

Diplomacy World #144



Winter 2018 Issue
www.diplomacyworld.net

Notes from the Editor

Welcome to the latest issue of **Diplomacy World**, the Winter 2018 issue. This year has at times seemed to be lasting an eternity, and I was often thankful to have the distraction of Diplomacy so I could forget about the rest of the world for a little while and transport myself to a place where the biggest question on my mind was whether to bounce in the Black Sea or not in Spring 1901.

You'll find a number of changes in this issue, mostly revolving around the Diplomacy World Staff. Changing staff members is something that probably needs to happen more often than it does. I blame myself for this, as it is often my lack of motivation that keeps me from searching for new blood to fill vacancies. Just as important, it's common for a current member of the staff to find changing real-world circumstances getting in the way of contributing to the zine the way they once did. In those cases, they almost always tell me (apologetically) that they can't be counted on for the same level of production they once reached. Yet they don't want to leave me in a lurch, so they stay on board and we both hope things will improve in the months that follow.

In those instances, it is again my fault if I don't find a replacement immediately. I hope that **Diplomacy World** readers remember that none of us get paid for this; the zine is a labor of love. It is almost a certainty that if a particular editor isn't appearing in these pages very often, I'm fully aware of it and probably need to be more proactive about letting them off the hook. That's something I'll try to work on in the future. Don't put the blame at the feet of the staff members. It's rare that a staff member just grows silent and disappears.

I wasn't sure what to expect when I put a call out for a number of open positions a few months ago. Surprisingly, I actually received multiple inquiries for some of the vacancies. That helps prove what I already knew from download statistics and analytics: that there are plenty of hobby members and Diplomacy players out there who read the zine but haven't gotten around to submitting anything. Perhaps it's just a lack of time, or maybe they wrongly believe they have nothing worthwhile to offer.

It's important to recognize that we have a very diverse readership at Diplomacy World. Some people have been reading the zine for 30+ years and are experts not just in game play but the history of the hobby. Others

are still learning basic strategies, and would classify themselves as novices. And there's the huge range in between. That's why an article on basic Russian strategy can be as useful to the zine as a detailed examination of why a variant was designed the way it was. Yes, Russian strategy has been discussed here countless times over the decades, but there are still people out there who benefit from such articles.

Likewise, Diplomacy World readers each have their own personal preferences. Maybe one person loves comparing the game to real-world historical events, while another has no interest in that. Some people love variants, while some only play pure Diplomacy and nothing else. Some people have read enough convention reports to last a lifetime, while others find great enjoyment in hearing what was going on during (and between) each round of a recent event.

The idea with a zine like this isn't to please everyone with every article. Instead, my goal has always been to provide enough variety that every reader can find at least a few articles they are really interested in. It's easy to skip past something that doesn't grab you, but it's worthwhile to include that article for the benefit of other people. Besides, many is the time I've been told "I was looking over issue XXX from a year ago and came across an article that I must have passed by on my first read." Occasionally there's a gem there waiting for you to find that you walked right past.

At its core, while the hobby itself has charged dramatically since Diplomacy World was founded, this zine has always had one mission: to enhance players' enjoyment of the game and their participation in the hobby at large, regardless of what part of the hobby they're involved in. And a secondary mission remains to encourage people to look beyond the map and the pieces, and build friendships with the other players. That's the real glue that has held this hobby together for so long.

I'll close by reminding you the next deadline for Diplomacy World submissions is April 1, 2019.

Remember, besides articles (which are always prized and appreciated), we LOVE to get letters, feedback, input, ideas, and suggestions too. So, email me at diplomacyworld@yahoo.com! See you in the winter, and happy stabbing!

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Contributions are welcomed and will earn you accolades and infinite thanks. Persons interested in the vacant staff positions may contact the managing editor for details or to submit their candidacy or both. The same goes for anyone interested in becoming a columnist or senior writer. Diplomacy is a game invented by Allan Calhamer. It is currently manufactured by Hasbro and the name is their trademark with all rights reserved.

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Knives and Daggers - The Diplomacy World Letter Column



Fang Zhang - First I just read from the DW website saying "There have been many Lead Editors since the first. Some lasted for only a few issues, others remained for years". I wonder if there are any articles on the history of the DW zine and where we can find them. Thank you.

[[Aside from a short and incomplete history on Wikipedia, one great place is Diplomacy World #63. In there David Hood had a number of people talk about the history of the zine, how it moved from Editor to Editor, etc. Granted, at that time the zine was still a printed publication (as it was even during my first stint as Lead Editor). That meant there were paying subscribers, finances to consider, page counts and printing costs had a relationship, etc. If I hear that there is real interest, I could do an updated article describing the prior history some, and then moving forward from that issue to the present. All back issues can be found for free at www.diplomacyworld.net, and a direct link to #63 is <http://www.diplomacyworld.net/pdf/dw63.pdf>

This also reminds me I have a lot of work to do in the future of breaking out more articles from older issues and putting them into the Article menu. If the zine had always been pdf that would be a lot easier, but because it was a print zine a number of articles require manual retyping. I simply haven't done enough work on that, or on creating a master index. Volunteers?]]



Hugh Polley - New Blood? Zines and Web Sites should continually feature one, and only one, prize game where each player must pay an entry fee of 7\$ with a further 7\$/per entry contribution by GM or donors allowed. Perhaps such GAMES could be insured by DW for a small fee of say 5\$ per 49\$ of prize money. Along these lines DW instead of going over some past game, could feature the results of one of the insured game with commentary each issue. Such games could feature my Civil Disorder rule to mediate NMR's. No one ever goes with my ideas, but still I put them out there. Perhaps one day I will be shocked by a positive review or opinion.

[[Hugh and I traded a few emails after this letter. First I should say that the idea of a Prize Game – good or bad – isn't a way to build new blood. But as an individual idea, I've never seen a prize game work

especially well. It changes the motivation for moves, alliances, etc.

My communication with Hugh also revealed he was confused about the Diplomacy World Demo Games, and I wanted to set the record straight. Hugh seemed to believe that the term Demo Game meant it was not a "real game." That's incorrect. The Demo Games are real games, played by real players who are trying to win. The only reason we call them Demo is that there is running commentary from outsiders who discuss the moves. They explain why moves might have been made, what they would have done differently, and what they predict will happen in upcoming seasons. It is meant as both an entertaining read and as a learning tool. "Series Replay" was one of my favorite parts of the old Avalon Hill "The General" magazine, because it allowed me to follow along a game of something and learn what the players were doing and why. The Diplomacy World Demo Games are of a similar vein.]]



Mark Berch - In DW#143, David Hood writes about me "One of the series of articles for which he [Mark Berch] was best known was called "Ask the Hobby Historian." The purpose of the series was to familiarize the current Dip hobbyist with the history of the game."

The first sentence is quite possibly true. The second sentence is absolutely false. None of the events described in "Ask the Hobby Historian" ever occurred. The entire series was an exercise in creative writing --- fiction --- a format in which I often wanted to look at extremes of player behavior. The "Dexter Numbers" for example, #8, never existed. These were based on a variant in which draws did not occur, but the game was otherwise the same. No such variant existed, except in that story itself. "The Rollins Rule" described a player con which resulted in a rule requiring certain orders to have a codeword to avoid impersonation. No such dispute occurred and there was no such rule. I wanted GMs to consider whether such a rule might be worthwhile.

"The SLEAZIEST Player of All Time: Shep Rose" was #2, in which a player cons another into deceiving the GM (and getting caught) by persuading him that there was permission for this deception. Another one had a collection of humorous records, such as "Earliest GMing Error in a Game" (the GM listed the initial units for Turkey with the fleet in the wrong place, and no one

noticed). None of these preposterous events occurred. The one on "THE ORIGIN OF DOUBLE DIPPY" described a whole class of variants in which players submitted orders for two countries, one their own and one another of their choosing. No such games were ever played. My all-time favorite was #5 "SHEP ROSE: MORE HORROR STORIES", in which a player does not lie TO the GM but lies ABOUT the GM. It raised the ethical question of whether it is acceptable to lie to the Ombudsman (thus framing the GM), about a dispute that the player had manufactured by manipulating, but not deceiving, the GM. I had another one, I forget the name, in which Shep Rose lied about the GM to another player, saying that the GM was in effect, corruptly helping him. Again, these were all fiction. Shep Rose was in fact the name of a coworker.

[[I have a feeling David knew that and forgot, but it's the kind of history that should be repeated – and enjoyed. I miss the incredible creativity of the postal Diplomacy hobby. Part of the problem now is "it has all been done before" but there's still so much room for sarcasm, humor, and fiction. I still laugh about an article I wrote when I first returned as Lead Editor about myself, Jack McHugh, and Brad Wilson arguing about the best variants, when we were interrupted by the ghost of Fred Hyatt. A month later in an online game a player accused Jack and I of allying because we spent so much time together in real life, and used that article for evidence. In truth, I've been friends with Jack for more than 25 years and have thankfully never net him in person.]]



Mario Huys - Regarding the Princess Peach quote in "Gender and Diplomacy: Common

Misconceptions and Personal Experiences" by Tanya Gill.

The quote given was part of the interviews I conducted with her and the top board contenders in the F2017M issue of The Diplomatic Pouch Zine (<http://www.diplomatic-pouch.org/Zine/F2017M>). In this context I challenged people to react to various stereotypes that could apply to them in what I hoped was a humorous and not too offensive style. Obviously in this instance the person interviewed only saw the insult, not the humor, nor the fact that it juxtaposed a weak "damsel in distress" stereotype with a strong "tough girl on a bike" mold-breaking type.

Seeing the grievance that it caused, I dropped this line of questioning and continued in other directions, ending on a wholly positive note. But the wound must have been deeper than that, leading Tanya to pen down this extensive retort. I'm glad she did, even if it's for a rival magazine. For the sake of enlightening our joined readership, it doesn't really matter where it gets published. What matters is that the question gets answered, so that as a community we can learn from it.

For a more extensive reply, see the Pouch Deposits column in the most recent F2018M issue (<http://www.diplomatic-pouch.org/Zine/F2018M>).

[[Just for clarification, don't take Mario's statement "rival magazine" to heart. As time has shown us, there's plenty of room for both Diplomacy World and The Diplomatic Pouch in the hobby, and even room for other similar publications. It's always been my opinion that the hobby is better when there's a bigger variety of this kind of material to choose from.]]

Aside from anything else you find to write a letter about, here's a question for the readers I'd love to get some responses on (not necessarily for print, unless you specifically say so and have more than a sentence to say):

Someone suggested to me that there would be actual demand for a Kindle-friendly version of Diplomacy World, priced at a dollar or two (in addition to the free pdf version, which would continue). The content would be the same, but I'd have to do layout changes after each issue came out to make it compatible. I'm not especially interested in going through that exercise unless 1) contributors have no complaints about not being included in the small potential income, and 2) a few people would actually bother to purchase it. What do you think about this idea?

Selected Upcoming Conventions

Find Conventions All Over the World at <http://diplomacy.world/> and at <http://petermc.net/diplomacy/>

I am trying to locate additional sources for Upcoming Conventions. PLEASE, if you have an event coming up, notify me, and why not make up a one-page flyer for inclusion in Diplomacy World?

TotalCon 2019 – Friday February 22nd 2019 – Sunday February 24th 2019 – Marlborough, Massachusetts – www.totalcon.com

Boston Massacre – Friday June 21st 2019 – Sunday June 23rd 2019 – Newton, Massachusetts – www.bostonmassacrediplomacy.com

SkyCon1 – Thursday July 11th 2019 – Sunday July 14th 2019 – Big Sky Resort, Montana - Craig.Mayr@gmail.com

World Dipcon 2019 – Friday August 30th 2019 – Sunday September 1st 2019 - Frioul Islands, Marseille, France – www.worlddipcon.com

Ask the GM

By The GM

Dear GM,

If you play France but don't get three builds in 1901 are you a failure as a Diplomacy player?

Signed,
A French Player

Dear French Player,

It's the number of builds you get—it is did you cause mayhem doing it? Are other countries at war thanks to your maneuvering? The true test of a real Diplomacy player is how much trouble in case on the board, not the number of builds he gets.

If you can maintain your plan as the board burns around and can maintain a zen like calm as people attack you—you have mastered Diplomacy, grasshopper.

Your Pal,
The GM

Dear GM:

What is the main reason people don't play Diplomacy more often? What can I do to help increase the amount of Diplomacy in the world?

Signed
A Do Gooder

Dear Do,

First of all, good Diplomacy players don't worry about the how much Diplomacy is played and great players don't care about the world—if you care about the world then get out and do something constructive like find a cure for cancer or help people improve their lives. Moving wooden blocks on a board is not helping anyone but you.

Second, a great Diplomacy is only worried about increasing his number of wins and you do that by getting more dots. Worry about that—getting more dots and forget about the rest of the world.

Your Pal,
The GM

Meet the New Diplomacy World Staff Members

By Douglas Kent

I was very pleased with the response I got to my recent call for new Diplomacy World Staff members. For some of the posts we actually had multiple people inquire about filling them. When the dust settled, we had acquired four new Staff members, all of whom will kind enough to write a brief introduction for Diplomacy world readers to learn about who they are. With luck, they'll all do great jobs during their time with us. Some of the names may be familiar to you, and some may not. So, without further ado, allow me to introduce the four new members of the Diplomacy World Staff. Or, more accurately, allow them to introduce themselves...

Randy Lawrence-Hurt, New Interview Editor - I first got into Diplomacy when I was in my early teens. As a homeschooled kid in the middle of NH, it was somewhat difficult to find six other people who wanted to play a five-hour board game, so I started playing online through the Diplomatic Pouch. This led me to the Diplomatic Pouch Webzine, and then eventually to Diplomacy World (fun fact: for a few issues back in 2004 and 2005, I served as Assistant Editor for the Diplomatic Pouch. This was unquestionably that publication's heyday). I've been a constant reader of both publications since.

My first face-to-face tournament was at Boston Massacre in 2008, where I placed an inauspicious 13th. I came back the next year and won, though, and almost defended my title the next year as well, taking 2nd. Since then, my results have been thoroughly mediocre. I've run a few tournaments over the years, taking over TotalCon after Jim Burgess's passing, and Assistant TD-ing Boston Massacre the last few years. This year, however, and moving forward for the foreseeable future, I've taken over as TD for Boston Massacre, and have passed TotalCon's reins to Alan Levin.

During the day, I work for an insurance company doing regulatory compliance. My hobbies, other than Diplomacy and assorted other board games, include acting, brewing, fantasy football, being a New England Revolution fan (a constant source of disappointment to balance the pleasure I gets from my other hobbies), and reading.

Fang Zhang, New Strategy & Tactics Editor - Currently I'm an aeronautical engineer in my mid-thirties, father of a 3-year-old boy. I live and work in Shanghai, China.

I got to know the game of Diplomacy and played my first game (with AI) in 2006, since then I have been around the Chinese Dip hobby for about 12 years, which is a

long story full of passion and good memories. I visited all the Diplomacy game websites I could find, collected almost all the versions of Diplomacy board games and publications on eBay and Amazon. Before 2015, I used to play on the internet, including the 1st and 2nd DWC. In 2015, I started to try playing face-to-face. I attended the Milan WDC during my honeymoon and held the first China Dip Con in Shanghai three months later.

I applied for the position of S&T editor of DW for two reasons. First, I just can't watch DW dying without giving a hand, and second, I want to share my ideas about the game with the hobby. I hope you will keep enjoying DW as always.

Bob Durf, New Variant Editor - Doug asked me to write something about myself as an introduction, and the first thing that popped to mind was the fact that I got involved in this hobby very young in life, and while that has brought me years of enjoyment, it has caused two problems. First, while I am not a strong writer, I'm surely much better than when I started in high school—just don't go back and search for anything I wrote during that time as they mortify me, and they should mortify you. Secondly, I grew up in the age of Chris Hansen's To Catch A Predator, so to put my real name out there even in a Diplomacy zine was unthinkable. Since then, I've resigned myself to the online name Bob Durf, fortunately at this point it is an actual nickname of mine.

I started playing Diplomacy with a printed off black and white map sophomore year in high school. I was hooked after my first game, a three-hour session of five of us playing with completely wrong rules. From there, I joined the online playdiplomacy community and started running email games with friends through high school. Every stop along my life has been accompanied by Diplomacy, for good reason. What Diplomacy comes down to is seven individuals, coming to the board with personal backgrounds, styles, and morals, and engaging in a no holds barred wrestling match of the mind. Ironically, it is not a game for modern board gamers who shudder at such raw interactivity, but I've found it is a game for anyone else. There is nothing quite like the process of bringing a new player into the fold. At first, they may laugh or scoff at others trading emails or angry phone calls, but the interest is already planted, and when the next game comes around they become just as neurotically paranoid and involved in that classic Diplomacy scheming. Even just a couple weeks ago, I got an email from a player complaining about how stressed she felt opening results from a set of moves...a mark of a truly impactful game.

Beyond my identity as a Diplomacy player and game-master, I am currently a newly minted lawyer working in Georgia (go Dawgs), although I hail originally from the great state of Maine. I live with my wonderful girlfriend and our little rough collie. I am running two 1900 games and plan on focusing my variant articles initially on topics I've pondered from those games. In the past, I've run Colonial and Machiavelli variants as well, and am always on the hunt for well designed, evocative, and interesting variants of this infinitesimally replayable game (I'm also on the hunt for truly terrible variants, because those are just fun to examine, although not much fun to play). If anyone however has a new or old variant they would like reviewed, or any other topics related to variants they want covered, feel free to let me know and I'd be happy to talk.

Markus Zijlstra, New Technology Editor - I'm a 23-year-old Computer Science student from the UK, and

I've been playing Diplomacy for about 8 years; ever since my Maths teacher introduced me to the game in high school. Like most of the younger generation of players, my experience with the game was almost exclusively online play, but recently (along with many other online players) I've been venturing out of that shell and discovering the Face to Face side of the game. I was part of a large contingent of webDiplomacy & PlayDiplomacy players who went to WDC 2017 - it was a great experience, and I'm looking to attend more in future.

If you're an online regular, you'll probably know me better by my alias, CaptainMeme. Under it, I've helped run two Diplomacy sites, captained Team GB through two World Cups, run some of the largest variant tournaments of all time, and have played on every major post-PBEM site & app. Here at Diplomacy World, I aim to put that experience to good use!

Do Not Sacrifice Your Soul at the Altar of Map Balance

By Bob Durf

Season's Greetings!

As the new variant editor and being young enough to be born almost two decades after Diplomacy World started publication, I have the disadvantage of missing out on years of the Diplomacy culture that has kept this publication afloat. I have a much bigger advantage though—in missing all those years of Diplomacy World and the greater Diplomacy zeitgeist, I get to shamelessly retread old territory with the tenderfeet of a newcomer who is blissfully ignorant of the fact that my writing may be exploring not new trails but well beaten paths.

I start with a topic that has been had many a time (enough times I am quite aware of my rehashing), but still a topic that I think is necessary and important for a variant editor to cover first before exploring the wide world of variants further. The topic is of course, what makes a Diplomacy variant great to me—and the 'to me' part is important here. I do not believe that the practice of claiming objectivity is particularly enjoyable or interesting in reviews, discussions, or musings; whether on games, politics, or indeed Diplomacy variants. Rather than attempting to divorce my personal leanings from what may be classified as 'objective' goals for good variants, I prefer to make my subjective opinions known openly so any readers in the future may be better informed—you'll have a more obvious chance to disregard my opinions if you know what I value in variant design. That's not to say my requirements for a good Diplomacy variant are all subjective nonsense, I think they are quite basic and covered in some form or

another many times before, but I want to disclaim right off the bat that I do not and will not pretend to be objective when discussing or reviewing Diplomacy or its variants—I view two of my three requirements for a good variant as far more important than the third.

