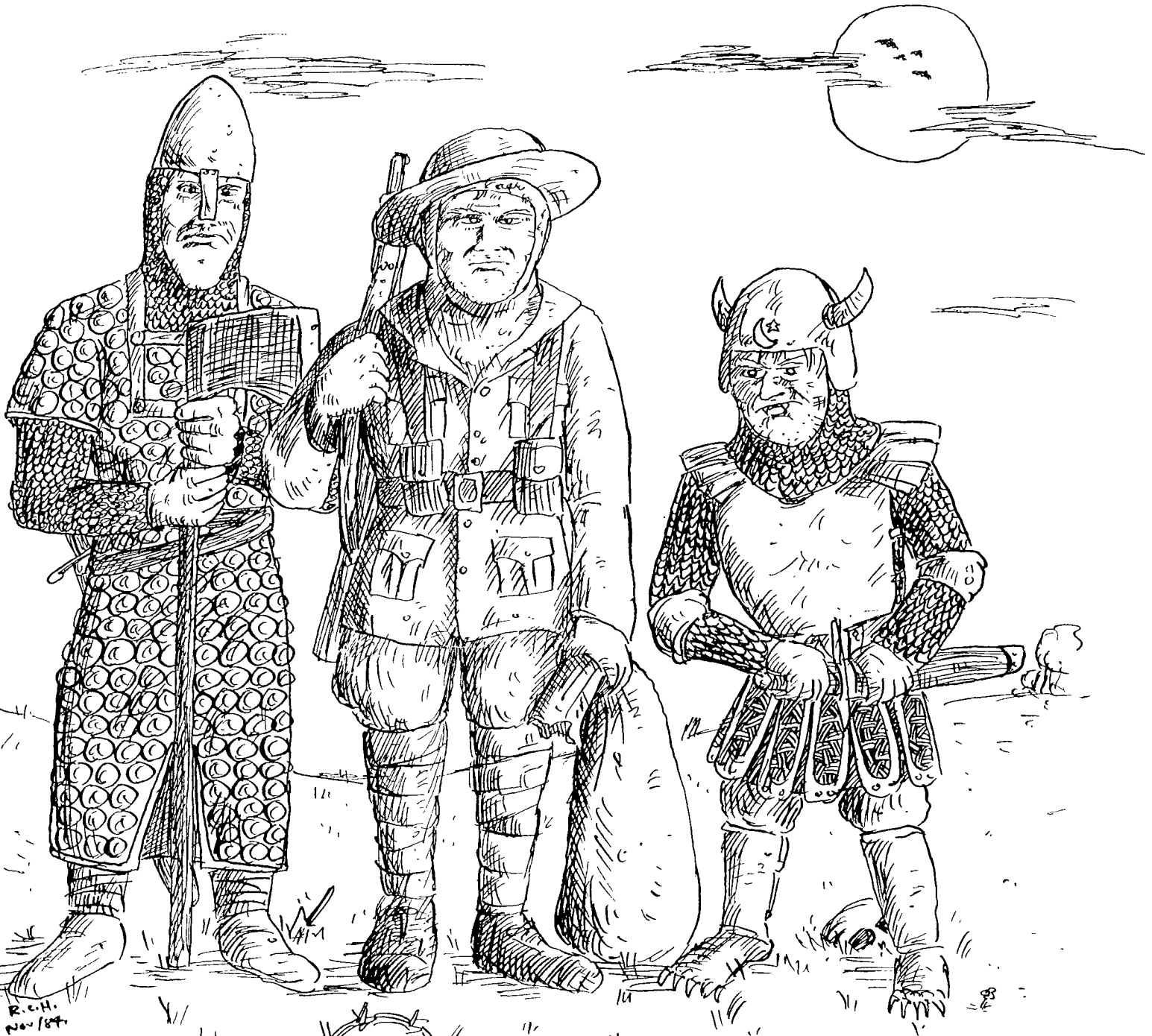


NO 6



'1066'

DIPLOMACY.

डडडडडड.

Ralph Horsley

JANUARY

VIENNA

Where am I ?
 In the Village.
 What information
 Whose side are you on ?
 That would be telling...

We want information
 Information
 INFORMATION

You won't get it.
 By hook or by crook.
 I am the new number Two.
 Who is number One ?
 You are number Six.

I AM NOT A NUMBER, I'M A FREE MAN.

(Introduction to 'The Prisoner' TV series)

So, this is 1985, is it ? Another year older and deeper in debt. And did we all have a good Christmas ? I think my abiding memory will be my first ever Midnight Mass, which I attended largely for the opportunity of singing some carols to help me get in the festive spirit. My cousin and I decided to take my grandmother to Bristol Cathedral for the occasion, which meant a trek into central Bristol, so we decided to take a taxi. Which was fine. And so was the occasion itself - lots of carols, it reminded me of school. But that shall not be my abiding memory of it all. Oh no. What I shall remember most of all was emerging from the church to find that our return taxi, tired of waiting for us outside when people were queuing up on the Centre, our taxi had disappeared.

Hey ho, so it's Christmas, we'll walk down to the Centre and queue up like the rest. Except that 'the rest' were no less than some 400 strong. And taxis were appearing once in ten minutes. Gulp!

Now what would you do, faced with getting two or three miles out into the suburbs of Bristol at two a.m. on Christmas Day, with no buses and hardly any taxis about, and an eighty-year-old grandmother with you who doesn't quite share your sense of humour about it all ?

We got there, in the end, but did we laugh ? No we didn't (well, that's not true really, I suppose - I think the Grandmother quite enjoyed watching 'the young 'uns' panic at the thought of a three-mile hike).

