaign against Austria the Russian fleet in Sevastapol is good only for defensive purposes.

The Winter 1901 adjustments set the stage for the attack on Austria to come in the first round of the Mid Game. Italy will need another army, Turkey a fleet in Smyrna, and Russia one or two armies in Warsaw &/or Sevastapol.

By now it should be clear that there are three major areas for potential conflicts during the Opening Game. In the north between England, Germany, and Russia over Scandinavia and the Lowlands; in the southwest between France and Italy; and in the southeast between Austria, Russia, and Turkey (and sometimes Italy) over the Balkans. Keep an eye on how these conflicts develop and what alliances and non-aggression pacts result from them. These are valuable indications of what the late Mid Game will be like.

4. With Italy &/or Austria Against Turkey

Turkey is a difficult power to crack, even for three Powers. But, an alliance with Austria and Italy against Turkey is a sound opening strategy for Russia.

During the Opening Game Turkey will take Bulgaria.

Italy's moves will not have a direct bearing on the conflict during the Opening Game but her Winter 1901 build should be a fleet in Naples. That build, along with her other fleet, can then be used against Turkey or against France.

Austria will want to secure Serbia and Greece. Then, in the Winter 1901, build an army and a fleet for use against Turkey in the early Mid Game.

Russia will want to move an army into Rumania in 1901 if possible but, above all else, get her fleet out of Sevastapol and into the Black Sea, Armenia, or Rumania. Then,

in the Winter 1901 adjustments she can build an additional fleet in Sevastapol.

As in the alliance against England or Germany an attack on Turkey requires at least one year of preparatory moves and unit building. It is these requirements that make the Opening Game so interesting.

F. Waiting Game

Russia must be a master of the Waiting Game, or "diplomatic pause", in order to be successful. Her sense of timing must be nearly perfect. This is particularly apparent during the Opening Game when Russia is seeking to expand her frontiers on her flanks against England and Turkey, using her two fleets to maximum advantage. At the same time Russia must play a Waiting Game in the center; not so strong as to threaten anyone, not so weak as to invoke an attack. And, constantly, her advance must be so timed that she gains with her allies as nearly an equal pace. She cannot afford to grow faster than they during the early years of the game. All of these factors are things Russia must keep in mind at all times.

G. Adjustments

Russia's first year builds, assuming she advances on her flanks against England and Turkey, should be two fleets in St.Petersburg north coast and Sevastapol. Her army in Warsaw should remain in that area as a defensive hedge against Germany or Austria. Her army in Moscow can move north or south depending on where she thinks it will do the most good. Naturally, if it appears that Russia will have to fight Austria or Germany in the early part of the Mid Game builds of armies in Warsaw or Moscow would be necessary. But, in general, for the first year, fleets on the flanks is the rule to remember.

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

Fleet Sweden, Army Finland, Army Rumania, Fleet Armenia, Fleet St.Petersburg north coast, Fleet Sevastapol. Home, Sweden, Rumania as supply centers.

II. ROUND ONE: THE MIDDLE GAME (1902-): FIRST VICTIMS: ENGLAND & TURKEY

During the early Mid Game and especially in Round One Russia will be playing, for all practical purposes, two separate "Powers," one in the north and one in the south. This is a practical demonstration of the "junior ally" conceptual role for Russia.

During this period Russia has two primary and one secondary goal. First, she will want to consolidate her toe-hold in Scandinavia and the Balkans. Second, she will want to strengthen her flanks by adding additional units. Third, she will want to strengthen her center front with additional units if possible.

To achieve these goals it is necessary for Russia to move on both her northern and southern flanks simultaneously. No movement, per se, is required on the center front if the proper non-aggression pacts can be worked out.

There is an alternative to the above plan which Russia may be forced to use if Germany and/or Austria show signs of hostile intentions towards Russia. This plan would have three objectives. First, Russia would attempt to expand her territory in the center. Second, she would place most of her new units in the central supply centers. Third, as possible she would add new units on her flanks. Unless forced by circumstances beyond her control to choose the second plan, I would recommend that Russia use the first plan outlined above.

Russia's performance during Round One will set the tone for her entire Mid Game. It is important, therefore, that she exert her maximum effort during this period.

A. Acquisition of Occupied Supply Centers

During Round One, which for my purposes here includes the 1902, 1903, 1904, 1905, and 1906 periods, Russia will be moving to acquire supply centers at the expense of England, in the north, and Turkey, in the south. From England, Russia should take Norway and, perhaps, Edinburgh. Russia's claim to Edinburgh might be exchanged with Germany for Denmark. From Turkey, Russia should take Ankara and, perhaps, Bulgaria or one of the other Turkish home supply centers.

The objective in both Scandinavia and the Balkans is the same; to obtain a dominant strategic, tactical, and diplomatic position.

Readers of other volumes of S&TPD should note that because of the unique nature of this Russian study the outline of game periods (Opening, Mid, & End Games) has been modified. Thus, it is wise, in reading this chapter on Russia, to keep in mind that Russia "marches to the beat of a different drum."

1. Norway

With a fleet in Sweden and a newly constructed fleet in St. Petersburg north coast and an army in Finland, Russia should have no trouble in taking Norway during 1902 or early 1903. Naturally, this requires Germany's cooperation to break some of the English supports in the North Sea. Further, Russia must be careful that in taking Norway she does not lose St. Petersburg, Finland or Sweden, or allow English fleets to slip into the Barents. If possible, during this campaign, Russia should move her fleets in provinces such as Norway, Barents, or Skagerrak where they can be used against the English fleets.

2. Edinburgh

In addition to Norway, Russia has a legitimate claim to Edinburgh as part of her spoils from the attack on England. Taking Edinburgh in 1903 or 1904, or even 1905, is possible when the Norwegian and North Seas have been occupied by Russia and/or Germany. Convoying an army into Edinburgh isn't a bad idea for Russia as it gives her a future unit to use in an English campaign against Germany or France if one develops. Failing that the unit can be left in Edinburgh as a defensive anchor for the Russian position.

Russia may want to exchange her claim to Edinburgh for Denmark if Germany is willing to make the exchange. That would give Russia complete control of all Scandinavia. However, it is not vital as long as Russia controls Sweden and Norway and Germany is either an ally or non-aggression pact partner.

3. Ankara

Russia will begin her offensive against Turkey with two fleets, in Armenia (or Rumania or the Black Sea) and Sevastapol; and one army, in Rumania, Ukraina, or even, perhaps, Armenia. It is very important that Russia gain control of Armenia, Sevastapol, Rumania, and the Black Sea as quickly as possible to prevent the Turkish forces from establishing a solid defensive line. Austria will have an army and a fleet available for use after 1902 for maneuvering units around Turkey's supply centers and units.

Then, in 1903, Turkey should be driven out of Ankara, or Constantinople, or Bulgaria---depending on how the tactical situation develops. Austria will be moving south to attack Bulgaria, Constantinople, and Smyrna from the vulnerable under-belly of Turkey. The two Powers together should be able to pick up all the Turkish centers by the end of 1905.

4. Bulgaria

If possible, Russia should take Bulgaria to prevent Austria from taking it. This protects Russia's center in Rumania. In addition, the occupation of Bulgaria and Ankara gives Russia a strong position in the Black Sea and secures her southern flank.

In planning her tactical moves around the Black Sea it would be wise for Russia to keep in mind the possibilities of using convoys for moving units from Rumania to Armenia via the Black Sea or other exchanges across the Black Sea.

