

WHY ME ?

Issue # 40

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Nobody out there commented on it (or probably noticed it) but this is the third anniversary issue of Why Me ?. So what's special about it?, nothing ! I do have a nice article for you from Al Pearson and a few letters but no double issue this time. Sorry about that. Now on to other things.

.....
I read recently somewhere (I forget the 'zine, perhaps Emhain Macha?) that several people in the hobby were trying to persuade me to keep publishing. Well folks, as surprising as it may be, nobody has even tried to convince me to keep publishing ! I'm kind of surprised that this is the case, but maybe most of you know what a hard-headed type that I am and figure it's a waste of your time.

.....
The "Hobby Mascot" poll is over and the winner was BRUX, Jack Masters Dog. The complete results were published in the latest issue of Lone Star Diplomat by Mike Conner, 3214 Beverly road, Austin, TX 78708. Send Mike a couple of 18¢ stamps if you're interested in seeing the complete results.

.....
Now Jack Masters wants to elect a "Hobby Queen". I'm afraid I can't really get interested in that one as there is only one Hobby Queen in my mind and that is my wife Sandy. She has put up with my hobby for over 7 years now (as a player, Publisher, GM, BNC, and more). Not only that but she has had to put up with her oldest son being a Dip addict also ! Even my younger son is a wargamer. So who else do you know that has both a husband and a son involved in Diplomacy, who has to put up with all 3 male members of her family running off to War-game conventions every year, and has to listen to conversations all night about why I made such a dumb move in one of my games ? So, I'm not nominating her for the poll, but I am paying personal tribute to my Hobby Queen, Sandra Kendter.

..... PLUGS.....

Jack Masters has openings in Cosmic Encounter. Send Jack a couple of 18¢ stamps if you are interested in playing this game. His address is: 25711 N. Vista Fairways Dr., Valencia, CA 91355.

.....
PEEK issue #2 is out. This is the famous 'zine by Diplomacy's only known groupie. For a sample send a few stamps to: Occupant, Box 6824, Burbank, CA 91510. And Janie baby, I didn't mean just one morning ! This 'zine is worth getting just for all the gossip in it and for the glimpses of Jane that it provides. When are you coming East Jane ?

.....
The Chamber is a new 'zine that arrived this month. This one is by David Manuel, 10318 Oakgate, Bellflower, CA 90706. Subs are \$4.50 for 10 issues. Gamefee is \$2.00 plus a \$3.00 NMR deposit. As with all new 'zines I suggest you send for a sample first.

.....
Does any body out there know anything about the convention to be held in Cherry Hill, NJ ? I've seen mention of it in several wargaming 'zines but I've yet to see an address to send to for pre-registration. If this tournament is going to be succesful they had sure better get on the ball and tell us where to get information !

1980 A Winter 1906 only Separation by request

Austria(Parker) Builds A Bud

England(Schuetz) Builds A Lon, A Edi

France(Schiwautz) Builds A Par, A Mar

Germany(Wilson?) NMR GM removes F Liv, A Sil

Italy(Arnott?) NMR GM retreats F Tun-OTB

Russia(Cooper) even (see C.O.A.)

Turkey(Cartier) even

C.O.A. Phil Cooper, 80 East Brandis Ave, Staten Island, NY 10308

If Ger & Ita miss again thier countries will go into C.D.

Deadline for Spring 1907 is May 1st, 1981 orders on file for most.

