



AN INTRODUCTION TO THE STRATEGY AND TACTICS OF  
POSTAL DIPLOMACY

TURKEY

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## INTRODUCTION

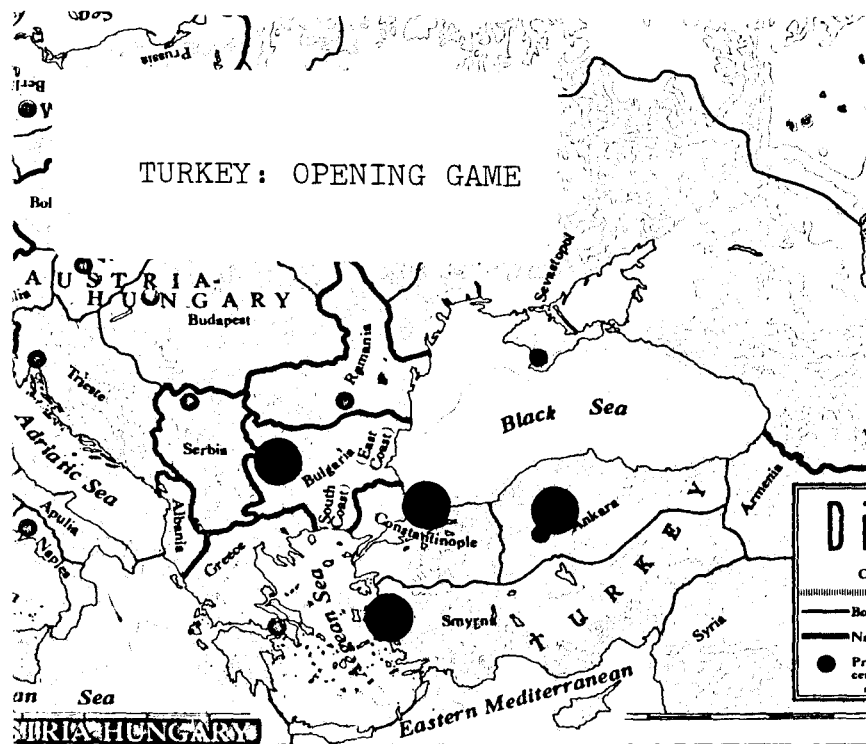
Appearances to the contrary this is not the definitive study of Turkey in Diplomacy; it is undoubtedly the longest yet written; however. Part of that length is due to the extreme generosity with which blank spaces were used in preparing this edition. That was deliberately done, inspite of the higher 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 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 the improbable, although possible, situations have been avoided. Some of the more esoteric possibilities will be explored in later chapters.

Maps have been included at key points to illustrate the development of the Turkish 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 originally written in 1967 and published at that time. The portions covering the Mid and End Games were written in 1976.



CONFERENCE MAP

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VII. EPILOGUE

## I. THE OPENING GAME (1901- )

Turkey, often called "The Sick Man of Europe" in historical days gone by, was often thought of by Diplomacy players to hold the same status in Diplomacy during the early years of face-to-face and postal play. This was mainly due to one simple fact, Turkey's isolated position at the corner of the board between Austria and Russia. Most players did not feel that Turkey gave them sufficient flexibility in the game and that they too often were faced with an Austrian-Russian coalition that eliminated them in the early game. That was Turkey's greatest weakness.

Today, however, many players feel Turkey's strengths are far greater than his weaknesses. In fact players now realise that Turkey holds a position in southeast Europe comparable to that of England in the northwest quadrant; with the added option of becoming a major land Power. Today, Turkey is one of the most sought after Powers and one of the most victorious.

Whichever view is more correct, the historical or contemporary one, Turkey does represent a fascinating challenge to the modern Diplomacy player.

In this, the last chapter of Introduction to the Strategy and Tactics of Postal Diplomacy, we will be reviewing some of the major points made in earlier chapters; illustrating them with the Turkish example. Turkey is one of the two great "super" Powers of Diplomacy. At the end of this chapter we will discover that this so-called "super" Power has not won a game at all; but is locked in a tie game situation with another so-called "super" Power. Even the "super" Powers can take nothing for granted. The reason for Turkey ending up in a tie at the end may be due to the failure of the Turkish player to appreciate the fine balance that Turkey must maintain between his fleets and his armies. Or it may be that Turkey has failed to carry out the last part of the struggle for the Balkans to its natural conclusion. It could even be that Turkey has failed, once again, to remember that an irresistible force (Turkey) cannot move an immovable object (St. Petersburg).

During the course of this chapter Turkey will meet, and over-come four Powers on the battlefield: Russia, Austria, Italy and France; only to find that England, having over-come Russia, Germany, and France has prevented the Turkish triumph we all took for granted.

## A. Acquisition of Unoccupied Supply Centers

Turkey's only assured acquisition among the twelve unoccupied supply centers at the beginning of the game is Bulgaria. Occasionally he can move into Greece or Rumania if Austria or Russia foul up their Opening Game moves but he can't count on that happening.



## 1. Bulgaria

With Bulgaria being Turkey's only build until he can take a supply center away from another Power, Turkey has to be sure that his first build is the right one to provide the unit he may need to continue his offensive or defend himself if suddenly attacked.

Because of Turkey's unique dependence on Bulgaria and the geographical position of Turkey in southeast Europe the "how" of the Turkish occupation of Bulgaria is often as important as the fact that it has happened.

Obviously, Turkey can take Bulgaria with an army or a fleet. An army, Constantinople, is readily available to move into Bulgaria. Putting a fleet in Bulgaria is more difficult since the Turkish fleet is in Ankara during the pre-game planning. If Ankara does move to Constantinople (or even the Black Sea) in the Spring it could move to Bulgaria in the Fall. But even that takes a decision, at least in the case of a fleet in Constantinople, since Turkey must decide whether to move the fleet to Bulgaria south coast or east coast. The first move makes the fleet useless in a campaign in the Black Sea region. The second makes the fleet useless in a campaign in the Mediterranean. Either one prevents a Turkish army from moving into Bulgaria and the Balkans during the critical first year.

In addition to the actual occupation of Bulgaria there is the question of follow-up or -on orders. I have not even begun to exhaust the discussion of Turkey's options in Bulgaria during the Opening Game but by now, I hope, you have some appreciation of the complexities of the situation.

## B. Potential Alliances

There are four potential alliances open to Turkey during the Opening and early Mid Games: With Russia Against Austria, With Austria Against Russia, With Italy Against Austria, and With Austria Against Italy. Each of these alliances is shaped by three factors: (1) Its potential as an offensive vehicle for Turkey; (2) Its potential as a defensive vehicle for Turkey; and (3) Its contribution to Turkey's control of the Balkans. Naturally, this is how Turkey sees and evaluates them. Potential alliance partners see them in quite a different way.

Turkey's primary concerns during the Opening and early Mid Games are Austria and Russia. Italy may be important to Turkey; or it may not, but Austria and Russia are critical.

Turkey's opening moves will be determined almost entirely by what alliances and non-aggression pacts he develops during the pre-game Diplomacy. Thus, for Turkey, pre-game Diplomacy is vitally important. The decisions have to be made before the Spring 1901 moves are made. Turkey has two very different diplomatic, strategic, and tactical plans depending on whether he intends to fight Austria or Russia during the early years of the game.

I cannot stress enough the importance of pre-game diplomacy to Turkey's success in Diplomacy. In fact, no other single factor is as important to Turkey's success as his diplomacy during the first year of the game.

#### 1. With Russia Against Austria

The Turkish-Russian alliance is potentially one of the strongest on the board and can survive until the End Game if both partners cooperate with each other. As an Opening Game alliance against Austria the alliance is particularly valuable to Turkey since it manipulates to his advantage both of his major concerns, Austria and Russia.

Thus, the first of Turkey's two main alternatives is to ally with Russia against Austria. This often is the most advantageous to Turkey, especially if Italy is also helping with the attack on Austria. Usually such an alliance takes the shape of a step-by-step progression through the Balkans as Austria is first driven from Greece (by Turkish and Italian fleets) and then from Serbia (by Turkish armies with assistance from Russian units in Rumania or Budapest). From there Turkey usually has tactical difficulties since he must either swing north along a broad front against Russia or swing west against Italy (running smack into a line of Italian fleets in doing so) and leave his rear flank exposed to Russia. So, although it may offer more in the way of immediate advantages the attack against Austria is usually not in Turkey's long-term interests.

#### 2. With Austria Against Russia

Turkey's second major choice is to attack Russia in conjunction with either England or one of the central Powers. While it offers more hardships and risks in the short-run the long-term gains potentially are greater in this alliance than the previously discussed alliance with Russia against Austria.

With Austria's support Turkey can drive into Russian centers, taking Sevastapol and Rumania. This immediately establishes a ring around the Black Sea. This tactical goal is as important to Turkey as it was to Russia in the last chapter. Such a course is beneficial because it does not seriously open Turkey to attack. England does not have the armies to drive south of St. Petersburg and Germany should be occupied on her western front or has been bought off with promises of receiving Warsaw and/or Moscow. The line Moscow-Ukraine-Rumania-Bulgaria-Constantinople is also an excellent defensive or offensive line vis-a-vis Austria. Control of Bulgaria, Rumania, Constantinople, the Aegean, etc. gives Turkey an easy time of it in seizing Greece and Serbia.

In an alliance with Austria against Russia Turkey should expect to gain Rumania and/or Sevastapol.

### 3. With Italy Against Austria

Sometimes Turkey finds himself neutral vis-a-vis Russia who is so busy defending himself (or launching an offensive) in the north or central areas that she does not want to take part in a campaign against Austria. Then Turkey usually allies with Italy against Austria. This is not impossible and once either Trieste or Greece have fallen the rest of Austria's front should collapse rapidly. The two Powers can rarely conduct a rapid conquest of Austria, however, due to Austria's interior lines and Italy's and Turkey's inability to support each other much during the initial Opening and early Mid Games.

In this alliance Turkey would expect to gain Greece, Serbia, and, perhaps, Budapest, while Italy takes Trieste and Vienna.