The important thing is to think about what you want to do and how you want to do it before you start making moves. Otherwise there is a very real danger that you will have to pause for a move or two to rearrange your units and undo something you did in a careless moment.

In both her northern expansion and her expansion around the Black Sea Russia is moving to protect her vulnerable and vital centers in St. Petersburg (Leningrad) and Sevastapol (Donets Basin). Little has changed in the past seventy-five years.

B. Potential Alliances

With the completion of the Opening Game most of the unoccupied supply centers will have fallen, the alliances will be forming, and the non-aggression pacts will be established. By now Russia will have some idea of what is going on and where her greatest opportunities and dangers lie.

1. With France &/or Germany Against England

This is one of the two alliances I advocated for Russia during Round One of the Mid Game. By now my reasons for favoring it should be clear. But, let us consider what might happen during the period 1902-1906 to influence its composition and direction.

For Russia, Germany is a good ally. Germany can support Russia against England but still remains vulnerable to both English counter-measures and a sudden attack from France in her rear. Also, France is a good ally against England because she is also vulnerable to an attack from the rear, either from Germany or Italy. Drawing both France and Germany into England is good for Russia because it creates another center of contention between them and draws their units away from Russia. Obviously, there is a certain element of danger here for Russia in that she may find that France and Germany, having disposed of England, will continue their alliance against Russia. This is a pretty remote possibility unless Russia has grown very fast and has left herself exposed in England.

During the course of Round One Russia will want to observe both France and Germany carefully to see which promises to be a better (e.g. weaker or stronger as needed) ally in the late Mid Game.

2. With England &/or France Against Germany

I don't like this alliance because it strengthens England and England is always a greater threat to Russia than Germany at this stage. Still, embroiling England and France in a conflict over Germany can be beneficial to Russia's long-range interests. Again, observing both Powers strengths and weaknesses in combat for later exploitation is a good policy.

Another reason I don't like this alliance is that it leaves Russia without control of Scandinavia, unless England agrees to trade her interest in Norway for something in Germany that might be claimed by Russia.

During the development of this alliance Russia should be sure to move her units as far west as possible into Germany. A Russian defensive line should be established along the Baltic, Berlin, Silesia axis.

3. With Italy &/or Turkey Against Austria

Russia's main interests in Austria are obtaining Galicia, to protect Rumania and Warsaw, and taking Budapest. In addition, if possible, Vienna should be acquired as a Russian supply center. The real problem with this kind of alliance is that it puts Russia so far into the Balkans in the wrong direction. It does not secure her vulnerable southern flank on the Black Sea but does draw her units into Austria; thereby exposing her to a pinchers movement from Italy and Turkey as soon as Austria is eliminated.

In my opinion during the early stages of the Mid Game Russia is better off maintaining Austria's integrity as a buffer for the defense of her own center.

4. With Italy &/or Austria Against Turkey

This is the other alliance I favor Russia getting into during Round One of the Mid Game. With her two fleets and one army she can make significant gains against Turkey while improving her defensive posture in the south. Austria will undoubtedly also grow but Italy remains a potential counter to Austria's growth.

In addition, the slowness of Russia's gains from Turkey is helpful in that, while making those gains inevitable, it also delays Russia's immediate build-up of units to an overly dangerous level.

As in the alliance against England Russia does not have to carry the whole ball during Round One. She can afford to sit back, let Austria do most of the work, take a build or two, improve her position, and then get ready to attack Austria. In this alliance all of the concepts I have stressed: two front conflicts, multiple alliances, the importance of the flanks (Balkans), use of fleets to good advantage, timing, key provinces, and the junior ally role come into focus.

C. Potential Non-Aggression Pacts

During Round One of the Mid Game Russia's primary interest in non-aggression pacts will be in reinforcing the agreements she made with Germany and Austria (or England and Turkey) during or prior to the Opening Game. It is extremely important that these agreements be maintained until Russia has completed the occupation of the Scandinavian and Balkan areas as outlined above.

1. With Germany

More often than not Germany will be an alliance partner with Russia in the attack on England so that a non-aggression pact with respect to the Baltic, Prussia, and Silesia is merely a pro forma agreement. If for some reason Germany is not involved in an active alliance with Russia; then the non-aggression pact is a matter that must be negotiated separately.

The elements of the agreement remain the same as in the discussion of the Opening Game. In addition Russia and Germany may want to neutralize the Skagerrak.

2. With Austria

Again, Austria and Russia will probably be allies against Turkey during the early Mid Game. In that case an agreement between the two would extend far beyond a non-aggression pact. If, for any reason, Austria is not part of the attack on Turkey; then a separate non-aggression pact with Austria is a necessity. Some agreement must be reached concerning Galicia. Naturally, Austria prefers that Russia stay out of Galicia because of the threat such an occupation poses to Vienna and Budapest. Russia, on the other hand, may want to use Galicia as a transit province moving to Rumania from Warsaw or for supporting a unit in Rumania in case of a Turkish attack.

D. Defensive Game

During the period from 1902 through 1906 Russia will probably be attacked by another major Power. Since it is she that is planning to attack England and Turkey we can discount those possibilities unless one, or both, of those Powers gets the jump on Russia and attacks her first. The worse thing that could happen in such a case would be England slipping a fleet into the Barents in Fall 1901 or Turkey slipping a fleet into the Black Sea, or an army into Armenia, in Fall 1901. The chief danger, therefore, lies in Germany and Austria, which may be tempted to send an army or two into Russia when Russia moves her units into Scandinavia or the Balkans. This is a danger that can only be prevented by strong diplomacy, maintaining at least one and preferably two armies in the Russian center front after 1901, and building additional armies for use in that area if it becomes necessary. At all times Russia should maintain a unit in Warsaw. Of course, there is always the danger that when Russia attacks England in the north, Germany may come to England's aid or use this as an excuse to attack Russia. That would then pit Russia and, hopefully, France against the other two Powers. Since Russia has to be able to defend herself in the north with two or three units; there is a danger in the center. Russia may have to pull a unit or two away from the campaign in the south against Turkey to bolster her forces in the north and center. If worse comes to worse, she may have to call off her attack on Turkey, so she can concentrate on her northern and central fronts.

On the other hand, Russia may find herself attacked in the south by Turkey and Austria. With some Italian assistance Russia should be able to hold off the two Powers for quite a while. Again, she may have to pull a unit or two out of the north to strengthen her southern front. And, if all else fails, she may have to call off the northern attack and concentrate on defending herself in the south.

Note that in this discussion of the Defensive Game we have doubled the number of options that Russia must consider. In the offensive there were two: a flanking campaign to the north and south and a central campaign against Austria and Germany. Now, in the defensive, we find Russia facing two northern Powers or two southern Powers. These possibilities, combined with the chances of any one of the four Powers attacking Russia alone, indicate the vast possibilities for Russia during the early game. A most fascinating, and most confusing, situation.

Finally, there is one very Russian technique that Russia can use for her own defense. This is the concept of throwing all of her units against the Power(s) that have attacked her, especially if a double-cross is involved, and letting their opponents (her allies or not) or some neutral Power(s) on another front take the Russian supply centers without opposition. This is the ultimate threat and to be effective Russia must be prepared to carry it out. It may cost Russia three or four supply centers but sometimes she can survive with a few centers when the other Power(s) realise what she is doing.

E. Offensive Game

During Round One of the Mid Game Russia offers an excellent example of the use of multiple alliances on multiple fronts. During this stage we see Russian non-aggression pacts in force on her central front; Russia engaged in an alliance against England, one of the two traditionally strongest Powers on the board; Russia engaged in an alliance against Turkey, the other strongest Power on the board. By selectively using her forces Russia is able to influence the course of events in two of the major conflict centers on the board. Russia thus becomes the "balance of power" Power.