The rest of Christmas seemed to involve drunken disorder, pressies, the Family, screaming kids (read 'younger relations'), and some of us beating a strategic retreat to the garden to contemplate the wonder of the night sky with a bottle or two.

Then there was a small gathering of some of the 'V-team' in the Talbot to celebrate something or the other, and, of course, who could forget the New Year ? Especially after Bridget and Al and everybody ganaged up and made me sit down and watch 'Singing in the Rain', which, to my horror, I found quite impressive. I felt quite relieved when Graham Freeman and Michael Johnson rang me up in the middle of it to wish me something unintelligible - at least it proved I wasn't the only one suffering from some sort of temporary hysteria.

Apologies must go to John Mainprize, who came down to Bristol to see Ipswich get beaten by Bristol Rovers (so I'm told) on the one day during the last few weeks when I wasn't around to meet up with him. Sad. By the way John, if Ipswich won and my sources are incorrect then I'm sorry, but I only follow football of the American variety these days. Sorry !

Neatly linking on the subject of football, inside this copy of Vienna you should find the rules to Alan Parr's soccer game, 'United', which is for postallplay. John sent me these to run since he would himself like to run a game/league of it. Players interested in joining should write to John directly, or let me know so that I can pass on their names. Whether or not the game will be run independently by John, or totally in Vienna, or something between the two we have not yet sorted out. Space, and the time it takes me to type up all the game reports over a weekend prior to printing, collating and posting on the Monday, means that some serious thinking needs to be done in the near future. All the same, I must admit that I should be quite interested to see if I can find someone with an American Football version of 'United', too, or something similar, which we could maybe run alongside 'United' ? Would anybody else be interested in such an idea ?

The reason I raise the subject of space is that games have been starting at such a prolific rate of late that a certain disorder is beginning to appear, or at least WAS beginning to appear until I 'took steps'.

cont'd/...

One of the steps that has been taken is that Graham is likely to type up his own game reports for his games, starting with the next deadline, which means that in effect Vienna will have a sub-zine. Whether or not this means that Kiel, Montevideo and Oxford, along with any new games Graham starts, will have an earlier deadline to allow for a judgement, typing and THEN posting is for Graham to decide. However, one thing is certain, and that is that the man himself has removed himself from Leeds, and is now a fully-fledged Londoner. Let's hope that these southern climes will have a civilising influence on him...

Which brings us to the idea (Grahams) of a 'Viennameet' in Dig Smokey itself. No date or venue is certain as yet, but late February and a real ale pub with the relevant name 'Empress of Russia' have been mooted. If anybody is interested in meeting up with some of the cartoon characters they play against, including yours truly and a brigade from Bristle, then please do get in touch - either with Graham or m'self. It will probably have to be on a Friday or Saturday. Just a drink or two and a little light conversation, maybe?

And then there is the long-awaited return of Simon to these pages, with him lifting the mantle of the strategy articles from my shoulders. Having dealt with Turkey in V-1, he now turns to Russia with 'Enter the Behemoth'. Apologies are due to Simon that I could not find room for his revised rules for Lew Pulsifers 'Holy Roman Empire' variant, but these will appear in the next issue of Vienna - two or three people have already expressed an interest in seeing this particular variant, so it is long overdue. Simon is prepared to run a game or two of HRE, and a waiting list is herewith opened (even in advance of your seeing it. Oh well...).

What else? Well, if you read on you should find 'Archipelago', Joe Chambers and Jon Millers variant, a letters page or two including a few questions and fewer (evasive) answers about 'World Domination' (Queensland players take note), the usual games section and a Gamestart for the second Cluedo game - Orient Express. This will not be a full game, but some people have been waiting a long time to start playing, so there we go - it should still work, even with fewer than six players, since the GM can effectively compensate for the lack of a full roster. Also, I've decided to do away with the secrecy surrounding players names, since I'm not too sure that it really makes any difference - or would the 'Six Little Indians' disagree? Intriguingly, I note that another 'zine has started to run Cluedo. Wonder if he uses a similar system? Must find out...

And while we're on the subject of American Football (which we are now), you might as well know that I'm backing the 49-ers, as I have been all season, so there. Of course, you lot all have the advantage of me here, since by the time you read this it will be all over, signed sealed and delivered, but at the time of typing (and a very frantic typing it is too, I might add, since I want this copy of Vienna in its envelope before 6-00 p.m. on Sunday - guess why?) nothing is certain at all. All the same, Miami did look formidable in the AFC championship game... (what am I saying?). Oh - and yes I know I spelt Superbowl wrongly once in V-5, but originally it was called the 'Superball'. Learn something new everyday, right? I learnt it because I had been reading 'The History of the Game' just before the typing in question, hence the mistake. All the same, thanks to those of you who wrote in thinking to humiliate me by pointing out the mistake. Better luck next time, eh?

One thing I do need to do is say a big 'sorry' about the printing last time. In the shop where I get all the paper, ink and stencils, they stock all the tubes of ink close together. Some are marked 'for use with Roneo machines only', some 'for use only with Gestetnar machines'. Since I've got a Gestetnar, it helps if I buy Gestetnar ink. Given this, and given that I was SURE I checked the label before leaving the shop, how come I was the none-too-proud owner of one tube of Roneo ink on printing day (a Sunday)? Don't ask me. Under the circumstances, I experimented with the Roneo ink, tried mixing it with a little bit of Gestetnar left over from V-4, and game up with the spectacular visual effects you can savour again if the label on this new tube is mysteriously transformed before the weekend.