.....
1980 AN Spring 1906

England(Ditter) F Lvp-Wal, F Iri-Eng, F Swe-Nwy, F MidOBre (dis-Iri,
NAO, Gas, Wes, Naf, OTB)

France(Masters) A Bel-Ruh, A Bur(s)A Bel-Ruh, A Pic(s)A Bur, F Por-Mid,
F Bre(s)F Por-Mid, F Eng-Nth (dis/ann)

Germany(Sergeant) F Hol-Bel, F Nth(s)Eng F Iri-Eng, A Mun-Bur, A Lon-H,
A Boh(s)Rus A Gal, A Ruh(s)A Mun-Bur

Italy(Ledder) A Ser(s)Tur A Bul-Rum, F Gre-Aeg, F Ion-Aeg, F Nap-Tyrs,
A Pie-Tyr, A Ven & A Vie(s)A Pie-Tyr, A Bud-Gal, F Wes-Spasc

Russia(McLendon) A Pru-Sil, A Gal(s)Ger A Boh, A Sev-Mos, F Rum-Sev,
A Ukr(s)F Rum-Sev

Turkey(Blank) A Bul-Rum, F Bla(s)A Bul-Rum, A Arm-Sev, F Con-Bulec

DEADLINE for Fall 1906 is May 1st, 1981

Press:Paris: I have but one desire in this game; to give all my centers
to Italy

Naples: The south shall rise again !

.....
1980 AE Winter '06 Fra builds A Mar. Eng no adjustment needed.

Spring 1907 Austria makes a fatal error in support.

Austria(Quinn) A Bud(s)A Tri, A Tri(s)A Vie, A Vie(s)A Tri (dis/ann)

England(Conner) A Arm(s)A Mos-Sev, A Mos-Sev, A StP-Mos, A War-Gal,
A Sil(s)A War-Gal, A Liv-War, F Nwg-Bar, F Nth-Nwg, F Hel-Nth,
F Bal-Den, A Kie-H, A Ber-H

France(Ditter) A Ven-Tri, F Adr(s)A Ven-Tri, F Tun-Ion, F Tyrs & F Nap
(s)F Tun-Ion, A Boh-Vie, A Tyr(s)A Boh-Vie, A Mun(s)A Tyr,
A Bur-H, A Mar-H, F Con-Bla, F Wes-Lyo

Turkey(Turner) F Aeg(s)F Eas-Smy, F Eas-Smy, A Bul-Con, A Ukr-Sev,
A Ser(s)Aus A Tri, A Rum(s)A Ukr-Sev, F Sev-Bla

DEADLINE for fall '07 is May 1st, 1981

Press: Turkey to England: I don't suppose you would want to ally with
me and attack France?

Turkey to France: I Don't suppose you would want to ally with me and
attack England ?

Turkey to Austria: I think we spotted them enough armies. What do you
say we start playing ?

Turkey: The government has recieved information that there are both
French and English SPYS in our homeland. We demand that the be removed
at once or they will be executed !!!!

Austria to Eng & Fra: Just curious-which one of you voted "no" on the
Eng/Fra draw? To the one who voted "yes"-If I were you I'd watch my
back. To the one who voted "no"-it's obvious you want everything. If
I were your ally I'd be a little cautious.

.....
1979 HD Winter 1909

England(Schleinkofer) Builds A Lon

Germany(Howe) Builds A Ber

Italy(Byrne) Removes F Lyo, F Wes, A Vie (see C.O.A.)

Turkey(Kador?) NMR plays two short Spring on next page

1979 HD Spring 1910 Turkey fails to capitalize on his gains

Austria(Hyatt) NMR A War-H

England(Schleinkofer) F Mar-Lyo, F Eng-Mid, F Nth-H, A Gas-Mar,
A Bur(s)A Gas-Mar, A Lon-H, A StP(s)Ger A War (OTM),
F Spasc-Wes, F Por-Spasc, F Mid-Naf

Germany(Howe) F Swe-Bal, A Ukr-Rum, A Mos-Sev, A Ber-Sil, A Gal-Bud,
A Boh-Gal, A Tyr-Vie, A Mun-Boh

Italy(Byrne) A Pie-Tus, A Ven(s)A Pie-Tus, A Tri(s)Ger A Gal-Bud

Russia(Conner) A Sev-Rum

Turkey(Kador?) NMR F Rom, F Nap, F Tun, F Bla, A Arm, all H.