### 4. With Austria Against Italy

Turkey's only possible alternative to attacking Austria or Russia is an attack on Italy in conjunction with Austria or France. Obviously, such an attack must be based on firm trust in Austria's good intentions. Such an alliance is far-fetched but it does offer Turkey an alternative to his traditional Balkan role. If he can move his fleet out of the Black Sea area without endangering his own security, and builds a fleet in Smyrna in Winter 1901; Turkey can move two fleets into the Ionian area with support from Austria's fleet in Greece for an attack on Tunis, Naples, or a convoy into Apulia. Naturally, before Turkey launches into such a campaign he must be confident that Russia will not attack him when he moves into the west. At best Turkey would gain Naples and Tunis from such a campaign.

### C. Potential Non-Aggression Pacts

Non-aggression pacts are the key to Turkey's success. It must be Turkey, and not his neighbors, that break these pacts because once he has lost the neutrality of both of his first tier neighbors his offensive plans are over. Thus, a non-aggression pact, if not an out-right alliance, with either Austria or Russia is a necessity at the beginning of the game. The great problem with non-aggression pacts for Turkey is that regardless of promises his territory remains next to and open to immediate attack from his neighboring Powers. Thus, though he has a non-aggression pact with Austria, the presence of Austrian forces in Greece and Serbia means that Turkey must maintain a force in Bulgaria to protect himself.

#### 1. With Austria

A non-aggression pact between Austria and Turkey involves Greece, Serbia, Bulgaria, the Aegean, the Ionian, and, perhaps Rumania. During the first year of the game the three

supply centers will be occupied by each Power. After that they may wish to move their units elsewhere and neutralize the centers. Naturally, if Russian maintains an army in Rumania and shows signs of hostility toward either Austria or Turkey that will prove impossible. Additionally, the two Powers may wish to neutralize the Aegean and Ionian seas to each other, if not all third Powers. And, if diplomatic efforts or strategic requirements rule otherwise, the two Powers may simply agree to maintain defensive units in these various provinces but refrain from attacking each other.

## 2. With Russia

Psychologically, a non-aggression pact between Russia and Turkey is much more difficult to maintain than one between Turkey and Austria. Armenia and the Black Sea must be neutralized with neither Power occupying those provinces. Either both Powers will maintain units in Rumania and Bulgaria or neither will. During the flexible moving about of the Opening Game and early Mid Game it is difficult to achieve the kind of trust and cooperation that makes neutralization a fact and a non-aggression pact a reality. Ergo, conflicts between Turkey and Russia are the rule rather than the exception.

## 3. With Italy

A non-aggression pact between Turkey and Italy would focus on the neutralization of the Ionian. Normally a proposal of this kind offers Turkey a good excuse to open negotiations with Italy on a positive note. From there the subject of an alliance against Austria can be raised if necessary.

## D. Defensive Game

If Turkey's diplomatic, strategic, and tactical efforts fail and he is attacked by Austria and Russia (or Italy) during the Opening and early Mid Game; then he needn't worry, he'll be smashed eventually. But, conquering Turkey under the best of circumstances takes a long time and, if the opposition is poorly coordinated and lacking in tactical ability, it may never happen. If Turkey can avoid being attacked within the first year or two of the game there is an excellent chance that he will actually survive until the End Game, even if he does not actually win. Many, many are the games where Turkey survives until 1912, 1913, or 1914 with four units: his homeland and Bulgaria.

## E. Offensive Game

Turkey's offensive games tend to fall into patterns and once a player has played Turkey once or twice he pretty much knows the basic options open to Turkey in the offensive game. Naturally, if Turkey fights Russia one pattern will be used. If he fights Austria another pattern will develop. Over the long course of the game similiar patterns will be used. Turkey will

become a land Power. Or Turkey will become a Mediterranean sea Power. Or Turkey will end up in a deadlocked, isolated, stalemated position and just survive because nobody wants to expend the effort to eliminate him.

### 1. With Russia Against Austria

If he is to fight Austria he will normally move (in Spring 1901) Army Constantinople to Bulgaria, Fleet Ankara to Constantinople, Army Smyrna-Hold; and (in Fall 1901) Army Bulgaria-Hold, Fleet Constantinople to Aegean, and Army Smyrna to Constantinople. There are almost endless variations possible here but the Opening and early Mid Games' moves of Turkey against Austria (or Russia) are some of the more programmable in the game of Diplomacy. Turkey might move Bulgaria to Greece in the Fall 1901 moves which, if combined with a Russian attack on Serbia from Rumania, may give him a good chance of keeping Austria out of Greece. Or, the two allied Powers might move to Serbia. Turkey might avoid moving to Constantinople in the Fall 1901 moves so he can build a unit there in the Winter 1901 adjustments.

### 2. With Austria Against Russia

If he is to fight Russia Turkey will normally move (in Spring 1901) Fleet Ankara to the Black Sea, Army Smyrna to Armenia, and Army Constantinople to Bulgaria followed by (in Fall 1901) Fleet Ankara to the Black Sea (since he will probably not have gained the Black Sea in the Spring if Russia moved Fleet Sevastapol to the Black), Army Armenia to Sevastapol, and Army Bulgaria to Rumania. This puts tremendous pressure on Russia in Sevastapol and Rumania; preventing Russia from building another fleet there. In conjunction with a strong attack from any of the other two Powers on Russia's central front (Austria or Germany) this should be sufficient to crack Russia's defensive position within a year or two. One trick that Turkey can use in the Fall 1901 moves is to try and convoy his Army Armenia to Rumania via the Black Sea (if he managed to occupy the Black Sea in the Spring 1901 moves) with support from Bulgaria. This won't always work if Russia makes the proper defensive moves but if Russia doesn't she will lose Rumania and Turkey will get two builds.

### 3. With Italy Against Austria

Fighting Austria with Italy as an ally is little different for Turkey from fighting Austria with Russia as an ally. The main difference is that Turkey must be careful to leave enough defensive units around to discourage a Russian attack when Turkey pushes into Austria. Turkey's goals are Greece and Serbia, leaving Austria proper to Italy. Using Bulgaria as a base, moving a fleet from Constantinople into the Aegean, and one from Smyrna into the Eastern Mediterranean

Turkey should be able to blast his way into the Ionian, taking Greece from there (or the Italians may provide a fleet in the Ionian for supporting the Turkish attack). Another army should be sufficient to take Serbia from Greece, Bulgaria, and, perhaps Albania.

#### 4. With Austria Against Italy

An alliance with Austria against Italy is not tactically impossible but it is diplomatically risky. Absolute confidence must be placed in Austria and Russia; that kind of confidence is not usually available to novice players in their first games.

Tactically, the alliance only requires that Turkey build an additional fleet in Winter 1901 and then move both his fleets into the Aegean and Eastern Mediterranean. From there he can seize the Ionian for launching attacks on Naples, Tunis, or convoying an army into Apulia.

#### F. Waiting Game

A Waiting Game strategy can be very important to Turkey during the Opening and early Mid Games. If Turkey is unable to ascertain exactly what Austria and Russia intend to do as the game opens Turkey may be wise to delay launching any offensive of his own until he sees what happens. On the other hand, sometimes Turkey is better off to move decisively during the Opening Game and launch a devastating attack on one or another of the two Powers. The question of a Waiting Game is very closely linked to a sense of timing in offense and defense that most players, especially novices, do not have.

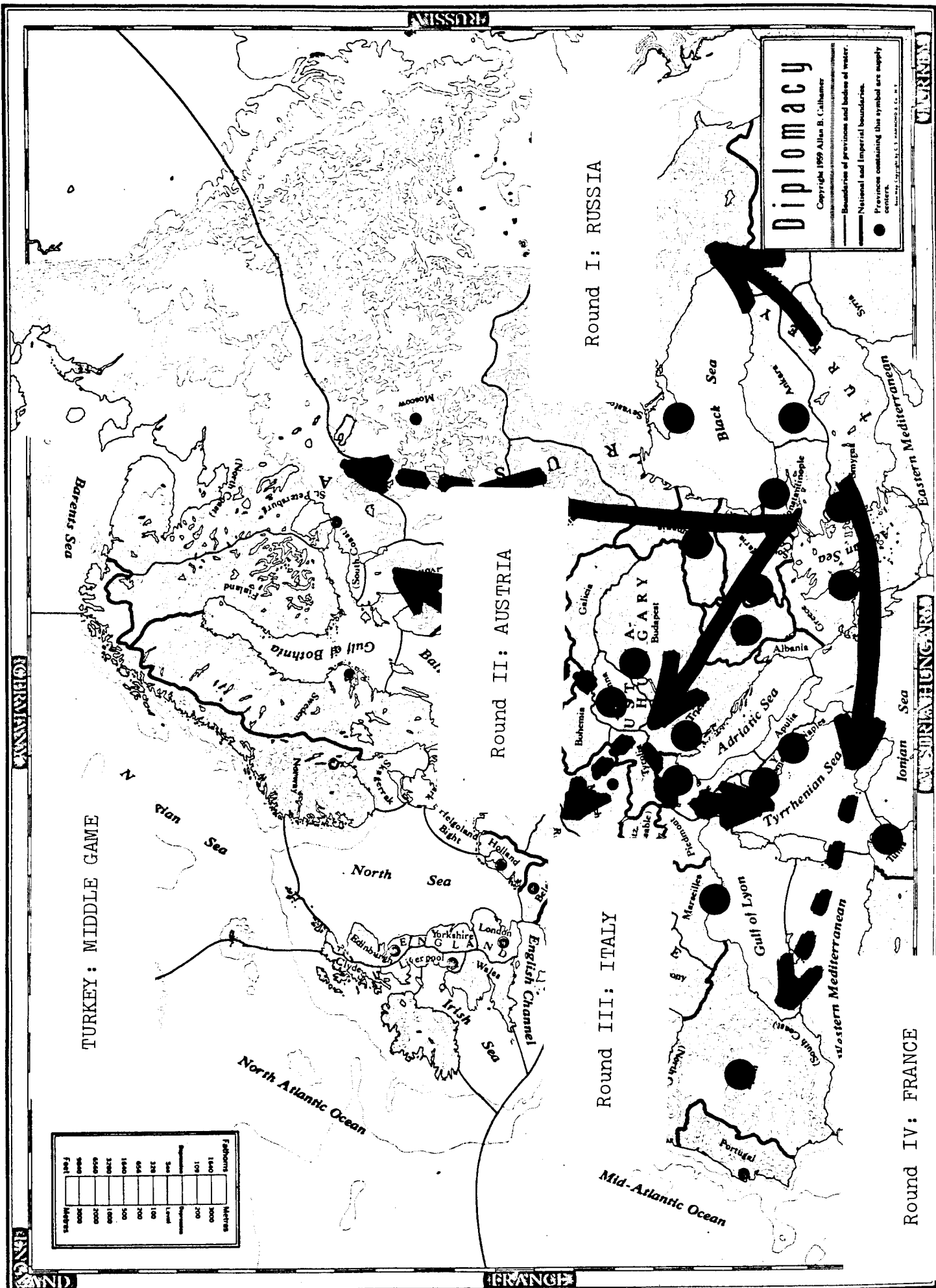
#### G. Adjustments

With Bulgaria being Turkey's only assured new supply center during the Opening Game Turkey has the problem of being sure that his first build is the right build to fight the enemy he plans to attack; or the right build to defend himself if attacked.