Well, I think I've waffled on for quite long enough now, and so I'll pass you on to Johnnie C. What follows will be the penultimate installment of 'The Great War', the last episode turning to the aftermath.

Having said that, I'm not sure what we shall be introducing to take its place as the 'serious' or 'super-serious' element. John has suggested a questionnaire to find out what people are interested in...

Part VI

Despite the 'holes' in the German plan, their offensive launched on March 21st 1918, which lasted until July, was a military triumph. The preparations had been made in secret, and the Allies had had little inkling of the German plans. The Germans advanced against the British along the Lys, and south along the Somme towards Amiens: a further salient was established across the Aisne and on to the Marne.

But here it was halted. Their troops, lacking the mobilisation that later characterised the blitzkrieg of 1940, were tired and hungry. They were also amazed, and shattered, by the abundant supplies they captured in their advance: if they were hungry, it was clear that their enemy was not.

Further, fresh American troops began to appear in strength. As the British and French began their counter-attacks, German morale began to waver. In their turn they became caught up in the confusion of retreat and defeat, and in late September the Allies cut through the Hindenburg line.

In October the Allies, sensing victory, began their peace initiative. The Germans, in negotiations with President Woodrow Wilson, had appeared willing to accept his 'fourteen points' of January 1917 - as well they might considering that Germany, as distinct from her allies, would lose little by them except the territory of Alsace-Lorraine seized from the French in 1871.

That the Americans conducted these negotiations was a hint at the future balance of world power. Indeed, until the beginning of the war, America was a debtor nation to several European powers (mainly Britain), after drawing on Europe for the funds used to modernize the country and build the railway network.

The US entry into this war, however, could be seen as the beginning of the 'American Dream'. By the end of the war, the USA was a creditor-nation.

Both Britain and France were less than enthusiastic about the Fourteen Points, though they were unwilling to cause a break with Wilson. In the event, the Germans accepted armistice terms on November 11th 1918 which provided for the withdrawal of all German troops from foreign territory to behind the Rhine, the surrender of much military equipment, and the German Navy, and the annulment of the treaty of Brest-Litovsk.

The cost of the war in human lives had been staggering. Perhaps ten million men died in all, and 30 million wounded, some of these stricken and maimed for life. Those ten million were indeed the 'Lost Generation' mourned in every country, and the

wounded comprised an uncertain legacy for the future, the living as distinct from the dead, representatives of the wartime hate and bitterness.

The rough figures are as follows:

British Empire..	1,000,000
France.....	1,500,000
Italy....	500,000
Russia.....	2-3,000,000
USA.....	100,000
Germany...	2,000,000
Austria-Hungary.....	1,250,000
Turkey.....	500,000

Lives lost.

What had all this death and destruction achieved? The Allies were able to impose their terms on the Germans at the Peace of Versailles. By reparation payments, Germany was to be made to pay the cost of the war, but Germany was exhausted. Her exhaustion was to be a major cause of the world's economic difficulties in the inter-war years. The treaties of 1919 and 1920 removed much of Germany's economic power, with the Silesian coalfield split between Germany and the new state of Poland, the iron ore of Lorraine and some of the Saar coalfield lost to France. With this, as a handicap, Germany would have great difficulty in meeting the reparation payments, even with financial help from America.

Nevertheless, the restrictions were imposed, largely with the aim of preventing Germany from making another bid for control of Europe, though all they really did was increase the feeling of bitterness and despair, and sow the seeds of World War Two.

By definition, a Germany which could meet the reparation payments would, in economic terms, be once again the greatest power in Europe. It now seems clear that the only hope for international stability in the west after 1918 would have been a rapid economic recovery in Germany coupled with an effective system of collective security to limit Germany militarily. The League of Nations proved quite ineffective in this role, and the burden of controlling Germany was left to the two European powers responsible for her defeat in the war. The American commitment to world politics did not survive into the peace. The Senate rejected the peace treaties, with the effect that Wilson and America turned their backs on European affairs.

MORE QUESTIONS THAN ANSWERS

I thought I'd try something a little different this time, so I'm drinking coffee rather than tea as I type this. Let's see if it makes any difference to the mood of the occasion, shall we? First up - Railway Rivals...

DAVID WATTS : "...Thanks for the review of Map M in V-4. A couple of comments : firstly, starting from London was tried, but does not give such realistic networks as starting on the northern edge. Also, historically it is more accurate. While the GW, LNW and GN lines were built more or less simultaneously from both ends, the Midland got to London in stages, first reaching Rugby to link with the LNW, then going on to Hitchin on the GN (about F66, I think) before finally building its own line to London via Luton.

Later, the GC built to London from Nottingham. Indeed, with five players the GC route (via Rugby, H16, G20, Aylesbury) is usually developed by the fifth player to get south.

Secondly, you put 'Nene' where you meant 'Trent' twice. It is necessary to put in the Trent, otherwise M41 would be a poor starting point.

As you suspect, the centre has been 'de-weighted'. This is true of most maps as it gives more even games. The more crowded areas tend to have towns left out, while comparatively emptier parts have smaller towns put in. So, for instance, if one part is really five or six times more crowded, I try to make it only about three times as important. The special runs to the edge of the board are again with the same idea in mind - to open the game up and spread it out.

I agree that Map K is a very good map for beginners; maps like J and M are for more experienced players..."

((Sorry about the confusion over Nene and Trent. I am not the most proficient of typists (...when you've all quite finished? Can I continue now - stop sniggering at the back there), and must admit to having recourse to the ole correction fluid more than is good for the senses. It's a pity you can't all see the lovely effect you get on those pale blue stencils with the nice pink conflu...))