A Bud (dis-Ser, OTB)

DEADLINE for Fall 1910 is May 1st, 1981 A draw between Eng/ Ger
has been proposed. Please vote. Not voting counts as YES.

C.O.A. Italy 160-02 43rd Ave 2nd floor, Flushing, NY 11358

STANDBY for Turkey: Walt Aucott, 621 Poplar St., Cayce, SC 29033

Press:Italt to Turkey: Good move, Eng now rounds the corner-I will not
help a jerk-but my units now belong to England.

Italy to Eng & Ger: Kill the Turkey !

Russia: Oh, it's nice to be back in the homeland. I hope this is the
beginning of a trend.

Russia-Turkey: I know I'm just an underling, but why'd you do it ?

And am I next ???

Russia-Germany: Thanks for the compliment. Even if it's true, it
doesn't do me much good.

.....
1980 CB Winter '05

Austria: Builds A Tri

England: Builds A Lon, F Edi

France: Builds A Mar, F Bre

Italy: Removes F Aeg, F Apu

Russia: NMR plays 1 short

Turkey: even

Spring 1906 NMR's plague the game .

Austria:(Beyerlein) A Tri-Tyr, A Ven(s)A Tri-Tyr, A Rum-Bud, A Bul-H,
A Gre(s)A Bul, F Alb-Ion, F Adr(s)F Alb-Ion

England(Ronderos) F Edi-Nwg, F Ska-Nth, F Den-Bal, F Swe-Bot,

A Fin-StP, F Nwy(s)A Fin-StP, A Lon-H, A Kie-Ber ((See note))

France(Ragsdale) F Bre-Mid, A Mar-Pie, A Mun-Boh, A Tyr(s)A Mun-Boh
(dis/ann), A Bur-Mun, A Ruh(s)A Bur-Mun, F Tyrs & F Nap (s)

F Tun-Ion, F Tun-Ion

Italy(Schleinkofer) A Rom-Nap

Russia(Wilson?) NMR A Ber, A Sil, A Vie, A Mos, A Ank, F Con, H

A StP (dis-Liv, OTB) (see standby below)

Turkey(Hart) A Amr-H NMR

Standby for Russia: Ben Schilling, Apt 315, 24730 Roosevelt Ct,
Farmington Hills, MI 48018

Note on England: His new address is 5353 not 5323 as reported

No standby will be called for Turkey. If Hart misses it will go CD

DEADLINE for Fall '06 is May 1st, 1981

Press: Paris: I always wanted to know what it would be like to go to
a warehouse, and now Lee claims I are in one. But Lee, where are the
wares?

Paris-Roma: Once again, my profuse apologies, but "when the whistle
blows", the 314th goes, and Dippy activities close.

GM here: I tried calling Wilson but he was not home. I also tried to
call Hart but I got no answer. At least I tried gentlemen.

DRAW PROPOSAL: there is a proposal for a E/E 2 way draw. PLEASE vote
as not voting counts as a YES.

1980 KL Fall 1902 Turkey's NMR puts him in big trouble

Austria(Quinn) A Gal(s) Rus A Rum, A Bud-Tri, A Ser-Bul, A Gre(s)
A Ser-Bul, F Aeg(s) Ita A Tun-Smy

England(Pierce) F Nth ret to Ska. F Nwg-Nwy, F Ska & F Nth(s)F Nwg-
-Nwy, A Lon-H

Fracne(Parker) A Bur-Bel, A Mar-Bur, A Pic(s)A Bur-Bel, F Eng(s)
A Bur-Bel, F Mid(s)F Eng

Germany(Melot)(See COA) F Hol-Hel, A Den-H, F Kie(s)A Den, A Bel-H
(dis-Ruh, Hol, OTB), A Pru-H, A Sil(s)A Pru

Italy(Landon) A Ven-H, A Tun-Smy, F Ion & F Eas(c)A Tun-Smy

Russia(Blau) F Nwy-H (dis-Bar, StPnc, OTB), A Swe-H, F Bot-Bal,
A Mos-War, F Sev(s)A Rum, A Rum(s)A Gre-Bul (nso)

Turkey(Hart?) NMR A Con, F Bla, A Arm all H, A Bul (dis/ann)

DEADLINE for Winter '02 and Spring '03 is May 1st, 1981

COA. AB David Melot, 199-52-4048, PSC #3 SQ 3706 Flt 241, Lackland,
AFB, TX - 78236 (hope that's right Dave, you write small)

No standby will be called for Turkey. If Hart misses it will go CD.