What build Turkey will make is obviously dependent on what his opening moves were and which of his supply centers are open. Turkey will find a fleet in Ankara or Constantinople useful if he is fighting Russia. A fleet in Constantinople or Smyrna is useful against Austria or Italy. If Turkey builds a second fleet his second build should be another army. Note that placing a unit in Constantinople in the Fall 1901 moves for transit purposes precludes the building of another unit in that center. Thus, any Turkish build is something of a gamble and juggling of priorities.

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

Army Bulgaria, Army Armenia, Fleet Ankara, Fleet  
Constantinople.  
Home, Bulgaria, as supply centers.



**Diplomacy**  
 Copyright 1999 Allan B. Calhoun  
 ——— Boundary of provinces and bodies of water  
 ——— National and Imperial boundaries  
 ● Provinces containing this symbol are supply centers.

Fathoms	Meters
1500	2743
1000	1829
500	914
250	457
125	228
62	113
31	57
16	29
8	15
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CONFERENCE MAP

Round IV: FRANCE

Round III: ITALY

Round II: AUSTRIA

Round I: RUSSIA

TURKEY: MIDDLE GAME



## II. ROUND ONE: THE MIDDLE GAME (1902- ): FIRST VICTIM: RUSSIA

Although Turkey may have preconceived notions during the pre-game diplomacy of which other Power(s) he wishes to attack in the Opening Game or Round One of the Mid Game; events that occur, and do not occur, during that period may change his mind and his plans. Thus, although I am discussing an attack on Russia during Round One, it may be that Turkey will actually choose; for a variety of diplomatic, strategic, and tactical reasons to fight Austria instead. Either attack can be equally beneficial for Turkey and the possibilities, as well as limitations, of both are about equal. So, be flexible during the early years of the game by choice so that you do not have to be flexible by necessity.

During Round One Turkey's goals are two and it is safe to suggest that one cannot be realized without the other. These two goals are: first, the effective control of the Black Sea; and, second, the occupation of Rumania and Sevastapol. It is with these two tasks that we will be concerned in this section.

### A. Acquisition of Occupied Supply Centers

Having decided to attack Russia in Round One Turkey immediately begins to search for ways to weaken Russia; increase his own strength; and bring about that all important goal, control of the Balkans.

The decision to attack Russia automatically places the third of these goals, control of the Balkans, at the bottom of Turkey's list of priorities. However, this is not a goal that Turkey should, or can, forget. It is always there at the back of his mind, shaping Turkey's diplomatic, strategic, and tactical decisions.

Weakening Russia, and strengthening Turkey, on the other hand, go together. The means to achieving both goals is nearby; Rumania and Sevastapol.

#### 1. Rumania

Assuming that Turkey allies with Austria against Russia the first Russian supply center to fall, if the two Powers cannot keep Russia from occupying it during the Opening Game, will be Rumania. Following the 1901 adjustments Russia will probably have a unit in Rumania (either a fleet or army), a unit in Sevastapol (probably a fleet), and a unit in Ukraina (an army). There may also be an army in Warsaw that the Russians can use for their defense in the south. Finally, there may also/or instead be an army in Moscow that the Russians can use for defensive purposes. In regard to these last two possible units (in Warsaw and Moscow) it is important to Turkey and Austria that they encourage England or Germany to attack Russia in the north to draw off those two units and prevent their being used for defensive purposes in the south.

Against these units for the Russian defense Austria will have available a fleet in Greece; and armies in Serbia, Budapest, Vienna, and Trieste. By the Spring of 1902 Turkey will have available fleets in Ankara and Constantinople; and armies in Bulgaria and Armenia.

It is difficult to separate the struggle for Rumania from the over-all struggle for the Balkans and southern Russia. The situation in this area is so involved that each event has a profound effect on every other event and non-event that occurs.

The Austrian-Turkish coalition has three tactical requirements before they can hope to gain any of the Russian supply centers and keep them. Austria must occupy the Galician territory. Turkey must occupy Armenia (if he has not already done so) and the Black Sea (again, if he has not already done so). Then, with a string of units from Galicia, Budapest, Serbia, Bulgaria, the Black Sea, to Armenia the alliance should be able to take Rumania, first, and then Sevastapol. During the normal course of events for the Russian player, if he is good; an opportunity to blast his way out of Rumania, for instance, into Bulgaria, or Galicia, will occur. As long as Austria and Turkey make the proper back-up and follow-on orders this won't be critical and the Russian unit can be dislodged or annihilated. If the Russian defense is particularly good the alliance may have to place a unit in Ukraina before actually taking Rumania or Sevastapol.

Again, a reminder. The chief difficulty in the attack on Rumania is Russia's ability to support that unit with units that may not be attacked by the Austrians or Turks. This is even more true of Sevastapol; our next case.

## 2. Sevastapol

While Rumania may fall to either Austria or Turkey; Sevastapol will almost always fall to a Turkish force. If, as often happens, the Russian player can maintain a force in Sevastapol, Ukraina, and Moscow; that is capable of inter-supporting each other; then Turkey cannot capture Sevastapol if he only controls Armenia, the Black Sea, and Rumania. An Austrian or Turkish unit must be placed in Ukraina to cut that support from Moscow or add an additional attacking support.

If at all possible it is far better for Turkey to send an army into Sevastapol from Rumania, Armenia, or via convoy across the Black Sea from Ankara or Constantinople. Under any circumstances do not send a fleet into Sevastapol unless that is the only way to safely take the center on a fall turn. The reason for this, of course, is that a fleet in Sevastapol must be replaced by an army (a wasted move) if Turkey is to continue his advance northward into Russia. Far better to place the proper unit there in the first place.

Once Sevastapol and Rumania are in Turkish hands Turkey will have established control of the Black Sea, secured his northern flank, and gained two additional units for use in the next stage of the conflict.

## B. Potential Alliances

During my discussion of the Opening Game I briefly reviewed the various potential alliances available to Turkey during the Opening Game and pre-game diplomacy period. With the Opening Game underway and the pre-game diplomacy disposed of; let us reconsider these various alliances and see which merit attention and consideration from the Turkish player.

As I noted above there are four possible alliance combinations open to Turkey during the Opening Game and early Mid Game: With Russia Against Austria, With Austria Against Russia, With Italy Against Austria, and With Austria Against Italy. I also noted that Turkey had to evaluate each alliance in terms of its potential as an offensive vehicle, a defensive vehicle, and its contribution to Turkey's control of the Balkans. And, further, I noted that the time for analysis of these various possibilities was during the pre-game diplomacy period, not during the Opening Game.

An examination of this list indicates that Austria is easily Turkey's most important potential ally and adversary. Turkey's policy in the Opening and early Mid Game depends heavily on what Austria does and does not do. Russia and Italy are somewhat less important to Turkey but they are still very important considerations; especially if their relations with Austria are good. Russia always has other considerations in the central and northern regions. Italy must always be concerned with her western front against France. Austria, on the other hand, is Turkey's chief rival for control of the Balkans.

Thus, Turkey is almost forced into a pro or anti-Austrian policy. If Austria allies with Turkey, fine. If Austria will not ally with Turkey; then Turkey must find an ally for a campaign against Austria. If Turkey cannot find an ally for a campaign against Austria; then he must find a victim from which he can take sufficient centers to supply himself with enough strength to challenge Austria alone for control of the Balkans.

### 1. With Russia Against Austria

Having written all this about the danger of Austria to Turkey why would I not advocate that Turkey ally with Russia against Austria in Round One? There are a number of reasons which lead me to reject, for the moment, an alliance between Turkey and Russia against Austria. First, it brings Russia, a third Power, into the Balkan scene. Second, both Turkey and Italy, Turkey's other potential ally against Austria, need time to gain a few units before attacking Austria. Third, there is a real and present danger that it is Turkey, not Austria;

that will be invaded by the Russians if they are invited south, regardless of what diplomatic promises the Russians make during the pre-game diplomacy. Fourth, Russian forces inspire considerable respect in me and great fear if they are in the hands of a capable player when lined up near a novice Turkish partner.

Basically, that indefinable sense of timing I have written so much about tells me that the time is not quite right for a Turkish attack on Austria.

## 2. With Austria Against Russia

The second major alliance open to Turkey is one with Austria against Russia. This is the one I recommend for the Opening and early Mid Game. Primarily I favor this alliance because it gives Turkey an early access to the areas of the board beyond the Balkans. The capture of Rumania, Sevastapol, and Ukraina gives Turkey the option of moving into central Russia and even into eastern Europe. If Turkey does not seize this option early in the game Russia will become so strong that Turkey cannot attack her; or Germany will move east and cut Turkey off below Warsaw and Moscow. Finally, Turkey needs those Russian centers if he has any hope of winning the game at all. It is almost impossible for Turkey to win without taking Sevastapol, Moscow, and, perhaps Warsaw.

Even in allying with Austria at this stage Turkey will not have to worry about Austria later since Austria is always vulnerable to a Turkish and/or Italian attack.

## 3. With Italy Against Austria

A Turkish-Italian coalition against Austria can be very successful if all goes well. Italy would use her armies to put pressure on Trieste and Vienna in the north by taking Tyrolia and Bohemia. Her fleet would occupy the Ionian or pin down the Austrian fleet in Greece. Naturally, there is an element of risk if the French decide to move east in the Mediterranean and attack Italy.

The Turkish contribution to the alliance would be to use Bulgaria and the Aegean to put pressure on Serbia and Greece, forcing Austria to defend herself in her southern supply centers.

## 4. With Austria Against Italy

Frankly, I cannot conceive of a situation where this alliance would come into play this early in the game. It is just too risky for Turkey to take himself out of his homeland for an attack on Italy while Austria and Russia are behind him. But, on the other hand, in Diplomacy nothing is impossible. So, perhaps...