Thanks for the letter, David. It's interesting to see the sort of thought and approach that goes into planning an RR map. Once the new RR game gets going (Map K), maybe we can try an article comparing various RR maps, since I'm building up quite a collection now, and keep getting enquiries from people as to which are the best maps to try.

Meanwhile, David has evidently come to an arrangement with Games Workshop for them to market a boxed RR in the near future, which should establish a more widespread distribution for the game. All the same, Railway Rivals, and all other Rostherne games, plus David's own zine, the Rostherne Games Review, are available from : Rostherne Games, 102 Priory Rd, Milford Haven, Dyfed, SA73 2ED. Better value for money you couldn't hope to find...

...and so to Diplomacy, and, most especially, the Endgames discussion.))

DAVID RUSSELL : "...On the subject of endgames, I would agree with most of what Martin Lewis said, although I feel it is going a bit far to expect players to submit regular statements of their plans and negotiations. Perhaps a summary of moves and intentions, say every two years, would suit both players and the GM?

That should be enough to present a coherent story in the endgame report. In any case, I'm not sure I want to disclose the motives and intentions behind each move, even to the GM.

Another idea I had was to run a standard game of Diplomacy with one difference - each player submits an explanation of his orders and a summary of his diplomacy with each set of orders (as suggested by Martin Lewis), but these are published by the CM with each season's results. Care would have to be taken to ensure that the players' reports were honest, and so it might be an idea to try this as a game for the GM's (implying GM's are honest - ha! ha!). This would produce a sort of exhibition game, with each player's plans and tactics on display..."

((I can see what you mean about not wanting to disclose your motives and intentions, since it could be rather embarrassing if they don't work out! But then this would apply just as much in an 'exhibition' game, where the statements sent out were bound to be influenced by what one player wants everybody else to think of him - even if only noble GM's were playing. Even so, I understand that exhibition games along such lines have been run before with some success, and I'm willing to give it a go for a laugh. How about it, GM's? Game 'Vienna', maybe?)).

MARK WESTON : "...There has been much discussion in the letters that you have printed about the role of computers in wargaming and role-playing. What about a computer-moderated Diplomacy game ? It would probably be too strict on misorders, when human GM's would be able to work out what was meant, but at least it would teach people to write their orders properly. It should be possible to write a programme on one of today's micros - perhaps someone should have a go (in fact I think I will !)..."

((Let us know how you get on. To be honest, I think I've heard rumours of such an idea being put to the test elsewhere, but I'm not sure, so don't let that dampen your pioneering spirit !. And this seems as good a place as any to consider professionally-marketed computer games like, say, 'Doomdark', with especial reference to Michael Johnson's letter last time...))

DAVID RUSSELL : "...Well, Michael, it's good to see that no matter how big Doomdarks army, it'll all fit in your mouth (only joking !). What I said in the review was that that it seems 'overly difficult to defeat Doomdark by combat'. To be more accurate, I should have said 'time-consuming'.

In addition, in only my first game I defeated Doomdark by destroying the Ice-Crown, but it took several more games to locate all the Free Lords and gather them to assault Ushgarak. In this respect, I found the combat option difficult. Also, I wouldn't say it was that easy to search around the map for lords such as Rorath, Dregrim and Korinel. I admit though that the combat option is easier than I first thought..."

((And you can't say fairer than that. Meanwhile, still with David...))

"...I don't know why you put in a note apologising for the print quality of V-5 for it was as legible as any so far. I must say that for black and white printing, the covers have all been pretty good, although the blank last page is perhaps a little unimaginative.

Finally, how's the group getting along, and when can we expect the first single ? What do you call yourselves, anyway (no rude words, please)..."

((I think I've covered the print quality episode elsewhere, but when you say 'as good as any so far', do I detect a barbed comment ? Or not ? No, appreciating what a true gentleman you are, David, I shall take it at face value. Anyway, I can now see that you actually said 'legible', not 'good'. Point taken.

As for the covers, well, Richard Jackson must take the credit for getting all the photo-copying done, not I. Sometime, maybe I'll try a little electro-stencilling on the duplicator, but for now, once I've got the art-work done, it's over to RJ for repro-ing that bit of the 'zine. 'Twas he who kindly arranged for the A-3 maps last time. Three cheers for Rich - hip!hip!...

...but what's this ? Criticising the old fly-sheet on the back ? My trade mark, no less ? I'll have you know, sir, that that is my favorite part of the 'zine. At least it doesn't involve too much fore-thought ! If it's good enough for a Dostoyevsky novel, it's good enough for 'Vienna'.

On the subject of the band, we are in the process of selecting a new name. Any ideas ? For the purposes of writing TV and film music Tim and I operate under the name of 'Musicology', but the band we were in used to be called 'Rick Egans Famous Five'. Well, not really. In truth it was only called 'The Famous Five', but I always thought the other name would have worked better. Wonder why nobody else thought the same ?

Single ? What single ? We've been so busy / lazy of late, we haven't even finished the demo tape yet. Tell you what, though, when we've finished it and sent it off to a few record companies, how about everybody writing in to say what a really great group we are, and how we ought to be given a multi-million pound advance and signed up straight away ? No ? Oh well, it was worth a try, I suppose.))

LEE TAYLOR : "...If you want to plug something, how about 'Star Fleet Command' ? It's not just a Star Trek fan club : each member has a rank and is assigned to a starship in his/her area - I am on the 'Hood'. For a measley fee you receive an identification card, assignment sheet and a flashy-looking 'Certificate of Commission' - well worth framing ! You also receive regular newsletters..."