1. With France &/or Germany Against England

To simplify my discussion I am going to assume that France and Italy during Round One of the Mid Game have decided to face off in the western Mediterranean. Thus, France will be of only marginal help to Germany and Russia in the campaign against England; and Italy will be of only marginal help to Austria and Russia in the campaign against Turkey. This is a major assumption, of course, and may effect the out-come of events considerably.

At the completion of the Opening Game we saw that England had taken Norway and built a third fleet in Edinburgh. Germany had a fleet in Holland and one in Kiel, along with an army in Denmark. Russia had a fleet in Sweden and one in St. Petersburg north coast, along with an army in Finland. France may, or may not, have a fleet in the English Channel. During the next two or three years the objective of Russia and Germany will be to drive the English out of Norway and then launch an invasion of England. To accomplish this they must drive the English fleets out of the North Sea and Norwegian. This will require a total of four or perhaps five fleets.

Once the Russians have occupied the Norwegian and the Germans have occupied the North Sea the two Powers must work together to convoy armies over into such provinces as the Clyde or Yorkshire (English units will probably be sitting in Edinburgh, London, etc.). As an alternative to convoying armies over the two Powers may agree to support each other into first one, and then the other, of the two English centers. Liverpool may fall to an invasion by France or be taken later by either Russia or Germany with armies landed in England.

2. With England &/or France Against Germany

During a Round One attack on Germany Russia must attempt to use her units in Sweden, Warsaw, and St. Petersburg to attack Germany from the northeast. Naturally, if Russia knows she is going to be fighting Germany during 1901 or 1902 her Winter 1901 builds should include an additional army in the center and, if possible, a fleet in St. Petersburg south coast. This will give her a force of two fleets and two armies to use against Germany.

England's objectives will be to capture Denmark, the Helgoland Bight, Holland, and Kiel. France will move north, if she is an active partner in the attack, into the Ruhr and Munich.

Russia's gains will be somewhat limited. Berlin is about all she can count on unless she happens to take Denmark or Munich. Most of the rest of the spoils will fall to England or France. But, Russia can gain a great deal in position if she moves the units available to her into German provinces such as the Baltic, Prussia, and Silesia to form a defensive buffer for her homeland. In addition, as I noted above, Russia should push England hard to get Norway in return for some of England's gains in Germany. Finally, the campaign against Germany should go hand-in-hand with Russia's negotiations for an alliance with either France or England in the next round.

The Russian role in the attack on Germany would consist of occupying Sweden, the Baltic, Livonia, and Warsaw in preparation for moves into Denmark, Berlin, Prussia, and Silesia. Once again, the use of convoys to move armies around the Baltic should not be over-looked. Inter-supports with attacking English units will probably be needed to move the Russian line ahead.

3. With Italy &/or Turkey Against Austria

In many ways a campaign against Austria during the early Mid Game is like a campaign against Germany. Russia's primary concern is not so much with what she can gain immediately from the attack as what she can gain in the long-run. First, Russia can improve her homeland's defensive position considerably by taking Budapest, Vienna and Galicia. This increases immensely the problems of anyone seeking to attack Warsaw, Ukraina, or Sevastapol. In addition, Russia will be searching out Italy and Turkey for a later alliance.

A successful attack on Austria at this point requires the use of one or two Russian armies, preferably in Rumania and Warsaw. Rumania can support Warsaw into Galicia. Once Galicia has been occupied attacks can be launched on Budapest, Vienna, or a tactically important province like Bohemia. Thus, under ideal circumstances, Russia should be able to build a line from Rumania through Budapest, Vienna, and on to Bohemia; creating a buffer zone on her flank. Further, she is left with an excellent jumping off line for a future offensive against Italy or Turkey.

4. With Italy &/or Austria Against Turkey

With a fleet prepositioned in Armenia, an army in Rumania, and a newly constructed fleet in Sevastapol, Russia is in a good position for an attack on Turkey in 1902. During the 1902 to 1906 period Russia should attempt to expand her control of the provinces surrounding the Black Sea. Ideally she could take Armenia, Ankara, Constantinople, and Bulgaria to go along with Rumania and Sevastapol.

In this particular campaign Russia can usually count on having units in Armenia, Sevastapol, and Rumania. Turkey will almost always have units in Bulgaria, Constantinople, and Ankara or Smyrna. Whether either of the Powers has a unit in the Black Sea can be decisive or not; depending on who it belongs to and how it is used. Turkey having a unit in the Black Sea can delay the Russian advance but not stop it. Russia, with a unit in the Black Sea, can push her advance much faster. The important thing about this particular battle is the question of a third Power's interference. That interference would most probably be in the nature of a support for either the Russians or Turks. Sometimes Italy or Austria move a fleet into the Aegean or Eastern Mediterranean and that can be crucial for cutting Turkish supports.

Even working together Russia and Austria must be careful not to attempt to do too much too fast. Driving Turkey out of Bulgaria and capturing the Turkish homeland is not easy and requires careful planning and coordination of efforts.

F. Waiting Game

During the period from 1902 through 1906 Russia may have to restrain herself from picking up every supply center that she could conceivably take. As I noted above this is so that Russia will not suddenly find herself with eight or nine units and all the other Powers with only six. Such a large Power almost always attracts attacks from neighboring Powers.

In addition, Russia must sometimes restrain herself so that her allies can get their units into position for attacks on common enemies. For Russia it is especially important that these attacks be launched by all the allied attacking Powers simultaneously.

Obviously, this is so the defending forces will be over-whelmed. A Waiting Game is primarily a question of timing and timing is very, very important to Russia in Diplomacy.

G. Adjustments

Once Russia has made her builds for 1901, fleets in St.Petersburg north coast and Sevastapol, her following builds during Round One of the Mid Game should be armies until she has obtained the ratio of two armies for each fleet, north and south front. In the center she should build armies until she has two or three for defensive purposes. Finally, as Round One nears its end she should again build armies in the center front in preparation for her attacks in that area.

H. Possible Positions & Supply Centers At End of 1906

Fleet Norwegian, Fleet Clyde, Fleet Norway, Army Edinburgh, Army Sweden, Army Warsaw, Army Rumania, Army Bulgaria, Fleet Black Sea, Fleet Ankara.
Home, Sweden, Rumania, Norway, Ankara, Edinburgh, Bulgaria as supply centers.

III. ROUND TWO: THE MIDDLE GAME (1907-) : THIRD VICTIM: AUSTRIA

Having secured her flanks by eliminating the threats of England to Scandinavia and Turkey to her Balkan interests Russia is now ready to pursue an attack on her own.

Ideally by this stage England and Germany will be locked in a conflict, France and Italy would be at logger-heads in the western Mediterranean, and Russia can deal with Austria by herself. In this section I will deal with a Russo-Austrian conflict during the middle Mid Game. Sooner or later Russia is going to have to face off with Austria in the Balkans. She needs those Austrian centers for victory. Doing it now, before Austria gets too big, is much better than waiting until later. What Russia must wait for is a chance to attack Austria when all the other Powers are engaged in their own conflicts and unable to come to Austria's aid. Russia cannot afford to fight Austria alone and wage a campaign of any great magnitude on another front at the same time. Thus, in the north, she must either act as a junior ally for France or Germany, or stay neutral and defend herself if attacked.

The entire Russian effort must be concentrated in the south. The Russian campaign against Austria can be an exciting one. It is both strategically and tactically challenging for the Russian player.