As I noted above this alliance would consist of Turkey moving his two fleets (assuming he builds a fleet in Smyrna or Constantinople in Winter 1901) west against Italy

in the Ionian. He could then launch an attack on Tunis, Naples, or Apulia. This attack could be either direct, with a fleet, or indirect, with a convoyed army.

#### C. Potential Non-Aggression Pacts

During the Opening and early Mid Game Turkey needs an alliance with one of his two powerful neighbors, Austria or Russia, against the other. Thus, with the two main Powers at hand there is no requirement for a non-aggression pact (unless Turkey cannot gain an alliance from one of those Powers). But, in terms of communication with Italy (again, unless Italy is an ally), Germany, etc., a proposal for a non-aggression pact (even if it is entirely impossible for the two Powers to attack each other) may be the best way to open contact and negotiations.

#### D. Defensive Game

If no attack on Turkey has developed by the end of the Opening Game; then he may be safe. On the other hand, his neighboring Powers may merely have been waiting until their own Opening Game centers were secured before launching their attack on what they hope will be an unsuspecting Turkey. And, if Turkey falls for that he is, indeed, a "turkey." If, in the Opening Game, Italy and Austria do not come into conflict; and/or Russia and Germany or England do not come into conflict; or Austria and Russia do not come into conflict; then I would say it is very likely that Turkey is about to be attacked by Austria and Russia. The same can be applied to Italy. If Italy and France do not come into conflict; Italy and Austria do not come into conflict; and Italy builds a second fleet; watch out.

With fleets in Constantinople and Ankara and armies in Bulgaria and Armenia, Turkey is solidly entrenched against any attack from the north. Naturally, the danger lies in the west. If another Power (e.g. Austria or Italy) attempts to occupy the Aegean or Eastern Mediterranean, which would take another season or two, Turkey will have problems. So, Turkey's first line of defense is a good offense. Turkish units should continue to move from their current positions to those unoccupied provinces around Turkey which could be used by enemies to attack Turkey's home supply centers. Do not, repeat do not, allow the enemy to move into those provinces (Black Sea, Aegean, Eastern Mediterranean, & Syria) without strong and repeated opposition. It will take several years to over-come the Turkish defense if it is wisely handled. During that time constantly badger the Powers behind Italy, Austria, or Russia to attack them from the rear.

#### E. Offensive Game

Preparing to launch his attack in 1902 Turkey possesses two fleets and two armies. The position of these units commits them to a campaign against Russia in the Black Sea. Naturally, events may occur in the period between Winter 1901 and Spring

1902 that dictate that Turkey use the units in a manner not anticipated in the Fall 1901 to Winter 1901 period. In such a case, Turkey will just have to take a season or two readjusting his position to face the new situation.

#### 1. With Russia Against Austria

Given Turkey's Winter 1901 adjustments would it be possible for Turkey to launch a campaign against Austria in 1902? The answer is yes, but... Bulgaria can be used to attack Greece or Serbia, or support a Russian attack from Rumania. The Fleet Constantinople can move to the Aegean to put further pressure on Greece. The Army Smyrna could move to Constantinople to support Bulgaria or stay in Smyrna and await the opportunity to convoy into Greece. The Fleet Ankara could, likewise, move into Constantinople in preparation for a further move into the Aegean, or hold in Ankara for defensive purposes.

In this alliance Turkey would be focusing his attention on taking Greece and Serbia. With just two provinces, Bulgaria and the Aegean (and even that not certain if Austria moves her Fleet Greece to the Aegean and stands Turkey off) to work with there is little hope for Turkey taking either center until Russia cracks the Austrian defensive position in Budapest; or Italy brings a fleet over to support the Turkish attack on Greece.

Naturally, if Russia uses her army in Rumania to cut Serbia's support of Greece, and Turkey sends Bulgaria into Greece supported by a fleet in the Aegean; Turkey will get Greece unless the Austrians have moved an additional supporting unit into Albania or the Ionian. As you can see, it's a quite complex situation all the way around.

#### 2. With Austria Against Russia

The important thing in this alliance is that Turkey prevent Russia from building a second fleet in Sevastapol during the Winter 1901 adjustments. If both Turkey and Russia manage to acquire additional fleets in all probability there will be a stand-off in the Black Sea campaign until Rumania or Ukraina falls. But, if Russia has units in Rumania (army, Sevastapol (fleet), and Ukraina (army) by early 1902; then Turkey should be able to take the Black Sea and use her forces in Bulgaria and Armenia to take Sevastapol. As I noted above, it will depend greatly on how the Russian defenses are set up for supporting Sevastapol (e.g. whether Russia has a supporting unit in Moscow). Naturally, at the same time Austria will be moving into Galicia, and using his units in Budapest and Serbia to put pressure on Rumania. During this campaign Turkey will want to move his units as far north and west as possible into Russia.

### 3. With Italy Against Austria

Again, as I noted above, the Turkish deployments are not the greatest for a campaign against Austria. However, this may work to Turkey's advantage since Austria will probably not be expecting an attack from Turkey after seeing those Winter 1901 adjustments. This may lull Austria into moving some of her units against Italy in early 1902, leaving Turkey free to move into the Aegean, if not Greece or Serbia. Prior to any attack on Austria's centers in Greece or Serbia Turkey must occupy the Aegean. With Italy as an ally occupation of the Ionian becomes unnecessary. Italy may decide to convoy an army into Albania from Apulia or Naples in early 1902. I would recommend against this since it tends to confuse the division of responsibility and gains between the two Powers. It is much better if Italy concentrates on taking Bohemia and Tyrolia; then moving into Vienna, Budapest, and Trieste.

### 4. With Austria Against Italy

In this alliance the Austrian fleet in Greece becomes critically important to Turkey. Either the fleet will stay in Greece and support an attack by Turkey on the Ionian from the Aegean or Eastern Mediterranean; or it will move into the Ionian itself (or the Albania rear door) and be followed by Turkish fleets in the Aegean and Eastern Mediterranean. At the same time Austrian armies will be putting pressure on Italy in the north. The only real active role for Turkey in this alliance is that involved in attacking the Ionian and, when it is occupied, launching attacks on Tunis, Naples, or Apulia. Turkey may find it has the opportunity to send an army into Tunis, Naples, or Apulia with a multiple convoy. Normally this army would come from Bulgaria, Constantinople, or Smyrna. I recommend against it because of the need to maintain some units in Turkey (and especially Bulgaria) for defensive purposes.

### F. Waiting Game

Once the Winter 1901 adjustments have been made Turkey should be able to tell where the action is going to be in 1902. If he has any reservations in his mind about that he should be careful to refrain from any attacks in Spring 1902. He can always wait until the Fall 1902 moves in an effort to seize another supply center. Better to be sure first; then attack the wrong Power.

### G. Adjustments

I have suggested Turkey will gain two centers during Round One of the Mid Game, Rumania and Sevastapol. It is very possible, even likely, that Turkey will only gain one, Sevastapol. Austria, as an ally, may insist on Rumania as her reward for attacking Russia. If Turkey plans to continue the alliance with Austria; then Austria should get Rumania. If not; then

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Turkey should try and keep the center. Since Austria is the next target pin-pointed for Round Two: I suggest Turkey keep Rumania if possible.

H. Possible Positions & Supply Centers At End of 1903

Army Sevastapol, Army Armenia, Army Rumania, Army Bulgaria, Fleet Black Sea, Fleet Constantinople.  
Home, Bulgaria, Rumania, Sevastapol as supply centers.



### III. ROUND TWO: THE MIDDLE GAME (1904- ): SECOND VICTIM: AUSTRIA

Having achieved his Opening Game and Round One objectives; the occupation of Bulgaria, breaking out of his isolated position in Turkey's homeland, and securing his Black Sea flank; Turkey is now prepared to launch a more aggressive campaign to achieve his fourth major goal, the occupation of the southern Balkan supply centers.

Concurrently with that effort Turkey will be establishing his presence in the eastern Mediterranean.

Thus, in Round Two, we will see a return to an emphasis on the Balkans' supply centers and the destruction of Austria as a major Power. Additionally, Turkey will have the option of continuing his push into central Russia or seeking to stabilize that front.

#### A. Acquisition of Occupied Supply Centers

During Round Two of the Mid Game Turkey must choose whether to continue his push into Russia, attempting to take Moscow and/or Warsaw, or continue his advancement into the Balkans, going after Greece, Serbia, and Budapest. This is a major diplomatic, strategic, and tactical decision for Turkey and one that will have profound consequences for him during the remainder of the game. If Turkey sets the capture of Moscow and Warsaw as his major priorities; then, in all probability, he will become a major land Power. If, on the other hand, he sets the capture of Greece, Serbia, and Budapest as his number one priority; then he will more than likely become a sea power or, more accurately, a Mediterranean Power. The worse thing Turkey can do, at this stage, would be to attempt to take both directions at the same time. Turkey just does not have the forces to do that.

##### 1. Greece

Should Turkey decide to shift his emphasis back to the Balkans his logical targets would be the Austrian supply centers in Greece, Serbia, and Budapest; since they are adjacent to his own units in Bulgaria and Rumania.

In order to take Greece; which might, or might not, be the first of the Austrian centers to fall to Turkey; Turkey will have to occupy the Aegean and either the Ionian (or receive support from an Italian fleet in the Ionian) or Serbia. This is the only way Turkey will be able to bring enough units to bear on Greece (which Austria can support from Serbia and/or Albania to take that center.

##### 2. Serbia

The Serbian defensive unit can readily be supported by Austrian units in Budapest, Trieste, and/or Greece. Hopefully, by the time Turkey is ready to attack Serbia Italy

will have already occupied Trieste; thereby eliminating that possibility. If Turkey has occupied Galicia by this time, which he should have done, that unit can cut Budapest's support of Serbia. This would leave Bulgaria and Rumania to attack Serbia with one supporting unit. Naturally, if either Greece or Budapest have already fallen to either Turkey or Italy the attack will be so much the easier.

### 3. Budapest

With Italy in, or putting pressure on, Trieste and Vienna; the Turkish units positioned in Galicia, Rumania, and Serbia; there should be no problem in taking Budapest after Greece and Serbia have fallen. If, instead, Budapest is the first of the three centers to come under attack by Turkey; then the attack may be more difficult and considerable strength will have to be put into cutting Austrian supports from Serbia, Trieste, and Vienna.

