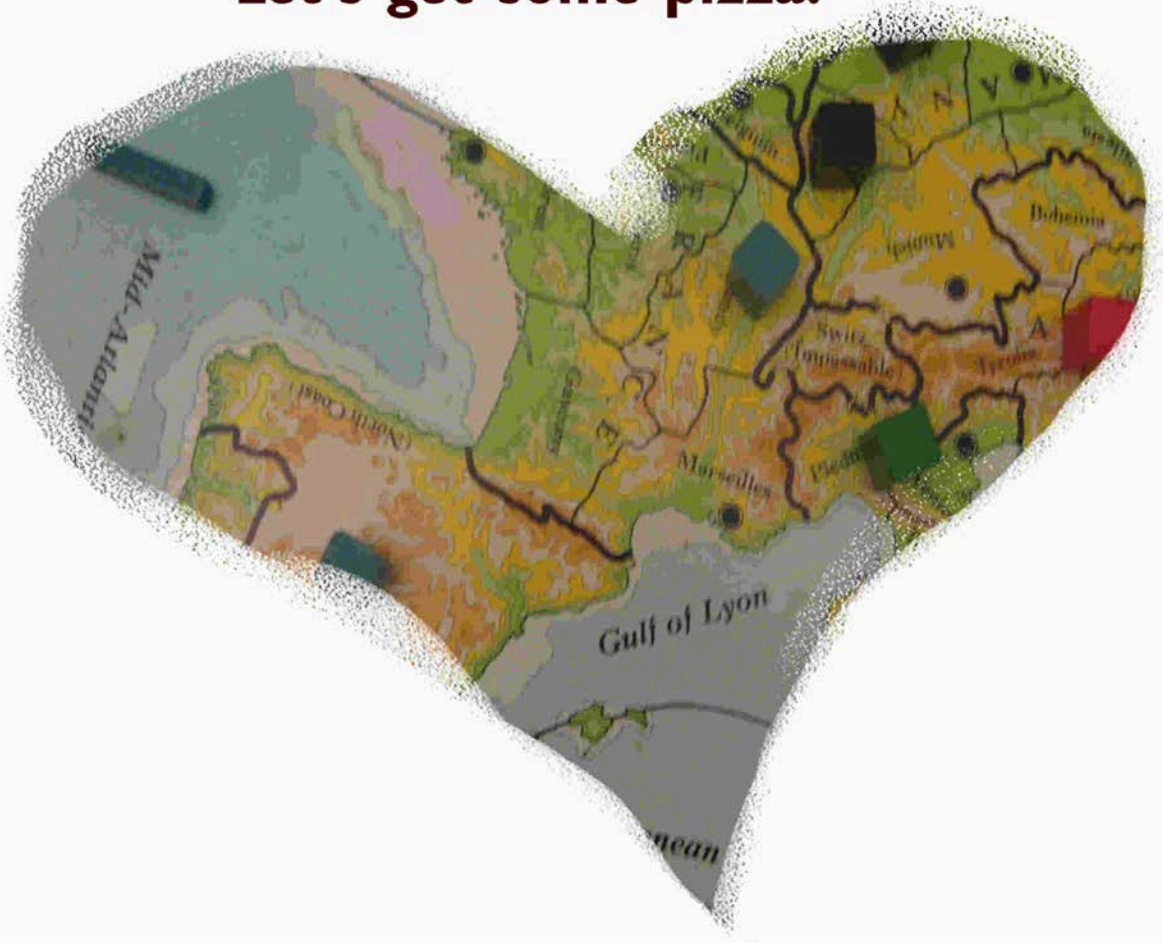


Diplomacy World #136

After I lie to you, invade you, and destroy you...
Let's get some pizza!



www.diplomacyworld.net

Winter 2016 Issue

Notes from the Editor

Welcome to the latest issue of **Diplomacy World**, which is published as the Winter 2016 issue despite always being released just after the New Year. Confusing? If you are confused – or actually care enough to try to figure it out – you probably had too much to drink on New Year's Eve.



Not that there's anything wrong with that...