A. Acquisition of Occupied Supply Centers

Russia's goal is to take as many of the Austrian supply centers as possible. At this point Austria will probably have her homeland, Serbia, Greece, Constantinople, and Smyrna. It is likely that Italy will pick up one or two of those centers (e.g. Trieste and Greece). Russia's goal is to complete the occupation of Turkey and secure a position in the eastern Mediterranean. In addition, if she has not already done so, she will want to establish a defensive line from Bohemia to Bulgaria and use that line to attack Serbia and Greece.

1. Budapest

With her units in position in Rumania and Galicia Russia should be able to attack Budapest. She will probably not have enough units to occupy it until Austria has been forced to remove some of her units, thereby weakening the defense of her homeland. But there is a chance that Russia might be able to sneak into Budapest on a Fall turn if her attack catches Austria entirely by surprise. More than likely Budapest will not fall until Russia has established herself in Galicia, Rumania, Serbia, and, perhaps even Vienna.

2. Constantinople

With units in Bulgaria, the Black Sea, and Ankara Russia should have no problem in taking Constantinople. If possible a fleet should take the supply center and then move immediately into the Aegean so it can be used against Smyrna, Greece or the Ionian. Naturally, if the Austrian units are still in a strong defensive position Russia may need some Italian support to break the Austrian inter-supports.

3. Smyrna

Taking Smyrna for Russia is difficult because her fleets in the Black Sea are usually worthless for campaigns in the eastern Mediterranean until Constantinople and the Aegean have fallen. Therefore, Russia must usually take Smyrna with armies placed in Ankara, Armenia and, perhaps, Syria.

B. Potential Alliances

During Round Two of the Mid Game the Russian attack on Austria should establish Russia as the major partner in any alliance against Austria. Thus, France or Italy as allies of Russia against Austria should clearly be in a subordinate role vis-a-vis Russia.

Depending on the development of the game Russia may not even need an ally against Austria although it usually is a good idea to have one just in case the going gets rough. The chief function of an ally in this situation would be to draw off some of the Austrian units to defend Austrian interests in Trieste and Greece.

1. With France Against Germany

By 1907 the situation in the west should have resolved itself in one of two major directions. First, either France or Germany will have joined with Russia to eliminate England. Second, France and Germany will then either be opponents fighting over the Lowlands and England or they will have allied against Russia. More than likely, France will approach Russia for an alliance against Germany. Both Powers will have about the same number of units, six or seven, and about the same board position. France will be a bit less of a threat to Russia than Germany. Whether Russia decides to join an alliance in the west depends on how she sees the situation in the southwest and southeast. But, let us assume that all the signs are favorable and Russia does go ahead with an alliance with France against Germany.

Germany will probably control in addition to her homeland, Denmark, Holland, and London. France will have her homeland, the Iberian centers, Belgium, and Liverpool. Russia will have Scandinavia and Edinburgh.

In this alliance Russia will be very much the junior partner. Again, her role will be parasitic; to support, to harass, to threaten Germany's homeland, etc. All this while France carries the brunt of the attack in the western offensive. Russia's goals will be to pick up Denmark, Berlin, and, perhaps, Liverpool in exchange for London or Kiel. More importantly, Russia will be playing for position on the board. A position from which she can either defend her new territories or go on the offensive against France when the time is right.

2. With Italy Against Austria

It may be that Italy will not only have survived until 1907 but will have actually prospered. Normally this would mean she has made gains at the expense of France and/or Austria. If Italy is already engaged in a conflict with Austria; then so much the better for Russia.

This is the alliance I favor if the choice is between an alliance with France or Italy.

By 1907 Italy will probably have around six units, taken from France, Austria, or even Turkey. Combined with the units that Russia has in the south these should be enough to launch an attack against Austria. Austria may have as many as six or seven units with which to defend herself from the attack.

Italy's primary objectives will be to add to her defensive buffer in Austria by taking Vienna, Trieste, Albania, and Greece.

In this alliance the brunt of the offensive will be carried by Russia since Italy will have to maintain a strong line in the west against France or England. Russian units will have to move from their positions in Turkey and southern Russia into the Balkans and the Austrian interior. Gaining possession of Galicia and the Black Sea are the two first tactical goals of the alliance if they have not already been achieved. If possible alliance units should be placed in Tyrolia and Bohemia so that further pressure can be put on Vienna and Trieste from the north. Again, the primary Russian objective is to secure her position in the Balkans and Turkey.

C. Potential Non-Aggression Pacts

Following the liquidation of England Russia may want to refrain from further conflict in the northwest while the French-German situation is resolved. Thus, for a time Russia may wish to down-grade her alliance with Germany to a non-aggression pact. If, on the other hand, France has become the major Power in the northwest Russia may opt for a non-aggression pact with that Power.

1. With Germany

With the collapse of England and Turkey on her flanks Russia's primary concerns are now Germany and Austria.

If she decides to attack Austria during Round Two; then Russia must be sure that Germany is occupied elsewhere. Otherwise, the danger is that Germany will move her idle armies into Russia just as Russia is moving into Austria. There are two ways to make sure that this does not happen. First, Russia can work with France and/or Italy to make sure that Germany is occupied on her western front. Second, Russia can tie herself to Germany with such a strong non-aggression pact or alliance, backed up by Russian armies holding a strong defensive position in Warsaw et al. Naturally, Russia must be very careful not to get caught by Germany if she decides to go the route of promoting an attack on Germany from the west. At the same time Russia should avoid committing herself to involvement in a western front war on behalf of Germany. Finally, any non-aggression pact need only extend the previous agreement between the two Powers on the status of the Baltic, Prussia, Silesia, and the Skagerrak.

2. With France

Following the elimination of England as a major Power Russia will have to come to some agreement with France vis-a-vis the northwest quadrant of the board (e.g. England and the surrounding sea provinces). Many of the terms of this non-aggression pact or alliance will depend on the Franco-German situation. Russia's best bet is to agree to a temporary non-aggression pact while she seeks a long-term alliance with France against Germany or Italy.

D. Defensive Game

Naturally, the larger Russia becomes the more danger there is of an alliance developing against her. With England and Turkey eliminated or contained, what could be more natural then for Germany and Austria to unite in an attack on Russia? I have already outlined a policy for actively dealing with such a situation. However, if worse comes to worse and the attack does come off Russia should not immediately write herself off as a major Power. First, she should attempt to bring the remaining major Powers: France and Italy, into a coalition against Germany and Austria. Second, she should start pulling back units from the flanks for the defense of her homeland. Third, she should make active use of whatever armies she has maintained in the homeland (one or two always). Even two or three units can delay a German-Austrian offensive until Russia brings up her main forces. The defense of the triangle Livonia, Warsaw, and Ukraina is primary. Those provinces must be held in order to maintain the territorial integrity of the Russian homeland.

E. Offensive Game

During Round Two Russia's offensive strategy will be focused on her central front, either Germany or Austria. Thus, her tactics and diplomacy must be directed in the same direction. A line from Berlin to Smyrna indicates the axis of the Russian sphere of concern.

1. With France Against Germany

An offensive against Germany at this point is primarily a tactical exercise. Russia must move enough units into the Baltic, Prussia, Silesia, and Bohemia to blast the Germans out of one of their home supply centers.

Capturing German supply centers, regardless of who controls them, is a difficult position to be in. The possible retreats open in this area make containing and eliminating any opponent difficult.