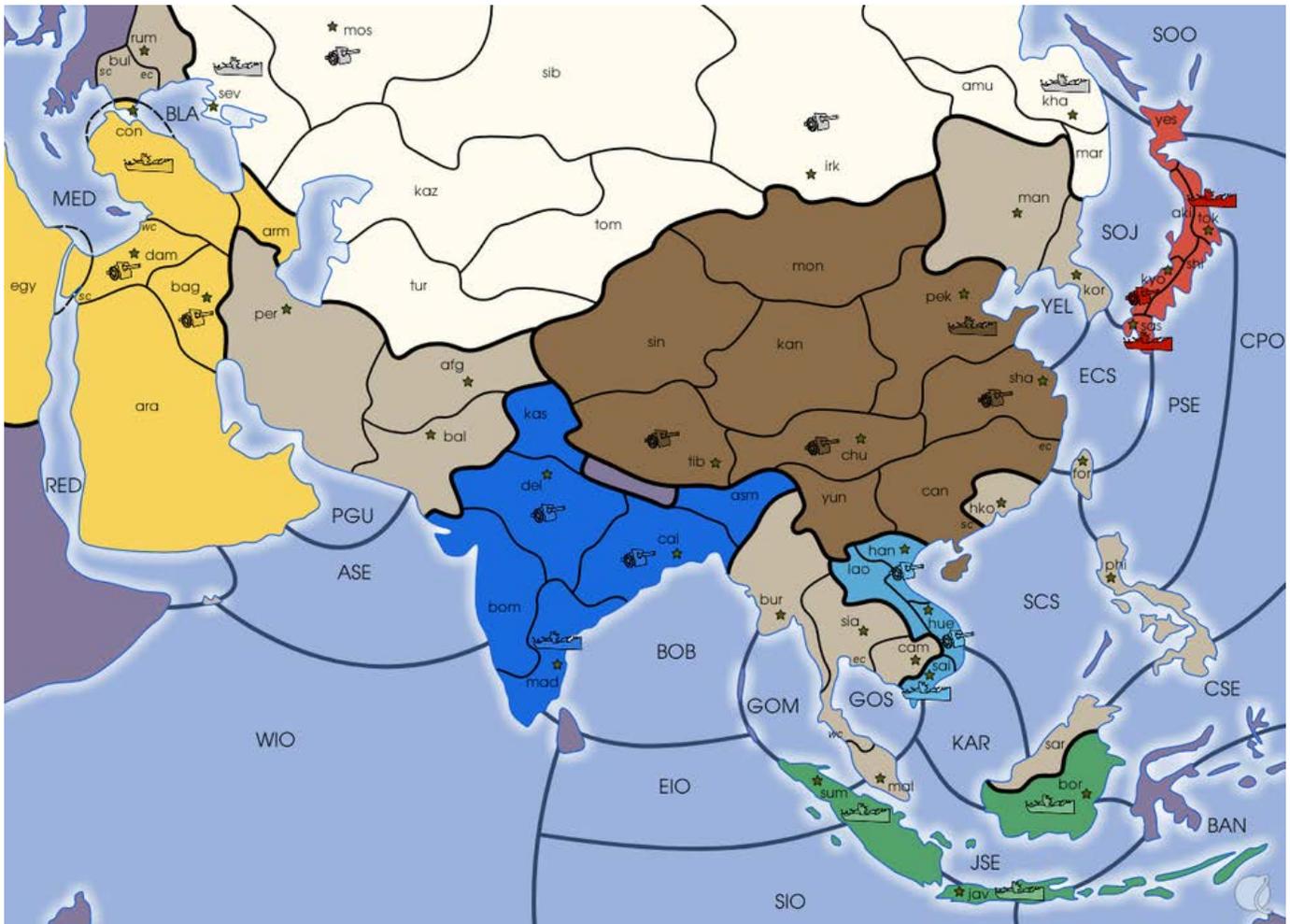
My three basic rules of thumb for a variant is it must be evocative, it must have balanced player interaction, and the map must be cleanly designed in furtherance of the first two rules of thumb. Easy enough, right? Pretty basic too. Many articles on this topic focus on map design, for good reason—there are some truly awful Diplomacy variants with some really sloppy map design. Yet the first two are miles more important when actually planning or designing a variant in the first place. Indeed, if a designer finds a way to draw players in with a variant evocative of the time period, place, or world you seek to represent, and present the players with meaningful opportunities to negotiate with each other in a balanced fashion; he or she can rest a little easier regarding potentially poor map design. Here is where it is important to reiterate these are my subjective opinions—plenty of players and designers clearly put map balance on a high pedestal seeking to emerge from the morass of sloppy, ill-conceived maps that are spewed forth regularly on Diplomacy forums and in the pages of zines. Yet these designers often go too far in the opposite direction, losing the variant's soul in the name of map balance.

Let's take a look at a recently presented game in this publication—Canton, a remake of the officially published variant Colonial Diplomacy. Canton was an effort to

rebalance and streamline Colonial Diplomacy, a worthy cause (Colonial Diplomacy's balance is atrocious for an officially released variant). In doing so though, Canton removes a lot of the soul and flavor of Colonial Diplomacy, losing a lot of the evocation of that variant's time and place. For example, Britain in Colonial Diplomacy has its jewel of the Empire in India—a strong base for its expansion in the heart of the map. Yet the far-flung Empire has colonies across the rest of the map as well, presenting numerous opportunities for negotiation as well as flash points for conflict. Russia has Port Arthur, an isolated port that they zealously protected in 'real life,' and a stretched out but unexposed country. Turkey is a small country in the corner that can rebuild its empire if left alone by Britain and Russia. Is Colonial unbalanced? Oh yes—France is in a terrifyingly

terrible position. Japan is extremely hard to eliminate, and China is big but central.

Yet Canton, by eliminating these colorful points of the map in its relentless streamlining ends up removing a lot of this flavor that both made the map unique and the powers unique. It is less evocative of the time and location, and with the removal of Britain's colonies, has less player interaction, with Turkey even more isolated and corner bound than before. It is an example of a variant with much cleaner map design that loses a lot of charm as a result. Canton may be allegedly more balanced, but it certainly does not draw one in like Colonial did when we decided to power through a sloppy game of it years back after being intrigued by the map and time period.



The Psychology of Diplomacy: Are You Lying to Me?

By Christopher M. Davis, PhD

Introduction

Professional poker player Phil Hellmuth has said that if luck was not a factor, he would never lose a poker game. One of the beauties of Diplomacy is that luck is not much of a factor after the initial assignment of powers. Like chess, Diplomacy is a game of intellect and skill, yet unlike chess, the most tactically skilled player is not always going to win. At least that is what I have been told any time I have board topped.

My best board top was April 10, 2010. It was a solo as England, which positioned me for my first tournament victory at CODCON. I started in a Western Triple, which fell apart when France and Germany became so annoyed with each other that they both threw me a solo to spite the other. This illustrates the importance of psychology in Diplomacy. Understanding your opponents' behavior and manipulating that behavior for your personal advantage is a key aspect of the game.

In my first face-to-face game, I saw James O'Kelley as Italy go +3 in 1901. Yes, he successfully moved into both Marseilles and Trieste in the first year. How did he accomplish this feat? By convincing both France and Austria that he was not going to do it. My guess is that he told each that his real target was the other...and they both believed him. Jim is one of those Diplomacy players who will use and abuse you, while making you feel good about it.

A key aspect of the psychology of Diplomacy is the ability to know when you are being lied to. In a Medium article, Ben Chapman illustrates five techniques for deception used by stage magicians and politicians. How might these techniques help us in analyzing the behavior of Diplomacy players?

Tactic One: Dress to Impress

Chapman explains that magicians often wear suits and ties to add credibility. Politicians often appear with hardhats or shirt sleeves rolled up to demonstrate their commitment to people who work for a living. (There is a song about this in the musical "Evita," but I digress...though Juan Peron would have been a great Diplomacy player. He would just make his opponents disappear.)

In the classic business book *The Dilbert Principle*, Scott Adams talks about the idea of "management hair." If you look at successful presidential candidates, up until recently, they had great hair. They tended to be tall. Psychologists have studied how looking the part offers credibility. As with any psychological theory, it is not

universal. It is clearly possible to get elected President and not have good hair, but it helps.

For Diplomacy players, the key here is be careful to not let appearances mislead you. Generally speaking, taller and good-looking people appear more trustworthy than those of who are not. If you trust one person over another, ask yourself if your intuition is being misled by good looks and charm and causing you to trust the wrong person.

As an example, imagine that you are England in the Summer of 1901. You have a Fleet in the North Sea, and you are negotiating separately with France and Germany on the fate of Belgium. Germany is encouraging you to land the fleet so you can be in a position to force the Channel in 1902. France suggests that you convoy an army in preparation for a ground war against Germany. The German player is tall and has a politician's smile. France, on the other hand, looks like Napoleon's shorter and less charismatic brother. Most people will give the edge to Germany, and Russia is probably being seduced into whatever stories Germany is offering. France, being Napoleon's relation, probably has an evil genius plan...but do you doubt him because he does not look the part of global leader?

Tactic Two: Separate yourself from herd

Chapman talks about how Penn and Teller gain the confidence of their audience by revealing the secrets of other magicians. You can trust them to be real because they are not like everyone else. They are outsiders. Politicians do this as well. Trust me, because I am not like the others. Few board-topping Diplomacy players can truthfully say that they never lied to anyone during the entire game.

The takeaway here is that you want to tune out all of the noise that other players make about why they are different from the other players on the board. You especially want to ignore any advice about how a third party is lying to you. For all you know, the third party is lying to the person who is talking to you. Don't let them get into your head. What matters are actions on the board. Most of all, when someone says that they are not like the other players in the game, that is a sure sign they are lying to you.

Let's pretend that Penn is Germany and Teller is France to your England. Penn will likely talk about how untrustworthy Teller is and how he cannot be trusted. Teller won't say anything because he does not talk in public. They both wear suits, but Penn is the taller one,

and superficially he will appear more honest than Teller. The reality is that they are partners, and they are probably both playing you. Your best bet is not trust either of them and leave Belgium alone. Your best hope is to convince them both that you will support them into Belgium and let them bounce. And if they don't bounce you know that they are working together. When playing against two people who are not Penn and Teller, we may need to look deeper to determine who is honest and who is not.

Tactic Three: Diversions

Talking about things that are not pertinent is a form of the third tactic. Dishonest politicians and entertaining magicians rely on distracting their audience from a critical issue by focusing on some other issue. In Diplomacy, someone might talk about moves on the other side of the board or about your nice shirt as a way to distract you from the key issue. The less time spent talking about where they are planning on screwing you over, the less they have to lie. A standard tactic is the time spent in negotiations talking about what other players are going to do.

In our negotiations before Fall 1901, Germany wants to talk about what France is going to do. How does Germany know what France is going to do? Because France told him? How does he know that France is not lying to him? How do you know that Germany is not lying to you? Focus Germany on what Germany is going to do. A sign of deception is which ever player talks more about other people. That is a classic diversion to keep you focused elsewhere while they stab you in the back.

Tactic Four: Predict the future

The best way to predict the future is to look and the past and claim to have predicted what has already happened. Magicians do this by making it easier to choose a subset of cards from the deck. They know what is going to happen not because they are psychic but because they made it happen.

In Diplomacy, a talented player will claim that they knew in hindsight what moves another player would make. On the surface, this seems like a meaningless claim. In fact, a couple of things are going on. First, it is a distraction (see tactic 4). Second, it allows the player to build credibility. If I was right about what happened last turn, then your brain is wired to accept what I tell you will happen this next turn. The reality is that unless I am writing orders for someone else, I don't know what they

will do. Claiming to be a prophet only has value when you are starting a religion. In Diplomacy, it should be taken as a sign that someone is not trustworthy.

After Spring 1901, Germany claims that he knew France's opening moves before they were read. Now he claims to know what France will do in the Fall. Most players will not make notes on what Germany really predicted, so this is an easy claim to make. The counter to this is to not become distracted by what others have to say about other players. Focus instead on what that player is going to do.

Tactic Five: Tell People What They Want to Hear

Telling people what they want to hear has led to the ruin of many Diplomacy players. People want to believe that the magic is real, so they don't want to look behind the screen. Politicians offer their supporters what the supporters want to hear. It is common for politicians to claim that things will get better, even when the politician does not have the power to bring about the promised change.

As England, I want to believe France and Germany when they tell me that they will support my move to Belgium. The counter to this is to look for is the rational why an action is in their interest. What do they gain by supporting you into Belgium? How does it further their goals? If to your options are move a fleet, convoy an army, or not go to Belgium at all, you are making a statement about which player you hope to partner with for the next several game years. A solid partnership is based on trust, honesty, and mutual gain. If your partner is not gaining anything through a move, it is likely they are not really a partner.

Understanding the psychology of Diplomacy players can enhance your success in Diplomacy. A key aspect of that understanding is being able to spot deception and know who not to trust. Understanding these common tactics of deception will increase your ability to spot the gifted deceivers at the table..

[[Dr. Chris began playing Diplomacy in college in the 1980s but his first face-to-face game was with the Windy City Weasels in 2008. He was an active Weasel for several years before going into self-imposed exile. He is widely known as the least competent person to win a Weasel's tournament (CODCON). He has several graduate degrees including one in psychology.]]

Estate Sale: 53 Years of Collecting Stuff, 1 Month to Let It Go!

By Larry Peery

After carefully watching the Allan B. Calhmer estate sale not so long ago I decided to go a different way to disposing of my collection of Diplomacy "stuff" that I've collected over the past fifty-two years or so. I've never done an auction like this before so I ask your indulgence while I figure it out. My motive is two-fold: 1) to give my friends and others in the hobby a chance to share some of these tangible memories with me; and 2) to maximize the amount of the proceeds going into my pocket instead of a third-party professional who has no interest in the game or hobby. So, let's get on with the task at hand. Remember, time is of the essence. I really hope to have this done by late January.

Tentative January 2019 Schedule: Postings up by 1/1, bidding through 20th, notification and payment by 28th, delivery thereafter.

For Latest Information go to

sandiego.craigslist.org/nsd/tag/d/oceanside-diplomacy-game-collection/6779689290.html I'll try to update the site every three days or so, especially as new items for sale appear.

Online postings by email, FB (?), Craig's List, and in person in Oceanside, CA. I hope a useful email system will keep things moving along smoothly and at a good pace.

Email List & Registration: email, name, password, ID Number. Anybody can get on the email list. To bid or track the bidding you need to register with an email, your real name, password (you pick) and an ID number I'll provide. If I discover a fake ID I'll remove you from the process. If you wish to bid using a nom de Dip that's OK as long as I know who you are.

Use my usual email address or

Xenogogic@gmail.com. My Telephone number hasn't changed. You can also post messages on FB although I may not see them right away.

Sale Rules: 1. I reserve the right to reject any bid with or without reason given. 2. Don't try to play the system. It's too fragile for that ☺ 3. Complete collection bids are looked on favorably and take precedence over individual item bids. However, once a bid is accepted and the item paid for the sale is final.

Prices: Sale price is indicative of seller's value. Offered price is indicative of buyer's value. In between is the sweet spot of a sale. I am eager to sell, but I am not going to give away the collection to make a sale. Note: Participants in this sale should ignore the prices in the CL ads or use them only as a guide for bidding purposes.

Posted Price for immediate purchase, if I ask \$2,500 for an item and you pay it, it's yours. **Silent bid** is one time, 2 part cycle (first round open to all, second round open to two highest original bids), or **regular auction by rounds**. I don't expect more than 3 rounds for any one item or collection.

Premium Items: There are a few items included in this sale that I consider of exceptional value, usually because they are one-of-a-kind or of considerable historical importance to the game or hobby. Among them are; The Claire Brosius embroidered Diplomacy board, the Allan Calhmer National Pastime prototypes (FYI, Yes, one of those in that picture is also spoken for – it's Conrad Woodring's ☺) and some of the games, books, t-shirts, etc.

Bidding Process: 1. Item Posted : 1. Bidding opens. 2. Check every three days or so for latest bid 3. New Bid. 4. Cycle continues until. 5. Bidding closes. 6. Notification. 7. Acceptance. 7. Pay. 8. Ship (For reasons of speed or efficiency I may tinker with the system if need be.) The entire process is scheduled to last about a month.

Pre-bid physical inspection is available by appointment, pick-up TBD, S&H are buyer's responsibility.

Photos: Some items are pictured in articles in past issues of DW and TDP. Some items are pictured on CL sale sites. Some but not all items I can provide a picture of. I do not have a cell phone (!!!) so please don't ask for special pictures, etc.

All sales are final, cash in USD (registered or certified mail is OK), check in USD, wire transfer, or international postal money order

New Items Added: I have nearly a hundred boxes of "stuff" in the garage to go through during the sale. That's after eliminating about 200 boxes of material. If you're looking for something specific you can ask and I'll keep an eye out for it but no promises.

Types of items

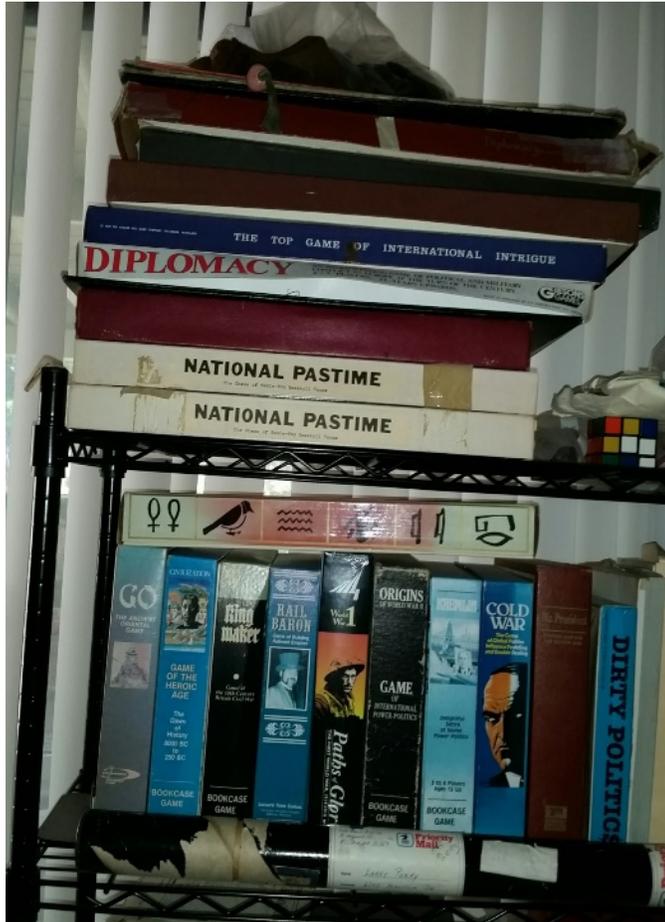
Zines: Most of the Peery Diplomacy magazine Archives went years ago and Doug Kent has them now, or the Walt Buchanan Collection at Bowling Green University has even more of my early work. What I do have are the originals of my early Diplomacy and gaming/simulations editions of XENOGOGIC from the 1960s and 1970s. I also have a nearly complete set of hard copies of DIPLOMACY WORLD back issues. Most of the early ones are originals. I also found a box of old Graustarks the other day. Makes great material for a litter box.

<https://sandiego.craigslist.org/nsd/bks/d/us-naval-institute-proceedings/6766530397.html>

Books: Approximately 200 hard bound and paperbacks dating back to the 1960s in varying condition. Subjects include: Diplomacy, diplomacy, history, international affairs, military affairs, biographies and some fiction. Prefer to sell by the box of 20-25 or the complete collection.

Games: Collection of 40 or so board games ranging from 1960s to 1990s. Some are used and some brand new and never opened. These are classic board games, historical and military subjects, and some unusual one of a kind. Prices range from \$1 to \$150 with one big exception.

If you're looking for a particular game title email me and I'll get back to you. Or you can make an appointment to check out the entire collection if you're a serious collector or dealer.

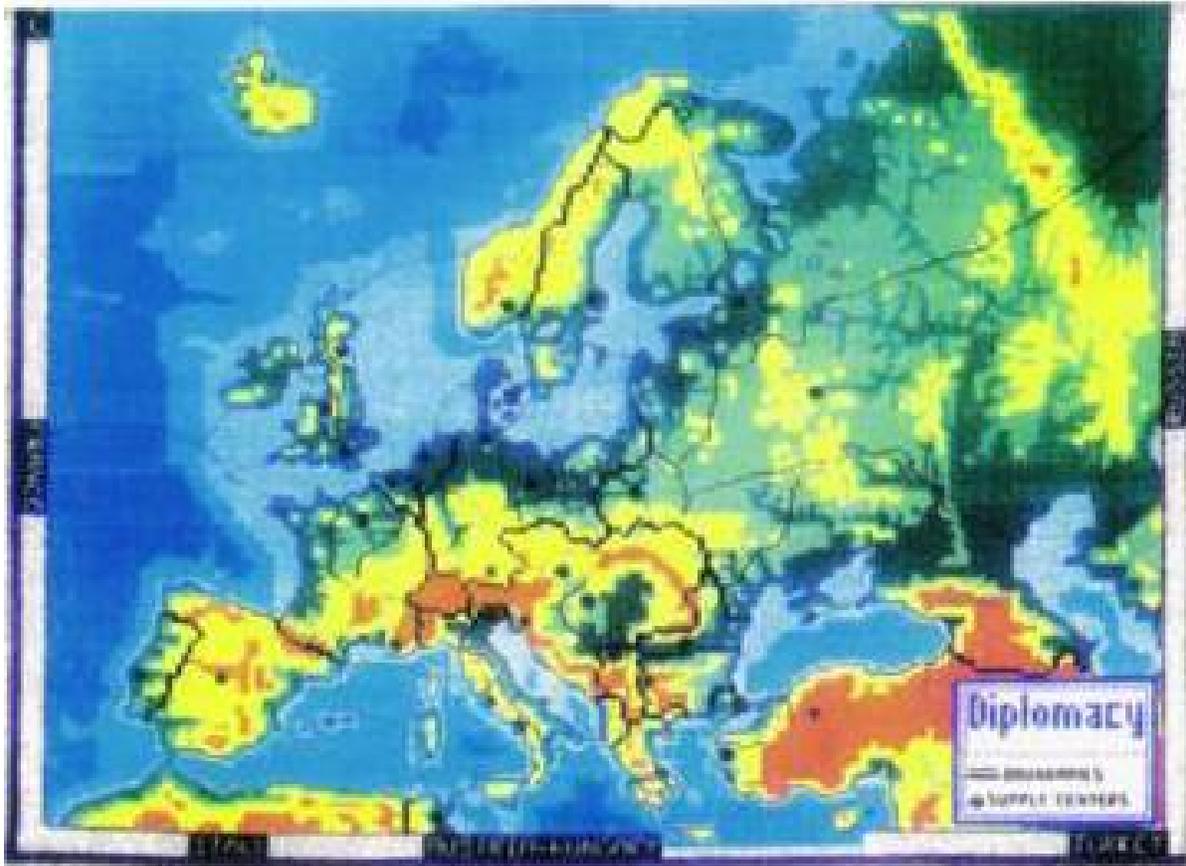


Titles include: Give Peace a Chance, Nuclear War + Escalation, Scrabble, Monopoly, Civilization, Kremlin, Ta Kai, Poker Chips, Delegates of 1787, Low Bidder, Dirty Politics, Mr. President, Global Pursuit, Cold War Game, Stratego, Rail Baron, Kingmaker, Origins of WWII, Kremlin, Go, Senat, San Diego: America's Finest City Game, Capitaneus et Defensor, Machiavelli, Mille Bornes, Paths of Glory, World Cup USA 1994, DIPLOMACY: Gibson ed, House of Games ed., Intellectual Diversions ed., repeat, 2nd ed., French ed., GRI ed. Avalon Hill 76, 82, repeat, 87, Deluxe 92, Hasbro, AH/Hasbro 08, Colonial Dip, National Pastime,

For more information ask for an email copy of "Latest Information Updated 7/30/2014 file".