This is the smallest of any recent issue. The holidays and the end of the year always play havoc with the ability of people to contribute. And here in the U.S. the election took a huge emotional toll both before and after, no matter who it is you might have voted for. As always, while this game and hobby is a welcome part of the lives of thousands, "real life" always comes first.

In some ways it feels like the Diplomacy hobby is breaking apart a bit, and settling into smaller pieces that don't necessarily come together or orbit around the same star. One reason for that might be the problems with diplom.org which Jim Burgess addresses in an article later in this issue. Considering the way people can come and go from the hobby at large – and from life itself, as many of the first generation of Diplomacy players are no longer with us – continuity needs to be something we focus on. I know at work we are required to have detailed continuity and disaster recovery plans and procedures. In the world of today if something requires too much effort, often we'll find interest quickly

drop and people move on to something else. If the hobby is going to attract younger players and sustain their involvement, we need to make it as simple as possible for them to participate.

Speaking of the first generation...

Only a few days after the release of Diplomacy World #135, I received word that Fred C. Davis, Jr. had passed away after months of declining health. (See the letter column for a note from his widow Inge). A more detailed biography of Fred's long service to the hobby is probably something worth writing up in the future. But I made it a point to try and give thanks for Fred and his efforts (especially in the variant arena and his work with the Mensa SIG) within the pages of this zine while he was still with us, so he knew that he had not been forgotten despite his inability to participate any longer in the hobby he so dearly loved.

For those of you who asked: YES the Demo Game will return soon, possibly by next issue. There were some complications and delays, which inevitably led to a player or two having to rescind their commitment to play, etc. But we'll get it all properly lined up soon, and the next game will begin. Just be glad I GM the game (instead of playing in it) or you'd see some REALLY bad play in future issues. Those who cannot do, teach. Those who cannot teach publish Diplomacy World and pretend we know what we're doing.

I do want to take a moment to thank the staff of Diplomacy World for continuing to take up the slack when submissions are harder to come by. They don't ALL appear EVERY issue, but when the chips are down they still answer the call. And you'll see some other familiar names in Diplomacy World this time around, like Tim Haffey and Larry Peery. And happily one or two you may NOT recognize, which is always a good sign of things to come.

I'll close by reminding you the next deadline for Diplomacy World submissions is April 1st, 2017.

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 spring, 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



Inge Davis - Hello, Doug and Jim,

You are the two people whom Fred knew best in Diplomacy. I have sad news today.

Fred passed away on the night of Oct. 3 at the nursing home. He had a rapid decline after a hospitalization for an emergency eye surgery a few weeks ago, but until the morning of Oct. we did not know that the end was near. It was multiple organ failure and end stage Parkinsons.

He was in such pain and misery the last 5 weeks; it is almost a relief that his suffering is over. Diplomacy was the love of his life, it meant everything to him. I am so glad he had that. He loved talking about it when I read Diplomacy World to him and we enjoyed that together.

Thank you for continuing to send it to Fred even after he could no longer be involved.

[[It was always my pleasure, Inge. I know how much he enjoyed reading each issue together with you.]]

Ask the GM

By The GM

Dear GM,

All the old Diplomacy players are dying off and I find these new players to be no match for the old ones. Any suggestions as to where we can find the next Fassio or Kathy Byrne from?

Lonely Old Timer

Dear Old Timer:

Yes, get off your old ass and start teaching these young Generation X and Millennials how properly play the world's greatest game of all time. Stop crying in your soup and pull up your old man/woman Bermuda shorts, pull up your black socks and put on your old man cap or old woman wig and get out there and start showing them how to get to 18 centers.

As I side note, you old bastards aren't as good as you think you are as I could probably beat you with one center tied behind my back.

Your pal,
The GM

Dear GM:

I am worried that Donald Trump isn't as smart as he thinks he is. I understand he doesn't know how to play Diplomacy whereas Putin has been known to play Russia regularly at the St. Petersburg Diplomacy Club meetings on third Thursday of the month.

As an American, are you concerned for our country?

A Loyal Yankee

Dear Loyal Yankee:

Most American politicians, like most Americans, are idiots so I am not surprised that our biggest politician is also our biggest idiot. No I don't expect Trump would be a good Diplomacy player—anyone who feels the need to use Twitter that much probably would put Larry Peery to shame with all of his press in a Diplomacy game.