The struggle for the southern Balkan centers and the struggle for the Austrian homeland is primarily a struggle for position. The key to success in that struggle is finding the key that will open the Austrian defensive position to the double attack of Turkey and Italy. There are four possible keys that may work: Tyrolia, Bohemia, Galicia, and Albania. If the coalition can manage to occupy most of those four provinces; then they should be able to break the Austrian chain of inter-connecting and inter-supporting units in the Austrian supply centers. Thus, the important thing is to get into these provinces before attempting to take the Austrian home centers.

### B. Potential Alliances

During Round Two of the Mid Game a few new possible alliances for Turkey come into our scenario. Negotiations with England, over the future of the remaining Russian supply centers; with France, over a common policy toward Italy; and with Germany, over his attitude toward Russia and Austria should be entered into. But, for the moment, the primary emphasis must remain on relations with Austria and Italy.

#### 1. With Italy Against Austria

This is the alliance I suggest Turkey seek during Round Two of the Mid Game. Austria is now strong enough to promise Turkey some sizeable gains for his efforts but not so strong as to be too difficult to conquer. In addition, the elimination of Austria would remove the last real threat to Turkey's continued existence. Finally, elimination of Austria as a major Power would assure Turkey control of the Balkans and a firm position in the Mediterranean.

Naturally, if possible, Turkey needs an ally in an attack on Austria. The two Powers are, after all, about equal

in size and Austria has the advantage of interior lines in defending her homeland. Turkey's options for potential allies against Austria are decidedly limited. Italy and, perhaps, Germany are the only two real possibilities.

If Italy has not already turned west to attack France; then Turkey should have no problem in obtaining an alliance with Italy against Austria. Even if Italy has committed herself to a campaign against France it may be possible for Turkey to persuade Italy to lend a unit or two to a campaign against Austria in return for two or three supply centers. Even if Italy can only provide a fleet in the south and an army in Venice that would be of great value to Turkey in drawing off Austrian units. If worse comes to worse and Austria does make gains against Italy; then Turkey's long-range position should be so much the better. But, in general, the dual alliance of Turkey and Italy should have no real problem in destroying Austria within two or three game years.

I have already indicated that Turkey should expect to gain Greece, Serbia, and Budapest from this campaign. Italy should get Trieste and Vienna. It is conceivable that Italy might get into Greece before Turkey if she commits her entire force to that campaign. In that case Turkey should push especially hard to get Vienna or Trieste.

## 2. With Austria Against Italy

If it is possible this potential alliance has an even lower priority now than it did during the Opening Game and Round One. Turkey's board position is such that it is almost impossible for him to send units from there to the southwest for use against Italy in an alliance with Austria.

If, for diplomatic or strategic reasons, Turkey is going to enter into this alliance he should make sure he knows about it prior to making his last build from Round One. That build should very definitely be a fleet in Smyrna or Constantinople for movement to the Aegean or Eastern Mediterranean. By the time he occupies the Ionian he should have been able to bring another fleet into the Aegean. Then a convoy into one of the Italian supply centers or home provinces is possible.

## 3. With Austria Against Germany, Russia, &/or England

There is a chance, depending on what is going on in Russia; that Turkey and Austria may be forced into an alliance against Germany and either the remains of Russia or England if England has moved far enough south into Russia to be adjacent to Turkish supply centers or units.

It is a bit early to see this kind of grand alliance strategy developing but I would say that by the end of Round Two it could be a very real possibility.

Naturally, in this alliance Turkey's main responsibility would be to keep pushing into central Russia.

Moscow and Warsaw would be the Russian goals in such a push. This is one of the scenarios that could develop along the lines I outlined in the introduction to this section.

#### 4. With France Against Italy

Another possibility is that France has stayed out of the conflicts between Germany and England and has been considering an attack on Italy. If, at the same time, Italy has already pushed into Austria and made considerable gains; then Turkey might want to consider an alliance with France against Italy instead of a direct attack on Austria.

Of course, in rushing to Austria's aid and the attack on Italy, Turkey would pick up most of the Austrian centers. France would probably take Tunis, and some of the Italian supply centers.

If, for any reason, Italy is not a viable ally for Turkey; then I suggest this is the alliance to fall back on.

#### C. Potential Non-Aggression Pacts

During Round Two Turkey will have very real need of at least one non-aggression pact depending on whether he pushes on into Russia or turns back toward the Balkans. If he decides to continue on in Russia he must have a stabilized front in the south. That means a non-aggression pact with Austria and/or Italy. If he decides to turn south he must achieve a stabilization of the Russian front. That means a non-aggression pact with England (I am assuming that England will be in St. Petersburg by this time) and/or Germany (if Germany has taken Moscow/Warsaw).

##### 1. With Italy

A non-aggression pact with Italy, in addition to covering the Ionian, might, by this time, have to cover some areas of Austria if Italy has made gains in Austria. Turkey either needs a neutralization of common provinces or an agreement to maintain units in place without conflict.

##### 2. With England

If England has penetrated into Russia, or is in conflict with Russia in the north, and Turkey decides to turn back toward the Balkans; Turkey may be able to gain a non-aggression pact with England by not interfering with his campaign in northern Russia against Moscow. On the other hand, if relations with England are not good; then Turkey may want to try and arrange a non-aggression pact with the remainder of the Russian units and support them in place against any English or German attackers.

### 3. With Germany

It is not likely that Turkey and Germany will have units adjacent to each other but if it does happen there should be no reason why the two Powers cannot establish a non-aggression pact covering the situation. Turkey should keep a close eye on Germany's progress, or lack thereof, since Germany may be a critical factor in tying down English units during the late Mid Game.

#### D. Defensive Game

Turkey's position is now such that he can hold his position in south Russia and around the Black Sea indefinitely. The chief danger for Turkey now lies in the eastern Mediterranean and Balkans. If, by some chance, Italy and Austria should ally against Turkey and get the jump on him; things would be difficult. Again, I advocate a strong offense as the best defense against this kind of threat. Turkish units established in Sevastapol, Rumania, Bulgaria, the Aegean, and Eastern Mediterranean form a very strong defensive position. That would be the line Turkey should adopt if attacked. The fourth Turkish army should be positioned in either Constantinople, to support Bulgaria; or Armenia, to support Sevastapol. If time and tactics allow it would be nice to put that army in Ukraina since from there it can raise alot of hell with the Austrians in Galicia.

#### E. Offensive Game

During Round Two Turkey's offensive game is likely to take one of two directions. A major emphasis on taking supply centers away from Austria (or Italy in the Balkans); with secondary efforts aimed at establishing a presence in the eastern Mediterranean and a strong defensive position in southern Russia, is the first possibility. The second possibility would call for a continued offensive into central Russia and holding actions in the Balkans and eastern Mediterranean.

Each of these possibilities has merit and each has drawbacks. Your strategic decision as to which approach to use will have to be based on your diplomatic negotiations and your perception of and analysis of events and non-events around you.

#### 1. With Italy Against Austria

The tactical execution of this alliance is relatively straight-forward for a Balkan campaign. Italy's role will be to use her units to put pressure on Austrian defensive positions in Vienna and Trieste by maintaining units in Venice, Tyrolia, and Bohemia. Secondly, Italy will want to move a fleet into the Ionian to put pressure on Greece. And, finally, if possible, Italy may want to convoy an army into Albania to support her attack on Trieste or the Turkish attack on Greece or Serbia.

Turkey's responsibilities will be to push into Galicia to put pressure on Budapest and link up with the Italians in Bohemia, thus completely encircling the Austrian position. Units in Rumania and Bulgaria will put pressure on Serbia. Finally, Turkish units in the Aegean and/or Ionian will attack Greece.

The Greece occupation may be by either Turkey or Italy depending on the tactical situation.

A ring of Italian and Turkish units in Venice, Tyrolia, Bohemia, Galicia, Rumania, Bulgaria, the Aegean, and Ionian (and possibly Albania or the Adriatic) should have no problem in cracking the Austrian defensive position which will be based on armies in Trieste, Vienna, Budapest, Serbia, and a fleet in Greece. It may take several tries to crack the Austrian position (Austrian units almost always have to be annihilated rather than dislodged and annihilating two of them at one time is not at all unusual in this situation) since the Austrians have a variety of inter-connecting and inter-supporting schemes available to them. These schemes can defend certain provinces against any Italian or Turkish attack but they cannot defend all the Austrian supply centers in that fashion. Sooner or later, something has to give.

## 2. With Austria Against Italy

A condition of this alliance would almost have to be the yielding of Greece by Austria to Turkey so that Turkey has clear access to the Ionian around Austria's southern flank. Austria, of course, would then turn north into northern Italy, southern Germany, or central Russia.

Given access to Greece, along with the Aegean and Eastern Mediterranean, and the three fleets needed for the job, Turkey could take the Ionian away from Italy. Having taken possession of the Ionian Turkey can then convoy an army into Naples (if it is undefended), or Apulia (for use against Naples, Rome, or Venice!!) or even Tunis. Then the Turkish goal is to push his fleets as far west and north as possible into the Tyrrhenian, Western Mediterranean, etc. Each newly acquired supply center must be converted into another fleet to keep the process and progress going.

## 3. With Austria Against Germany, Russia, &/or England

Tactically this alliance offers Turkey some interesting and challenging experiences. For Turkey the alliance means an emphasis on a land war in central Europe and Russia. Turkey must move from his position in Sevastapol and Rumania into Ukraina and Galicia, looking for an opening into Warsaw and Moscow. Austria must move through Bohemia and Tyrolia into Munich and Silesia.

The chief danger, of course, to the alliance is that the two Powers will be bottled up and find it impossible to penetrate into Germany or central Russia. And, at this point, a stalemate would be as bad as a defeat.

#### 4. With France Against Italy

As France moves east into the central Mediterranean Turkey will be attempting to move through Austria (whether the Austrian centers are controlled by Austria, Italy, or in contention) into Italy.

Turkey's goal is to pick up as much of the Balkans and Austria's homeland as possible before France establishes herself in Italy. If Turkey can pick up those Austrian/Italian centers quickly he can move his line up to Bohemia, Tyrolia, Trieste, Adriatic, and the Ionian for use as a buffer against a French offensive or as a springboard for his own offensive.

It would be unusual for this particular alliance to get under way this early in the game. But, by Round Three it is a very real possibility and one that Turkey should be ready to exploit. This is an "ideal" situation; not a very realistic probability.