Supply Center Chart

Austria: Home, Ser, Gre, BUL	6 builds 1
England: Home, Nwy	4 even
France: Home, Por, Spa, BEL	6 builds 1
Germany: Home, Bel , Hol, Den	5 remove 1
Italy: Home, Tun, SMY	5 build 1
Russia: Home, Swe, Rum	6 even
Turkey: Bel , Smy , Con, Ank	2 remove 1 (1 ann)

Press:

Italy-Austria: Well, yes. I am human..sort of. Actually, I'm a pak protector, but don't let that worry you. It just makes me very protective of my friends, that's all. By the way, need any tree-of-life?

Napoli: Tiberius I ordered the 2nd marines to depart from Africa and sail for the new to-be-conquered lands. Tiberius I was contacted in the now - charted waters of the East and was quoted as saying, "The Africans now know that we only came to provide toga parties and wine. I hope these tarks are as receptive. I mean, my 2nd marines are basically friendly people, but they can get very mad when their toga party plans are interrupted."

Berlin to Everyone: Hi from the USAF. Basic Training is lousy but I'm making it!

Berlin-Turkey: I know someone's down there. How about communicating with other parts of the world.

Berlin to Moscow: I need Lebensraum (living space) to the east because it's getting clusted in the west.

Berlin to Italy: Remember to make as few waves as possible because little ripples ger bigger + bigger.

.....
1979 KQ Fall '08 Turkey gets hurt in the only action on the board !

France(Hart?) NMR F Eng-OTB, A Mar, A Bur, A Yor, F Edi, F NAO -H

Germany(Wilson?) NMR F Edi, F Nth, F Nwy, F Hol, A Lon, F Eng, A Ruh,
A Mun, A Tyr, A Sil all H

Italy(Cartier) A Ven-Tri

Russia(Townsend) A Vie(s)Ita A Ven-Tri, F Sev-Rum, A Ukr & A Gal &
A Bud (s) F Sev-Rum, A Mos-Sev

Turkey(Aucott) A Tri-Ven(dis-Alb, OTB), A Bul-Ser, F Bla(s)A Rum,
A Rum(s)A Arm-Sev (dis-Bul, OTB), A Arm-Sev, A Smy-Gre,

F Aeg(c)A Smy-Gre, F Tyrs-Wes, F Tus-Rom, F Ion-Adr

DEADLINE for winter '08 and Spring '09 is May 1st, 1981

All draws and concessions failed. No new proposals

Supply center chart on next page And standbys names

1979 KQ supply center chart

France: Home, Por Lvp, Spa	6 build 1 (1 ann)
Germany: Home, Hol, Den, Lon, Edi, Swe, Nwy, Bel	10 even
Italy: Ven, TRI	2 build 1
Russia: Home, Vie, Bud, RUM	7 build 1
Turkey: Home, Bul, Gre, Ser, Tun, Kaa , Rom, Nap, Txx	9 remove 2

Standbys:

France: Keith Mercer, RD 6 Old Ash Rd, Mercer, PA 16137
 Germany: Steve McLendon, Box 57066, Webster, Tex 77598