((Anyone interested should contact Lee Taylor at 45 Buchanan St, Blackpool, Lancs, since signing up new trekkies evidently helps with his promotion. An 'Enterprising' chap, our Lee (see ? Not a 'beam me up' cliché in sight !))

MARTIN ADRAHAMS : "...There ought to be some way to control NMR's, as they can really mess up a good game. Perhaps if there was a system whereby all resigning players were able to give control of their remaining units to another player it would make diplomacy more important, as you would want to keep a 'loser' in your good books if possible, and will need to consider who is most likely to be given control. The actual ownership may or may not be public, which could give rise to more bluffs and so on. Surely something that keeps units in the game actively would be preferable to the havoc and imbalance caused by people who can't be bothered to fork out for the stamps when they have no future?

Or perhaps people should give cash into a pool, and if they fail to submit orders then they lose it. This might be enough of an incentive for people to officially resign, and maybe hand over control. That way, at least people will know when an NMR is coming up, and can prepare for the rush. All we need is for people to give some provision if they don't bother to play to the end, having taken on the responsibility by signing up in the first place. Any comments ?..."

((Let's take it one point at a time. The idea of signing over units to be ordered with 'proxy orders' is fine by me, as I said in V-5, and, before that, in one of the early FDS's in each game. As long, that is, as the person signing over stays in the game for official purposes. I don't know if this is standard procedure or not (though it doesn't make any difference, either way), but if a player resigns then he's out, finitio, civil disorder/anarchy and goodbye to you, too, sir, and as far as I'm concerned that means that no-one is ordering that country's units any more. Proxy orders, by definition, infer that one is acting as a 'proxy' for someone else.

Of course, the way to evade this is to persuade a player not to officially resign, but to write to the GM notifying your own appointment as his proxy. He can then go away and leave the game to all intents and purposes, while you can go on ordering his units. However, his name will still appear on the game report...

Oh, but I can hear the clamour already. Yes, I know this system means a player driven to abandon the game will be sorely tempted to sign over his units to someone else, solely to spite those who did him most harm, but I think Martin's point about this forcing you to diplomate with those less fortunate than yourself is far more valid.

I also agree with Martin about people accepting a certain degree of responsibility when they sign up for a game. To just drop out spoils it for everybody else, and, unless unavoidable, such behaviour is to be thoroughly discouraged. But I'm none too sure about a rather game-fee-like system. Given the cost of producing an escalating 'IT' every so often, maybe I ought to look at something like that for new games, but I'm rather loathe to. Hmm- Catch 22. Anybody else got any views on this ?

Or 'World Domination' ? Ah, yes, lots. I'll try to deal with questions elsewhere in the 'zine, but Roderick Chamberlain raised a few interesting points about the 'realism' of certain aspects :))

RODERICK CHAMBERLAIN : "...Fortifications were directional - the trenches of the first World War were arranged only to defend against attack from, say, east or west. As for gas warfare, this was rather unreliable, since it was random whether or not the wind would carry the gas in the right direction..."

((The first point I totally agree with, but something had to be offered to balance the 'offensive' option of gas, and fortification seemed to be the obvious idea. It was for this reason that I thought it best to make fortifications 'impermanent', since they will, under the current rules, tend only to be used in one direction. Also, trenches, once abandoned, tended not to be maintained anyway, and disappeared.

However, I do think that by the end of the war, meteorological science was sufficiently reliable to predict wind direction over a given front with some degree of certainty, at least over a period as long as a game turn. Also, projectiles were being used to target gas attacks accurately - as early as 1855 the British produced shells filled with cacodyl and cacodyl oxide (both contain arsenic), and on 27th October 1914 the Germans actually used shrapnel shells containing a chemical irritant on the British at Neuve Chapelle. Admittedly wind was used most often for delivery, but judging by the horrific casualty figures attributed to chemical warfare in WWI - 300,000 is a conservative estimate - I should have thought that it was a chillingly efficient method of eliminating the enemy.))

((And now to the cause of the ole title - the questions about 'World Domination' from V-5...))

MARK WESTON : "...Two things : America seems to have it rather easy - loads of neutral supply centres around, with only the Phillipines to worry about defending, and an English move into NAO. Also, you say that if the Moors could cross the Straits of Gibraltar, Twentieth Century troops can. However, I doubt very much that the Moors did it without boats, and they didn't face interference from a hostile navy. To take a more modern example, in 1936, in the Spanish Civil War, the Rebels couldn't ferry their Army of Africa to Spain because the Republicans controlled the Navy and were blocking the Straits. As a result, the troops had to be airlifted - hardly a viable option in 1901 !..."

ALEX ZBYSLAW : "...1901 ? Yes, I think I like this one. Whether it's balanced or not I'm not sure. USA and Japan seem to have it a bit easier than the European Powers, and could walk it. Then again, they could end up at each others throats and the Europeans, if they played it right, could mash them..."

((Alex also pointed out that the abbreviations for Tripoli and Trieste and for La Plata and Liverpool are the same. I also noticed Kansu (China) and Kansas (USA), and suggest Tpl for Tripoli, LaP for La Plata and Ksu for Kansu, but we'll try to muddle on with the current abbreviations for Queensland if possible, and change them for future game(s). On the subject of balance, well, it's not really meant to be balanced - the world isn't (geopolitically) a balanced place, and that's what the diplomacy is all about. On the European board, Italy gets a rum deal, which is the whole rationale behind the Africa-Spain bridge, though I do concede and agree with Mark totally on that point. Nevertheless, the Mor-Spa 'bridge' is a common feature in variants, and I'd still like to see how/if it affects the game in giving Italy a more even break against France.))