<https://losangeles.craigslist.org/wst/tag/d/baseball-fans-allan-calhamers-national/6766462217.html>



<https://sandiego.craigslist.org/nsd/art/d/big-redux-embroidery-masterpiece-map-of/6766466006.html>

T-shirts: I have 9 or 10 banker boxes (e.g. about 350) t-shirts, mostly travel and Diplomacy related dating back to the 1960s and as recently as the 2013 WDC in Paris. Shirts are most XL or XXL in size of various conditions from ragged to brand new. The sports and merchandise linked shirts are all gone. To find out what Diplomacy events I attended check out my listing on the World Diplomacy Database site.

<https://sandiego.craigslist.org/nsd/clo/d/shirt-collection-christmas-sale-on-now/6766520797.html>

Flags: 1 banker box. Approximately 30 of various quality and size.

<https://sandiego.craigslist.org/nsd/clt/d/oceanside-flags-collection-22-christmas/6773675442.html>

Baseball hats: 1 banker box. Approximately 40, mostly Diplomacy or military related. Includes my Vietnam-era Red Cross green beret hat (Yes, I actually wore it...).

Records: 10-12 banker boxes and approximately 800 LPs left including classical, opera, musical theater,

classical vocal, Christmas (63 of them) and popular. Just a few rock and roll, country western, jazz, R&B, left.

<https://losangeles.craigslist.org/sgv/emd/d/potpourri-of-various-lps-christmas-sale/6766471000.html>

Diplomacy Travel souvenirs: All kinds of stuff from all over. More details on that later.

Computer with Peeriblah Word Files 700+ files and lots of MBs! Last thing to go will be this computer system (my fifth since the Commodore 64) which will include some 700 Word files devoted to Diplomacy and hundreds of MB of material.

<https://sandiego.craigslist.org/nsd/clt/d/oceanside-flags-collection-22-christmas/6773675442.html>

Let's Go! If you have any questions about how the auction will run please send them along so I can post answers for all to see. Then start going through the collections to see what interests you and, if you will, please share this with others. The more people who participate the more interesting it will be.

GOOD LUCK!

The Scorpion and the Tortoise

By umbletheheep

I was recently playing in an online tournament and had already qualified for the final. I was finishing up my last game and was in good position to solo as England. I tried to convince the other players that I was fine with a draw and had no desire to solo because it would have no impact on my results. I asked the board what possible reason I could have to solo. One person replied, "Because it's just who you are."

I was surprised and somewhat pleased by the accusation. Amidst my satisfaction, the statement immediately brought to mind a story I had heard years ago on *This American Life*. The story is called *The Parable of the Scorpion and the Tortoise*.

The Scorpion was hamstrung, his tail all aqriver,
Just how would he manage to get cross the river,
'Why, the water's so deep' he observed with a sigh,
Which pricked at the ears of a tortoise nearby.
'Well, why don't you swim?' asked the slow-moving fellow,
'Unless you're afraid, I mean what are you yellow?'
'It isn't a matter of fear or of whim', said the scorpion,
'But that I don't know how to swim'

'Ah, I didn't mean to be glib when I said that,
I figured you were an amphibian'
'No offense taken' the Scorpion replied,
'But how bout you help me to reach the far side?
You swim like a dream, and you have what I lack,
what's say you take me across on your back?'
'I'm really not sure that's the best thing to do' said the Tortoise,
'Now that I see that it's you. You've a less than ideal reputation preceding,
there's talk of your victims all poisoned and bleeding.
You're the Scorpion, and how can I say this, but well,
I just don't feel safe with you riding my shell.'

The Scorpion replied, 'What would killing you prove?
We'd both drown, so tell me, how would it behoove me,
to basically die at my very own hand,
when all I desire is to be on dry land.'
The Tortoise considered the Scorpions defense.
When he gave it some thought it made perfect sense.
The niggling voice in his mind he ignored,
And he swam to the bank and called out, 'Climb aboard'.

But just a few moments from when they set sail,
the Scorpion lashed out with his venomous tail.
The Tortoise too late, understood that he'd blundered,
when he felt his flesh stabbed and his carapace
sundered.

As he fought for life he said, 'Tell me why you have done this,
For now we will surely both die?'
'I don't know!', cried the Scorpion,
'You never should trust a creature like me,
because poison I must. I'd claim some remorse or at least some compunction,
But I just can't help it, my form is my function!
You thought I'd behave like my cousin the crab,
But unlike him, it is but my nature to stab.'
The Tortoise expired with one final quiver,
And then both of them sank, swallowed up by the river.



I would suggest that each person has a certain amount of scorpion/tortoise in them. The key is to understand our own tendencies and develop a play style that minimizes our own weaknesses and maximizes our strength.

Some people by nature have such an overwhelming desire to win that they are willing to stab and destroy an alliance for the smallest gain while missing the bigger picture. Others will naturally hold to an alliance even when they know a stab is coming their way.

Scorpions are shifty and constantly searching for an advantage. If you are allied with a scorpion, do not overextend. Keep a close eye on all their conversations. With a scorpion, they have to see that a stab from them would bring overwhelming loss and would not come easy. Even them, that is not always enough.

Tortoises have a simple innocence that naturally attracts allies. They are great at putting their partners at ease and considerate of their concerns. They really want to see their ally do well and are often the most excited when you both are advancing. If you are allied with a tortoise, seek to aggressively grow and become the senior partner in the alliance. You will most likely not

need to worry about a stab coming. If you're a tortoise, do not ally with a scorpion unless you absolutely have to. Even then, it is often better that you drown that backstabber before he can stick you.

To wrap this up, you may be wondering what happened in that meaningless game I first mentioned. I'll answer with a question...Do you mind if I climb up on your shell?

[[To hear the full NPR rendition of the Scorpion and Tortoise go to <https://youtu.be/KG0dikvMDho>.]]

TotalCon 2019

Marlborough, MA

Feb. 22 - 24

Best Western Royal Plaza
181 Boston Post Road West

Come play Diplomacy at one of the largest gaming conventions in New England! This is an excellent chance to hone your skills against some of the best Dip players in the Northeast, in a relaxed and inviting environment, with ample opportunity for other board gaming. And who wouldn't want to visit Massachusetts in February?

Rounds:

Friday at 8pm (tutorial for new players at 6pm)

Saturday at 1pm

Sunday at 8am

Tournament Director: Alan Levin

Registration is OPEN at www.TotalCon.com. Get more info on the Diplomacy tournament at www.boroughsdiplomacy.net. Hope to see you there!

Game Report on the Face-to-Face Game in Suzhou

By Fang Zhang

On a late autumn weekend of 2018, ten Chinese players from five cities came together for a Diplomacy game which I organized. It was the only face-to-face Dip game in China I am aware of in 2018. Almost half of the active Chinese Dip players showed up. It was really out of my expectation that we could make it in such a short time, given that most of us have not seen each other for at least one year.

The game was played in a traditional Chinese yard of Suzhou with 5 bedrooms located on three floors. (See picture below).



Among the ten players (See picture below), there were four from Shanghai, two from Suzhou, two from Nanjing, one from Shenyang and one from Zhuhai. All the three China Dip Con (CDC) champions participated and the game lasted for 7 game years and ended with no power eliminated which was a rare case.



First from the left, Leng Yue. She works in foreign trade business and participated the CDC I in 2015. Second from the left, Yi Fan Xu. He just graduated from Oregon State University and he won the champion of the CDC III. Third from the left, Bing Liu. He is a software engineer and one of the first dip players in China. He also participated the CDC III last year. Fourth from the left, Jin Han, Zhang. He is one of the few players who participated all the three CDCs. Fifth from the left, Mi Hao. He is from Nanjing and the Best Stabber award winner of CDC I. Fifth from the right, JK. JK knows how to grow and sell Chinese tea and he also attended CDC III last year. Fourth from the right is myself, Tournament director of the CDCs, and I am even thinking of inviting World Diplomacy Convention to China in the coming years. Third from the right, Sa Shen. The champion of CDC II in 2016. He works in the real estate business and proven himself to be a skilled persuader. Second from the right, Jian Peng Wang. He won the first CDC championship and works as a software project manager. First from the right, Xin Tao. He is a true boardgame geek and he works for the government.

The game opened with the English in the channel and Wales, an Italian army in PIE, and the Turkish fleet moved west while the Russian SEV fleet held. Germany opened neutrally, and seeing the faith of England, decided to join her against France. Austria managed to build twice in the first year but what Italy did in 1902 became a disaster for Austria. It could be a long fight if the game developed in a way that Juggernaut vs AI while E/G vs F. France was rather desperate and helpless during the whole game, as he tried but failed to break up the E/G alliance. Italy moved army PIE to TYR and APU to VEN in Fall 1901.

Italy then ordered VEN-TYR and TYR-BOH in Spring 1902 without informing Germany and Austria in advance, which pissed both of them off and led to Austria's collapse in 1903 and a German invasion in 1904. England took no more than STP from Russia and kept attacking France all game. Eventually she took BRE, PAR, BEL, HOL, NWY and STP, sharing first place with Russia. Russia took VIE, BUD, RUM, SER and DEN. For the whole game Russia had kept an eye on his ally Turkey and managed to keep SER as Turkish till the end. Germany turned on Russia in the middle of 1903 and shifted to Italy in 1904. He took no dot from the French, the Italian nor the Russian and gave HOL to his game-long ally England as a gift in the last game year. Obviously, Germany made a strategic mistake in that he overextended his battlefield and did not focus his forces against each target. Turkey took control of the whole

Mediterranean Sea but his aggressive style of negotiation closed the door of cooperating with England.

One of the perks of the game happened in Spring 1906, when Turkey carefully miswrote three anti-Russian orders intentionally to gain diplomacy leverage over England and Germany. However, as GM, I did not realize his true intention and successfully ruined the perfect trick which caused great dissatisfaction from the Turkey player. It might be a smart idea but we never know if it could work or not.

It was a wonderful, emotionally-engaged game that everyone enjoyed a lot. They talked about the game for hours after it was finished. Diplomacy brings friends who live far apart together. We learned from the game that it was not only what we say but also the way we say it that could influence our performance in Diplomacy, and in real life.

After the game, we had dinner together and all agreed to meet again in Nanjing next year.



An Interview with Brad Bitstein

By Randy Lawrence-Hurt

Thanks for agreeing to this interview, Brad! Just a few preliminary questions to give the readers an idea who you are and where you're coming from. When did you first start playing Diplomacy, and how did you get into it and start attending tournaments?

I played some with friends when I was in my teens, but I've never played online; I play because of the personal interaction you get in a face-to-face game.

I didn't truly start playing until I saw a tournament being played at Carnage. I originally went to Carnage to play other board games, but saw the Diplomacy

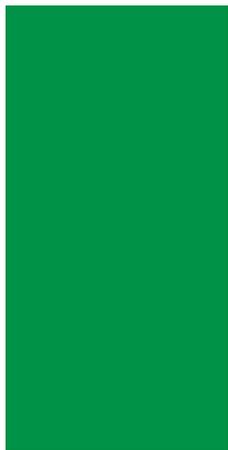
games being played and joined in; that was nine or ten years ago. My first several games and tournaments I got crushed repeatedly, but I was hooked anyway. At the time the metagaming aspect bothered me, but looking back on it now, the real problem was that I was a terrible negotiator.

You've come a long way since getting crushed at your early tournaments. If I recall correctly, you've won TotalCon twice, and just won Carnage for the second time as well. What would you say have been the biggest change in your play style that allow you to win? How did you go about making those changes?

Playing more often, discussing theory with better players, paying attention to different play styles, and adaptability all played a role in the changes I've made. But probably the two biggest changes are that I rarely demand anything on the board (I ask nicely instead), and I focus on the fact that each game is a round in a tournament. Meaning if you do great in one round of a tournament, without following it up in the other rounds, you're probably not going to do well in the tournament. Most tourneys I've played in are Carnage scoring, where if you come in second on the board in all three rounds you can potentially win the tournament, and you're certainly making the final board.

Do you have a favorite country? If so, which one, and why?

The last two tournaments I've done well with Italy, so I'll go with that. I like the flexibility, you can potentially Ally with any other country and have fun.



Italy used to be my favorite as well, and for the same reason. But I often find their options to be more illusory than not; sure, you can ally with any country, but you still have to find a way to break-out, and like Turkey, it can be very easy to keep Italy in the box. I take it you've had success getting Italy out of the box: got any tips for newer players thinking of giving the green blocks a try?

There are basically four things you can do with Italy:

- 1) Slow play and hope to take advantage of opportunities
- 2) Stab Austria as hard and fast as you can
- 3) Ally with Austria and go after Turkey

4) Ally with England or Germany and go after France

Unfortunately, there's no easy answer for which of those options you should pursue; it depends on the players and board-state. But in any case, I don't think going after German dots is a great idea, they're too difficult to hold.

Is there a country you don't enjoy playing, or find you tend to struggle with? If so, why?

Russia seems to be my least successful country, the need to focus on two fronts is complicated for me. Most countries you need maybe one ally to be successful, whereas with Russia you typically need at least two, and even then it's not a sure thing.

What's your favorite Diplomacy-related experience/memory? Your least favorite?

I love the Dip community, I've made some amazing friends playing. I really think playing Diplomacy (hopefully this doesn't sound too much like hyperbole) has made me a better person; my communication skills have certainly gotten better. Dip has also taught me to be more patient.

As for favorite times, there are so many, mostly centered around the social aspects of the game, and the things I do when I visit the city the tournament is played in: everything from Funfetti cake in Philly, to walking around DC with other tournament-goers, to eating dinner with a bunch of people I enjoy being around.

We all know Diplomacy is known as the game of backstabbing and treachery. Do you have a favorite (or least favorite) lie/stab/betrayal you've pulled off in a game? One that worked spectacularly well, or maybe spectacularly poorly?

In order to do well in our hobby it's necessary to attack someone, in order to do that we all lie, or at least tell partial truths. But I try doing that minimally, and it seems to work for me. Probably part of the reason I try to avoid outright lying is because I don't think I've ever had a stupendous stab; I've either done it too early, or too late. It's the times that I have not stabbed that stick out, especially the ones that have worked out well for me.

I think that about wraps it up for my questions! Thanks again for your time, and hopefully see you at TotalCon in February!

Gunboat and “The Biggest Game of All Time”

By Jason Regnier

Hello again **Diplomacy World** readers. This edition’s contribution to the Variants section is a look at a unique experience an online game event on www.WebDiplomacy.net played about a year ago, specifically September 4, 2017 to November 19, 2017. It was self-billed in jest by the specific game creator as “The Biggest Game of All Time,” attracted the top players of the site, and turned out to be a gem. WebDiplomacy’s record of the match can be found [here](#).

There are literally hundreds or possibly thousands of Gunboat games per year, but what made this game unique was two things: First, at the time it was truly “The Biggest Game of All Time” in terms of points involved on WebDiplomacy. Second, one of the players, **Swordsman3003 aka BrotherBored**, decided to keep detailed journal of every decision and impression he had during the game. This became a massive End of Game report that I still believe remains unparalleled in depth. He believed “.....maybe like 2 people will read this damn thing in its entirety,” but it was just too good. I decided to bring it to you the readers of **Diplomacy World**. He went on to mention his “titanic journal (was) about 80,000 words long...” and it is according to Microsoft Word. A couple of comments he received from regulars of the site regarding the journal were:

“That journal belongs in the category of webDip’s best reads.” – [bo_sox48](#)

“[M]any years ago I tried to write a 50,000-word novel in a month. I barely managed to reach 25,000. This guy just casually writes 80k for us!” – [Claesar](#)

My plan in this article is to give an outline of the game, and some details of the blog, which is entirely the work of the true author, **BrotherBored**. You can find it for free on his blog: <https://brotherbored.com/gunboat-diplomacy-journal-intro/> and please **do read his own words** as mine can only be a pale substitute and he did the real work. What I hope to provide is a taste of what is there and some good content for **Diplomacy World** in support of Managing Lead Editor, Douglas Kent.

A bit of background: Gunboat Diplomacy is a variant that can be played on the standard map, and almost any other variant map. The rules simply put: in Gunboat, there is no written or verbal communication with any of the players until the game is over. You basically just move out, attack, conquer and try to win on your own. The real key to winning Gunboat Diplomacy, is strategy,

tactics and most importantly your ability to win in the non-verbal/written communication. Gunboat is about the subtleties of unrequested supports, uncoordinated coordination, a careful stab, tactical and strategic thinking. All of these, but especially the unwritten communication make the difference and **BrotherBored’s** journal gives the unique insight to that side of the game.

A bit more background: On www.WebDiplomacy.net, every new player to the site gets a set of 100 points to spend, and in that limited number essentially throttles how many games, or of what caliber games you can play. Every game you sign up for needs about 5 to 20 points to join, depending on the creator. If you win or draw you take in a share of those – sort of the ante and the bet in a poker analogy. So new players can be in between 5 to at most 20 games with the initial 100 points. Most of us have a total purse of between my paltry 119 and about 600. A very few spectacular players have over 2,000 points due to excellent winning rates. This game, “The Biggest Game of All Time,” was unique in that the bet to enter was 4,500 points per player. This was far and above anything the players on WebDiplomacy.com had ever seen.

BrotherBored participated in this match as the player **swordsman3003**, which I put in brown text representing **Germany** as he did in his blog. He has a nice style with color enhancements on the text of his blog and I am repeating a bit of it here in my article. **BrotherBored** started keeping a journal about the match as soon as it started. What I also think is important, is why he did it. Direct quote from the author:

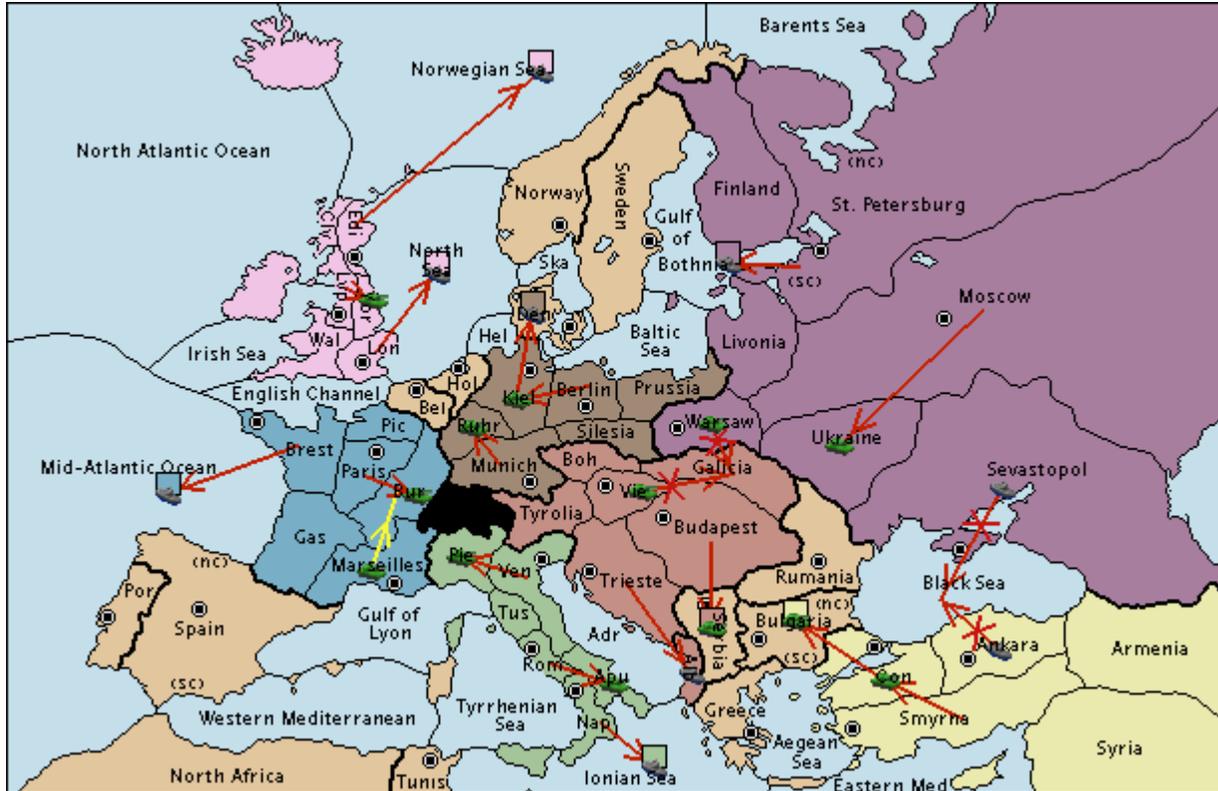
*“The Purpose and Process of this Journal: As I mentioned earlier, I believe that I have benefited immensely from the writings of other Diplomacy players, from the old magazine articles that I still read to the post-game assessments from my rivals. Not only do I think I have learned how to become a better player from these writings, but I also simply enjoy them for entertainment value. As far as I know, nobody gets paid for these contributions; they are acts of charity. I have decided to “pay it forward” – I intend to reciprocate the charity of these other Diplomacy players who gave up their valuable time to teach me about this wonderful game. **This is my thank you to everyone and anyone who has enriched the Diplomacy community with their insights and contributions. My life has been improved by***

your generosity, and I will demonstrate my sincere appreciation by writing this journal for the current generation of Diplomacy players.” (emphasis his)

What is also interesting is that **BrotherBored** did this in real time during each turn, not in hindsight as one usually does. This gives a unique insight as to decision process and guessing the next round. He even attempted to predict every single move of his opponents and record his success rate numerically. I found this idea of working an objective mathematical process into Gunboat Diplomacy intriguing, even though I am not

sure it really had an impact on the outcome or his decisions.