2. With Italy Against Austria

The offensive against Austria, on the other hand, involves considerable strategic, tactical, and diplomatic finesse. Russia has the option of attacking Austria directly or indirectly; of using armies and/or fleets in a flanking movement; of going it alone or seeking an alliance with Italy.

The strategy and tactics outlined here suggest a "Ying and Yang" approach to an attack on Austria with Italy moving north into the Austrian homeland and Russia moving south into the Austrian acquired supply centers in the Balkans and Turkey. This is an over-simplification but it suggests the kind of broad strategic outlook that must be acquired by novice players who want to survive until the End Game.

During the prelude to the attack on Austria Russia should concentrate her forces in Warsaw, Livonia (or Galicia if possible), Rumania, Bulgaria, Ankara, and Armenia. Her units in Warsaw, Livonia (or Galicia), and Rumania should work in conjunction with Italian units on a direct, simultaneous attack on all the Austrian home supply centers. At the same time Russia should assault the Austrian positions in Turkey, Serbia, or Greece. Ankara and Armenia should move against Smyrna. Bulgaria and the Black Sea should move against Constantinople.

Both Italy and Russia must cooperate and coordinate their efforts in order to break the chain of Austrian inter-supports. If Italy cannot or will not cooperate with Russia; then Russia must go it alone. This need not necessarily preclude an attack on Austria but it does mean that it will turn into a slugging match which will take time. Before engaging in such a match Russia must be sure of her flanks and rear.

F. Waiting Game

There may be, at this point, some need for Russia to consider a Waiting Game strategy. This requirement could arise if the situation in the west has not clarified itself, if there are uncertainties about flanking Powers, or if it appears that Germany and Austria might be considering a dual alliance against Russia. Finally, if Russia's growth has far out-stripped the remainder of the board she may want to slow up a bit and allow one or another of the remaining major Powers to increase their strength; and vulnerability.

G. Adjustments

Any gains acquired during this period should be concentrated in the Warsaw/Moscow area. Obviously, this means building armies. Once Russia has acquired three or four fleets on each flank (if she can profitably use them) all remaining builds should be in the form of armies in the center of the board. These armies will be especially valuable during the last of the Mid Game and the End Game.

H. Possible Positions & Supply Centers At End of 1909

Fleet North, Fleet Edinburgh, Fleet Norway, Army Clyde, Army Sweden, Army Warsaw, Army Galicia, Army Budapest, Army Rumania, Army Bulgaria, Army Smyrna, Fleet Black Sea, Fleet Constantinople.
Home, Sweden, Rumania, Norway, Ankara, Edinburgh, Bulgaria, Budapest, Constantinople, Smyrna as supply centers.

IV. ROUND THREE: THE MIDDLE GAME (1910-): FOURTH & FIFTH VICTIMS: GERMANY & ITALY

Once again we turn to the concept of Russia as the "scavenger" of Diplomacy. During Round Three of the Mid Game Russia will be dealing with two opponents, Germany and Italy. During this Round her only major Power ally will be France. Obviously, this is a highly specialized and highly stylized scenario for a late Mid Game.

Once again I am seeking to demonstrate the validity of a number of critical points that I discussed in The Opening Game. Although Russia should now have somewhere in the area of a dozen units she is still a very vulnerable Power. She must still be prepared for a two front war and the use of multiple alliances against multiple enemies. So, even as we approach the climax of the game, Russia's chief concerns and dangers are the same ones that confronted her in the Opening Game.

A. Acquisition of Occupied Supply Centers

In an attack on both Germany and Italy the possible supply centers that Russia might pick up are considerable. From Germany Russia might take Denmark, Berlin, or Kiel. From

Italy Russia might acquire Vienna, Trieste, Serbia, or Greece. It will depend entirely on the direction, and strength, of the Russian attack and the amount of resistance she faces as to whether most of the Russian gains come in the north or south.

1. Denmark, Berlin, Kiel, ,&/or Munich

The chances are equally great of any of these four supply centers falling to Russia depending on where Russia chooses to attack and where Germany chooses to concentrate her defenses. If possible Russia should concentrate on taking the German home supply eenters. This, combined with a tactical goal of annihilating as many German units as possible quickly should bring about a general German collapse fairly quickly.

In order to successfully capture German supply centers Russia will have to push south from Scandinavia, into the Skagerrak, Denmark, and the Baltic; and west from Livonia, Warsaw, and Galicia. This kind of pressure, combined with a strong French push from the west should crack the German defensive line.

2. Vienna, Trieste, Serbia, &/or Greece

Pushing west in the south Russia will have to drive the Italians out of the remainder of Austria and the Balkans before she can attack the Italian homeland. Hopefully, as in the attack on Germany, Russia will have the cooperation of the French in her attack. By this point it may be that Russia and France will want to divide the responsibilities for a coordinated offensive. A logical division of responsibilities would be for France to carry the brunt of the offensive against Germany, with Russia providing strong support (by cutting German inter-supports, attacking Germany's rear supply centers, etc.); and for Russia to carry the burden against Italy in the Balkans and Austria with France providing support by attacking Italy's homeland, Tunis, etc. This kind of coordinated grand tactics and strategy is most important to maximize the use of all available forces against the enemy.

B. Potential Alliances

By this stage there will remain only four major Powers on the board: Russia, Germany, Italy, and France. And, in all probability, there will be only two Powers left in the west. This kind of situation usually means a two:two or two:one coalition structure. Sometimes three Powers gang up on the remaining one but that isn't always possible and usually isn't likely. I have ruled out the possibility of a Russo-Italian alliance because there is no one for the two Powers to logically ally against. However, between France and Germany Russia must consider her options very carefully.

1. With France Against Germany

An alliance with France against Germany at this stage would be based on previous Franco-Russian cooperation against England and the common danger/opportunity posed to both by Germany. Since Germany would control her homeland, Denmark, Holland, and perhaps one or two of the English supply centers; there would be considerable opportunity for Russia to acquire some new supply centers. Russia's primary goal in this alliance would be to eliminate any threat to herself from Germany, to pick up as many German supply centers as possible, to position herself for the End Game.

Denmark, Berlin, and perhaps Kiel or Munich should clearly go to Russia in this alliance; with France picking up Holland, Munich, and perhaps Kiel. If Germany controls any former English supply centers those can be used as bargaining chips for German home supply centers.

2. With Germany Against France

If France is not a viable ally for Russia; then Russia will have to seek an alliance elsewhere, with Germany or Italy. An alliance with Germany against France is difficult for Russia because, obviously, Germany lies between the two other Powers. Only by moving around Germany, through the northwest quadrant, can Russia get at France. However, if the situation on the board gives Russia the time for such an alliance it need not be entirely bad. Russia can use the movement around Germany to position her units for future use against Germany. This requires a good deal of diplomatic skill and some tactical planning but it can be done.

3. With France Against Italy

Russia's real opportunity lies in convincing France to join her in a two Power versus two Power alliance against Germany and Italy. France will probably have a few units in the Mediterranean just to protect her rear from the Italians and the use of those units to assist a Russian attack could be decisive in breaking the Italian defense. France could probably pick up Tunis without too much difficulty. In addition, she might be able to take Venice or Rome. The remainder of the Italian supply centers would go to Russia as she moved west.

C. Potential Non-Aggression Pacts

If Russia cannot gain an alliance with France (or whatever Power happens to be the remaining major Power in the western half of the board); then she must negotiate or continue to maintain a non-aggression pact with one of the two remaining Powers adjacent to her. Even at this stage I do not recommend that Russia try and go it alone against the remaining major Powers nearby.