RODERICK CHAMBERLAIN : "...Is it possible to have multiple gas attacks thus reducing defending strength to $\frac{1}{4}$ or $\frac{1}{3}$? Also, is it possible to fortify an area more than once, thus increasing its defensive capability even more ?..."

((I would say 'No' to both questions, since that was the original concept, but on thinking about it I can really see no reason why not. Anybody else got any comments ? Certainly for now, though, 'gas' and 'fortification' will only take effect once/each on a given province in a given move, and further 'gas'/'fortification' will have no further affect on that province. Nevertheless, more than one gas unit could be used constructively in a given attack if it was used to cut support, say.))

ERIC INSTONE : "...Can you go from the Phi to MAN ? ((Yes)) Also, please note that the north and west coasts of Columbia are not marked..."

MICHAEL JOHNSON : "...what sort of sadist gives five pages of rules so close to Christmas ? I was driven to drink, after which they seemed much clearer..."

((In which case the game did SOME good...))

((Errk - Submarines ! Lotsa questions, little space. A summary, I think, Basically, subs cannot OCCUPY coastal supply centres for build purposes because I think this would make them too attractive a proposition vis a vis standard fleets - also they couldn't carry enough marines (sorry, Matt). However, they can move into and from coastal provinces under the same rules as standard fleets. Once in a coastal province, their position is stated on the game report.

Their position is also revealed if they give support, or are ordered to dislodge. Sumarine units ordered to dislodge give a general order (e.g. U.(NTH) d.F.(NTH)) which is sufficient to stand off ANY unsupported fleet (including one of its own) nationality) or troopship trying to enter that province or hold it. However, a fleet or troopship can receive support in moving against or holding against a dislodge order, and a submarine unit can receive support in dislodging (e.g. F.(NWG) S.U.(NTH) D.F.(NTH)).

Yes, Eric, two submarine units of different nationalities could co-habit a sea-space unbeknowns to each other.

Note the difference between support and dislodge - if your 'U' is trying to aid your fleet into its sea province, use support, NOT dislodge, since dislodge might result in a self-stand-off ! Even a 'U' dislodging a fleet still stands off any fleets trying to move unsupported into its space. A few more notes in 'Q'.))

DELUGE

A Diplomacy Variant by Tim Sharrock

- 1) All regular rules of Diplomacy apply except where noted below.
- 2) Any Army in a supply centre which is neither moved, attacked, convoyed nor ordered to support another unit may change into a Fleet.
- 3) Rising sea level results in the submergence of provinces according to the list below (see Table 1). Submergence occurs AFTER adjustments in winter. Submerged supply centres are NOT usable for the following years builds or maintenance.
- 4) Armies in provinces which submerge become fleets. Submerged provinces count as sea spaces.
- 5) The rising sea level forces the population to move inland, resulting in the formation of new supply centres (see Table 2).
- 6) Switzerland becomes passable in winter 1904.
- 7) The 'World Domination' troopship rules will apply (see V-5). In the original, the Abstraction A/F rules are used. Given this, an additional rule will be added, whereby a fleet can collect an army (to become a troopship), move, AND still land the army in the same move if the second sea-province touches a coastal one. For example, A.(Edi)-F.(NWG), T.(NWG)-BAR L.A.(StP).
- 8) When new supply centres are formed, they are owned by :
 - 1) The country occupying the province.
 - 2) The country within whose borders they lie.
 - 3) The last country to have had a unit in that province.
 - 4) They are neutral.
- 9) The winner is the survivor after winter 1903.

Table 1.

Submergences.

W 1901 : Lon, Hol, Bel, Gas, Ven, Lvn.
W 1902 : Lpl, Yor, Pic, Apu, Rum, Sev, Fin, Syr, Den.
W 1903 : Bre, Par, Tus, Nap, Bud, StP, Arm, Kie.
W 1904 : Mar, Por, Rom, Sic, Grd, Pru, Mos, Ber, Ruh, Gal, Ukr, Bul.
W 1905 : Wal, Cly, Swe, Tri, Alb, Con, War.
W 1906 : Edi, Spa, Tun, Ser, Smy, Sil, Boh.
W 1907 : Nwy, Mun, Pie, Tyr, Naf, Bur, Ank.

Hence by spring 1903 only Switzerland is left above sea level.

Table 2.

New Supply Centres.

S 1902 : Wal, Ruh, Tyr.
S 1903 : Ukr.
S 1904 : Pie.
S 1905 : Boh, Swi.
S 1906 : Sil.
S 1907 : Naf.

N.B. : Swi is Switzerland.

Graham Freeman would like to run a game of this, and there is already a waiting list open if you want to sign up. If a game gets going, maybe we can publish a set of little maps to show how the board is gradually flooded, but it should be possible for you all to get the general gist of it from above. If you have any queries or questions, it would probably be best if you directed them to Graham himself, since he'll be the GM and therefore it's up to him to arbitrate on any rules issues.

Well, there you go, boys and girls. It's up to you now - go on, 'flood' him with applications...

'ENTER THE BEHEMOTH'
(or the Opening Moves for Russia)
Simon Franklin

Well, after an absence of four issues from VIENNA, I'm back with my opening moves survey again, only to find some anonymous swine has pinched my pitch. Still, I will make the best of it, and start with a country he did not do, namely Russia.