On to the game! As **Germany**, **swordsman3003** prefers to have as an ally first **England**, then **Russia** then **France** for a variety of reasons he explains prior to the Spring 1901 turn. He sees **Italy** as a key natural ally for **Germany**. He talks about **Austria** and **Turkey** and it is interesting to see what a high-level player sees in the balance and conflict of these different Gunboat partners and alliances at the start. Ultimately, he is hoping for an alliance of **Germany / Italy / Austria** or a **Germany / Italy / England** alliance. Spring 1901:



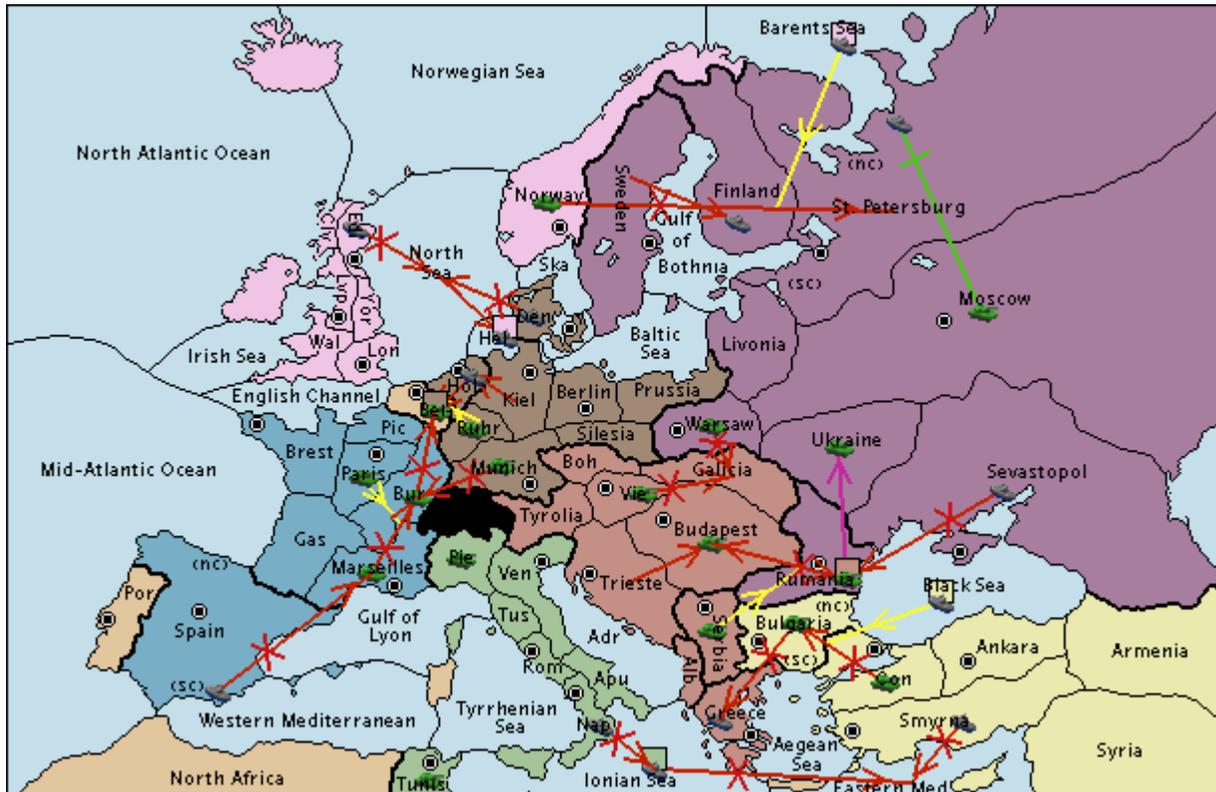
Map 1: Spring 1901

From my amateur status, from the **Germany** point of view I see trouble from **France** in Burgundy, a positive move from **Italy** towards **France**, a northern push by **England**, and standard stuff from everyone else. The real decisions for **Germany** will be regarding **Russia** in the **Gulf of Bothnia**: in or out of **Sweden**? Perhaps the next most strategic question: what about **Belgium**?

What is **England** going to do? At this point, I highly recommend you read the author's own thoughts. The blog has some great insights as to the implications of both centers. Here is the Autumn 1901 result, and I love the Author's comment: "apparently **France** was enraged by **Italy's** opening"

Swordsman3003's goes on to make pages of predictions *with rationale* for almost every other space on the board – and it is still only 1902. It is worth the read on his blog because these early years often set the win/loss conditions for everyone on the board. Want to

see how a pro thinks? Read it. Here is the result of Autumn 1902 – looks like **Italy's** bid for a Lepanto fails, **France** gridlocks, **Russia** gets hit in Rumania and **England** sees the existential threat of **Germany** and moves in.



Map 4: Spring 1902

At this point in the blog, our hero is continuing to compile cumulative statistics on his accuracy of move prediction. His count is as follow: **England**: 64% (7/11), **France**: 36% (4/11), **Russia**: 67% (10/15), **Turkey**: 73%, (8/11), **Austria**: 77% (10/13), and **Italy**: 64% (7/11). In the blog, you will find that in my estimation those that **Swordsman3003** has the highest % correct estimates are on average doing better than those that did not do as he predicted. Meaning – mathematically his insight of what they should be doing vs what they doing are seems correct! We shall see how that plays out to the endgame.

One more interesting thing about the blog of the game is that **BrotherBored** was kind enough to include comments and feedback post-game from some of the other players. He did not change his narrative as it was written during the game in complete isolation – just to capture his thoughts and ideas. These post-game comments were put in as footnotes to prevent interruption of the original flow. Here is a sneak peak at comments from the Italian player, [Yoyoyozo](#), who played

Italy, said this to **BrotherBored** after reading the journal:

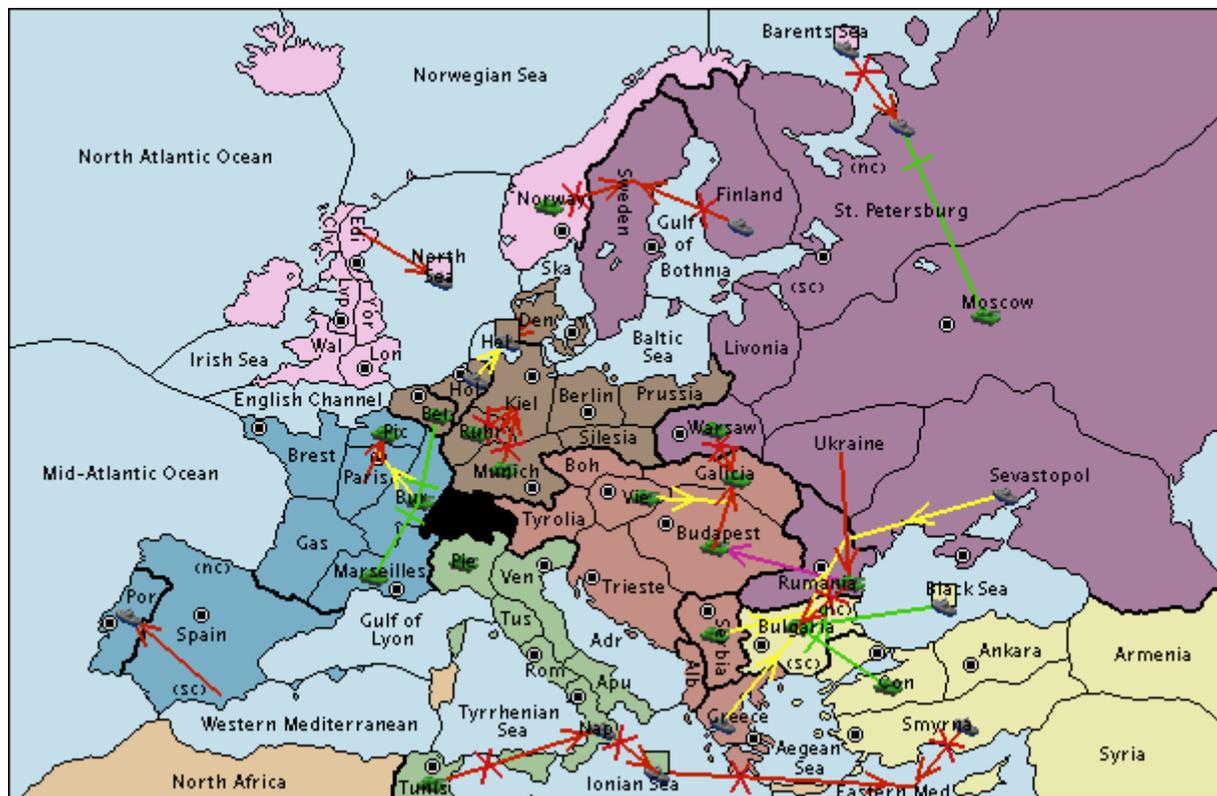
*“While I find it funny being called a chump for half the games moves, there’s actually a reason I made the moves I made, haha. As **Italy**, I like to stall for time. I hate the Lepanto and would rather go for **France** or **Austria**. The thing with going for **Austria** is that it doesn’t work in the early. **Austria** 90% will kick you out of their centers, no matter how many units it takes.*

*Also in order for it to work, **Turkey** needs to be in a semi-decent condition for that to happen, which means I can’t help **Austria** take them out, because **Austria** usually gets their share first, which is bad for me. So I “played like a chump” for the first few years in order to stall for time. Eventually I went into Aegean and took Bulgaria in order have a more units for the west. After Iberia was taken I would have gone for **Austria** most likely, but they stabbed me a turn*

before I anticipated it (which wouldn't have mattered anyway because I misordered my fleet to Naples instead of Apulia)."

I personally found Yoyoyozo's advice rather helpful strategically the last couple of times I played **Italy**. I even managed to pull out a decent draw as **Italy** in my most recent game just due to concepts from [Yoyoyozo's](#)

input to **BrotherBored** blog about "The Biggest Game of All Time." After the Autumn 1902 moves, we finally see some interesting developments – **France** has (finally!) taken **Portugal**, and seems to be able to either attack, or maybe ally with **Germany**. **Austria's** gain is lost, **England** moves on both **Russia** and into the **North Sea**, and has been destroyed in **Heligoland** as predicted in the blog.

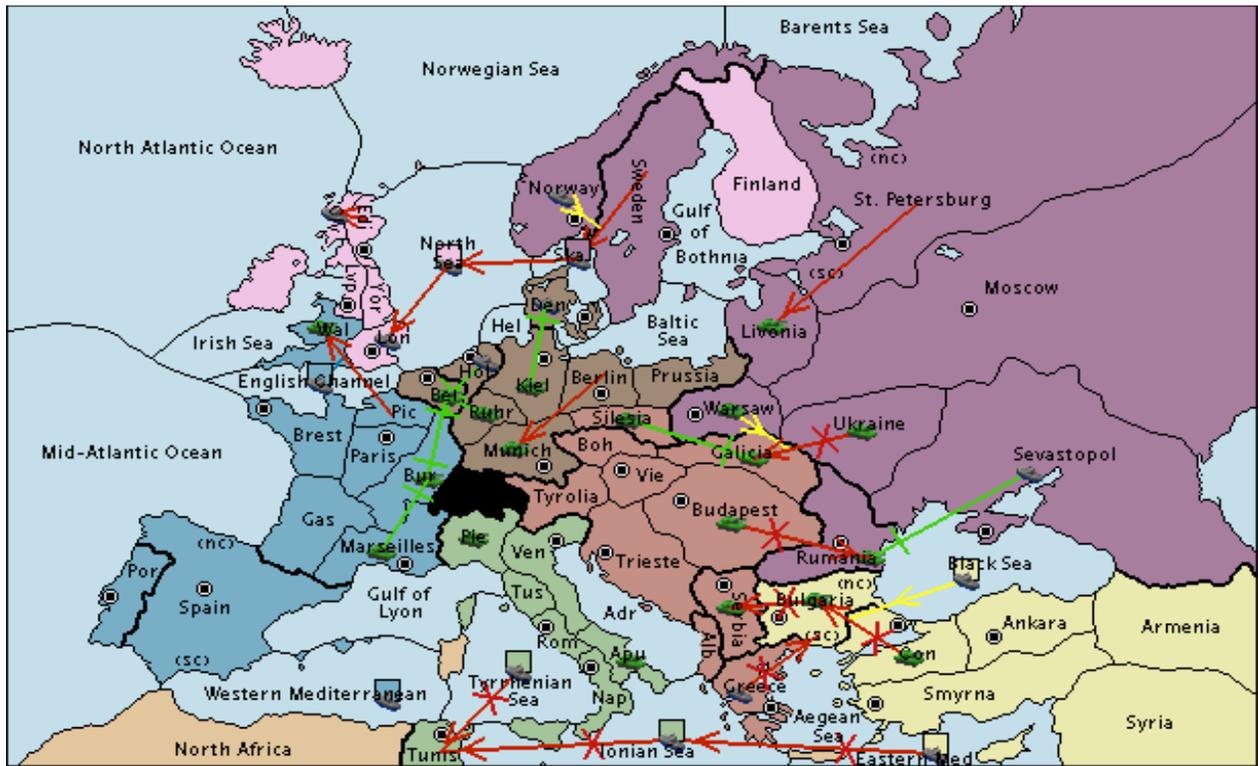


Map 5: Autumn 1902

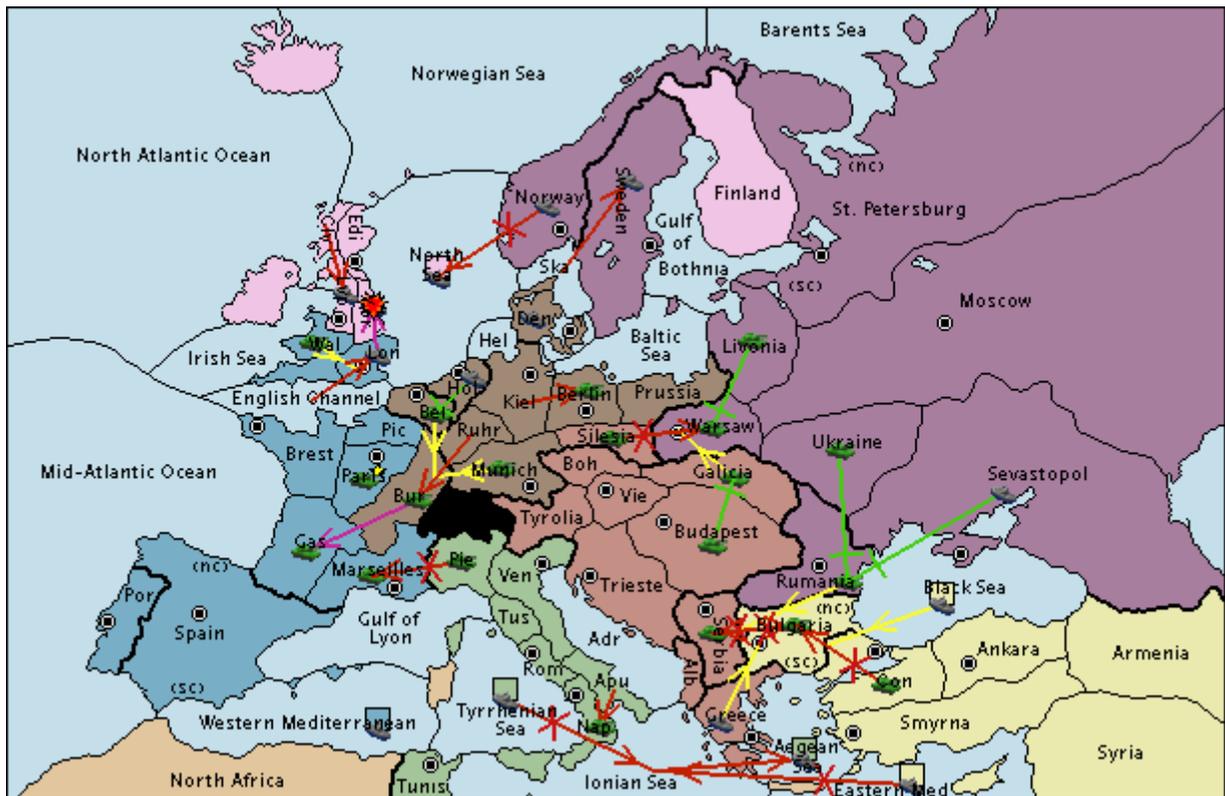
Jumping forward a bit after a year of supporting **France** and banging into **England**, we get to Autumn. **France** and has moved south causing trouble for **Italy**, **Austria** is in **Silesia**, and our hero **Germany's** fleet has been sunk in the **North Seas**, but rebuilt in an army in **Berlin**, but moved to **Munich** as the author describes his fascinating fits of see-saw paranoia about **Austria**.

Again from my seat as an amateur, leaving the pro analysis to **BrotherBored's** blog: **Turkey** is just

hanging in there, **Austria** is a respectable 5 unit power, **Italy** is about where I would hope to be – not too many enemies, but not a lot of progress, **France** is now dangerous on two fronts and about to be 6 units, **England** is a diminishing 3 units, and **Germany** and **Russia** lead with a coalition and 6/7 units. To me though, that little **Russian** move to **Livonia** could be telling.....



Map 6: Spring 1903



Map 7: Autumn 1904

In the blog, **Swordsman3003** takes some serious and interesting shots at the **Italian** strategy and specifically his moves this turn and lack of progress against either his Eastern or Western fronts. Basically, **Swordsman3003** is expecting his “natural” ally to perform, and rightly so. Personally, I understand why **Italy** is where it is. I know I would not have done much better. There are numerous older articles in **Diplomacy World** and other hobby publications on **Italy** that explain why it is one of the toughest countries to play and I think and probably even more so in Gunboat. You have so little opportunity for direct (supports) communication with other players such as **Germany** and **Austria** that want your help. For instance, **Austria** is for all practical purposes fighting half of **Russia** and all of **Turkey** essentially alone. Imagine where he would be if **Italy** were in **Eastern Med** or ashore in **Syria** right now. **Swordsman3003** is constantly looking for the other players to help balance each other out so that he alone can seek that elusive solo victory.

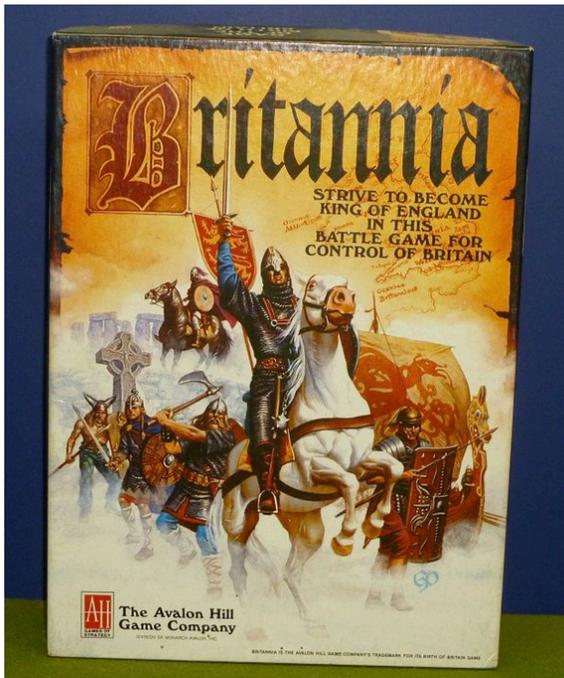
Jumping ahead a bit, below is the result of Autumn 1904. **Italy** finally makes progress and is in the **Aegean Sea**, **England** is back on his heels, but most critically note our hero's (**Germany**) surprise stab invasion of his secondary ally, **France**. It is a bold move, and certainly a game changer. Based on the board, *would you have done it?* Read his full blog to find out **Swordsman3003's** rationale. Based on all my prior confusing and muddled positions, I found his rationale for the stab enlightening and inspiring. There are a lot more twists and turns to come in this game of champions such as the self-described paranoid return to **Berlin**, so read the blog or stay tuned for more in the next edition.

In conclusion, this is an interesting game due to both the size of the pot, the caliber of the players, and the blog itself. I thank you for taking the time to read my scribbles on it and hope you will come back for more in the next edition of Variants in **Diplomacy World**.

Idle (?) Thoughts on Two-Player Diplomacy

By Lewis Pulsipher

People involved in creation of something out of nothing really do get their ideas in odd places, sometimes. I get a significant “input” to my game design when I’m in the shower and while I’m lying awake in bed. This idea popped into my head at “Oh Dark Hundred” recently.



A little introduction might help. My most well-known game is *Britannia* (1986 and later), and there’s going to be a reprint with plastic figures in the next year or so. To go along with that, the publishers wanted me to make a two-player version of the game that lasted 60 to 90 minutes (*Britannia* itself is 4 to 5 hours.) I’m surprised and pleased at how well it has come out. It uses a new board, lasts 65 to 75 minutes, and is recognizably *Britannia*-like.