Now having said that, no I am not worried about our country; I am more concerned with having Americans thinking they are in charge of the world. Americans invented the Big Mac and plastic—do you really want these people in charge of the world? I don't.

Your pal,
The GM

Comments on Matthew Shields Article “Resolving Badly Written Orders”

by Tim Haffey

First, let me say that I have been playing Diplomacy in some fashion since 1977. Oh my goodness, that is almost 40 years... Anyway, I think I can say I know a little about what goes on in the hobby and I have GMed a number of postal dipzines over the years. Well, enough about how great I am.

However, having been a GM I am very familiar with what Matt says here. I am not saying he is wrong about anything. We may just have a different view on this subject. Actually, I met Matt once at a Dip Con in Portland years ago and he seemed like a nice kid.

In the first part of the article Matt talks about the official rules and the various changes over the years. All I would say about that is that any game should use the most current rules and forget about the previous ones. If you are going to run a game as the GM and you think some rule needs clarification, write a house rule to cover it. Back in the 80s and 90s a GMs running games in Dipzines almost always included house rules. Sometime just a couple of paragraphs and sometimes it was more like a book. With house rules everyone knows how you view such a rule or situation and how you will rule. In my opinion, if you are not sure where to move a piece from the orders, it stands, unambiguous or not.

Matt seems to suggest that individual orders should be viewed and interpreted as a set of orders. Not really. An order is for one individual piece and each has its own order. If they don't work together like they might, it is not the job of the GM to try and read the player's mind and think; *“hmm, now what is the player trying to do here”*. The unit either moves (supports or convoys) or it stands, period. The moves must be the result of the written words, not on the GM trying to read the player's mind.

As for poor handwriting, I always include a house rule that all orders must be printed out, not written in script. And, if players are unsure of what abbreviation to use, spell it out. F Lon-North Sea. It's not that hard.

Then he goes into types of unclear orders. I think Matt must be an attorney. Creating problems where there were none before. If an order is unclear, it stays where it is. Take the paragraph where he is describing the first “category” of unclear orders. Let me quote it in its entirety.

“The first are those where the words written on the order pad, while clear and legible, fail in some way to comport with the normal rules for writing orders. They might omit a word or symbol that would otherwise make the order clear. They might use terminology that is unorthodox or confusing (including using questionable names or abbreviations for provinces). Or they might contain an error that could be easily corrected by the GM who felt so inclined.”

Good lord, GM correcting errors, reading minds, interpreting intentions? What is Matt thinking? We adjudicate the individual moves as written without mind reading, interpretation or correcting errors. We use what is on the paper without considering the intention of the set of orders. As for trying to figure out what the player really intended, as Matt pointed out, players do write incorrect orders on purpose for one reason or another. So I have to wonder. Should the GM really try to second guess the player's orders?

I would add that poorly written, or orally given, orders have occurred in real life situations that sometimes resulted in a very poor outcome. The charge of the light brigade comes to mind.



Tim Haffey is a name you should recognize. If you don't, visit www.diplomacyworld.net and read some of the prior issues!

by Thaddeus Black

ITALY
A Spa-Nwy
F Mid c A Spa-Nwy

F Nat c A Spa–Nwy
F Nrg c A Spa–Nwy

FRANCE
F Iri–Mid
F Pic–Eng
F Bel s F Pic–Eng

RUSSIA
F Ska–Nth
F Den s F Ska–Nth
F Nwy s F Ska–Nth
A Swe–Nwy

F Bal–Den

GERMANY
A Hol–Lon
A Kie s Ru F Bal–Den

[The author thanks Mario Huys, who has kindly reviewed the problem.]

If you wish to return your solution and rationale, email them to Diplomacy World's technology desk, [thaddeus.h.black "of" gmail.com](mailto:thaddeus.h.black@gmail.com).

Diplomacy World Cup IV: Greatest Team Tournament of The New Year

By Fang Zhang, Angelo Cervone, Dorian Love, and Jim Burgess

Want to enjoy a high quality game, ally, stab and have fun with top level dippers from across the planet? Want to play as a team, fight for the highest glory, discussing with your teammates whether to support your weird but wonderful neighbor to Belgium? Already have become bored of NMRs, dropouts and complex scoring systems no one understands? DWC IV is exactly the dream tournament for you! Whatever country/region you're from, recruit your best diplomats & conquer the world!