#### F. Waiting Game

Turkey's Waiting Game must, in large part, await developments vis-a-vis Austria. If Austria is an ally; then Turkey must keep pace with her. If Austria is a foe; then Turkey must do everything possible to out-pace her. If Austria is a doubtful situation; then Turkey must wait on her. The same philosophy, in general, applies to Turkey's position vis-a-vis every other Power.

#### G. Adjustments

As a rule of thumb Turkey should alternate his builds from now on (maintaining two more armies than fleets right to the end of the game). An army for use in the Balkans or Russia and then a fleet for use in the Mediterranean is the general pattern that Turkey should follow. Over the course of the game Turkey will need slightly fewer fleets than armies.

#### H. Possible Positions & Supply Centers At End of 1906

Fleet Eastern Mediterranean, Fleet Aegean, Fleet Greece, Army Sevastapol, Army Ukraina, Army Galicia, Army Budapest, Army Serbia, Army Bulgaria.  
Home, Bulgaria, Rumania, Sevastapol, Greece, Serbia, Budapest as supply centers.

IV. ROUND THREE: THE MIDDLE GAME (1907- ): THIRD VICTIM: ITALY

As he approaches the half-way mark toward his goal of eighteen units Turkey will have accomplished a number of very critical goals during the first half of the Mid Game. Among his successes can be counted: securing a strong defensive position in southern Russia; the occupation of the southern Balkans; the elimination of two of his major enemies, Russia and Austria, as major Powers; and the establishment of a strong Turkish presence in the eastern Mediterranean.

The second half of the Mid Game will be devoted to expanding the Turkish sphere of control in the central Mediterranean; pushing into the western Mediterranean; and, perhaps, a secondary offensive in Russia.

Specifically, in Round Three Turkey will be engaged in eliminating Italy as a major Power. This is likely to involve not so much the actual occupation of the Italian homeland, as the occupation of Italy's supply centers in Austria. Additionally, Turkey will expand his zone of control around the Ionian in much the same fashion as he established control of the Black Sea during Round One. So, in Round Three we have the completion of Turkey's Balkan campaign to secure Austria's supply centers and contain Italy's units; the beginning of a middle Mediterranean campaign; and a continued push in central Russia to look forward to.

## A. Acquisition of Occupied Supply Centers

Having established himself in Budapest, Serbia, and Greece; it is only logical that Turkey's attention should next turn to Trieste, Vienna, Naples, and Tunis. While picking up four supply centers during one round is difficult it is not impossible and, for Turkey in this situation, it is entirely feasible. The only real limitation on what Turkey can achieve is the amount of effort that France can, and will, put into holding back the Turkish advance.

## 1. Vienna

With units positioned in Galicia, Budapest, Serbia, and Greece; Turkey's first tactical goal is to put units into Bohemia and Albania. With those two provinces occupied the conquest of Vienna and Trieste is much easier. To take Vienna, which will probably be defended by Italian units in Vienna, Trieste, Tyrolia, and Venice; Turkey must position himself in Bohemia, Galicia, Budapest, Serbia, and Albania. Then, after cutting as many Italian supporting units as possible; Turkey can launch an attack on Vienna. If the Italian defense is particularly strong; then Turkey may have to be prepared to yield (temporarily) Budapest so he can take Vienna. At this point Turkey should be more concerned about board position than supply centers so that the loss of Budapest (temporarily) should not deter his taking Vienna.



## 2. Trieste

With units remaining in Trieste, Tyrolia, and Venice; Italy will be hard-pressed to defend Trieste from Turkish units in Bohemia, Vienna, Budapest, Serbia, and Albania. Of course, it may be a much tighter battle than the one I am outlining here but unless Turkey blows his offensive moves he should be able to pick up one of the Italian centers each year. In fact, with a little luck, he may be able to pick up one each season.

Turkey's tactics, during this period, will be governed by how strong the Italian defensive play is. If Italy puts up a strong defense; then Turkey will want to consider the option of moving a fleet or two into the Adriatic, Apulia, or even Trieste, for use in the campaign against Venice, Apulia, etc. Having the fleet(s) there is handy, especially when it comes time to attack Venice. However, putting a fleet into the Adriatic does slow down the Turkish main advance from the Ionian into the Tyrrhenian. That is something to consider when looking at the French moves in the western Mediterranean.

## 3. Naples

If Italy has as many as four units concentrated in northern Austria for the defense of Vienna, Trieste, Venice, etc.; then he will probably not have sufficient units to defend his southern homeland. That means that Turkey can move units from the Ionian into the Adriatic, Apulia, Naples, Tyrrhenian, or Tunis. Although it will take Turkey a year or two to bring sufficient units up to do much good it is important that he keep the pressure on Italy around the Ionian. This is a critical province for Italy and for Turkey. Turkey is, of course, working toward the goal of gaining the Venice, Tuscany, Tyrrhenian, Tunis defensive line. This may be very important in the campaign against France.

Italy will probably only have two fleets for defending her centers and provinces around the Ionian but those two units can hold off alot of Turkish units for along time if they are played well. If possible Turkey should land an army in Apulia before actually attacking Naples. Then, again if possible, move a fleet into the Tyrrhenian. Those two units, along with a fleet in the Ionian, should be able to do the job.

## 4. Tunis

Tunis's defense rests on Italian control of the Tyrrhenian and Ionian. Once those two provinces are lost Tunis will follow. Most often Italy will place a unit in Tunis and one in Naples when she is driven out of the Ionian. This can drive the Turkish offensive nuts as the two take turns moving, and supporting each other, into the Tyrrhenian. One thing Turkey should be on the watch for in attacking Tunis is the French. French units placed in North Africa or the West Mediterranean can effectively support the Italian unit in Tunis for along time.

## B. Potential Alliances

As we move into the last half of the Mid Game let us pause and look at what is going on across the board. England has become the second major Power on the board with her control of Scandinavia and northern Russia. Germany and France have been engaged in a struggle for the Lowlands which France is slowly winning. France has made some gains against Germany and is now preparing to launch an offensive into the central Mediterranean.

Thus, for our purposes there are three major Powers left with which Turkey need be concerned: England, France, and Italy. Since Italy is our chosen target that leaves Turkey to negotiate with England and France.

### 1. With France Against Italy

If France survives and prospers into the last half of the Mid Game; then the chances are excellent that about this time she will decide to launch an invasion of the central Mediterranean. This presumes, of course, that France and Italy have not already come to blows or formed a hard-and-fast alliance. The sight of Italy being pillaged by invading Turkish units may be too much for the French. Or the temptation to move in and take Venice, Rome, or Tunis from the rear may prove irresistible to the French. Whatever the reason, Turkey should work to promote an alliance with France against Italy as a means to provide additional pressure on the Italians from their other flank.

Since Turkey is occupied in taking the Italian centers in Austria and around the Ionian; there is no reason why Turkey cannot agree to let the French have Rome and Venice. France, if she is smart, will seize on this as an opportunity to pick up a couple of supply centers and, more importantly, take a strong defensive position as far east as possible.

### 2. With England Against Germany

Most of the discussion in the last two rounds has focused on Turkey's role in the Mediterranean and Balkans. We should not, however, neglect Turkey's role in Russia. With units strung out along a line from Sevastapol to Bohemia, Turkey is in a position to have a strong effect on whatever battle is going on between England and Germany in this area. Naturally, Turkey wants to avoid becoming the victim of an English-German alliance so he should look to one or the other of those two Powers for an alliance role as a "junior" ally (see my discussion of this concept in the RUSSIA chapter of S&TPD). While Turkey cannot afford to carry the ball in this area he can devote a few units to assisting one or the other Powers and making sure they don't ally against him.

### 3. With France Against England

As the price of her assistance against Italy France may insist that Turkey help her against England in central Europe. This presumes that France and/or England have already eliminated Germany as a major Power and that the two Powers are in contention for control of the western half of the board. If this situation arises by all means grab it. Turkey should insist on taking Moscow, Warsaw, and perhaps Berlin or Munich, for his assistance in putting pressure on England in Russia.

While it is unlikely that Turkey can make much in the way of gains in central Russia because of the many stalemated positions open to all Powers there; he should make an effort to tie down as many current and potential enemy units as possible.

#### C. Potential Non-Aggression Pacts

The alternative to the kind of aggressive, but moderate, offensive I have outlined above is a Turkish program of non-aggression pacts along his northern front. Such agreements would allow Turkey to devote his entire force (less prudent defensive units) to the campaign in the Mediterranean.

##### 1. With England

A non-aggression pact with England at this point would probably consist of an agreement to maintain units in each Power's provinces but not to engage in any hostile action. Thus, Turkey would sit in Sevastapol, Ukraina, and Galicia. England would sit in St. Petersburg and, perhaps, Livonia. Who will occupy Moscow and Warsaw is obviously a touchy situation. If Russia has managed to survive intact this long both Powers are probably supporting her. The alternative is for the two Powers to negotiate somekind of agreement whereby one gets one of the Russian centers and the other gets the remaining one. Then the two Powers can go back to sitting.

##### 2. With Germany

As Turkey moves further and further into Austria a non-aggression pact (if not alliance) becomes a necessity for relations with Germany. The two Powers will probably agree to ignore each other and respect the German-Austrian border. Turkey doesn't need another enemy at this point and Germany is probably better occupied elsewhere.

##### 3. With France

French units advancing into the Mediterranean could probably reach the line Piedmont, Gulf of Lyon, Western

Mediterranean, and North Africa by the time Turkey gets into the Tyrrhenian. Thus, either the two Powers can agree to a non-aggression pact (or alliance) based on positions such as I have outlined or they can immediately go on the offensive.

#### D. Defensive Game

With Turkish units already in Greece, Serbia, and Budapest; and knocking at the door of Vienna, Trieste, Naples, and Tunis; there is little danger of Italy launching an offensive against Turkey.

Until the situation in western Europe straightens itself out there isn't too much danger of a comprehensive assault on Turkish positions in Russia.

Thus, for the time being, Turkey is fairly safe. There is, always, a danger of a multi-player, multi-Power alliance developing against Turkey. The chief danger in such an alliance is not the threat to Turkey's survival but the fact that it will slow down his offensive.

One of the nice things about the campaign strategy I have laid out for Turkey in this scenario is that Turkey always has a good defensive position to fall back on. That is one of Turkey's real, though not always appreciated, strengths.

#### E. Offensive Game

During Round Three Turkey will carry the campaign launched in Round Two to its logical conclusion and complete the occupation of Austria. Given the momentum of the Turkish attack, the number of units available to him, and the difficulty of the Italian defensive position; there is no reason why this round should not go as well as the last one.