So it’s not surprising that now my thoughts occasionally turn to creating two player versions of games for more than two (*Britannia* has four players). Usually this is my own games, but this morning it was *Diplomacy*.

Insofar as the essence of *Diplomacy* is playing against the other players, a two-player game cannot be *Diplomacy*. In other words, *Diplomacy* is about the psychological part of the game and much less about the game system. Yet the “Gunboat Diplomacy” variant has been popular, and that’s a game where any negotiation is prohibited. With two players, much of the psychology is gone.

So, I said to myself, if we’re going to abandon the essence of the game anyway, what can we do to change the game to make it more interesting for two players? Because with two players it would be a sort of a chess match that depended on who guessed best in the

strategic/tactical part of the game, and would be devilishly difficult to balance fairly.

By removing the multiplayer aspect, we remove much of the uncertainty of the game: with two players you can minimax it, you can assume the other player is perfect and play accordingly to maximize your minimum gain as in the premise behind the mathematical theory of games. Chess, Go, Checkers survive the situation because they are too complex to be solved by humans, though all three are played better by computers now than by the best humans. That's not desirable, so I would replace the uncertainty of more than two players with two things: dice in combat and event cards.

Now I can hear many people sucking in a deep (dismayed?) breath at the idea of overt chance elements in the game, but I've explained why I think it's necessary, and I have a dice combat system that would only mildly affect things but would provide an element of unpredictability. That method is that you roll one die per Army or fleet in the combat, including supports. The side with a higher sum wins the combat, with ties going to the defender most likely (or rerolled if both sides are attacking), but that's something that would be determined in testing.

For example, a supported army (two) attacks an unsupported army (one). Rolls are 4,5 for the attackers, so the defender cannot win (can't get more than a 6).

Occasionally a two on one would not dislodge the defender because the defender wins (or ties) the dice rolls. And in rare instances even a 3 to 1 attack might fail. On the other hand, a two versus three attack would occasionally succeed. The biggest change here would be that one-to-one attacks would sometimes succeed. (One vs one, 15 wins for each side plus 6 ties. If ties go to defender (assuming there is a defender rather than both moving), that's 21 vs 15 (7 to 5). Two vs one results: 15 ties, 21 wins for the weaker, 180 wins for the stronger. If ties go to weaker, it's 180 to 36.)

I use this method in *Eurasia* (name likely to change to something like *Surge of Empires*), which is scheduled to be published sometime.

Another way to provide variance in combat would be to use combat cards rather than dice. Each player would have the same set of cards, but different ones in hand at different times, and it would be a guessing element

involved in whether you play a strong card or weak card to add to the combat (there are also some special cards). I use such a method in several games but I'm not going to go into it here.

I don't know if event cards would be necessary, and I haven't tried to come up with any kind of scheme. But event cards are a way to add interest and variation to a game that the players can control in a way that they cannot control the dice, though with dice they can play to take account of probability.

The other point of uncertainty/variance would be in selection of the sides. While lying in bed I tried to think of an entirely fair three versus three and didn't get very far. I'd probably use a combination of selection and chance to assign countries. The first player would choose a country, the second player would choose two countries, the third player would choose a second country. The third country that each received would be determined randomly from the three remaining. And for the one that was not controlled by either player, we could use a method known in some *Diplomacy* variants, where the players write orders (say, five of them?) for the units of the uncontrolled country. They can allocate all five (identical) orders to one unit or spread them amongst the units. If a unit received a majority of the same order then it would execute that order. Of course, you could go further and do that for all three countries that the players had not themselves selected.

How long would this game take the play? I should think it would hit that magic 60 to 90-minute length that is commonly desired nowadays in wargames, if not to the victory criterion then certainly to a point where one player resigns. It would be quicker, of course, if you had some electronic method of giving orders/moving the pieces. Handwriting orders for two or three countries takes a while.

I said "idle" in the title because this is not a game I'm going to develop, as it has no commercial possibilities for standalone publication, and I have many standalone games of my own that I need to work on. It would be interesting to try, if I didn't have so many other prototype games that need playing. If you do happen to try it, please let me know how it goes. My email handle is lewpuls, and I use gmail.



Location

Boston Marriott in Newton, MA (2345 Commonwealth Ave., Newton MA, 02466)

Registration

\$30 pre-reg; \$45 at the door

Lodging

\$160/night at the venue (Friday and Saturday only)

Tournament

Round One: Friday (6/21) at 7pm

Round Two: Saturday (6/22) at 10am

Round Three: Sunday (6/23) at 9am

There will be prizes for the top three places, as well as Best Countries and any other awards the Tournament Director deems appropriate.

Attractions

The venue is right off Rt. 90, the main highway into Boston (approx. 20 minute drive away), and is walking distance (or a short Uber/Lyft/cab) away from both the subway (the "T" in Boston) and the Commuter Rail. Public transportation can get you from the airport to the venue in about 45 minutes, and there will be plenty of time over the weekend to pop back into downtown Boston and catch a Red Sox game while you're around!

We're a 5 minute Uber/Lyft/cab from downtown Waltham, which has a ton of great restaurants and bars for your Saturday-night activities, if heading into Boston isn't your thing.

Pre-Register by emailing: randy.lawrencehurt@gmail.com

And visit www.BostonMassacreDiplomacy.com to pay your pre-registration fee

For more information, contact:

Randall Lawrence-Hurt (randy.lawrencehurt@gmail.com)

Or visit: www.BostonMassacreDiplomacy.com

Or on Facebook at: www.facebook.com/groups/BostonDiplomacy

Xenogogic: Winter 2019 Book Reviews & More

By Larry Peery

INTRODUCTION

It's New Years! A time for fireworks!! And I've got plenty of that for you this time around. I didn't plan on devoting this issue to books about war but it sort of just happened. From the American Revolution right up to the Cold War II or the WWII just across the Strait (take your pick as to which strait, there are so many possibilities right now --- Denmark, Dover, Kerch, Hormuz, Malacca, Formosa, et al.), I've got something for you to read and think about. Who knows, maybe I can raise your BP as much as mine went up reading some of these books?

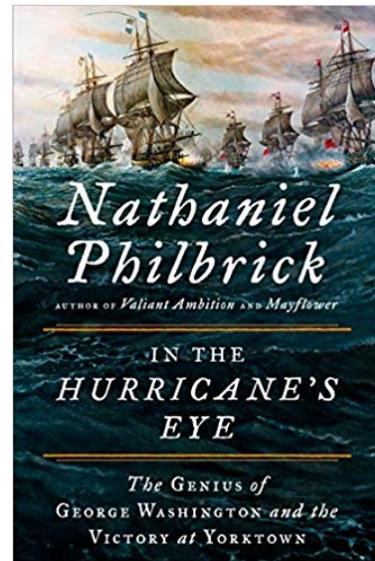
This time the authors and professional reviewers take pride of place. A good book, even a great book that does not inspire a great review or two is not going to be remembered. In most cases I've included the publisher's advance press release on the book or an independent review written for Amazon, B&N, the WSJ, NYT or even C-SPAN. In each case I've included one succinct review or comment by me, usually featuring a "key thought" which will appear in type like this. Other, more considered thoughts are tucked in here and there. Consider them the icing on the cake or perhaps the rat poison to keep the critics at bay.

REVIEWS

"Project Gutenberg"

If you're familiar with Project Gutenberg than no need to read this. Just move on to the first book. However, if you aren't familiar with Project Gutenberg then I suggest you look it up on Wiki or wherever and then check out its own web site. It's a whole new world of mostly old books out there just waiting to be discovered or rediscovered about a lot of topics you might not have thought of. For instance the Project offers over 400 books free, online dealing with World War I, many of them long gone from the used book stores and even public library back shelves. Check it out!

"In the Hurricane's Eye: The Genius of George Washington and the Victory at Yorktown", by Nathaniel Philbrick



More proof, if proof was needed, that it is harder to end a war than start one. Perhaps the same can be said for winning and losing.

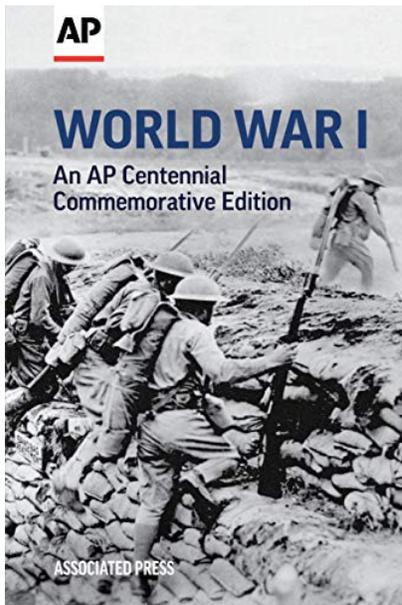
If you look at the history of American participation in wars, both foreign and domestic, it's hard to find a country on earth that the USA hasn't, at some time or another, fought on that country's home soil, in its territorial waters, or in its airspace. In contrast, there is only one case where a foreign army participated in a war on American soil or waters with American permission: that was the Revolutionary War when France came to the aid of the colonials on several occasions: (Newport, RI; Savannah, GA; Battle of the Chesapeake, Siege of Yorktown, VA). The most important by far was the Siege of Yorktown.

Reviews in: NPR, Amazon.com (24 ratings, 4.3, NYT Best Seller, excerpts, \$13 up), B&N, goodreads, author site,

"World War I: An Associated Press Centennial Commemorative Edition", Raf Casert and Virginia Mayo (Editors), Kindle Edition

World War One spurred revolutions and counter-revolutions across the world, paving the way for the tyranny of Hitler and Stalin and an even greater global slaughter, World War Two, a generation later. Through the prism of history, World War One stands as perhaps the ultimate "War of Choice," a conflict that could have been avoided through skilled diplomacy and better judgment. Almost all of the men and women who experienced World War One -- in the trenches of France

and Flanders, or the deserts of Arabia or the fields and factories of the home front –are gone. With them the world risks losing many of the lessons of that war and an appreciation of the pain and sacrifice endured by those who lived it. On the centennial of the end of World War One, The Associated Press has collected a series of stories tracing the arc of the conflict, from Sarajevo where the Austrian heir was slain through the agony of trench warfare and America’s entry, which turned the tide against Germany and its allies. The “War To End All Wars,” began with stirring words of patriotism and ended with 14 million dead, empires destroyed and the social order torn asunder. "World War I: An AP Centennial Commemorative Edition" features more than 130 photographs from the AP Archives and serves as a must-have for anyone interested in the history of military conflicts.



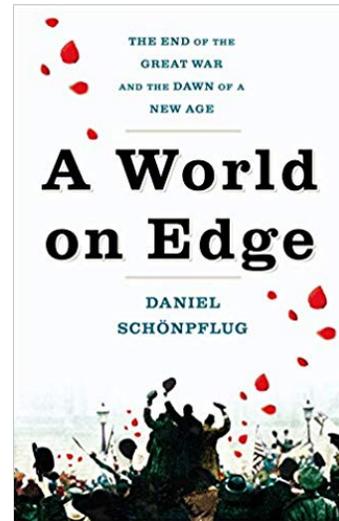
If a picture is worth a thousand words, then this book is easily worth 130,000 words.

No reviews, available free for Kindle and \$13 for a paperback edition.

“A World on Edge: The End of the Great War and the Dawn of a New Age”, by Daniel Schonpflug

The story of the aftermath of World War I, a transformative time when a new world seemed possible—told from the vantage of people, famous and ordinary, who lived through the turmoil

November 1918. The Great War has left Europe in ruins, but with the end of hostilities, a radical new start seems not only possible, but essential, even unavoidable. Unorthodox ideas light up the age: new politics, new societies, new art and culture, new thinking. The struggle to determine the future has begun.



Individuals occasionally have breakdowns. Countries do collapse. Empire fall. But for the whole world to go mad at the same time --- that's unusual.

Sculptor Käthe Kollwitz, whose son died in the war, is translating sorrow and loss into art. Captain Harry Truman is running a men’s haberdashery in Kansas City, hardly expecting he will soon go bankrupt—and then become president of the United States. Moina Michael is about to invent the “remembrance poppy,” a symbol of sacrifice that will stand for generations to come. Meanwhile Virginia Woolf is questioning whether that sacrifice was worth it, and George Grosz is so revolted by the violence on the streets of Berlin that he decides everything is meaningless. For rulers and revolutionaries, a world of power and privilege is dying—while for others, a dream of overthrowing democracy is being born.

With novelistic virtuosity, Daniel Schönflug describes this watershed time as it was experienced on the ground—open-ended, unfathomable, its outcome unclear. Combining a multitude of acutely observed details, Schönflug shows us a world suspended between enthusiasm and disappointment, in which the window of opportunity was suddenly open, only to quickly close shut again.

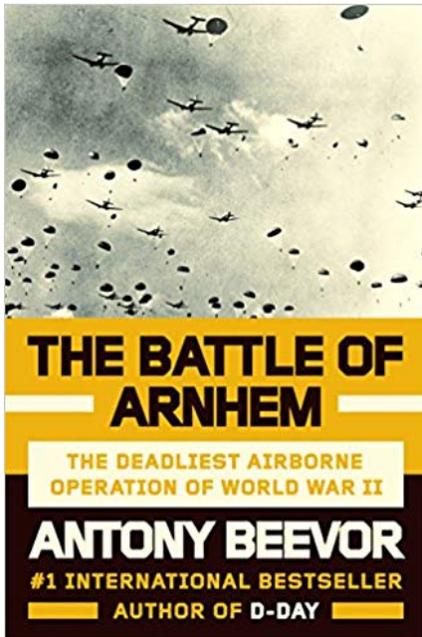
<https://www.amazon.com/World-Edge-End-Great-Dawn-ebook/dp/B079DW9JWV>

“The Dutch Dead End: Operation Market Garden”, by Antony Beevor, WWII battle

Author has written many books on WWII’s most famous battles.

One of the reasons why I don't just dislike Montgomery, I loathe him. It's amazing to me how much effort the BBC and British military (and political) historians have put into trying to make this a necessary battle that the Brits, with some help from the Americans, should have won. Read it yourself:

http://www.bbc.co.uk/history/worldwars/wwtwo/battle_arnhem_01.shtml I started to read it three times and gave up every time because it was doing bad things to my BP.



Major General Gunther Blumentritt: "Everyone knows you have never lost a battle."

Field Marshall Gerd von Runstedt: "I'm still young, give me time."

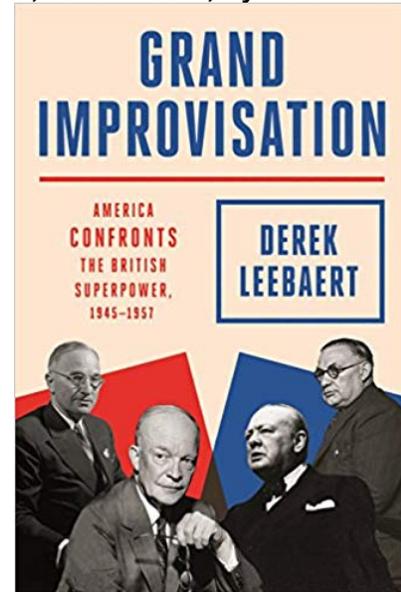
However, neither Montgomery—who suggested that the operation was "90 per cent successful"—nor the British Official History viewed the operation as a disaster. The latter argued, "Operation Market Garden accomplished much of what it had been designed to accomplish. Nevertheless, by the merciless logic of war, Market Garden was a failure."

Unfortunately, while Market Garden was a sensibly conceived scheme, the plan was ultimately flawed in too many ways. Warfare is an unforgiving business where mistakes can be cruelly punished; airborne warfare is particularly vulnerable to failure. Nevertheless, it is worth remembering the words of one veteran, Len Wright, who fought at Arnhem bridge: "We wanted and needed Market Garden in 1944. We knew that there were risks and were willing to take them. Now I know that there were more risks than we were told about back then—but we would have taken them nonetheless."

<http://www.historynet.com/operation-market-garden-reconsidered.htm>

Reviews in multiple sites, 18 ratings, 4.0, Excerpts, Cost \$22.50, author site.

Grand Improvisation: America Confronts the British Superpower, 1945 – 1957", By Derek Leebaert



Derek Leebaert examined the struggle for global leadership between the United States and Britain following World War II.

This is a serious work about a serious subject and it drew some serious reviews in: Kirkus, WSJ, NYT, National History, and C-SPAN. Among the published reviews one stands out, 'Grand Improvisation' Review: Rising Eagle, Wounded Lion by William Roger Louis in the WSJ.

The book examined the struggle for global leadership between the United States and Britain following WWII. Leebaert appears to buy into the popular (at least in some circles) belief that Secretary of State Dean Acheson believed that a buoyed-up Britain could block the expansion of the Soviet Union in Asia and the Middle East. Before reading Leebaert's work it might be a good idea to reread Dean Acheson's own memoir, "Present at the Creation: My Years at the State Department".

MacMillan's, the publisher of "Grand Improvisation", D press release describes the book as follows:

"A new understanding of the post World War II era, showing what occurred when the British Empire wouldn't step aside for the rising American superpower—with global insights for today.

An enduring myth of the twentieth century is that the United States rapidly became a superpower in the years after World War II, when the British Empire—the greatest in history—was too wounded to maintain a

global presence. In fact, Derek Leebaert argues in *Grand Improvisation*, the idea that a traditionally insular United States suddenly transformed itself into the leader of the free world is illusory, as is the notion that the British colossus was compelled to retreat. The United States and the U.K. had a dozen abrasive years until Washington issued a “declaration of independence” from British influence. Only then did America explicitly assume leadership of the world order just taking shape.

Leebaert’s character-driven narrative shows such figures as Churchill, Truman, Eisenhower, and Kennan in an entirely new light, while unveiling players of at least equal weight on pivotal events. Little unfolded as historians believe: the Truman Doctrine and the Marshall Plan; the Korean War; America’s descent into Vietnam. Instead, we see nonstop U.S. improvisation until America finally lost all caution and embraced obligations worldwide, a burden we bear today.

Understanding all of this properly is vital to understanding the rise and fall of superpowers, why we’re now skeptical of commitments overseas, how the Middle East plunged into disorder, why Europe is fracturing, what China intends—and the ongoing perils to the U.S. world role.”

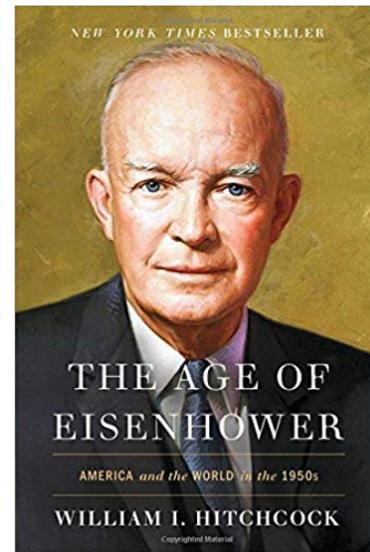
One problem I have with the book is the way it treats the two main events of the early Cold War which, by coincidence, happened at the same time (1956) : the Russian crushing of the Hungarian Revolt and the British-French-Israeli attack on Egypt to siege the Suez Canal. The Russians took advantage of Washington’s preoccupation with Suez to have their way in Hungary. It’s also worth remembering the second time something like that happened in 1962 when China took advantage of Kennedy’s preoccupation with Cuba to launch an attack on India in the Himalayas. Interestingly, it wasn’t until some sixty years had passed that a retired Indian general writing his memoirs admitted what everyone had assumed --- that the Chinese were fully aware of what was going on in Cuba and planned their own attack accordingly.

2 reviews, 5.0, Excerpts, \$20, author

“The Age of Eisenhower: America and the World in the 1950s”, by William I. Hitchcock

“A page-turner masterpiece.” —Jim Lehrer got my immediate attention. Lehrer doesn’t give out high praise lightly.

Here again the publisher gives an argument for reading the book based on a biased interpretation of history and leaves the reader coming away with the question, “Is that all there is?”



The Age of Eisenhower was mostly a case of Red, White and Blue vs. Red --- you didn’t see much black and white or shades of gray.

In a 2017 survey, presidential historians ranked Dwight D. Eisenhower fifth on the list of great presidents, behind the perennial top four: Lincoln, Washington, Franklin D. Roosevelt, and Teddy Roosevelt. Historian William Hitchcock shows that this high ranking is justified. Eisenhower’s accomplishments were enormous, and loom ever larger from the vantage point of our own tumultuous times. Perhaps, but I’d be more impressed if I had a higher opinion of these rankings. The fact is that presidents, like British prime ministers, go through their ups and downs in these polls depending on which way the political winds are blowing and who is doing the polling.

A former general, Ike kept the peace: he ended the Korean War, avoided a war in Vietnam, adroitly managed a potential confrontation with China, and soothed relations with the Soviet Union after Stalin’s death. He guided the Republican Party to embrace central aspects of the New Deal like Social Security. He thwarted the demagoguery of McCarthy and he advanced the agenda of civil rights for African Americans. That’s a pretty impressive list. I’m surprised he didn’t mention Ike as the father of the Interstate Highway System. But, based on what I vaguely remember from my days as a kid and the history I’ve read since I have an impression that Ike was more a Pershing than a Marshall. Like most top generals he expected his wishes to be made so without having to engage in a struggle to achieve them.

As part of his strategy to wage, and win, the Cold War, Eisenhower expanded American military power, built a fearsome nuclear arsenal and launched the space race. In his famous Farewell Address, he acknowledged that

Americans needed such weapons in order to keep global peace—but he also admonished his citizens to remain alert to the potentially harmful influence of the “military-industrial complex.”