DWC, which started in 2007, is a worldwide team tournament organized by the online diplomacy community. Dozens of national/regional/international teams from all over the world compete together for the highest glory---- to be the best diplomacy team in the world!

DWC IV is a two round tournament, each team has exactly seven players and each plays the seven different powers. The best seven teams from the first round will qualify for the final round and fight out a bloody road to the championship title. To win the tournament, team cooperation & in-team coordination are required and you need to use your wisdom to the extreme. It's not an easy job but definitely an amazing one we bet you would love.

You can find all detailed rules of DWC IV in appendix A. Feel free to contact us (Angelo Cervone at ac171073@hotmail.com), anytime about anything.

DO NOT HESITATE! JOIN US AND MAKE IT HAPPEN!

Appendix A Rules for DWC IV

Team composition. Each team is formed of 7 members, no more and no less than that. Multiple teams from the same country are allowed, as well as regional teams; however, only one team per country is allowed in the final round. Each team will have a captain. No replacements of players in a team are possible at any moment of the tournament, except for very exceptional documented cases, upon acceptance of the DWC Council.

Sign-up rules and formation of teams. Two ways to sign up are available: people can sign up directly as complete teams of 7 (preferred options) or individually. People who have signed up individually can also decide later on to form a team with other people who have already signed up. When people sign up, they will indicate their country and (when applicable) region/state/province.

After the sign-up deadline, people who are still signed up as individuals will be grouped in teams of 7 by the TD (in consultancy with the Council), with the following rules:

-) When possible, national teams will be formed. If this is not possible, the possibility of creating a regional/continental team will be explored. In case both options are not possible, multi-national teams will be formed.

-) When forming the teams, the "first serve, first come" rule will be always followed. Example: if 8 players from Italy have signed up, the 7 Italian players who have

signed first will be put in Team Italy, the 8th one will be put in another type of team (regional, continental, multi-national etc.).

-) People who sign up individually implicitly accept the decision of the TD/Council on the team in which they will play. This decision cannot be appealed or changed.

Definition of team captains. When groups of 7 people directly sign up as a team, they can already indicate a captain at that stage. For teams who have not indicated their captain, or for teams formed by the TD/Council from individual subscriptions, the captain will be defined as follows:

-) The TD will initially indicate as captain the member of the team who has signed up first.

-) The team will then be given a fixed period of 1 week to internally discuss this assignment and eventually, upon agreement of all team members, change the captain.

-) At the end of this period, all captain names will be "frozen" and can not be changed anymore. The main role of the captain, on top of the other aspects explained in the following, is to make sure that all processes within the team are fluid and all decisions are taken smoothly and rapidly. The captain also functions as interface between the team and the TD.

Tournament structure: in the 1st round, all teams play together in a big group, and games are organized in such a way to minimize the number of games where the same two teams play together. Each team plays 7 games in total, with the 7 different powers. The best 7 teams advance to the final round, where again each team plays 7 games with the 7 different powers. Only one team can advance to the finals from each country.

Schedule. Each game ends at the end of the 8th year of play (unless a solo happens earlier). The schedule is strictly enforced: 3 days for Spring movements, 1 day for retreats, 3 days for Autumn movements, 1 day for retreats, 1 day for constructions. There will be a 1-week period at the beginning of each game, to allow some

preliminary diplomacy between players. In the 1st round, depending on the number of teams we have, the schedule will be organized in such a way that: (1) each team does not play two games simultaneously; (2) the overlap between successive games is as short as possible. In the final round, there will be no overlapping between the games (except for the preliminary week, which starts exactly 1 week before the end of the previous game).

Assignment of powers and players. The powers for a game are assigned to teams (and known to them) only when the game starts. When the powers are known, the team decides which player will play in the game. ideally, one player of a team will play only one game in the 1st round and one game in the final round. thus, assigning players to games is an important strategic decision that has to be taken by the team.