1. With Italy

If Russia decides to go west against Germany; then a non-aggression pact with Italy on her southern flank is imperative. By maintaining her own position in strength in the south, by encouraging Italy to turn west against France (or attack Germany from the south), and other similiar tactics and diplomatic maneuverings Russia should be able to keep Italy occupied. The basis for a non-aggression pact with Italy is that the two Powers agree to stay out of each other's way and supply centers as they move about their separate ways.

2. With Germany

If the strategic, tactical, or diplomatic situation dictates that Russia must go south against Italy; then Russia will want to continue her non-aggression pact with Germany in the north. This merely requires an extention of previous agreement.

D. Defensive Game

With England, Turkey, and Austria eliminated as major Powers; there is a possibility that Russia (with about a dozen units) will be confronted by an alliance consisting of Germany and Italy. There is a possibility, small albeit, that France might also join such an alliance. Russia's position against such an alliance is better than it would have been earlier because she now has some room around her homeland with which to absorb some of the attack. Still, it would be difficult to hold off such a coalition indefinitely. If it develops, Russia must move to break its back diplomatically and resist it as strongly as possible.

Hopefully, Russia will have been building armies in her central supply centers during this period. These will be most helpful in resisting an attack in this area. With her flanking fleets and armies she should be able to put considerable pressure on the Germans and Italians from a variety of directions. As much as is practically possible Russia will want to move her units to consolidate her defensive position because even with thirteen units or so she will find it difficult to defend that vast line from Edinburgh to Smyrna.

Once again when considering Russian defensive strategy recall that in defense Russia should think "unity" and in offensive strategies she should think "diversion."

E. Offensive Game

During Round Three Russia will once again, if all goes well, revert to the junior ally role, at least on one front. It may be difficult for the novice to grasp the idea of a major Power with a dozen units or more acting as a "junior"

Power. Rather, in terms of offensive strength, it may be better to think of Russia as two Powers: one in the north and one in the south. The "northern" Power will be carrying the ball against Germany, with some assistance from France. The "southern" Power will be working as an auxillary to the French in dealing with Italy.

1. With France Against Germany

A coalition of France and Russia should have no problem in tactically dealing with Germany. Germany's defensive position in her homeland is good but as soon as she tries to defend any supply centers she may have away from the "Iron Cross" (Holland, Kiel, Berlin, Denmark, and Munich) such as London or Belgium she runs into problems. It will probably take seven or eight units to effectively deal with Germany during the first part of the attack. The idea is to use the provinces surrounding Germany as a noose which can be drawn tighter and tighter as French and Russian units move closer and closer to the German heartland. The North Sea, Skagerrak, Baltic, Helgoland Bight, Ruhr, and Silesia are as important as the supply centers themselves. France will move north from Belgium and Burgundy to put pressure on Holland, Ruhr, and Munich. French fleets moving north from the Channel can put pressure on German fleets in the North Sea. From the north Russia will put pressure on the Skagerrak, Denmark, and Baltic. Kiel is the important key to the German defensive position and the hardest center to capture and hold. Without Kiel for inter-supports the various German centers are more isolated.

2. With Germany Against France

A German-Russian alliance against France would require Russia to move her fleets south from the Norwegian, North Sea, etc. into the North Atlantic, Irish Sea, and even the Mid Atlantic. Armies positioned in Edinburgh and the Clyde might move south to attack any French units in Liverpool or London. Obviously, this is stretching the Russian line much too thin. Only if France shows definite signs of attacking the Russian position in England would I consider such an alliance.

3. With France Against Italy

An attack on Italy by France and Russia at this stage requires a definite division of labor. France must concentrate on taking the Italian homeland and Russia must concentrate on picking up the remainder of the Italian supply centers in Austria or the Balkans: Vienna, Trieste, Serbia, and Greece. The important task for Russia in this alliance is to make sure that Italy does not manage to get any units loose inside the Russian lines. Not more than three armies should be committed to a campaign in Austria. Russia's remaining armies

Diplomacy

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

RUSSIA: WINTER 1911

Fathoms	Meters
1840	3400
100	200
328	604
656	1209
1312	2418
1968	3627
2624	4836
3280	6045
3936	7254
4592	8463
5248	9672
5904	10881
6560	12090
7216	13299
7872	14508
8528	15717
9184	16926
9840	18135
10496	19344
11152	20553
11808	21762
12464	22971
13120	24180
13776	25389
14432	26598
15088	27807
15744	29016
16400	30225
17056	31434
17712	32643
18368	33852
19024	35061
19680	36270
20336	37479
20992	38688
21648	39897
22304	41106
22960	42315
23616	43524
24272	44733
24928	45942
25584	47151
26240	48360
26896	49569
27552	50778
28208	51987
28864	53196
29520	54405
30176	55614
30832	56823
31488	58032
32144	59241
32800	60450
33456	61659
34112	62868
34768	64077
35424	65286
36080	66495
36736	67704
37392	68913
38048	70122
38704	71331
39360	72540
40016	73749
40672	74958
41328	76167
41984	77376
42640	78585
43296	79794
43952	81003
44608	82212
45264	83421
45920	84630
46576	85839
47232	87048
47888	88257
48544	89466
49200	90675
49856	91884
50512	93093
51168	94302
51824	95511
52480	96720
53136	97929
53792	99138
54448	100347
55104	101556
55760	102765
56416	103974
57072	105183
57728	106392
58384	107601
59040	108810
59696	110019
60352	111228
61008	112437
61664	113646
62320	114855
62976	116064
63632	117273
64288	118482
64944	119691
65600	120900
66256	122109
66912	123318
67568	124527
68224	125736
68880	126945
69536	128154
70192	129363
70848	130572
71504	131781
72160	132990
72816	134199
73472	135408
74128	136617
74784	137826
75440	139035
76096	140244
76752	141453
77408	142662
78064	143871
78720	145080
79376	146289
80032	147498
80688	148707
81344	149916
82000	151125
82656	152334
83312	153543
83968	154752
84624	155961
85280	157170
85936	158379
86592	159588
87248	160797
87904	162006
88560	163215
89216	164424
89872	165633
90528	166842
91184	168051
91840	169260
92496	170469
93152	171678
93808	172887
94464	174096
95120	175305
95776	176514
96432	177723
97088	178932
97744	180141
98400	181350
99056	182559
99712	183768
100368	184977
101024	186186
101680	187395
102336	188604
102992	189813
103648	191022
104304	192231
104960	193440
105616	194649
106272	195858
106928	197067
107584	198276
108240	199485
108896	200694
109552	201903
110208	203112
110864	204321
111520	205530
112176	206739
112832	207948
113488	209157
114144	210366
114800	211575
115456	212784
116112	213993
116768	215202
117424	216411
118080	217620
118736	218829
119392	220038
120048	221247
120704	222456
121360	223665
122016	224874
122672	226083
123328	227292
123984	228501
124640	229710
125296	230919
125952	232128
126608	233337
127264	234546
127920	235755
128576	236964
129232	238173
129888	239382
130544	240591
131200	241800
131856	243009
132512	244218
133168	245427
133824	246636
134480	247845
135136	249054
135792	250263
136448	251472
137104	252681
137760	253890
138416	255099
139072	256308
139728	257517
140384	258726
141040	259935
141696	261144
142352	262353
143008	263562
143664	264771
144320	265980
144976	267189
145632	268398
146288	269607
146944	270816
147600	272025
148256	273234
148912	274443
149568	275652
150224	276861
150880	278070
151536	279279
152192	280488
152848	281697
153504	282906
154160	284115
154816	285324
155472	286533
156128	287742
156784	288951
157440	290160
158096	291369
158752	292578
159408	293787
160064	294996
160720	296205
161376	297414
162032	298623
162688	299832
163344	301041
164000	302250
164656	303459
165312	304668
165968	305877
166624	307086
167280	308295
167936	309504
168592	310713
169248	311922
169904	313131
170560	314340
171216	315549
171872	316758
172528	317967
173184	319176
173840	320385
174496	321594
175152	322803
175808	324012
176464	325221
177120	326430
177776	327639
178432	328848
179088	330057
179744	331266
180400	332475
181056	333684
181712	334893
182368	336102
183024	337311
183680	338520
184336	339729
184992	340938
185648	342147
186304	343356
186960	344565
187616	345774
188272	346983
188928	348192
189584	349401
190240	350610
190896	351819
191552	353028
192208	354237
192864	355446
193520	356655
194176	357864
194832	359073
195488	360282
196144	361491
196800	362700
197456	363909
198112	365118
198768	366327
199424	367536
200080	368745
200736	369954
201392	371163
202048	372372
202704	373581
203360	374790
204016	375999
204672	377208
205328	378417
205984	379626
206640	380835
207296	382044
207952	383253
208608	384462
209264	385671
209920	386880
210576	388089
211232	389298
211888	390507
212544	391716
213200	392925
213856	394134
214512	395343
215168	396552
215824	397761
216480	398970
217136	400179
217792	401388
218448	402597
219104	403806
219760	405015
220416	406224
221072	407433
221728	408642
222384	409851
223040	411060
223696	412269
224352	413478
225008	414687
225664	415896
226320	417105
226976	418314
227632	419523
228288	420732
228944	421941
229600	423150
230256	424359
230912	425568
231568	426777
232224	427986
232880	429195
233536	430404
234192	431613
234848	432822
235504	434031
236160	435240
236816	436449
237472	437658
238128	438867
238784	440076
239440	441285
240096	442494
240752	443703
241408	444912
242064	446121
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243376	448539
244032	449748
244688	450957
245344	452166
246000	453375
246656	454584
247312	455793
247968	456992
248624	458201
249280	459410
249936	460619
250592	461828
251248	463037
251904	464246
252560	465455
253216	466664
253872	467873
254528	469082
255184	470291
255840	471500
256496	472709
257152	473918
257808	475127
258464	476336
259120	477545
259776	478754
260432	479963
261088	481172
261744	482381
262400	483590
263056	484799
263712	486008
264368	487217
265024	488426
265680	489635
266336	490844
266992	492053
267648	493262
268304	494471
268960	495680
269616	496889
270272	498098
270928	499307
271584	500516
272240	501725
272896	502934
273552	504143
274208	505352
274864	506561
275520	507770
276176	508979
276832	510188
277488	511397
278144	512606
278800	513815
279456	515024
280112	516233
280768	517442
281424	518651
282080	519860
282736	521069
283392	522278
284048	523487
284704	524696
285360	525905
286016	527114
286672	528323
287328	529532
287984	530741
288640	