So, did we win the Cold War or, perhaps, was it a case of the Russians losing it? Looking back (and hindsight is always risky) one wonders if all that treasure we spent on the M-IC and all the lives we’ve lost in all those wars that we were ashamed to call wars was well spent? I can’t help but wonder ... There’s little doubt that Eisenhower was a great president. After all, Americans love a winner --- apparently regardless of how they win. But to claim this is the definitive account of his presidency is, I think, a bit of a reach. I just spent several years wading through the literature devoted to WWI and, if it is anything like what the archives of WWII, Korea, the Cold War, etc. are like (and that is what I suspect), all of Hitchcock’s searching for the Holy Grail in Silver Spring went for naught.

There’s a reason a lot of historians and biographers have called Ike a “do-nothing” president. In some ways he was. But, that said, that isn’t necessarily a bad thing.

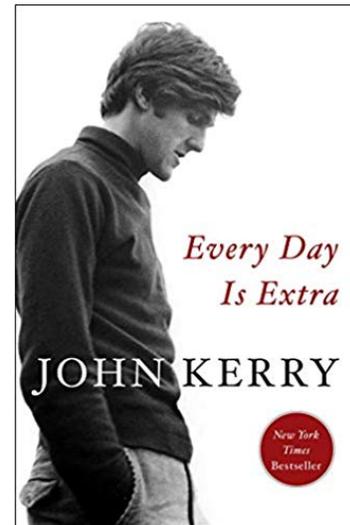
Hitchcock has written a half-dozen well-received books about WWII and the post-war years. Amazon.com has them all for from \$12 to \$30 or you can probably find them in a library. It’s hard to find a critical biography of Eisenhower because he was and still is an icon of American 20th century history. If we were as great then as Tom Brokaw likes to say, then Eisenhower was the reason for much of that. Still, the more you dig into his relationship with the Dulles Brothers, et al. the more you begin to question many of his policies and actions. He obviously believed that the only solution to America’s problems in the world was to be found at the end of a bayonet. Given his background that’s not a surprise. Still, given what he saw and did in WWI, WWII, Korea and the early Cold War I cannot help but wonder why he wasn’t willing to “give peace a chance”?

48 reviews, 4.3, NYT bestseller, Excerpts,\$22, author site

“John Kerry: Every Day Is Extra”, by John Kerry

I confess that John Kerry never has held my interest the way some of his predecessors in the State Department did. I don’t know why that was. Perhaps it was because he was so smart, so handsome, and so perfect that I just knew he was too good to be true --- especially for a job in Foggy Bottom. However, I was very lucky to have a couple of good friends who were directly involved with the P5+1 talks and negotiations in Vienna with Iran during Kerry’s time in office. From what I read in the

media and what I learned from them I gained a tremendous respect and admiration for the man’s work ethic. Now there’s a term you don’t hear much anymore in Washington. He worked very hard to get the best results he could given the situation and it must have grieved him to see a new administration come in and unravel all he had done. My conclusion: State was a good place for him. The White House would not be. Rather than dream about sitting in the oval office he should focus on his well-earned role as a senior elder statesman. God knows we need an alternative to HAK.



It’s hard to imagine John Kerry doing a walk-on bit part in “Madam Secretary” unless it involved walking down the Lincoln Memorial Reflecting Pool without getting his feet wet.

(Note: I always get suspicious when an old man uses a picture for a book cover, etc. from his younger days.)

43 ratings, 4.3, \$23, 12 ratings, 4.0,

CONCLUSION

Let’s conclude with a beginning. In fact and in keeping with our theme this issue, how about the beginning of World War III? That may not seem like a very cheerful way to start the New Year but isn’t diplomacy, like Diplomacy, in fact, a game of real politik?

So, come with me as we journey through the Mediterranean, the Aegean, the Dardanelles, the Sea of Marmara, the Bosphorus, the Black Sea and out of the realm of Diplomacy into the land of real politik diplomacy c. 2019 to the Strait of Kerch, formerly known as the Bosphorus Strait, and into the Sea of Azov.

Is that where World War III’s going to start? Stay tuned.

Waiting in the Departure Lounge of Airstrip One

By Jon Hills

Hello and welcome back to Airstrip One.

It's late December; Christmas presents have been exchanged; carols have been sung and the turkey 1 dinners eaten. What to do now?

For some it's shopping, with Boxing Day Sales offering some hope for a retail sector that, in the UK at least, has had a torrid 2018. For others - myself included - it might be a board game; maybe even *Diplomacy*, if I can persuade 6 others to join me. (Sadly I couldn't find enough willing victims. Perhaps I'll have better luck next year).

For many in the UK, though, another form of entertainment now comes to the fore— the Pantomime.

For those unfamiliar with the genre – which has never been desperately popular outside of the UK & Ireland - the pantomime has its roots in medieval 'Mummers plays'. These were performances of biblical parables at local fairs and festivals, often by bands of travelling actors. Through the 18th & 19th Centuries, however, the pantomime evolved to become a popular form of children's theatre, but with enough thinly veiled bawdiness and crudity to also appeal to an adult audience.

Although professional theatres start their shows before Christmas (and wind them up as the schools return in early January), the amateur 'Panto Season' starts post-Christmas and runs through January and even into early February.

To do pantomime properly involves obeying certain conventions, not least elements of cross dressing and gender confusion. For example, the male lead - Principal Boy - will usually be played by a girl whereas the main comic lead will be the 'Dame' – invariably a man in drag. Another common feature will be for the main villain – perhaps an evil uncle, wicked step-mother or corrupt Baron – to always enter from stage left (the right from the audience's point of view) whereas the character symbolising goodness – e.g. a fairy god-mother or Good Witch of the South – will enter from the opposite side.

Another convention which can be quite fun is audience participation. For example, where the main threat or manifestation of evil, creeps up behind the hero (or comic lead), the audience are encouraged to shout out "Its' behind you!" to warn them. Of course, when they

turn around, the threat has disappeared. This can be repeated countless times and, if played well, can be hilarious.

I was reminded of that particular sequence only last week. In the run-up to Christmas a drone was spotted flying in the airspace around Gatwick airport. After this initial sighting, flights were re-directed as it was not considered safe for them to land with a potential hazard on the flight path. Then, as more sightings were reported, the airport was effectively closed. However, every time that the authorities looked to re-open the runway, the drone would go up again.

That particular game of 'cat and mouse' went on for the best part of two days until the Army were called out to ensure the security of the airspace.

Of course, with Gatwick being the UK's 2nd busiest airport - hosting regular trans-Atlantic services to LAX, Toronto and JFK, as well as servicing destinations across Europe and Asia – this incident affected an enormous number of flights and disrupted the holiday plan of well over 100,000 passengers. They will not have found it funny in the slightest. Even so, social media was awash with memes celebrating the event. A particular favourite of mine showed Theresa May at the drone's controls, it all being a ploy to distract everyone from a key vote over her proposed EU Withdrawal Agreement.

Which brings me nicely to the other little pantomime currently being played out– Brexit!

Regular readers will have noticed that I have generally steered clear of that particular topic in these letters. Part of the reason for that is that it's being covered far more insightfully in the regular news channels but it is also a very sensitive and divisive topic across the country. Doubtless there are as many *Dip* players who are in favour of Brexit as there who would prefer to Remain. However, I found it rather poignant – and hopefully not prescient - that at the European Diplomacy Championships trailed in my last column, there was not one single British player present. The same was true for the Dutch National Championships – played in early December - although there was at least one British based player in attendance. (Well played Günter Bedson for placing 6th.)

I could go on at length about the relative pros & cons of EU membership, the political machinations that brought

1 It should really be goose.

about the 2016 referendum, the lies or miss-representations allegedly told on both sides of the debate or the possible cowardice of certain politicians in failing to present an effective alternative. Mercifully, I won't. Suffice to say that if you are remotely interested I can thoroughly recommend reading a recent lecture given by Sir Ivan Rogers – a former UK diplomat who served as our Representative to the EU - to the Heseltine Institute for Public Policy. It is a wonderful apolitical analysis of the lessons to be learned from the debacle. You'll find the link here:

<https://www.liverpool.ac.uk/heseltine-institute/news/articles/full-speech-sir-ivan-rogers-on-brexite/>

No. The only reason for mentioning Brexit now is that, like those thousands of people stranded at Gatwick airport – including some acquaintances of my wife – the whole of the United Kingdom is now stuck in a metaphorical Departure Lounge, waiting to see what kind of Brexit we will get, if at all. Will it be a No Deal Brexit where we leave the EU by falling over an economic cliff-edge? Will we, by some political jiggery-pokery, see Theresa May's transition deal being ratified by Parliament so that we leave in April but don't actually notice until 2020 or beyond? Or, will we see our Article 50 Declaration revoked and a whole new conversation started about whether or not we do really want to leave the EU, now that we better understand what that entails, and if so, the best way of going about it?

Frankly, I have no idea but hopefully, we will know by the time that Edition #145 of Diplomacy World comes out. It is only three months away!

And so I return to my original question; what to do in the meantime?

Well in January there will be another London Diplomacy Club Gaming & Training Event. Marvin Fried has also tantalisingly hinted at a 'flash' Dip game over the Christmas Holidays. Keep your eyes on the LDC Facebook page:

<https://www.facebook.com/groups/LondonDiplomacyClub>

There is also a brand-new Diplomacy tournament – MaccCon - planned for the first weekend in March (2nd –

3rd) in Macclesfield. Hosted by Günter Bedson (that man again!) on behalf of Macclesfield Diplomacy, it would be great to see this well supported. Again, details are on Facebook:

<https://www.facebook.com/events/129191931323821/?ti=ic>

Alternatively, you could try sourcing and reading any of the following UK-based zines (although not all *Diplomacy* related, they are certainly worth a look), recently voted the Top Ten in the 2018 UK Games Zine Poll which was revived by Alex Richardson (Editor of Obsidian) earlier this year

1. VARIABLE PIG
2. Ode
3. Where Is My Mind?
4. Hopscotch
5. Fury of the Northmen
6. Obsidian
7. ...mais n'est-ce pas la gare?
8. Minstrel
9. Outbreak of Heresy
10. The Cunning Plan

And finally, as this is the time for New Year Resolutions, here is mine. In 2019 I'm going to try my best to promote *Diplomacy* in the UK. In a country the size of the ours, to have even half-a dozen groups meeting regularly to play would be an achievement but the closer I look, the more local *Diplomacy* Clubs there seem to be. So if you're in one, whether that's at school/college/university or as part of a larger gaming group, please let me know. It would be great to get a sense of how large the UK *Diplomacy* playing community really is.

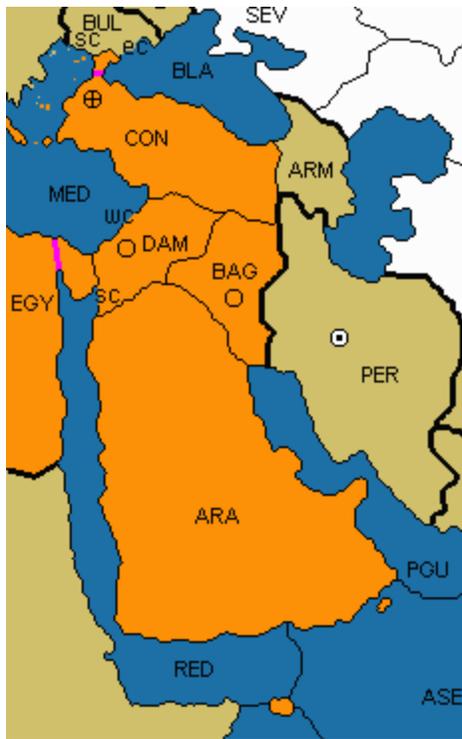
And if you don't, please get in touch anyway. I love to get feedback and comments on these musings and am grateful for any suggestions of new topics to cover. As ever, the e-mail address is Jon.airstrip1@gmail.com

And for those of you living farther afield, what are you doing to encourage more people to play this game that we love? Why not see if you can each introduce one new player to the hobby this year? Just remember to play nice – until they know the rules!

Stabby New Year!

Canton – Turkish Strategy

By Luiz L.S. Neto



and the **Southern Opening**, based on the actions led by F Constantinople. A Baghdad's usual opening move is on Persia, guaranteeing a neutral center and leverage upon either Afghanistan or Baluchistan; Army Damascus has the possibility of advancing either on Constantinople, being set for a convoy into Sevastopol or being forced on Armenia/Bulgaria; or on Baghdad where it may follow the other army into Persia by Fall, in case the first army manages to slip into one of the Central Asian centers.

The **Northern Opening** has F Constantinople moving northwards (right?), aiming at the Black Sea. It's a sensible space for both Turkey and Russia, and one where both powers might find wise to either contest without mercy or bounce in Spring 1901 and demilitarize as soon as possible. A move to the Black Sea may either mean hostility against the Tsar or a defensive measure of temporary significance - but in any case, it keeps Turkey's northern options open for future exploration. A Baghdad-Persia might be a semi-automatic move akin to Classic's A Constantinople-Bulgaria, so A Damascus will be most telling: if it moves to Constantinople, Turkey may have anti-Russian plans in mind. A move to Baghdad probably signals a greater interest in Central Asia than messing up with Russia.

The **Southern Opening** has F Constantinople going towards the Mediterranean, and from there to Egypt. Beyond lies the Indian Ocean, where Britain and Holland usually battle for supremacy. In exchange for precious early naval freedom however, Turkey sacrifices protection upon the Black Sea and may allow Russia to slip into its northern flank. A Damascus can move north to cover Constantinople against any and all attacks, even self-bounce with A Baghdad-Persia over Armenia in order to guard it from future Russian intrusion. Or it can be even more friendly to Russia and go on Baghdad anyway, hoping that the other army managed to get into Afghanistan or Baluchistan.

These two major systems are further set apart by A Damascus. The army has little reason to move on Arabia or Egypt, so the real choice lies between Constantinople - which may either be a setup for an attack on Russia or a defensive move - and Baghdad, whence it may seek further conquests in Fall with the **Afghan Attack** (A Persia-Afghanistan) or **Baluch Blitz** (A Persia-Baluchistan). The latter option reminds me of Classic's A Smyrna-Constantinople, where a Turkish unit goes forward to cover another that managed to get further inland.

With **Canton** being all the rage recently with its recent inclusion in the Conspiracy app (the world's most popular Diplomacy platform as of 2018), I thought it was a good idea to write a short series of strategy advice about the variant. Canton, remember, is set in 1901 Asia, with seven powers battling for 36 supply centers - 19 being required for a victory. Before going on, I recommend a previous article of mine introducing Canton, published in Diplomacy World #143 (<http://www.diplomacyworld.net/pdf/dw143.pdf>).

Canton's **Turkey** might have the smallest amount of possible opening moves of the game, but the Sultan's choice of opening can still send shockwaves across the map. Sitting in a quiet corner in the far west of the board, Turkey has the greatest defensive potential among all powers, but in exchange it has the longest minimum number of moves needed for a victory - a whopping 52 moves.

To reach such a goal Turkey has three units at its disposal in 1901 - a fleet in Constantinople and a couple of armies in Damascus and Baghdad. An opening, remember, is not just about the movement of a single unit, but how these units "converse" between themselves in order to accomplish your own initial objectives. Given that, I propose Turkish openings be divided in two major archetypes: the **Northern Opening**

In a Northern Opening with A Baghdad-Persia and A Damascus moving to Constantinople - let's call it the **Caucasus Opening**, after the WW1 campaign of the same name - Turkey runs the risk of bouncing in the Black Sea and sticking its Damascene unit in the very space it began, but it's also the most effective opening against one of the board's most dangerous nations (Russia), one best contained early if to be contained at all. The goal is Armenia, and then onwards to Sevastopol and Rumania.

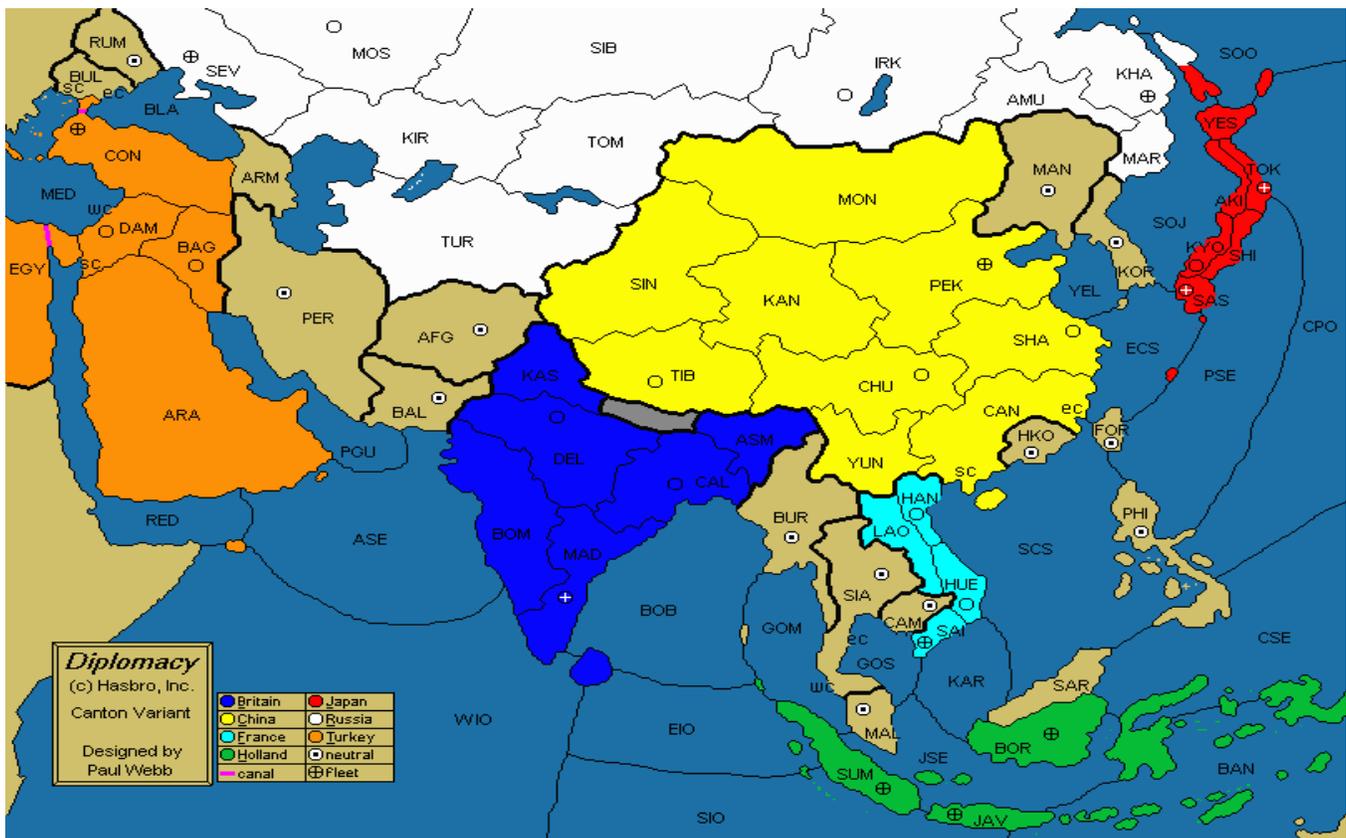
In a Northern Opening with A Damascus-Baghdad, Turkey can either do the obvious - and slip into Persia while the other army advances further east with the Afghan Attack/Baluch Blitz - or make a **Persian Shuffle** against Russia, moving A Persia-Armenia and A Baghdad-Persia, getting a build and being better positioned to advance on Russia in 1902. It may provide a rare circumstance for F Constantinople-Bulgaria in Fall 1901, if Turkey tricked the Tsar into leaving the Black Sea open in Fall so "both could take their fleets elsewhere as soon as possible". A build of F Constantinople puts Sevastopol under immediate siege next year. Naturally, taking the Black Sea right away can be just as good.

In a Southern Opening with A Baghdad-Persia and A Damascus-Constantinople, Turkey has a **Turkish Warthog** to play with. With this set of moves Turkey can

go for the open sea but makes sure it can safely defend a key home center if Russia takes the Black Sea, self-bouncing in Armenia with A Persia if need be. It's somewhat risky, but it may gain the Sultan a valuable friend in the north. From the Mediterranean and Egypt, Turkey can either negotiate passage into Western Indian Ocean with the British (to help against Holland) or strike at India itself. A **Bulgarian/Armenian Shuffle** where F Mediterranean Sea moves back to Constantinople and A Constantinople moves to Bulgaria/Armenia can also surprise the Tsar.

In a Southern Opening with A Damascus-Baghdad, we have a Sultan that fully trusts the Tsar, but who may still defend its home center if Russia moves into the Black Sea anyway - F Mediterranean Sea and A Baghdad can bounce in Fall over Constantinople, ensuring it is open for a build. If the northern waters are calm, Turkey can freely advance on Egypt and Persia, hopefully with the promise of a build in case Britain or China decide to support a Turkish army elsewhere. We may call this opening the **Eastern Rush**, as Turkish units seek a presence in the East as soon as possible with all its units.

With all the opening tactics available, perhaps we should wonder about the diplomatic stand Turkey has on the board, and how each power relates to the Sultan's context:



Britain and Turkey have probably the largest amount of long-term border tension in the variant. Turkey needs to cross the Western Indian Ocean to get into the Dutch centers, and such a crossing threatens the British home center in Madras. Turkish armies can do a lot of damage against Russia and China in cooperation with Britain, but it will be a slow walk after these early gains - fleets may scare the Prime Minister into action. The ideal situation for Turkey has Britain busy with Holland (or another strong power that took control of Holland), and thus requiring some naval help - help that can easily turn into a nasty stab.