NMR and replacements. No NMR are accepted and no delays are possible. A player that starts a game should be confident that in the following 8-10 weeks he/she can play the game without problems and meet the strict schedule. To mitigate possible problems, 2 captain-inserted moves are allowed per game (but only in case the player has not inserted his orders: the captain can not change orders that are already in!); in extreme cases, a player can be replaced by another player of the team, but with the restriction that a player can never play in more than two games of the same round (one as his/her "own" game, one as a replacement).

Scoring system. Points per center owned at the end of the 8th year of play. In case of a solo: +20 points to the solo, -20 points for the other players. The score of a team is obtained by adding the 7 scores from the 7 games played in the round.

For Further Information on the Upcoming Tournament, Contact Angelo Cervone at ac171073@hotmail.com or join the Yahoo Discussion Group at <https://groups.yahoo.com/neo/groups/DiplomacyWorldCup/info>

Revisiting the Bohemian Crusher

By Joshua Danker-Dake

Eight years ago, I wrote my first-ever Diplomacy article, which appeared in the pages of this august publication. It was about the Bohemian Crusher.

I had always found Italy a boring country to play—other countries had bold, aggressive openings they could choose, but not Italy—or so I thought. Until I stumbled upon the Bohemian Crusher.

Italy frequently opens A VEN-TYR, A ROM-VEN but then ends up banging his head futilely against VIE. What if, I thought one day, we just keep going in the fall, A TYR-BOH, A VEN-TYR, and then build A VEN to get some real leverage against Austria? It worked—everyone in the game was surprised, Germany and Russia were very impressed, and I was hooked. (For more information on what the Bohemian Crusher is all about, dust off *Diplomacy World* #103.)

I didn't invent the Bohemian Crusher, of course—a few minutes of research over on the Pouch made that evident—but I have done my best to drag it out of obscurity, and I have made it my own, to the point that I can't use it anymore because everybody who knows me knows I'm going to do it and stops me with VIE-TYR in Spring 1901. But I needed some more Bohemian Crusher in my life. So, I thought, why don't I go and see how it works in Gunboat?

The evidence I've seen suggests that Italy has a below-average solo rate in conventional Diplomacy (which is consistent with my experience) and that it does slightly better (but still below average) in Gunboat.

I could have gone online, gotten into a Gunboat game as Italy, tried the Bohemian Crusher, and written up my findings—that was my first plan. "Small sample size!" cried my brain (I'm an academic editor; I work on a lot of research studies). To get through a large number of games in a reasonable amount of time, I turned to DAIDE QuickStart Diplomacy, which uses the Albert AI (if you've never tried it, it's hands-down the best Diplomacy bot experience out there). I played 20 Gunboat games as Italy on difficulty 50 (the default), committing to doing the Bohemian Crusher in each.

In 20 games, I successfully executed the Bohemian Crusher (i.e., VEN-TYR, ROM-VEN in Spring 1901 and TYR-BOH, VEN-TYR in Fall 1901 without getting bounced) in 15, a success rate of 75%. However, in two of those games, Austria held in TRI in the spring and then successfully moved TRI-VEN in the fall, costing me a build, a home center, and any chance at winning the game. I consider those failures—thus, the success rate drops to 65%.

I also considered a larger sample of 100 Gunboat games, in 80 of which I was a power other than Italy or Austria. I played these games through the end of 1901 to see whether the Bohemian Crusher *could* have succeeded. If Austria tried to move to VEN in 1901, I consider that the Bohemian Crusher could not have succeeded; if Austria did not, I consider that it would have. That's obviously an oversimplification that skews a little high, but I'm confident that it gets us in the ballpark.

In the other 80 games, I judge that the Bohemian Crusher could have succeeded 63 times, a success rate of 79%, which suggests that even DAIDE has heard of my frightening passion for the opening. For the total sample, then, the success rate is 76%. Even if that's 10 points too high, the Bohemian Crusher is still very much a viable opening.

In my 20 games as Italy, I soloed 4 times—3 in games in which the Bohemian Crusher was successful. That's a solo rate of 20%, which indicates either that the Bohemian Crusher is a great opening or that I should have turned the difficulty up.

So what did I learn?