should be held in reserve in case of an attack from the north. But all available Russian fleets in the south should be pushed into the Aegean, Greece, and Ionian if possible.

F. Waiting Game

Whether Russia adopts a Waiting Game strategy at this point will depend on how the various Powers appear to be progressing. In general, I would say that by this time the opportunity or utility of a Waiting Game would have passed.

G. Adjustments

By the end of Round Three Russia should know where her End Game push is going to be. Building new units during this last stage of the Mid Game should be geared toward use during the End Game; especially if it looks like it is going to be a close contest. Another fleet or two if they can be put to good use, otherwise armies are needed.

H. Possible Positions & Supply Centers At End of 1911

Fleet North, Fleet Edinburgh, Fleet Norwegian, Fleet Helgoland Bight, Army Clyde, Army Denmark, Army Berlin, Army Silesia, Army Galicia, Army Budapest, Army Rumania, Army Bulgaria, Army Smyrna, Fleet Constantinople, Fleet Aegean, Fleet Greece.
Home, Sweden, Rumania, Norway, Ankara, Edinburgh, Bulgaria, Budapest, Constantinople, Smyrna, Berlin, Denmark, Greece as supply centers.

V. THE END GAME (1912-)

Once again the End Game will merge into the last of the Mid Game with Russia trying to pick up the remaining one or two supply centers needed for the victory. Russia should have no problem in picking them from left over centers in Germany or the former Italian centers in Austria. The only real danger to Russia's victory at this point is that France, or some other western Power, may have grown as rapidly as Russia and therefore a tie game might occur. However, most tie games can be avoided and most tie games should have been won by one or another of the remaining major Powers. Multi-Power coalition tie games are a different matter. Naturally, right up until the last move there is a danger of a coalition of all remaining Powers, major and minor, uniting in an effort to stop Russia. That can also usually be avoided by some careful diplomacy.

A. Acquisition of Occupied Supply Centers

Once again, Kiel or Munich, Serbia or Vienna seem the most likely prospects for picking up another center or two.

Munich may have been occupied already by France but Kiel seems likely to be as easily taken by Russia as by France. In the south there may be a few remaining Italian units but Russian units should be able to drive them out of Vienna and Serbia.

1. Kiel or Munich

If Russia has not already come into conflict with France; then I would recommend that Russia avoid taking any French supply centers if possible. It is better to take them from some other Power, one already attacked, then attack a new and powerful enemy at this stage. Besides, there are always future games to consider. Using units positioned in Denmark, Helgoland Bight, Baltic, Berlin, etc. it should not be difficult for Russia to take Kiel. Munich would be a more difficult problem since Russia would have to have units in Berlin, Silesia, Bohemia and Tyrolia to have a fair chance of taking that center.

2. Vienna or Serbia

Taking Vienna and Munich together would not be beyond Russia's capabilities because many of the same units would be involved in both attacks. Units positioned in Bohemia and Tyrolia, for instance, could support an attack on Vienna as well as an attack on Munich. Taking Serbia would require coordination of units in Budapest, Rumania, Bulgaria, and Greece. Still, Russia should have the units available and the Italian defense should be steadily weakened by the continued French and Russian attack.

B. Potential Alliances

During the End Game Russia has two choices for all practical purposes. First, she can continue whatever major Power alliance she has had through the Mid Game until the conclusion of the game. This may mean delaying the Russian triumph a bit while she picks up more suitable supply centers then those plucked from a neighboring, weaker ally. Doing this avoids the stigma of double-crossing a long-time ally. But, if the ally has been growing at anywhere near the same rate as Russia it may be necessary for Russia to attack the ally to prevent the ally from winning the game. Naturally, this is a value judgment and it depends on how badly the Russian player wants the victory. Some players want to win every game. Others are content to come in second and have played a "clean" game. Second, Russia may find herself opposed in her drive for final victory by all remaining Powers, major and minor. In that case she need have no qualms about taking the needed supply centers wherever she can get them.

C. Potential Non-Aggression Pacts

Continue those which are useful and seek no new ones.

D. Defensive Game

We now know, from examining the records of past games, that oftentimes a major Power will get to sixteen or seventeen units and then find himself unable to acquire the last supply center or two needed for the win because the opposing coalition of smaller major and minor Powers has managed to acquire a stalemated position. This is sad and in most cases it could have been avoided by some careful planning and playing during the last of the Mid Game. Oftentimes a player will come into the End Game without any concept of how he is going to play it. It may seem that the End Game is an easy downhill swoop to victory but such is not always the case. Very often it is during the End Game that the strongest opposition to a seemingly certain winner will develop. Alliances are disregarded, new ones are made between old foes, everyone unites in one last attempt to keep someone from winning the game. A larger Power, as Russia should now be, becomes careless and neglects to answer his mail. Small, but important allies are forgotten. Neglect breeds suspicion. Suspicion leads to double-crosses, failures to provide needed supports, players dropping out of games at the last moment, etc. etc. Nothing should be taken for granted, especially during the End Game. As the offensive winds down Russia should continue to maintain a strong defensive position and continue to move her units forward into better defensive positions.