China has plenty of reasons to be friendly with Turkey - the Emperor has to worry about Russians in Mongolia and Maritime Province, and with British in Assam and Kashmir. Having Turkey at its side will be good news for any Chinese player, as at the very least it means bothering China's western neighbors. China can also become Turkey's salvation in case of an Anglo-Russian pact, so friendly relations should be sought - a China that falls too quickly can mean trouble for the Sultan. Russia will reject too many armies, Britain will refuse your fleets, but China will probably welcome anything you come up with - perhaps the ideal partner.

France can help Turkey take Tibet or Delhi or Calcutta as soon as 1902; France also keeps China, Britain and Holland in their toes, meaning a strong President will potentially put Turkey's eastern partners exposed to a western invasion. Keeping France as a powerful ally may signify the key for Turkey's endgame plans, but beware: they most likely will clash over gains in Southeast Asia/East Indies as the game moves onto the battle for the 19th center.

Holland joins Turkey and Britain in forming the game's Southern Triangle across a SC-less Indian Ocean. Holland's Governor-General can provide the necessary sea power to keep Britain busy while you creep on Russia with your armies, but your midgame's fortunes may be decided by how early you wish to challenge Dutch naval supremacy. Japan and France can help bother Holland by the time you want to build fleets and sail east, but for a good time Holland will be a mostly benevolent presence.

Japan is the furthest power from your own position, which means your expansions can provide greater mutual benefits; Japanese growth will inevitably mean Russia, or China, or Holland are in trouble, and that can provide you with a much-needed invasion opening into one of these powers. By the time Turkish and Japanese units meet the endgame will be near, but the Shogun can still be useful by being an annoyance to everybody else.

Russia lies directly north of Turkey, and may represent the most dangerous threat to your initial expansion. Russia may either provide trouble with immediate pressure upon the Black Sea and develop a nasty habit of intervening in Central Asia, or become fully focused on the East so you two can forge a Juggernaut capable of sweeping the board eastwards - just remember Russia can reach centers far more easily than you. In any case, keeping the Tsar away from the Black Sea and Turkestan can prove valuable more often than not.

I hope you enjoyed this short analysis. Be free to expand upon it; Canton is a jewel full of exciting possibilities for all sorts of diplomats, one well-worth exploring. See you in Asia!



From Great Speeches of WWI to Shells and Words: The Weapons and Tools of WWI – Part 1

By Larry Peery

INTRODUCTION

There is precious little Peeriblah here because the documents can speak for themselves far more eloquently than I can. This entire article is a celebration of Great Speeches and Great History devoted to what they used to call The Great War.

Asking you to read this may be a bit of reach unless you're a fan of WWI history and/or Diplomacy. Most young people today get their news and information from 140 letter tweets, short videos, or a 90-second news bite online. A hundred years ago it was a different story.

Although only a small minority of America's population had a high school education in 1914 (In 1910 only 9% of Americans had a high school diploma. In 1935 the rate was 40 %.) they still managed to keep newspapers (there were thousands of them) going with circulations in the millions. A railroad tour by a politician or statesman could attract crowds of 10,000, 25,000, or 50,000 to a speech and hundreds of thousands to a parade. People paid attention to the important topics of the day, like the threat or reality of war. They thought about them, and they acted on them.

Obviously, it is very different today. That is why I've picked some major and some lesser known items for this look at WWI's oratorical and literary history. I've edited nothing and my comments are minimal. I want you to experience what it was like a hundred years ago when the country was debating going to war, how to fight it, how it should end, and what the result should be. This is oratory at its best, not a mindless tweet. It's a cross country, three-week train trip with dozens of speeches and stops --- not a one-hour flight on Air Force One to give a 20-minute speech with a photo-op with the adoring masses. The purpose of speakers in those days was to educate and motivate, not confuse and anger.

THE SOURCES

With a few exceptions all of the documents in this article are matters of public record that were published by their respective governments or leaders in official papers, the media of the day, etc. A few items were privately published by those are now out of copyright protection. After the end of WWI Britain wanted to make sure the world understood why the Great War had happened and what it was all about. One hundred and ten volumes and a generation later the story was told --- just in time for the start of WWII. Other countries did the same. The United States Navy's official history of its operations in

WWI filled 12 volumes and wasn't done until not long before Pearl Harbor attack.

PRESENTATION

My personal comments are in regular font, while the documents are in italics.

You will usually see a "use of the word diplomacy" line at the end of a document. I was curious to see how many times that word appeared in each of them so I counted. It's rather shocking, I think.

WHY?

Because I believe this material belongs in DW. It is part of the history of the game, the hobby and the times that made Diplomacy what it is.

MY PREMISE

This story begins with a simple premise: that the words with which The Great War were fought were just as important to its eventual outcome as the bullets and shells that were fired during the conflict. But that's a story for another time, just like many others.

THE DOCUMENTS

The Austro-Hungarian Declaration of War on Serbia

from: Collected Documents Relating to the Outbreak of the European War (London, 1915), p. 392. This is Document No. 45 quoted from the Serbian Blue Book.. "At 11:10 A.M. on July 28, 1914, Count Leopold von Berchtold, the Austro-Hungarian Minister for Foreign Affairs, sent the following telegram from Vienna to M. N. Pashitch, Serbian Prime Minister and Minister for Foreign Affairs. This declaration of war was received at Nish at 12:30 P.M."

[Telegraphic]

Vienna, July 28, 1914

The Royal Serbian Government not having answered in a satisfactory manner the note of July 23, 1914, presented by the Austro-Hungarian Minister at Belgrade, the Imperial and Royal Government are themselves compelled to see to the safeguarding of their rights and interests, and, with this object, to have recourse to force of arms. Austria-Hungary consequently considers herself henceforward in state of war with Serbia.

COUNT BERCHTOLD

Austro-Hungarian Red Book: Count Berchtold to All Austro-Hungarian Missions, 28 July 1914 – Part I

On 28 July 1914, the Austro-Hungarian Minister of Foreign Affairs, Leopold Count Berchtold (pictured), sent a private telegram to all Austro-Hungarian Missions. His telegram [details](#) the Serbian response to Austria-Hungary's ultimatum, as well as the Austro-Hungarian cabinet's reaction to it. The following is part I of that telegram.



Leopold Count Berchtold

Count Berchtold to all the Austro-Hungarian Missions. Vienna, 28 July 1914.

Circular Decree to all the Austro-Hungarian Missions.
(Translation of the Serbian Note along with the critical remarks of the Vienna cabinet.)

1. Athens. 2. Bangkok. 3. Berlin. 4. Berne. 5. Brussels. 6. Buenos Aires 7. Bucharest. 8. Cetinje. 9. Dresden. 10. The Hague. 11. Constantinople. 12. Copenhagen. 13. Lisbon. 14. London. 15. Madrid. 16. Mexico. 17. Munich. 18. Paris. 19. Peking. 20. Rio de Janeiro. 21. Rome, Italy. 22. Rome Vatican. 23. Petersburg. 24. Santiago. 25. Sofia. 26. Stockholm. 27. Stuttgart. 28. Teheran. 29. Tokyo. 30. Washington. 31. Durazzo. 32. Cairo.
2. I am enclosing the exact text translation of the Serbian answer of 25 July to our Note of 23 July along with our critical remarks to the same. From the latter, which we ask that you will use in your discourse, you will find the reasons which make us consider the Serbian Note as unsatisfactory.
3. Translation.
4. The Royal Serbian government has received the communication of the Imperial and Royal government of 10 July and is convinced that its answer will clear up every misunderstanding

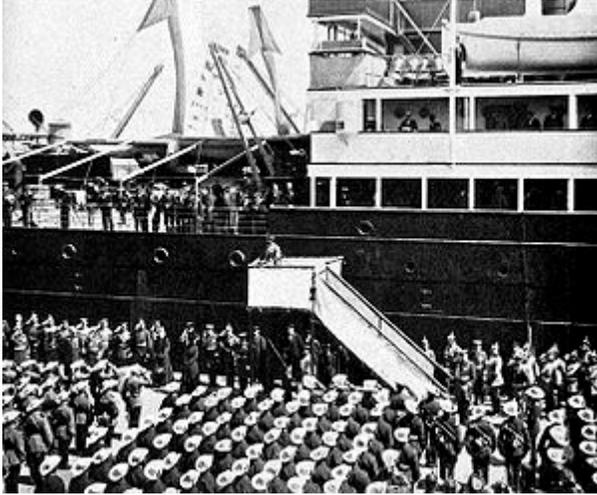
5. The Royal government is conscious that in no single instance were the protests against the great neighbouring monarchy renewed, which in former times were pronounced in the Skuptschina, and in declarations and deeds of the responsible representatives of the State, and which the declaration of the Serbian government put an end to, on 18 March 1909. Since that time neither the governments succeeding each other nor their dependencies have made the slightest attempt to bring about any changes in the political and legal conditions of Bosnia and the Herzegovina.
6. The Royal government hereby affirms that the Imperial and Royal government has never raised any objections in this direction, except once in the case of a schoolbook, when the Imperial and Royal government was perfectly satisfied with the explanation given. During the course of the Balkan Crisis, Serbia has in numerous cases given proof of its pacific and moderated policy, and it is to Serbia and the sacrifices it has made in the interest of European peace, that the preservation of the peace must be credited.
7. Remarks.
8. The Royal Serbian government limits its justification to the fact that since the declaration of 18 March 1909 no attempt to change the situation of Bosnia and the Herzegovina has been made on the part of the Serbian government or its affiliates.
9. This is taking away the very ground under our feet in the undertakings we are making, since we never contended that the Serbian government or its affiliates had undertaken anything officially in this direction.
10. Our grievance is that notwithstanding the quoted declaration and the obligations it imposed, the Royal government had not stopped the movement directed against the territorial integrity of the Monarchy. The government had taken the obligation to change the tenets of its policy and to cultivate friendly and neighbourly relations with the Austro-Hungarian monarchy, not merely to respect the position of Bosnia in the Monarchy.
11. Source: 1919 Austro-Hungarian Red Book, with minor edits.

No mention of the word diplomacy.

For further information:

https://wwi.lib.byu.edu/index.php/The_Austro-Hungarian_Declaration_of_War_on_Serbia

Wilhelm II's War Speeches



Kaiser Wilhelm II of Germany addresses troops on 27 July 1900 in front of SS Friedrich der Grosse prior to their departure for China to aid in putting down the Boxer Rebellion – Image: Kaiser hun speech



Outbreak of war 1914 Speech Wilhelm II World War I Mobilization on 31st July 1914 Berlin Enthusiastic crowds

Speech from the Balcony of the Royal Palace, Berlin, July 31, 1914

A momentous hour has struck for Germany. Envious rivals everywhere force us to legitimate defense. The sword has been forced into our hands. I hope that in the event that my efforts to the very last moment do not succeed in bringing our opponents to reason and in preserving peace, we may use the sword, with the help of God, so that we may sheathe it again with honor. War will demand enormous sacrifices by the German people, but we shall show the enemy what it means to attack Germany. And so I commend you to God. Go forth into the churches, kneel down before God, and implore his help for our brave army.

Speech from the Balcony of the Royal Palace, Berlin, August 1, 1914

I thank you from the bottom of my heart for the expression of your loyalty and your esteem. When it comes to war, all parties cease and we are all brothers. One or another party has attacked me in peacetime, but

now I forgive them wholeheartedly. If our neighbors do not give us peace, then we hope and wish that our good German sword will come victorious out of this war !

Speech of Wilhelm II to the Guards at Potsdam, August 18, 1914

Former generations as well as those who stand here today have often seen the soldiers of the First Guard Regiment and My Guards at this place. We were brought together then by an oath of allegiance which we swore before God. Today all have gathered to pray for the triumph of our weapons, for now that oath must be proved to the last drop of blood. The sword, which I have left in its scabbard for decades, shall decide.

I expect My First Guard Regiment on Foot and My Guards to add a new page of fame to their glorious history. The celebration today finds us confident in God in the Highest and remembering the glorious days of Leuthen, Chlum, and St. Privat. Our ancient fame is an appeal to the German people and their sword. And the entire German nation to the last man has grasped the sword. And so I draw the sword which with the help of God I have kept in its scabbard for decades.

[At this point the Kaiser drew his sword from its scabbard and held it high above his head.]

The sword is drawn, and I cannot sheathe it again without victory and honor. All of you shall and will see to it that only in honor is it returned to the scabbard. You are my guaranty that I can dictate peace to my enemies. Up and at the enemy! Down with the enemies of Brandenburg! Three cheers for our army!

No mention of the word diplomacy.

https://wwi.lib.byu.edu/index.php/Wilhelm_II%27s_War_Speeches

WWI: The speech that made the case for war by Grey
By Mark D'Arcy Parliamentary correspondent



*One hundred years ago this summer Britain and her Empire stood on the brink of war. Frantic last-minute **diplomacy** had come to nothing - and armies were mobilising across Europe.*

On the afternoon of Monday 3 August 1914, the British Foreign Secretary, Sir Edward Grey, headed to the House of Commons to deliver the speech of his career. Sir Edward had built a reputation as a peacemaker. But now he was confronting disaster. In the Commons, he would have to make the case for war.

Adrian Graves, Sir Edward's great-great nephew, insists his relative was "no warmonger" and gives a remarkable insight into the pressure he was under at that historic moment.

He says a document he recently discovered among the papers of his grandfather - Sir Cecil Graves - suggests that the King himself, George V, was drawn into the diplomatic manoeuvrings.

'Find a reason'

After a meeting with the King in 1933, Sir Cecil recorded that George V recalled meeting Sir Edward two days before the outbreak of war 19 years earlier.

His account states: "He told me that Uncle Edward said he could not possibly see what justifiable reason he could find for going to war. His Majesty said in reply: "You have got to find a reason Grey!""

Sir Edward Grey's own memoirs make no mention of the conversation although he admitted that it was difficult to recall the exact events of the opening days of August 1914 due to the pressure "of almost continuous Cabinets and of immense strain".

As German forces mobilised with the aim of moving through neutral Belgium en route to France, the King of the Belgians, Albert I, sent a personal appeal to George V.

Sir Cecil's note adds: "The next day he had a private letter from President Poincare of France urging our participation in the war.

"And almost at the same time a telegram arrived from King Albert of Belgium about the violation of Belgium. He sent this [the King] straight across to Uncle Edward with a note to the effect that there was the reason and there was no need for him to try and think of anything".

Sir Edward read out the appeal from Albert I as part of his 75-minute speech, in which he insisted that he had done all he could to avert war but admitted that the "it is clear peace of Europe cannot be preserved".

The Commons was so crammed that day that seats had to be put in the gangways to accommodate all those who want to listen.

Britain's move to war in August 1914 was bitterly opposed by many in the ruling Liberal Party. Although two Cabinet ministers resigned, Sir Edward managed to carry the House of Commons with him.

'Dry tinder'

There was no vote on his statement but all the party leaders, with the exception of Labour's Ramsay Macdonald, backed the government of Herbert Asquith.

"It won't go down in any anthology," Lord Hurd, Conservative foreign secretary in the 1980s, says of the speech.

"It wasn't a Churchill-type speech but it just fitted the moment," he reflects. "The House of Commons accepted it and the nation accepted it."

There are others, however, who believe Sir Edward did not do nearly enough to silence the drumbeat of war in the years running up to the start of the conflict.

The violation of Belgium's neutrality was the catalyst for bringing Britain into the war

Former Labour foreign secretary Lord Owen says Sir Edward, who in ten years as foreign secretary had only travelled abroad once, should have done more to "avoid all the dry tinder that was around in Europe and could at any time have produced a war".

"I don't think he was a great foreign secretary but he was not a bad man," he believes. "He did his best but his best was not up to it frankly."

After his speech, Sir Edward returned to the Foreign Office that night in some despair - slamming his fists on his desk and crying: "I hate war, I hate war." From his office window that night he saw a lamplighter lighting up the street lights and uttered the famous words: "The lamps are going out all over Europe. We shall not see them lit again in our lifetime."

Foreign secretaries down the ages have continued to feel the resonance of that moment.

"You can't work in the Foreign Office without the past visiting you quite often, all the great men who have operated from that spot in that room," says Lord Hurd. "It has a powerful effect."

<https://www.bbc.com/news/uk-politics-28602021>

Established in 1922, the BBC was the long-time official government sponsored (and in some ways it still is) media service.

Canada at War by Borden

"Canada at War"

SPECIAL SESSION OF THE DOMINION PARLIAMENT
AUGUST 19, 1914

SPEECH By, Rt. Hon. Sir Robert Laird Borden

Sir Robert Borden, Prime Minister of Canada, declares his intentions regarding the First World War in the House of Commons on August 19th, 1914...

"It is not fitting that I should prolong this debate. In the awful dawn of the greatest war the world has ever known, in the hour when peril confronts us such as this Empire has not faced for a hundred years, ever vain or unnecessary word seems a discord.

"As for our duty, all are agreed: we stand shoulder to shoulder with Britain and the other British dominions in this quarrel. And that duty we shall not fail to fulfil as the honour of Canada demands. Not for love of battle, not for lust of conquest, not for greed of possessions, but for the cause of honor, to maintain solemn pledges, to uphold principles of liberty, to withstand forces that would convert the world into an armed camp. Yea, in the very name of the peace that we sought at any cost save that of dishonor. We have entered into this war, and while gravely conscious of the tremendous issues involved and of all the sacrifices that they may entail, we do not shrink from them, but with firm hearts we abide the event."

No use of the word diplomacy.

<https://www.warmuseum.ca/firstworldwar/history/people/canadian-leaders/sir-robert-borden/>
<http://wartimecanada.ca/sites/default/files/documents/CanadaAtWar.Aug.1914.pdf>

Speech to the Belgian Parliament by Albert II, 4 August 1914



Reproduced below is the text of the speech given by [King Albert I](#) of Belgium to the Belgian parliament on 4 August 1914.

Having two days earlier [declined Germany's request for free passage](#) across Belgium for its troops in the latter's war against France, Belgium prepared itself to defend its independence. Such was the background to the monarch's speech to parliament on 4 August 1914 - the same day Britain entered the war in defence of Belgium.

Gentlemen:

Never, since 1839, has a more solemn hour struck for Belgium: the integrity of our territory is threatened.

The very force of our righteous cause, the sympathy which Belgium, proud of her free institutions and her moral victories, has always received from other nations, and the necessity of our autonomous existence in respect of the equilibrium of Europe, make us still hopeful that the dreaded emergency will not be realized.

But if our hopes are betrayed, if we are forced to resist the invasion of our soil, and to defend our threatened homes, this duty, however hard it may be, will find us armed and resolved upon the greatest sacrifices.

Even now, in readiness for any eventuality, our valiant youth is up in arms, firmly resolved, with the traditional tenacity and composure of the Belgians, to defend our threatened country.

In the name of the nation, I give it a brotherly greeting. Everywhere in Flanders and Wallonia, in the towns and in the countryside, one single feeling binds all hearts together: the sense of patriotism.

One single vision fills all minds: that of our independence endangered. One single duty imposes itself upon our wills: the duty of stubborn resistance.

In these solemn circumstances two virtues are indispensable: a calm but unshaken courage, and the close union of all Belgians.

Both virtues have already asserted themselves, in a brilliant fashion, before the eyes of a nation full of enthusiasm.

The irreproachable mobilization of our army, the multitude of voluntary enlistments, the devotion of the civil population, the abnegation of our soldiers' families, have revealed in an unquestionable manner the reassuring courage which inspires the Belgian people. It is the moment for action.

I have called you together, gentlemen, in order to enable the Legislative Chambers to associate themselves with the impulse of the people in one and the same sentiment of sacrifice.

You will understand, gentlemen, how to take all those immediate measures which the situation requires, in respect both of the war and of public order.

No one in this country will fail in his duty.

If the foreigner, in defiance of that neutrality whose demands we have always scrupulously observed, violates our territory, he will find all the Belgians gathered about their sovereign, who will never betray his constitutional oath, and their Government, invested with the absolute confidence of the entire nation.

I have faith in our destinies; a country which is defending itself conquers the respect of all; such a country does not perish!

Source: Source Records of the Great War, Vol. II, ed. Charles F. Horne, National Alumni 1923
<https://www.firstworldwar.com/source/kingalbertaddress.htm>

War Speeches of Vittorio Orlando



The Italian premier Vittorio Orlando came to Paris as one of the 'Big Four', yet in April 1919 walked out in one of the most dramatic crises of the Peace Conferences. Orlando's failure to win for Italy the territories she felt were owed to her was to have far-reaching consequences for both Italy and Europe as a whole. Italy in 1918 was in an ambivalent position: at the outbreak of war the country had been part of the Triple Alliance with Germany and Austria-Hungary, but had stayed neutral until joining the Allies in 1915 on the promise of territorial rewards. The war was a near-disaster for the Italians, culminating in the collapse of their armies at Caporetto in 1917. It was this crisis that brought Orlando to power, and he did much to restore the situation, but the Italians looked to Versailles to compensate them for the terrible losses they had suffered. In this book, the clash between Italy's territorial demands in the Balkans, which had been guaranteed by the Allies in 1915 and earned through her losses in the War, with the new Wilsonian doctrine of open diplomacy and national self-determination is detailed, and it traces the effects the failure of Orlando's delegation to satisfy their people's demands which directly to the rise of Fascism and to Mussolini's policies in the 1930s as he sought to obtain what Italy had been denied at Versailles.