.....
 1978FL, Spring 1910, GM--Art Schleinkofer, 3108 E St., Phila., PA 19134

Austria(Mooney)F Lyo(sup)ITA A pie-Mar, F Naf (sup)ITA F Wes-Mid(NSO),
 A Tyo(sup)A Vie-Boh, A Tri(Sup)A Tyo, A Vie-Boh, A Rum(sup)A Gal,
 A Ukr(sup)A Mos, A Sev(sup)A Mas, A Mos-H
 England(Tucker)F Iri(sup)Fre F Mid, F Nth-H, F Nwg-H, A Lvn(sup)
 Ger A War, A Stp-Mos
 France(Schiwautz)A Spa(sc)(sup)A Mar, F Por(sup)F Mid, F Mid(sup)
 F Spa(sc), A Gas(sup)F Spa(sc), A Mar(sup)F Spa(sc), A Bur-Mar
 Germany(Kendter, Jr) F Den-H, A Hol-H, A Mun(sup)A Boh, A Boh-H,
 A Sil(sup)A Boh, A Pru(sup)A War, A War-H
 Italy(Conner)F Wes(sup)AUS F Naf-Mid(NSO), F Tun(sup)F Wes, F Tyh
 (sup)AUS F Lyo, A Rom(sup)A Ven, A Ven(Sup) AUS A Tyo, A Pie-Mar
 Deadline for the fall 1910 moves is April 25, 1981.

 Egads, all this space left to fill !! Let's see, what can we discuss ?

I know, let's talk about what would happen IF (and that's a BIG if) I decided to continue publishing Why Me ? First, let's talk a little bit about why I want to discontinue it. TIME is my main problem. I have a LOT less free time than I used to have. There are several reasons for this, and I'm not going to go into all the details of my personal life. It normally takes me several days to do this 'zine. I start early in the week and type up the articles (on those rare occasions when there are any), the letters page(s), any editorials I may have, The front page, Correct my mailing list, Type any labels I need, Etc. Then , on Friday (deadline day) I start adjudicating and typing up the games. I usually finish the games on Friday and the zine is ready to print. As I work on Saturday, I have to wait untill Saturday Evening to run the stencils off on my Mimeo machine. I then spend the rest of saturday stapeling, folding, putting stamps and labels on, and gettin ready to put this in the mail. 90% of the time I drive out to a box a few miles from here that has a 10:00 o'clock Sunday morning pickup. (not all boxes in Philly have Sunday or holiday pickup). Thus, I spend a few days doing this. Now, I DO enjoy gamemastering the games, so here's how things would be IF I decide to keep going.

- 1) I would strictly run games. No articles, only occasional letters, and a few rare editorials. Thus, I would become a "warehouse" type of 'zine. Many people have told me that my gamemastering is my strongest point, so I feel that I would have no problem in filling any games that I chose to open.
 - 2) I would still try to give you quick turn-around time on the game results. This has always been a Why Me strong point and I would not continue if I couldn't do this.
 - 3) NO NON-PLAYING SUBBERS WOULD BE ALLOWED. (unless they agreed to be on my standby list. and not those who would limit themselves to one standby position only). Why ? Because this would cut down circulation and save me a lot of time in getting this out. Besides, there wouldn't be anything for them to read anyway !
- So, there you have it. The POSSIBLE future situation with Why Me. I'll print comments (brief PLEASE) next issue if any fo you send some.

The letters page (This months letters all respond to Russ Blau)

From Mark Berch

I favor deposits, tho interest is too much of a bother. I don't know whether the use of deposits cuts down the departure rate, perhaps it doesn't. But I suspect that it increases the chance of a resignation rather than a dropout, since the guy may get a few extra bucks just for that final set of orders. And if it provides a few extra \$\$\$ to the GM (maybe delaying the increase in subbing costs) thats good too. Or of the standby list is chronically low, it can be bolstered by having the deposit go to the standby if he plays out the position.

From John Michalski

I was disappointed to see the letter from Russ Blau with the same old dumb lines about how no standbys cause him problems and spoil a game. Perhaps if a standby had come in to replace the irresponsible dropout he chose as his ally, said standby would promptly have stabbed Mr Blau in the back, and then we'd hear a slightly different tune.