Now, Russia is a really powerful country. It combines a nice, compact starting position with 4 units and influence over 4 different spheres, namely Scandinavia, the Balkans, Turkey and Central Europe.

Consequently, of course, most sensible players are very wary of Russia. One GM not a million miles away attacks Russia, or tries to form an anti-Russian alliance ((though not, you must agree, in every game. For example, I tend not to form anti-Russian alliances when I'm playing Russia - or do I ?)). So a Russian player should use his strength conservatively for the first few turns, and not alarm other players by being too aggressive.

Remember that, in spite of your strength, playing Russia you still need alliances and, indeed, you would be very wise to write to all six countries - yes, even France - and make your peaceful intentions known !!

Anyway, enough waffle, on with the show. Let us consider one unit at a time.

F.(StP,sc) is the easiest. This should ALWAYS go to the Gulf of Bothnia. A staggering 94.1% of Russians agree with this. A nasty German might try to persuade you to go to Finland - don't listen. Move to G.O.B. without any exception.

The other fleet, down south, has more choice.: it can go to either the Black Sea or to Rumania, your choice. More people opt for the Black Sea option than Rumania for the very simple reason that Turkey nearly always tries to move F.(Ank)-BLA (70% of the time), and combined with A.(Smy) - Arm, this is a very serious threat.

I would recommend that a Russian always move to the Black Sea in Spring 1901. If the Turk has gone to the Black Sea and Armenia, then you have just saved Sevastopol. If he hasn't gone to the Black Sea at all then he is a twit and you should tell him so ((are you sure that is wise diploming, Simon ?)). If you do get a fleet in the Black Sea, leave it there. Use it for support into Rumania, but do not move it out for love or money.

Russia should be going for two builds in 1901 : Sweden and Rumania. It is therefore best to NOT move into Silesia or Prussia with A.(War). If you make it clear to the German that if he stands you out of Swe then you will build A.(War) and start

tramping west, that should be enough to deter any of his nasty little tricks. If he does stand you off, well, build A.(War) anyway, and let him sweat.

Really, A.(War) should always go to Galicia. With the increasing popularity of the Austrian opening A.(Vie)-Gal, you should stand him off, as you will look pretty stupid if he gets into Galicia and you have to defend Warsaw.

If it succeeds then all well and good, you have an extra unit into Rumania and you can also, if you are feeling really nasty, attack Vienna or Budapest. It might work, but I advise against it on purely diplomatic grounds. If you can move into Budapest or Vienna then it probably means Austria trusts you, and if you stab him then you will lose that trust and gain yourself an enemy plus a supply centre you will probably lose in spring 1902. Not worth it. Go to Galicia, but be honourable and just head for Rumania.

The three units aforementioned have, therefore, fairly simple options, but the one that decides the Russian players strategy is A.(Mos). This has five real options, the most common being the move to the Ukraine, which is usually accompanied by A.(War)-Gal and F.(Sev)-BLA. It is an all-out attempt to gain Rumania, and I believe that unless you have other information, this is the move that you should play.

The second most popular place for A.(Mos) to head for is StP. This, in conjunction with StP - GOB is known as the Northern Opening, and is used when you know that England is attacking France or Belgium with Edi-NTH and Lon-ENC. At worst, you will get a stand-off in Norway, and it is suprising how many English players will let you have Norway, preferring to support the attack on Belgium.

Next comes A.(Mos)-Sev. This is the perfect opening in conjunction with a successful F.(Sev)-BLA and A.(War)-Ukr. It will not often work, and if F.(BLA) is stood off then A.(Mos) will not move, and you may not get Rumania, though if it does work you are certain to get it (and you could be really sneaky and go for A.(Sev)-Arm in the Autumn).

cont'd/...

If this succeeds then the Turks are in severe trouble and should commit voluntary euthanasia. Only try it if you're feeling lucky, though it usually won't work.

The next option is A. (Mos) stands. This is not as silly as it seems. If you wait and see who is your enemy, who your friend in spring 1901 then you have the advantage of a flexible response. This is really for those who aren't sure what is going on, or who are just naturally cautious.

The final choice is to go to Warsaw. This is known as sticking your finger into four pies at once. In Autumn 1901, some Russian players go from this position to Galicia and Bohemia, whilst others go to Prussia and Silesia. This move is, however, not very good: it antagonises the Central Powers (bye, bye Sweden, and probably Rumania too, as you only have 1 or 2 units on it).

All of these depend on your alliances, of course, and all should be subjected to the diplomatic as well as the military gaze.

I'll just, to finish this article, list the top five openings and their purpose.

1st) 26.4%

A. (Mos)-Ukr, A. (War)-Gal, F. (StP)-GOB, F. (Sev)-BLA.

This move is generally in line with the principles outlined above, with a three-pronged attack on Rumania forestalling any possible Turkish or Austrian attack and at the same time opening towards three builds.

2nd) 13.8%

A. (Mos)-War, A. (War)-Gal, F. (StP)-GOB, F. (Sev)-Rum.

This aims to grab Rumania and keep it. It is a really hopeless opening - don't play it. If Turkey moves A. (Smy)-Arm, F. (Ank)-BLA and A. (Con)-Bul, then you are going to lose Sevastapol or Rumania. I really can't understand the idiots who play this opening, yet 100 out of 1,000 have actually done so!

Remember that the Turkish combination described here is the second most popular for Turks.

3rd) 8.3%

A. (Mos)-StP, A. (War)-Ukr, F. (StP)-GOB, F. (Sev)-BLA.

Southern defence, Northern Attack, doomed to fail unless England is travelling south or Austria is attacking Russia. You may get three builds (it has been known to get four!), but then again, you might have to make do with only the one build

or even none. This is, in all, a very chancey opening that can reap good rewards, but only if you are either very lucky, or very well informed.