##### 1. With France Against Italy

The French contribution to an alliance against Italy would probably consist of one or two armies and several fleets. These units would move into Piedmont and Tuscany to attack Venice and Rome. In addition, French fleets might enter the Tyrrhenian from the Gulf of Lyon or Western Mediterranean to support the attack on Rome or launch an attack on Tunis.

These moves, combined with the Turkish attack on Vienna, Trieste, Naples, and Tunis should be sufficient to crack the Italian defensive position wide-open.

There is not much danger of the French preventing the Turkish occupation of Vienna and Trieste, but Turkey should be careful to establish a strong fleet force in and around the Ionian. Tunis, Naples, Apulia, the Adriatic, even Albania; are all potentially important in this conflict. Without the occupation of these provinces it will be difficult for Turkey to push his way on into Italy or the western Mediterranean.

## 2. With England Against Germany

To attack Germany Turkey would have to move into Tyrolia, Bohemia, and Galicia in order to launch an offensive on Silesia and Munich. The problem with such an adventure is that England will probably already have units in areas adjacent to these provinces, making the Turkish contribution redundant. Of course, if England has not managed to penetrate any further south than St. Petersburg and it is Germany that controls Moscow and Warsaw; then Turkey has much more room for flexibility and a chance to make some real gains by attacking Moscow, Warsaw, and Munich from Sevastapol, Ukraina, Galicia, Bohemia, and Tyrolia.

## 3. With France Against England

If England is so large that the only coalition that can keep her from winning the game is an alliance between Turkey and France; so be it.

Fortunately, by this time Turkey has enough fleets to make sure the French don't double-cross him and still use a substantial number of armies to push at the English in Russia or central Europe.

In any campaign involving central Europe Turkey should be very careful to resist the opportunity (if it presents itself) to rush off into Germany or northern Russia. Such a move exposes the Turkish position to attack from a variety of directions and stretches the Turkish line farther than he can reasonably hold.

### F. Waiting Game

The only possible justification for a Waiting Game at this time would be a short pause to reposition units for the assault on Italy or to wait for French units to arrive to join in that attack.

### G. Adjustments

Again, continue to build fleets and armies in alternating sequence. By now Turkey should have three or so more armies than fleets.

### H. Possible Positions & Supply Centers At End of 1909

Fleet Smyrna, Fleet Ionian, Fleet Tunis, Fleet Naples, Fleet Tyrrhenian, Army Constantinople, Army Apulia, Army Trieste, Army Vienna, Army Bohemia, Army Galicia, Army Ukraina, Army Sevastapol.  
Home, Bulgaria, Rumania, Sevastapol, Greece, Serbia, Budapest, Vienna, Trieste, Naples, Tunis as supply centers.

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

During the last round of the Mid Game Turkey will be pushing hard in the central Mediterranean in an effort to drive the French out of the remainder of Italy. This could be accompanied by a push in central and eastern Europe to contain the English expansion in that area. As we approach the completion of the Mid Game our scenario has become the perennial favorite, England and France vs. Turkey. Italy will have been eliminated as a major Power. England and France will have eliminated the last few Russian and German units and all supply centers will be in the hands of Turkey, England, or France.

## A. Acquisition of Occupied Supply Centers

If Turkey has pushed his offensive as hard and fast as I suggested he should be in a position by this time to attack the remaining supply centers in the Italian homeland; regardless of whether they are occupied by Italian or French units.

Additionally, Turkey will have to give consideration to moving out into central Europe in the pursuit of some of those English supply centers.

It is very important that Turkey launch his offensive against France in the Mediterranean before France can assume the stalemated defensive position based on Piedmont, Gulf of Lyon, Western Mediterranean, and Tunis/North Africa. France must be kept off balance in the central Mediterranean and on the defensive if Turkey is to have any chance of making further progress.

## 1. Venice

When his units are positioned in Tyrolia, Trieste, Apulia, and, perhaps, the Adriatic; Turkey should have no difficulty in taking Venice from either the Italians or French. There are just not enough places for France to put units to support her occupation of Venice.

## 2. Rome

Turkey can either take Rome from the north, by way of Venice; or from the south, by way of Apulia or Naples. Taking it may be difficult depending on whether France has managed to occupy Tuscany or the Tyrrhenian with units. It may even be necessary to give up Naples or the Tyrrhenian in order to capture Rome. Naturally, that is only a temporary concession. If possible Rome should be taken by a fleet so that that fleet can play a role in the struggle for the recapture of the Tyrrhenian and western Mediterranean.

## B. Potential Alliances

Reduced to a three Power board Turkey's potential alliances are drastically cut; especially when one of the three Powers is France, Turkey's next target. In a sense Turkey's alliance possibilities are reduced to the hope of breaking the French-English alliance so that he can attack France, or England, without interference from the other Power.

### 1. With England Against France

The chances of persuading England to turn on France hinge on a variety of factors: previous English-Turkish relations, the closeness of the English-French alliance, whether England thinks she has more or less to gain from attacking Turkey or France, and just how mercenary the English player is. These are just some of the factors that Turkey will have to take into account when deciding whether to approach England, or France, or neither for an alliance during the last of the Mid Game.

The details of this alliance are not as important as its successful completion. An English attack anywhere on France would be devastating for France and a boon to the Turkish offensive in the Mediterranean.

### 2. With France Against England

The same factors as I mentioned above will profoundly affect whether Turkey can persuade France to join with him in an alliance against England. Previous French-Turkish relations, the closeness of the French-English alliance, whether France thinks she has more or less to gain from attacking Turkey or England, and just how mercenary the French player is. In addition, with France, there is the consideration of how badly France wants to keep England from winning. Would France be willing to attack England if it assured her a chance of winning or, at a minimum, guaranteed her a second place finish?

Again, the details of the alliance are not as important as the existence of the alliance. France must turn north against England immediately. Turkey, on the other hand, must bring her units in the central Mediterranean to a halt and push her forces into central Europe as quickly as possible.

### 3. Going It Alone

The alternative to allying with either England or France for Turkey is a policy of going it alone. By this I suggest that Turkey may find it to his advantage, and within the scope of his capabilities by this time, to continue his attack on France without the assistance of England. His policy vis-a-vis England will be one of watchful neutrality; not attacking England but not running from a fight either. Only Turkey's unique position on the game board leads me to suggest such an audacious policy. That; and the fact that neither England nor France will be able to bring the full power of their forces against Turkey.

### C. Potential Non-Aggression Pacts

By this point Turkey's only remaining chance for a non-aggression pact would be one with England. England may agree to such a pact, or the continuation of the previously negotiated one, if she thinks she can pick up enough supply centers for the victory without attacking Turkey. Turkey, naturally, would like such a pact to continue his attack on France without interruption.

### D. Defensive Game

The odds are better than fifty-fifty, frankly, that England and France will join in an alliance to prevent Turkey from winning the game. The question is: "Can Turkey do anything to prevent it or, if not, to over-come their alliance?" I suggest, tentatively, that the answer is yes.

Naturally, a great deal will depend on the relative skills of all three players. Lady Luck may be an important factor. But Turkey has some advantages that I alluded to above which may compensate for his fewer numbers. First, he has the advantage of a secure rear. Second, he has the advantage of interior lines. Third, he has the choice of where to attack. Fourth, he has a single commander for his units. Fifth, he has the psychological advantage of the offensive.

I suggest that Turkey's position in Russia (Sevastapol, Ukraina, Galicia, Bohemia, and Tyrolia; with appropriate supporting units) is fully capable of holding off any offensive. The enemy can only bring four units to bear: Munich, Silesia, Warsaw, and Moscow. Against those Turkey should be able to hold out.

In the southwest the situation is more difficult since there is more flexibility possible on both sides. But, again, I think Turkey should have the edge if he can push France out of Italy and establish himself securely in the Tyrrhenian, Tunis, and Ionian.

This is, of course, a stalemate position. Turning it into a victory would be proof that Turkey is no longer being played by a novice but by a very skillful player.

### E. Offensive Game

Turkey's offensive game must continue to be based on a campaign in the Mediterranean. During the last round of the Mid Game this will mean the completion of the occupation of Italy. Again, it is possible, depending on circumstances, that Turkey will want to launch a limited offensive into central Europe with the intention of taking Moscow, Warsaw, or Berlin.

#### 1. With England Against France

An alliance with England against France requires little, if any, overt cooperation between the two Powers.



England will probably launch her offensive in the form of a surprise attack on France's supply centers in Germany, the Lowlands, and, perhaps, even France's homeland.

Turkey's offense will focus on the occupation of Venice and Rome, and preparations for an assault on Piedmont, Tuscany, the Gulf of Lyon, and the Western Mediterranean.

Of course, Turkey hopes that when England attacks France she (France) will turn her (France) forces around to defend herself against the English attack. This would make it much easier for Turkey. This may or may not happen. It is one of the psychological factors in Diplomacy that has been insufficiently studied. My own rudimentary studies in this area have indicated that this kind of reflex reaction is not as common as one would think. So, Turkey must be prepared to continue the attack indefinitely.

## 2. With France Against England

If Turkey reverses himself and decides to ally with France against England; he has some fancy maneuvering to do. His fleets in the Mediterranean must find a defensive position to hold. His armies must turn north and attempt to bust through the English line I discussed above. Of course, France will be pulling his units back for use against England in the north and west.

This kind of changing of direction at this late stage is very difficult to pull off. Only the danger of a clear English victory without such a change and the probability of the change of direction having the desired effect (e.g. stopping an English victory) should impell Turkey to such an action.

## 3. Going It Alone

If the English-French alliance cannot be broken; then Turkey must push on alone. In this case pushing on means the attack on France in the Mediterranean. A secondary effort might be made in Russia but giving up that strong defensive position may not be in Turkey's best interests. The best course is probably to throw everything possible at France and hope for the best.

### F. Waiting Game

Only if it would guarantee a break-up in the French-English alliance should Turkey consider any pause in his attacks on France in Italy.

### G. Adjustments

By now Turkey should have a line of fleets extending from his homeland to the Tyrrhenian which can be fed as new supply centers are taken. The same system would apply to his armies.

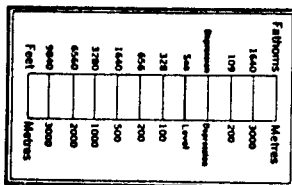
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————— Boundaries of provinces and bodies of water.