Standbys are nothing but trouble. I can count on the fingers of half a hand the number of times I've been helped, or not just hurt, by a standby. Most often one finds a standby who doesn't care, and rarely is contacted, let alone contacts anyone else. And they play accordingly. I would much rather take my chances with "dead" units than to turn an on-going game over and "reshuffle the deck" by tossing an unknown into it. I think you enter a game with 7 others for better or worse, and you should play it out from there. If your enemy drops, you decide right. If your ally drops, Mr Blau might try sending them a few postcards with orders to be signed and mailed, or even just some blank cards with a return envelope, and say "I can understand your giving up, but please let me play out your spot for at least 2 seasons so I don't go down the tubes". That's legal, and will work if you try and are not dealing with a total loser. Some people might resent the ploy, but you can still try. (just mail it seperate from your own orders of course). It beats the hell out of finding the typical standby suddenly beside you. I don't think that Mr Blau used much thought. A no-standby policy is the only reasonable way to go.

((I can't completely agree with you John, especially in certain situations. In a game I'm in right now a dropout has ruined any chance I had of partipating in a draw. Why? because his ally is now going to walk away with the game and I can't do anything about it. After I had worked my ass off trying to set up a stalemate line, and insure a 4 way draw, I will now get nothing for my efforts. True, a standby might have let the other fellow win anyway, but I doubt it. I've found that most standbys will not communicate much, but they will do as you ask if you communicate with them. I pay to play against 6 other people. If one of those people becomes replaced by a jerk, and I can't bargain with him at all thats one thing. But at least I can try to bargain with him. I can't even write to a power in civil disorder. I guess the issue of standbys vs no standbys will be debated as long as we have postal Diplomacy. Lee))

From Russell Blau (the guy that started all of this)

Thanks for your comments last issue. You're probably right that keep ing track of interest would be too complex. It would probably only be worthwhile when the deposit is very large (on the order of the Postal tournament fee).

I agree with you that people will not play a game out to its conclusion in order to get thier deposit back. But if the deposit was refunded when a player resigned, provided he gave the GM enough notice , I think we'd find people would send in a resignation instead of simply dropping out if there were \$10 or so riding on it. This would solve the main problem, which is the disruption of games caused by NMR's. Having a new player come in without disruption is not nearly as harmful to the game.

In most cases it is extremely unwise for the German player to initiate the game with an attack on Russia. Occasionally though there arise much to recommend the early attempt to remove the eastern neighbor. Of major concern is the incompetent Russian player; usually he should be removed quickly because he will not prove to be a good ally, and someone else will quickly pick up the Russian centers. If anyone gets Russian centers, the German should want it to be Germany.

After a review of the many possible openings to launch an attack on Russia the following seven will be discussed:

1. A Mun-Sil A Ber-Kie, F Kie-Den
2. A Mun-Sil A Ber-Pru F Kie-Hol
3. A Mun-Sil A Ber-Pru F Kie-Den
4. A Mun-Sil A Ber-Pru F Kie-Bal
5. A Mun-Kie A Ber-H F Kie-Den
6. A Mun-Ruh A Ber-Kie F Kie-Bal
7. A Mun-Kie A Ber-H F Kie-Bal

In all but one case the fleet moves are to either the Baltic or Den to pressure the Russian expansion towards Sweden. This second alternative is considered an anti-England and Russia opening, and Germany should consider this only if France and Turkey are guaranteed partners in the attack on this two victims. Because Germany is usually better served by concentrating forces on one victim, this alternative is not recommended.

The other attacks either directly push on War or put pressure on Swe and/or Liv. Rather than look at the individual plans, first the implication of the alternative movements of the individual units will be reviewed.