E. Offensive Game

The acquisition of the last few supply centers needed for victory is a tactical exercise in the situation I have outlined above. Naturally, if the race to the finish is much tighter and either a single Power or coalition of Powers appears able to stop the Russian win; then Russia will have to work much harder. But, as I have defined it, the End Game means just that, the game is ending and the decisive battle has already occurred.

F. Waiting Game

There should never be any delays during the End Game. The object is to get the game over with as quickly and efficiently as possible in the best possible fashion for Russia.

G. Adjustments

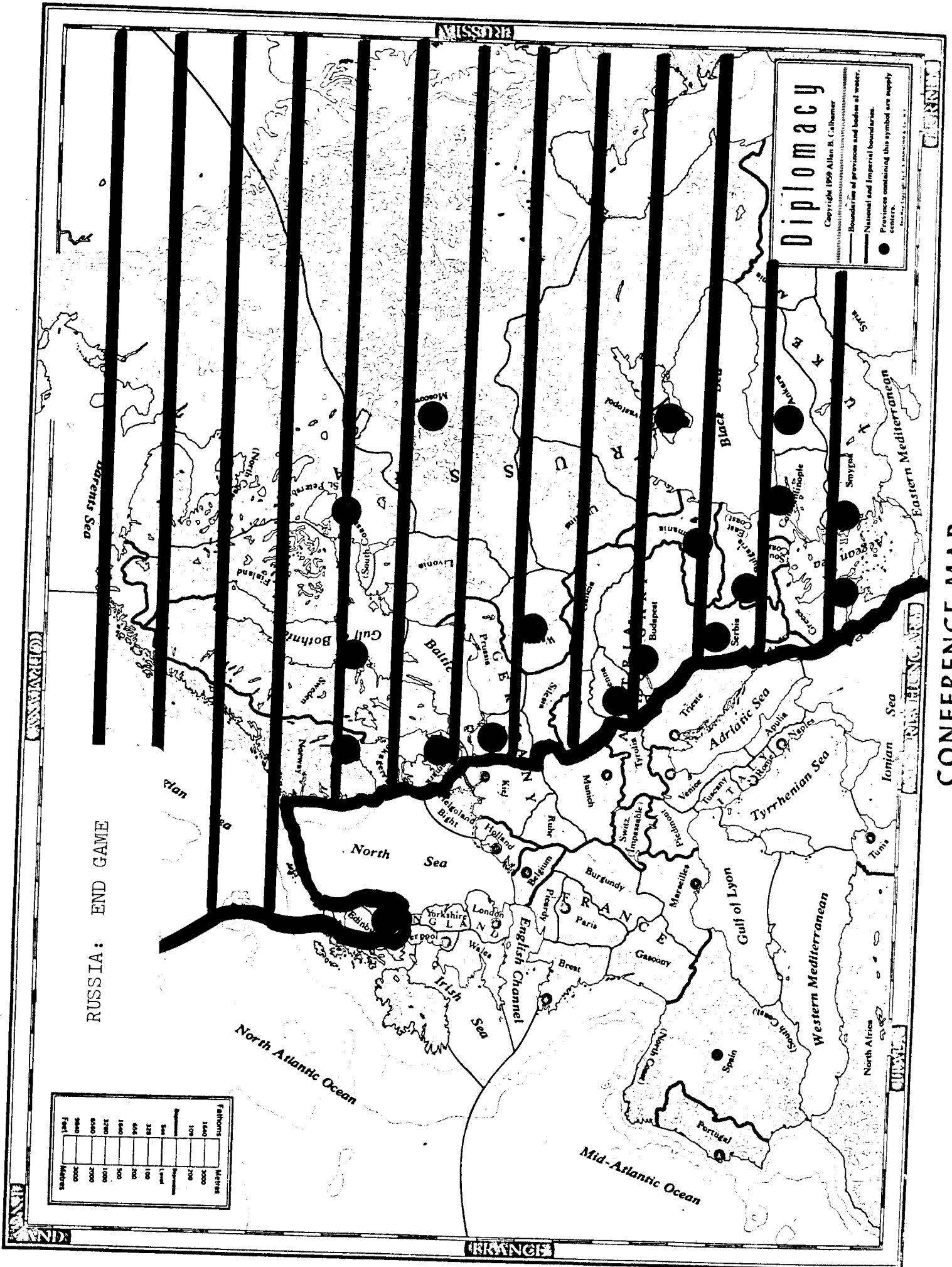
At this stage Russia's builds are not particularly important except that they must be made.

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

Fleet Norwegian, Fleet Edinburgh, Fleet North, Fleet Helgoland Bight, Army Clyde, Army Denmark, Army Berlin, Army Silesia, Army Galicia, Army Vienna, Army Budapest, Army Serbia,

324/R/44

Army Bulgaria, Army Greece, Army Warsaw, Fleet Constantinople,
Fleet Aegean, Fleet Ionian.
Home, Sweden, Rumania, Norway, Ankara, Edinburgh, Bulgaria,
Budapest, Constantinople, Smyrna, Berlin, Denmark, Greece, Vienna,
Serbia as supply centers.



CONFERENCE MAP

APPENDIX

<u>Year</u>	<u>Position</u>	<u>Supply Center</u>
1901 (Start)	F St. Petersburg s.c. A Moscow A Warsaw F Sevastapol	Home
1902	F Sweden A Finland A Rumania F Armenia *F St. Petersburg n.c. *F Sevastapol	Home +Sweden +Rumania
1906	F Norwegian F Clyde *F Norway A Edinburgh *A Sweden *A Warsaw *A Rumania A Bulgaria F Black Sea F Ankara	Home Sweden Rumania +Norway +Ankara +Edinburgh +Bulgaria
1909	F North F Edinburgh F Norway A Clyde A Sweden *A Warsaw *A Galicia A Budapest *A Rumania A Bulgaria A Smyrna F Black Sea F Constantinople	Home Sweden Rumania Norway Ankara Edinburgh Bulgaria +Budapest +Constantinople +Smyrna

1911

F North	Home
F Edinburgh	Sweden
*F Norwegian	Rumania
F Helgoland Bight	Norway
A Clyde	Ankara
A Denmark	Edinburgh
A Berlin	Bulgaria
A Silesia	Budapest
*A Galicia	Constantinople
A Budapest	Smyrna
A Rumania	+Berlin
A Bulgaria	+Denmark
A Smyrna	+Greece
*F Constantinople	
F Aegean	
F Greece	

1912

F Norwegian	Home
F North	Sweden
F Edinburgh	Rumania
F Helgoland Bight	Norway
A Clyde	Ankara
A Denmark	Edinburgh
A Berlin	Bulgaria
A Silesia	Budapest
A Galicia	Constantinople
A Vienna	Smyrna
A Budapest	Berlin
A Serbia	Denmark
A Bulgaria	Greece
A Greece	+Vienna
*A Warsaw	+Serbia
F Constantinople	
F Aegean	
F Ionian	

*Indicates new build

+Indicates new supply center

All years are for winter season