————— National and Imperial boundaries.

① Provinces containing this symbol are supply centers.

# CONFERENCE MAP



## H. Possible Positions & Supply Centers At End of 1911

Fleet Aegean, Fleet Ionian, Fleet Tunis, Fleet Naples, Fleet Tyrrhenian, Army Rome, Army Apulia, Army Venice, Army Tyrolia, Army Bohemia, Army Galicia, Army Ukraina, Army Sevastapol, Army Constantinople, Army Bulgaria. Home, Bulgaria, Rumania, Sevastapol, Greece, Serbia, Budapest, Vienna, Trieste, Naples, Tunis, Rome, Venice as supply centers.

## VI. THE END GAME (1912- )

As our scenario closes we find that Turkey is within three units of victory. He is engaged in a struggle with France in the western Mediterranean and is nominally "allied" with an England that is fast becoming as large as he is. Turkey's goals during the End Game are simple: to complete the Mediterranean campaign successfully and, in the process, eliminate France as a major Power. Secondly, Turkey hopes to acquire sufficient units to achieve a decisive victory.

It is now a race between Turkey and England to see which Power can acquire enough of France's supply centers to reach the eighteen supply center level first.

### A. Acquisition of Occupied Supply Centers

As he moves further west in the Mediterranean Turkey has access to two additional French supply centers: Marseilles and Spain. With the occupation of those two centers Turkey will have completed the last two major tactical goals we set forth in The Opening Game, the conquest of the Mediterranean and the elimination of France as a major Power.

#### 1. Spain

For convenience of discussion let me suggest that it will be Spain that falls to Turkey first rather than Marseilles although in fact it may be the later province that falls first. To take Spain from France will require the weakening of the French defensive position by the removal of various units (supply centers lost to England and Turkey). In addition Turkey will have to place units in the Western Mediterranean and Gulf of Lyon for the actual attack. An additional unit in Piedmont will be necessary to cut any support from Marseilles for Spain. Spain should be occupied by a fleet moving into the south coast.

#### 2. Marseilles

Once Turkish units are emplaced in Spain, Piedmont, and the Gulf of Lyon it should not be difficult for Turkey to blast his way into Marseilles since, by this time,

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France will probably be reduced to one or two units. If possible Marseilles should be occupied by a Turkish army.

#### B. Potential Alliances

During the End Game Turkey will be in direct competition with England for the remaining French supply centers. Whether the two Powers will come into actual conflict is difficult to project but I would say the odds favor it very much.

#### C. Potential Non-Aggression Pacts

Turkey has no remaining non-aggression pacts unless, by some miracle, a single unit of some minor Power is still surviving somewhere on the board supported by Turkish units.

#### D. Defensive Game

During the End Game at any moment it is possible that Turkey will be attacked by England and any other surviving Power's units. Be prepared and never let your guard down; especially when the going is beginning to look easy. Even at this point Turkey's position is such that, if attacked, he can almost guarantee himself a stalemate by assuming an unbreakable defensive line.

#### E. Offensive Game

Turkey's offensive at this point is directed toward France but aimed at England. Turkey must take supply centers from France because that is the only place where he can get them. But his real opponent is England. The two last major Powers are in a race to the finish.

#### F. Waiting Game

Obviously, this is not the time for a Waiting Game.

#### G. Adjustments

Units built during this stage will have little effect on the outcome of the game but those units must be built in order to assure that Turkey has a majority of units on the board at all times.

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

Fleet Spain south coast, Fleet West Mediterranean,  
Fleet Gulf of Lyon, Fleet North Africa, Fleet Tyrrhenian,

Fleet Ionian, Army Marseilles, Army Piedmont, Army Venice, Army Tyrolia, Army Bohemia, Army Vienna, Army Galicia, Army Ukraina, Army Sevastapol, Army Rumania, Army Constantinople. Home, Bulgaria, Rumania, Sevastapol, Greece, Serbia, Budapest, Vienna, Trieste, Naples, Tunis, Rome, Venice, Spain, Marseilles, as supply centers.

## VII. EPILOGUE

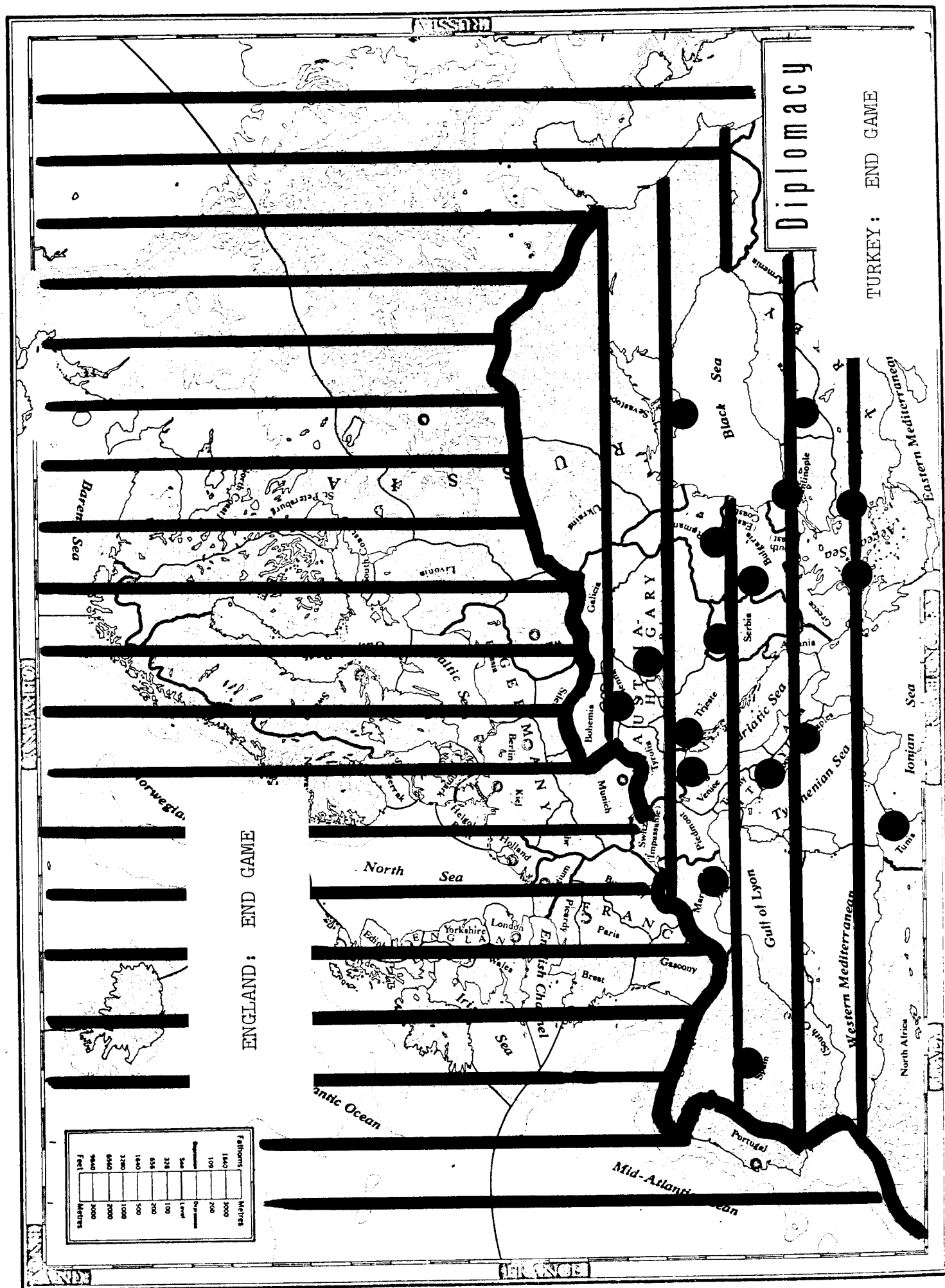
Hopefully, by now you have realized that Turkey ended the game in this scenario with only seventeen units and seventeen supply centers. The other seventeen centers? England got them. You see, it ended up as a tie game.

If you read this entire project you should be able to analysis for yourself where Turkey went wrong. Why didn't Turkey get that eighteenth supply center? Surely he had enough chances to pick up one of the Russian or German centers.

Why? Why not?

APPENDIX

<u>Year</u>	<u>Position</u>	<u>Supply Center</u>
1901 (Start)	F Ankara A Constantinople A Smyrna	Home
1902	F Ankara A Armenia A Bulgaria *F Constantinople	Home +Bulgaria
1903	F Black Sea F Constantinople A Sevastapol *A Armenia *A Bulgaria	Home Bulgaria +Rumania +Sevastapol
1906	F Aegean F Greece A Ukraina A Galicia A Budapest A Serbia *F East Mediterranean *A Sevastapol *A Bulgaria	Home Bulgaria Rumania Sevastapol +Greece +Serbia +Budapest
1909	F Tunis F Naples F Tyrrhenian A Trieste A Vienna A Bohemia A Galicia A Ukraina A Sevastapol *F Smyrna *F Ionian *A Constantinople *A Apulia	Home Bulgaria Rumania Sevastapol Greece Serbia Budapest +Vienna +Trieste +Naples +Tunis



Fathoms	Meters
1640	3000
109	200
54	100
328	600
656	1200
1640	3000
3280	6000
6560	12000
9840	18000
Fathoms	Meters

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1911

F Aegean	Home
F Ionian	Bulgaria
F Tunis	Rumania
F Naples	Sevastapol
F Tyrrhenian	Greece
A Rome	Serbia
A Apulia	Budapest
A Venice	Vienna
A Tyrolia	Trieste
A Bohemia	Naples
A Galicia	Tunis
A Ukraina	+Rome
A Sevastapol	+Venice
*A Constantinople	
*A Rumania	

1912

F Spain s.c.	Home
F West Mediterranean	Bulgaria
F Gulf of Lyon	Rumania
F North Africa	Sevastapol
F Tyrrhenian	Greece
A Marseilles	Serbia
A Piedmont	Budapest
A Venice	Vienna
A Tyrolia	Trieste
A Bohemia	Naples
A Vienna	Tunis
A Galicia	Rome
A Ukraina	Venice
A Sevastapol	+Spain
A Rumania	+Marseilles
*F Ionian	
*A Constantinople	

\*Indicates new build

+Indicates new supply center

All years are for winter season