A Munich

In the above listed attacks on Russia the unit in Mun has only three real choices: Sil, Kie, or Ruh. A move by A Mun to Ber can be considered, but it accomplishes the same as if A Ber holds and A Mun head elsewhere (except in the case of Pru, and Pru is not a preferable position) In Sil, the unit threatens War, possibly with the support of the Ber unit now in Pru. The unit in Sil cause the Russian to guard the Warsaw center immediately, distracting from previous plans. If Austria has moved into Gal, the German army in Sil can be a bargaining tool to give or receive support inot War. A Move by A Mun to Kie also offers a number of favorable options; this unit may occupy Den if the final goal of the fleet is the Bal, or take Hol for a second build. Another point to remember is that A Mun-Kie in itself is not threatening to Russia, so with the appropriate other moves the upcoming attack on Rus is slightly camafleged. The final choice for the unit is the Ruh. which is npt directly t hreatening tp Russia, while allowing the German some protection against the French. In the Ruh the unit can proceed to Hol, cause trouble in Bel, or head toward Bur if Germany is foolhardy enough to want a two front war.

A Berlin

The Army in Ber has only 3 real choices for an intial move when Ger is attacking Russia: Pru, Kie, or hold. When A Ber holds, the burden of the offensive effort falls on the other two units, but the unit in Ber is in a position to react to any outside activity as well as be conveyed in the fall turn. Armies can be conveyed from either Ber or Kie with the same effect, which will be discussed later. When the unit moves to Pru, this is almost always in conjunction with A Mun going to Sil, giving Germany a 2 on 1 against War. If the Russian has ordered the moscow unit to either StP or Sev succesfully, German armies take War. The unit in Ber also has the option to move to Kie. This can be usefull in several instances. The German Fleet may first go to Den, then to the Bal with the Army moving into Den for the build. ((cont))

and setting up a good position to attack Swe. In addition the unit in Kie may take Hol if necessary. Sometimes the unit goes to Kie while A Mun goes to Sil, which gives the German a preferable position to the alternative in which A Ber to Pru and A Mun to Kie. The unit in Sil is more powerfully placed than in Pru, so A Mun-Sil and A Ber-Kie is better than A Mun-Kie and A Ber-Pru

F Kiel

The fleet in Kie gives an attack on Russia great diversity, not in first season moves, but in the number of options available in the fall pertaining to targets and convoys against Russia. In only one instance is the fleet not ordered to the Bal or Den; in plan 2 the fleet is ordered to Hol while both armies attack War. This is a rather odd position in that Germany gives Swe to Russia while attacking War; this move also does not set up a next move attack on Swe which would be a saving grace. If the fleet moves to Den, it has two choices in the fall, keeping Russia out of Swe or moving to the Bal either to set up an attack on Swe in the spring or convoying into the heart of Russia, Liv. If the fleet first goes to the Bal, it still can keep the Russian out of Swe in the fall, and it is still in a position to attack Swe or convoy an army the next turn. The major drawback to F Kie-Bal is that Russia is immediately notified of German intentions.

The German offensives

There are 7 initial German attacks on Russia outlined at the start of this article which will be briefly discussed as to advantages, drawbacks, and Fall alternatives. While the 7 plans listed do not include all possible alternatives, this list does include the major attacks. Players are encouraged to seek out additional plans, but these do offer a good group to select from.

Plan 1 puts slight pressure on Russia with the unit next to War, but by itself, the unit can't take War. Russia may be convinced that Germany had been told of Russian plans to move to Sil and the German move was purely defensive. If Germany was attacking would not more pressure be put on War? This explanation may work. This opening allows Germany to get 2 builds (Hol & Den) with luck and still keep Russia from Swe if desired. If Germany is trusting of Eng & Fra he can order F Den-Bal and A Kie-Den for one build in '01 and a very good attack on Swe in '02. This attack on Swe is usually successful, and the unit in Sil still pins down at least on other Russian unit.