<https://archive.org/details/warspeeches00orla/page/20>
Speech on a Just and Necessary War, November 1915, in Palermo

No use of the word diplomacy.

Diplomacy World Demo Game “Eclipse” – 2017A

The Players:

Austria: Nicolas Sahuguet
England: Edi Birsan
France: Andrew Goff
Germany: Conrad Woodring
Italy: Chris Brand
Russia: Doug Moore
Turkey: Tanya Gill

Commentators by Typeface:

Rick Desper
Christopher Martin
Jack McHugh

Spring 1905 Results



Austria: F Adriatic Sea – Venice, A Budapest Supports A Tyrolia – Vienna,
A Rumania Supports A Sevastopol, A Serbia – Trieste, A Tyrolia - Vienna.
England: A Finland - St Petersburg, F Holland – Belgium, F London - North Sea,
A Moscow - Sevastopol (*Fails*), F Norway - Norwegian Sea, A St Petersburg – Livonia,
A Ukraine Supports A Warsaw - Galicia.
France: A Brest – Gascony, A Burgundy – Marseilles, F Marseilles - Gulf of Lyon,
F Naples – Apulia (*Disbanded*), A Piedmont – Tyrolia, F Tyrrhenian Sea - Ionian Sea (*Bounce*),

~~A Venice Supports A Piedmont – Tyrolia~~ (*Dislodged*, retreat to Piedmont or Tuscany or OTB),
~~A Vienna – Budapest~~ (*Dislodged*, retreat to Bohemia or OTB).

Germany: A Kiel – Holland, A Munich Supports A Piedmont – Tyrolia, A Prussia – Warsaw,
A Silesia Supports A Warsaw – Galicia, F Sweden – Norway, A Warsaw - Galicia.

Italy: A Rome Supports F Adriatic Sea – Venice, F Tunis - Tyrrhenian Sea (*Fails*).

Turkey: F Aegean Sea - Ionian Sea (*Bounce*), A Apulia Supports F Ionian Sea – Naples,
F Ionian Sea – Naples, A Sevastopol Supports A Rumania (*Cut*), F Smyrna - Constantinople.

Both Draw Proposals Fail.

Now Proposed – E/F/G/T. Please vote with Fall orders. NVR=No.

Summer 1905 Results



Austria: Has A Budapest, A Rumania, A Trieste, F Venice, A Vienna.

England: Has F Belgium, A Livonia, A Moscow, F North Sea, F Norwegian Sea, A St Petersburg, A Ukraine.

France: Retreat A Venice – Tuscany, A Vienna - Bohemia..Has A Bohemia, A Gascony,
F Gulf of Lyon, A Marseilles, A Tuscany, A Tyrolia, F Tyrrhenian Sea.

Germany: Has A Galicia, A Holland, A Munich, F Norway, A Silesia, A Warsaw.

Italy: Has A Rome, F Tunis.

Turkey: Has F Aegean Sea, A Apulia, F Constantinople, F Naples, A Sevastopol.

Now Proposed – E/F/G/T. Please vote with Fall orders. NVR=No.

Spring/Summer 1905 Commentary:

Commentators by Typeface:

Jack McHugh

Rick Desper

Christopher Martin

Chris Brand picks his moment to flip, and it is a good one! At least as good a spot as he was likely to find, as

he costs Goff 1/3 of his Navy, and is in a position to do a bit more damage from Tunis moving forward. Tanya will trade Sev for Naples, and I'll bet a signed dollar bill that Edi and Conrad conspire to disband the German fleet in Norway.

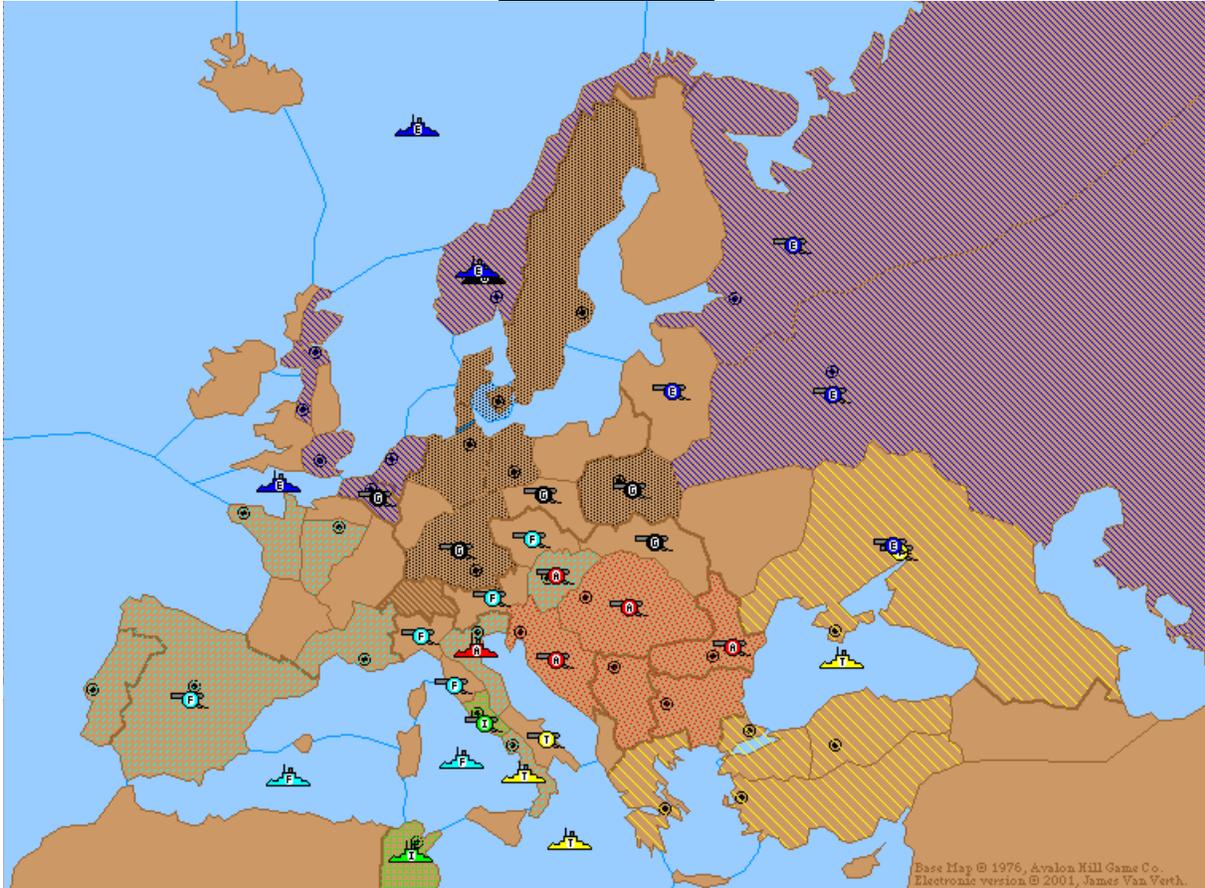
I'm pleased to see the draw votes fail. Play on!

I'm not sure this makes that much of a difference, you really need Edi on board with Conrad for this to be any more than a speed bump but I like the spirit it shows. At least someone is still playing.

Chris M. appears to be spot on. Sev will fall, but so what? Tanya can put her fleet in the Black and that will create a mini-stalemate at Sev/Rum/Bud. An ugly move for France. The loss of F Nap is the worst blow. France will lose TYS and the Italian campaign will stagnate.

Back in the day I would have spent time trying to figure out if AIT can form a stalemate line. They are certainly close - closer than I thought possible. But rather than worry about whether they can do so with optimal play, I'll wait and see if they actually do so.

Fall 1905 Results



Austria: A Budapest - Galicia (*Bounce*), A Rumania Supports A Budapest - Galicia, A Trieste Supports A Vienna, F Venice Supports A Munich - Burgundy (*Fails*), A Vienna Supports A Budapest - Galicia (*Cut*).

England: F Belgium - English Channel, A Livonia Supports A Moscow, A Moscow Supports A Ukraine - Sevastopol, F North Sea - Norway, F Norwegian Sea Supports F North Sea - Norway, A St Petersburg Supports F North Sea - Norway, A Ukraine - Sevastopol.

France: A Bohemia - Vienna (*Fails*), A Gascony - Spain, F Gulf of Lyon - Western Mediterranean, A Marseilles - Piedmont, A Tuscany - Rome (*Fails*), A Tyrolia Supports A Bohemia - Vienna, F Tyrrhenian Sea - Ionian Sea (*Fails*).

Germany: A Galicia - Rumania (*Fails*), A Holland - Belgium, A Munich Supports A Tyrolia, ~~F Norway - North Sea~~ (*Dislodged*, retreat to Sweden or Barents Sea or Skagerrak or OTB), A Silesia - Galicia (*Bounce*), A Warsaw Supports A Silesia - Galicia.

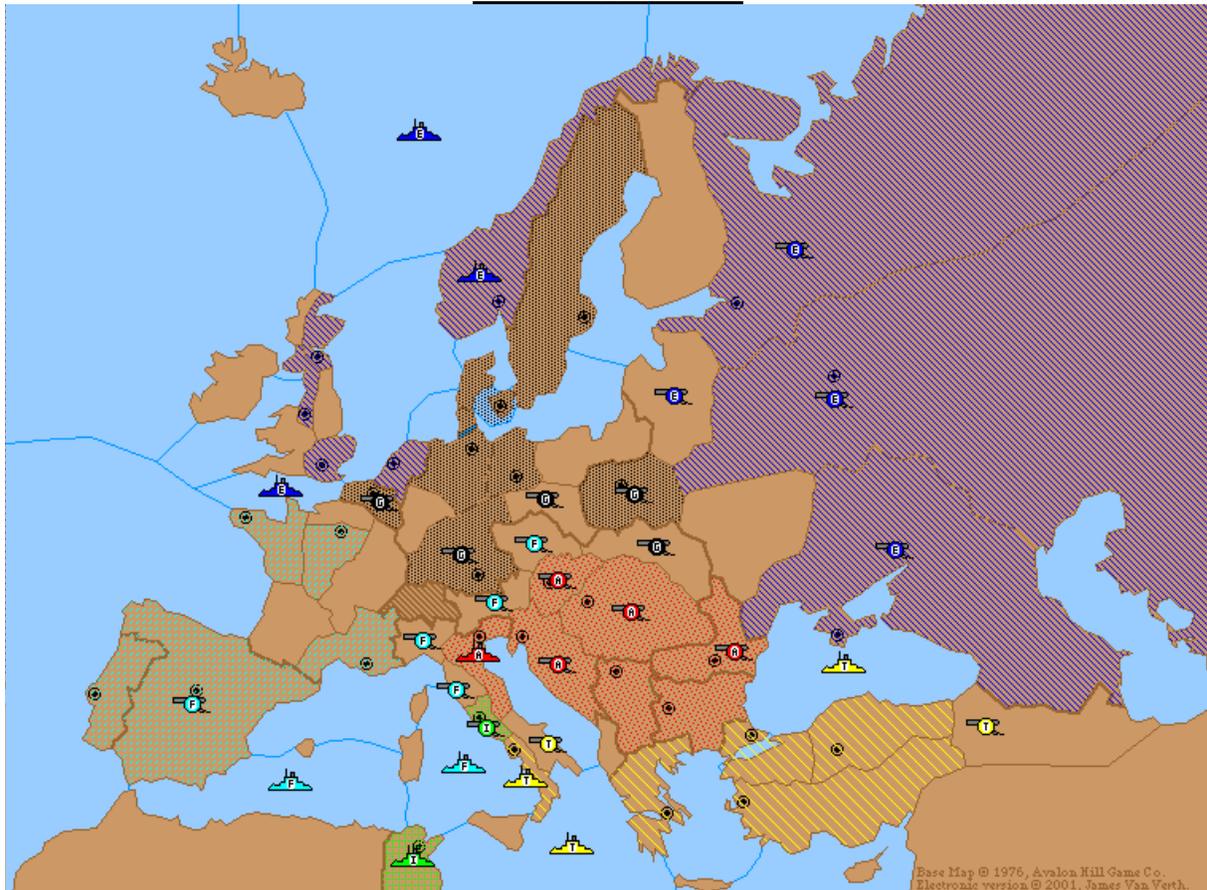
Italy: A Rome Supports F Adriatic Sea (*Fails*), F Tunis Supports F Aegean Sea - Ionian Sea.

Turkey: F Aegean Sea - Ionian Sea, A Apulia Supports F Venice, F Constantinople - Black Sea, F Naples Supports A Rome, A Sevastopol—Ukraine (*Dislodged*, retreat to Armenia or OTB).

E/F/G/T Fails.

Now Proposed – E/F/G. Please vote with Winter. NVR=No.

Autumn 1905 Results



Austria: Has A Budapest, A Rumania, A Trieste, F Venice, A Vienna.

England: Has F English Channel, A Livonia, A Moscow, F Norway, F Norwegian Sea, A Sevastopol, A St Petersburg.

France: Has A Bohemia, A Piedmont, A Spain, A Tuscany, A Tyrolia, F Tyrrhenian Sea, F Western Mediterranean.

Germany: Retreat F Norway - OTB.. Has A Belgium, A Galicia, A Munich, A Silesia, A Warsaw.

Italy: Has A Rome, F Tunis.

Turkey: Retreat A Sevastopol - Armenia..Has A Apulia, A Armenia, F Black Sea, F Ionian Sea, F Naples.

Now Proposed – E/F/G. Please vote with Winter. NVR=No.

Supply Center Chart

- Austria: Budapest, Bulgaria, Rumania, Serbia, Trieste, Venice, Vienna=7, Will Play 2 Short
- England: Edinburgh, Holland, Liverpool, London, Moscow, Norway, Sevastopol, St Petersburg=8, Build 1
- France: Brest, Marseilles, Paris, Portugal, Spain=5, Remove 2
- Germany: Belgium, Berlin, Denmark, Kiel, Munich, Sweden, Warsaw=7, Build 2
- Italy: Rome, Tunis=2, Even
- Turkey: Ankara, Constantinople, Greece, Naples, Smyrna=5, Even

PRESS

AnonyGoff: The party is just getting started.

Anonymous: I would like to propose a concession to Doug Moore.

Fall/Autumn 1905 Commentary:

Commentators by Typeface:

Rick Desper
Christopher Martin
Jack McHugh

Now the worm has turned as Edi's England and Conrad's Germany lower the boom on Andrew's France--this is why you don't allow toadies to keep empty home centers, assuming you let them keep home centers at all. It gives toady's ideas that they can come back as Conrad has done.

Now Andrew is out of position as Germany is on the march with English support as there is an English fleet in the Channel as well.

Interred to see if Nicholas and Tanya can parley this to their advantage down in the Balkans.

I'm not convinced that E/G are turning on France. France has lost two SCs and two units and will lose the fight in the South if he doesn't get English help.

Austria is up two, but has no open home centers to build in. With that in mind, I think Turkey should have taken Bulgaria to get a build. Also, F Bul(EC) could usefully support A Rum.

Of course it's certainly possible that E/G are about to flatten France. Brest and Paris would fall without a fight, and those two French fleets would not be able to defend Iberia by themselves. If this is a stab, France is done for.

Quite a change in fortune for Goffy here as he was just a bit over-extended. He probably removes Bohemia, as Conrad can easily replace that, and possibly Tuscany? The real question is what do Edi and Conrad do now - they have the builds to run in on Goff and with Edi already in the channel, that front could change rapidly. I'm still skeptical - but with Italy, Austria, and Turkey lacking real fleet power in the Med, perhaps Edi decides he can make a long-term play for a big result by replacing Goff.

The fall of Sev locks that front down for the moment -but Nicolas' failure to clear a home center for a build is going to hurt them if E/G continue to push forward (and why wouldn't they, even if they do decide to take Northern France?). The lack of a supporting unit in Serbia means there is no dynamism in the Austrian position, it must be purely defensive or risk losing centers - and the fleet in Venice stuffs all efforts to regain any movement until it is replaced with an army. That's where I'd expect to see negotiations between Nicolas and Goff - trying to get Goffy to disband in the boot so Nicolas can reposition in Venice - the timelines to execute on that are tight but not impossible.

Obviously the 3wd is going to fail. Play on!

Winter 1905 Results

Austria: Plays 2 short..Has A Budapest, A Rumania, A Trieste, F Venice, A Vienna.

England: Build A Edinburgh.. Has A Edinburgh, F English Channel, A Livonia, A Moscow, F Norway, F Norwegian Sea, A Sevastopol, A St Petersburg.

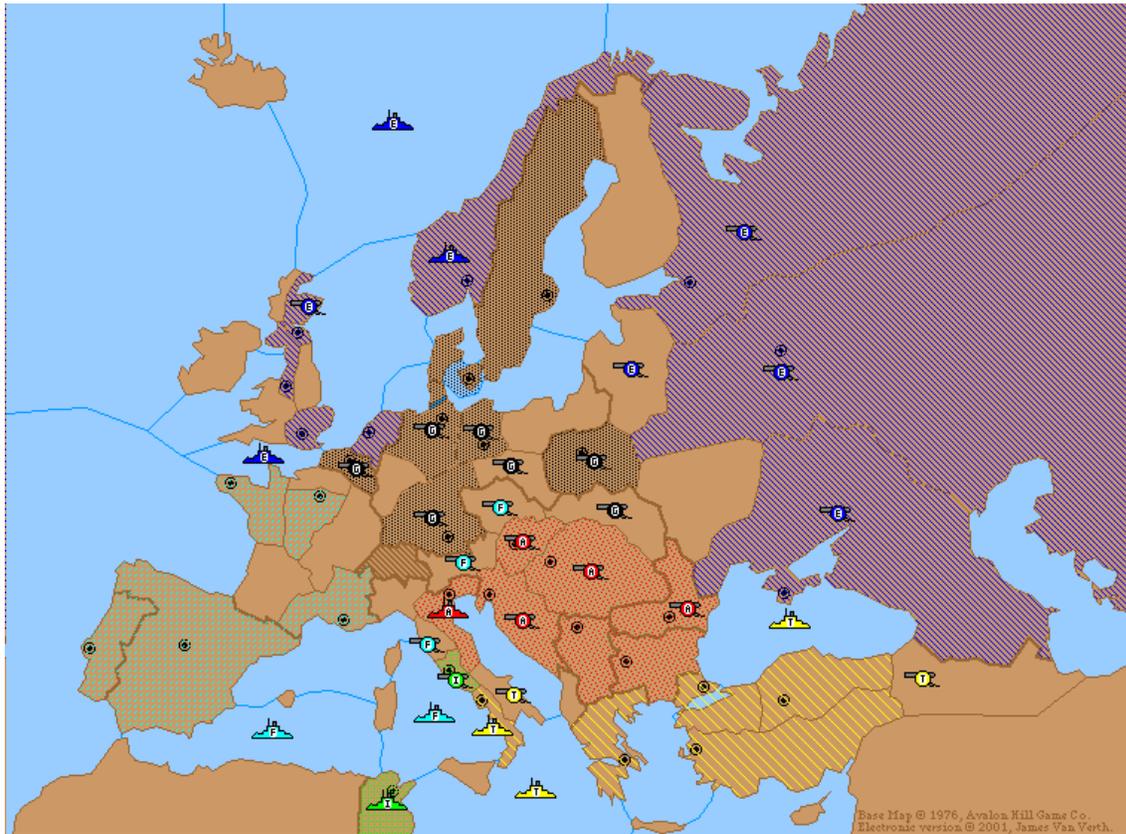
France: Remove A Spain, A Piedmont.. Has A Bohemia, A Tuscany, A Tyrolia, F Tyrrhenian Sea, F Western Mediterranean.

Germany: Build A Kiel, A Berlin..Has A Belgium, A Berlin, A Galicia, A Kiel, A Munich, A Silesia, A Warsaw.

Italy: Has A Rome, F Tunis.

Turkey: Has A Apulia, A Armenia, F Black Sea, F Ionian Sea, F Naples.

E/F/G Fails



Winter 1905 Commentary:

Commentators by Typeface:

Rick Desper
 Christopher Martin
 Jack McHugh

OK, Goffy is completely committed to the Western Triple. And why not? It doesn't make any sense to send troops back home. If Edi and Conrad want to snuff him out, he'd be dead quickly even if he put up a fight. OTOH, he has many forces useful at the front. This gives Edi an incentive to bypass any stab possibility and move his fleets into the Med. That's what I expect him to do. Can always stab later, should he so choose.

A/T have 9 forces. A/I/T have 11 forces. That's not enough to hold any line. Those two unusable builds are very painful.

I can only echo what Rick says above, and add that the tactical situation around Austria/Rumania/Sevastopol could get very interesting in 1906. Do A/T try to exploit the weakness in Sev to rotate forces over? Austria takes Sev, Turkey takes Venice, and they give up Vienna to try to rush fleets towards Iberia? It won't net

them much in terms of centers, but the dynamism of the position might shake up the West a little. If it is me I'm certainly re-taking Sev, and sorting out the consequences after.

Very, very little risk or downside to Edi for going after French centers in two years or so. Conrad probably doesn't want that to happen while Edi has four armies in Russia - disbanding the German fleet was a good diplomatic move but puts a lot of risk on the table that Edi gets to 18 while never touching a German center.

I agree with Chris and Rick--the danger here is England sprinting to victory with no one able to stop him because France's collapse opens Andrew to a stab from Edi and Conrad is still out of position to join him or to stop Edi.

A/T are still too bottled up to in the Balkans to do much about this as Chris points out.

Let's see if Edi will take advantage of his position in the upcoming year.