4th) 6.4%

This is the ideal opening mentioned above. As I say, if it works, then great, but it most probably will not:

A. (Mos)-Sev, A. (War)-Ukr, F. (StP)-GOB, F. (Sev)-BLA.

5th) 5.8%

A. (Mos)-Sev, A. (War)-Ukr, F. (StP)-GOB, F. (Sev)-Rum.

This is to be played when one expects a Turkish attack, but can't be sure enough to risk annoying Turkey by a move to the Black Sea when Turkey does not do the same.

Again, the 'Bash Bear' opening will leave the Russian player severe problems, especially if the Austrian moves A. (Vie)-Gal.

By all means play it if you have a Turkish ally, when you don't totally trust him, but not otherwise.

That's all for now. Next time I'll do Germany, and then re-do the powers that the anonymous beast has done already - just for the hell of it.

Simon Franklin.

ANSWERS : CHRISTMAS QUIZ :

Just in case you really, truly could not work out that amazingly simple quiz in V-5, here are the answers :

1) Making a telephone call.

Look at the illustrations on the Dip board, silly.

2) Spring 1902.

F. (Ank)-Con-AEG ; F. (Tri)-ADR-ION ;

F. (Nap)-TYS ; F. (Bre)-MAO-WMS ;

F. (Lon)-ENC-MAO ; F. (Edi)-NTH-ENC ;

F. (Kie)-HEL-NTH.

This gives access to a convoy direct from Smyrna to Edinburgh, and requires the co-operation of every power except Russia:

This just goes to show the speed of convoy links: note that it is quicker to leave A. (Smy) standing than to move it!

3) Because he's Turkey.

The Mad Dutchman is the Mad Hatter in 'Holland', where he plays Turkey.

4) It suggests a Russo-Turkish alliance crushing Austria.

5) At the bottom. Ta, Martin.

6) F. (Bre)-MAO C.A. (Gas). Easy! Rich.

"FRIENDS AND ALLIES IN DIPLOMACY "

David Russell

If everyone playing Diplomacy by post were asked 'why?', what would be the most likely answer - not enough local opponents for face to face play; the opportunity to try out variants; dissatisfaction with 'across-the-board' Diplomacy? All these answers might feature, but I feel that the predominant reason for playing postal Diplomacy (and, incidentally, for postal gaming in general), is to make new friends.

I have not been involved in play-by-mail gaming for any great length of time, but already I find myself with new friends all around the country. It is for this reason that I believe Diplomacy is more about alliances rather than stabs and timing ones treachery - and more about keeping promises than renegeing on them.

Complete honesty will rarely win you a game of Diplomacy, but, on the other hand, complete dishonesty never brings you victory. One school of thought in Diplomacy maintains that alliances should be determined afresh each season, according to the situation on the board, rather than adhering to any one pact for several moves or more. Such a strategy would soon result in your losing the trust of the other players, and being yourself unable to trust them. Only when all of the players followed a similar principle would this method have a chance of success, for, in most games, two or three players will establish a degree of mutual trust, and eliminate the 'treacherous' types.

This is in no way to suggest 'Trust thy neighbour until attacked', but rather try to achieve some sort of rapport with at least one of the six other players: find at least one reliable ally.

How then do we begin our search for this elusive creature, the 'reliable ally'?

First of all, we define the 'reliable ally' as a player who is honest and open about his intentions, co-operates with us against others, does not spread rumours about us, and would be prepared to help us out of difficulties. This last condition is the one satisfied least often, since few players can resist the temptation to prey on a struggling ally (though this depends upon other circumstances, of course).

Players satisfying such requirements are understandably few and far between, especially since many people are by nature devious or unreliable ((?!)), but they are to be found. Firstly then, we write to all of the other players and tell them something not only about our own plans, but also a little about ourselves. In the majority of games, you should get some response.

Follow this up, and keep corresponding with as many other players as possible. It is of the utmost importance that we are able to talk to any prospective ally about something outside the immediate game situation, if only to keep in touch during the pauses between game moves.

Such communication also helps to establish some form of understanding between allies, and can often lead to closer co-operation and a better co-ordination of military operations. This is in no way to suggest that a firm pact is out of the question without the extra correspondance mentioned above, but it is impossible to establish a complete sense of trust with a player by talking solely about the game position from season to season. As the game progresses, one such 'friendship' will often become more secure, and provided we display some of the attributes we require, especially honesty, we should win ourselves a 'reliable ally'.

A much simpler method than the above is to join a game with a friend, brother or wife (or husband - eh, Bidy?) ((husband? What's this?)) and co-operate right from the start. Many people find such 'pre-arranged' alliances unfair, and in some way contrary to the spirit of Diplomacy. Such opinions, however, are expressed mainly by players who have fallen victim to an alliance of this nature, and, provided the house rules of our particular game do not prohibit such 'arrangement' of game starts, we may do everything we please to start the game already with an ally.

Again, many people reject such a course of action on the grounds that it would lessen the enjoyment and challenge of the game, but, if the rules do not stop us, then player opinion should not either: it is our own choice.

The Rulebook clearly states that 'The Rules do not bind a player to anything he says; deciding whom to trust as situations arise is part of the game.' By entering a game knowing whom we can trust we may be depriving ourselves of the pleasure of one aspect of play, but we in no way infringe the rules.

Indeed, it is only natural that, if we have established a useful rapport

cont'd/