Plan 2 allows Germany to get a build for Hol and get a 2 on 1 against War. This attack on War can succeed if the A Mos has moved out of position. Unfortunately the fleet is now out of position to even contest Swe, therefore allowing the Russian a build with no hope of attacking Swe in early '02. This attack does allow the German to react to a possible problem with England. The Fleet in Hol can have much to say about the faith of Bel while guaranteeing the German at least one build. This plan leaves Den open to the English if he wants the center instead of Bel or Nwy. This opening is not recommended unless Germany has firm commitments from France & Turkey to keep things hot for Eng & Russia.

Plan 3 is normally much preferred over plan 2, From Den, Germany can keep Russia from Swe in '01, and the attack on War is in full force. This attack shows little regard about the fate of the low countries, and hopefully for turning Bel & Hol loose, Eng & Fra will be otherwise occupied while Germany carries out the eastern attack. Care must be taken to keep E-F off the Germans back until Germany is prepared to face the problem. This attack gives Germany a good chance for two builds while limiting Russian growth into Swe, and costing Russia two units to hold War if it is possible.

((Continued))

Plan 4 is an out and out attack on Russia. The placement of the fleet reduces the possible builds for Germany if the Russian is kept out of Swe. But if things look bad for the prospect of taking war or there is an attack from elsewhere, the fleet can still move to Den for a likely build. Once again Germany gives up Bel & Hol, for a quicker assault on Russia. If the fleet is used to stand Russia out of Swe, it is in position to convey an army to Liv if necessary. If A Sil is used to take War, A Pru can move to Liv while the fleet can still harass Swe or move to Bot to support an attack on StP. The build obtained from this opening can be used to guard against E-F or to take Den with the Fleet's help. Taking Den should be high on Germany's list in '02 if it remains available.

Plan 5 does not appear to be much of an attack on Russia, not challenging for War and moving A Mun away from the front, but this does allow for a delayed attack. After seeing how the other nations have moved in the spring, Germany can atill easilly move into the Bal or keep Russia out of Swe, use the A Kie to take Hol if possible, and protect Mun if the French prove to be a problem by going to Burgandy. If Russia gets heavilly involved in attacks with Austria & Turkey, Germany may try to ease the Ber unit into Sil to "support" either Russia or Austria. This attack, more than any other on Russia, is like the waiting move in chess, giving the opponent the chance to make the wrong move for the situation.

Plan 6 offers Germany the possibility of getting Hol & Den for builds in 1901, having some say in the fate of Bel, giving some good defensive possibilities if E or F pose a problem, and still keep Russia from Swe. In addition Germany is in position to press the attack on Swe on Spr '02 or convoy a unit into Liv to reek havoc next to the 3 Russian centers. The move to the Bal once again alerts Russia to the threat, but options in the west are still kept open.

Plan 7 is a modification of #5. The Army in Kie can move to Den or Hol keeping Germany somewhat active in the west. A Ber can move into Russia be convoyed to Liv or Den, or move to protect Mun if needed. The fleet can keep Russia out of Swe, take Den, convoy A Ber to Den or Liv, or move to Bot for an attack; this last move (to Bot) is not recommended.

REFLECTION

It would seem that any plan which would get Germany two builds in 1901 while keeping Russia out of Swe would be most attractive to the German player. Also any plan in which the fleet ends up in the Baltic with the possibility of conveying an army to Liv gives Germany a major card to play versus Russia. The threat of a German Army in Liv is enough to tie up two or more Russian units and color his thinking on the entire northern front. One unit should be in a position to guard Mun as well as protect from a major push by Engalnd and/or France. Negotiations should be used to firm up the west while Germany concentrates on the east. All-out attacks on Russia leaving the back door open often invite an attack from Eng/Fra, and this is the probable cause for so poor a showing by the Germanies which undertake this plan of action. Germany in this case must not only be a good planner but also a smooth negotiator.

 ((How about that folks, an honest-to-god real article ! And Al is not a Why Me ? reader ! I hope that some of you enjoy it. If you liked Al's style you will probably like his 'zine, Just Among Friends. It is one of the better new 'zines in the hobby. Write Al for a sample at: Rt 1, Box 177 B5, Kearneysville, WV 25430 .))

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