The greatest threat to Italy's survival is France coming after him early, before Italy has the opportunity to build a sufficient navy to fend him off—three fleets minimum, preferably four. I was eliminated several times by France—always early—and only once otherwise, by a steamrolling Russia/Turkey juggernaut.

A couple of times, Turkey and Russia both inexplicably didn't attack Austria. The Bohemian Crusher cannot succeed in 1902 without pressure on Austria's eastern flank. Without it, Austria can defend indefinitely, and Italy gets stuck at four centers, like usual, until the Turkish and French navies finally get around to squeezing him out. I don't have an explanation for why Turkey, Russia, and Austria would all decide to peacefully coexist for the first three game years—and it happened to me twice.

Frequently, I would get to 5 or 6 centers and then get bogged down for a bit. In those cases, the solution was patience: keeping the pressure on Austria with armies and on Turkey with fleets until an opening appeared, which it often within one or two game years. This worked fine as long as France didn't come after me before I was ready, although twice it delayed me enough that I finished at 16 centers while someone else soloed.

Given the opportunity to prepare for a sea attack from the west in the mid-game (whether from France or, if

he'd been conquered, then by England), Italy's position is much stronger. Yet Italian victory does not lie to the west. All four times that I soloed, I established the stalemate line in the Western Mediterranean and held it. I was typically able to capture MAR and occasionally SPA or POR (although not permanently). But breaking through there was typically not possible—nor was it necessary. With Turkey contained in the east, holding this line was sufficient. I achieved victory in all cases by capturing the Balkans, most or all of Turkey, most of Russia, and a couple of centers from Germany. The fleets covered my flanks, allowing my armies to win the victory.

I ended up playing a whole lot of Gunboat Diplomacy in the last month, and nothing happened to change my opinion of the Bohemian Crusher—in fact, I think I like it even better for Gunboat. In both Gunboat and conventional Diplomacy, it's Italy's most exciting opening, it's respectably viable, and it provides Italy with the greatest early potential for growth.

Is it risky? Sure. But this is Diplomacy—like Captain Kirk once said, "Risk is our business." So until somebody comes up with an Italian opening that's even more exciting, you'll find me over here crushing Bohemia every chance I get.

Three-Player Variants: A Review

By Jack McHugh

Most variants are based on the standard 7 players in Diplomacy but there are several other types. Among most popular, at least in terms of number of games played, are the three player variants.

I was looking on line and found a few that I would like to discuss in this month's column.

The first one I found is called 1066 on vDiplomacy site - <http://www.vdiplomacy.com/variants.php?variantID=85>. What I found most interesting is the way it uses fog of war rules to make a small map play larger. Players can only see where they have supply centers, units and provinces adjacent to units. This gives small map variant and much larger feel to it.

The map is the England, Ireland and some adjacent lands of northern France, Denmark and southern Norway/Sweden. The North Sea is subdivided into several smaller zones as is the English Channel. This helps keeps things moving a relatively small map of only 55 territories with 18 centers and player needing 10 of those centers to win.

The most well-known three player Diplomacy variant is undoubtedly The Hundred Variant based on the Hundred Years War between England and France as the successors of William the Conqueror who now ruled England tried to assert their original French dynastic privileges and claims in France while maintaining their English crown. The third player represents Burgundy in what is today known as the Low Countries and Western France.

This is one of the only Diplomacy variants that has ever gone commercial although it was not sold by Avalon Hill and is now out of print. It also has a DP Judge dedicated

to it as well -

http://www.floc.net/dpjudge/?page=about_hundred

I have played this variant game several times myself and I have always enjoyed it. It is fast and well balanced. I like some of the innovative ideas in the game such as starting France with more units than it can afford—this encourages, but does not force, France into an aggressive opening.

The map is basically England, France and the Low Countries and the players are allowed to build anywhere as there are no home centers in this variant. There are very few neutral supply centers in this game—only 4—and each power starts out with 4 supply centers, with the French having 5 units.

Finally there is a variant of regular Diplomacy where the powers are England/Germany/Austria versus Italy/Russia versus France/Turkey. I have never played this but it sounds interesting as the land powers get partnered up with a naval power capable of building large numbers of fleets quickly.

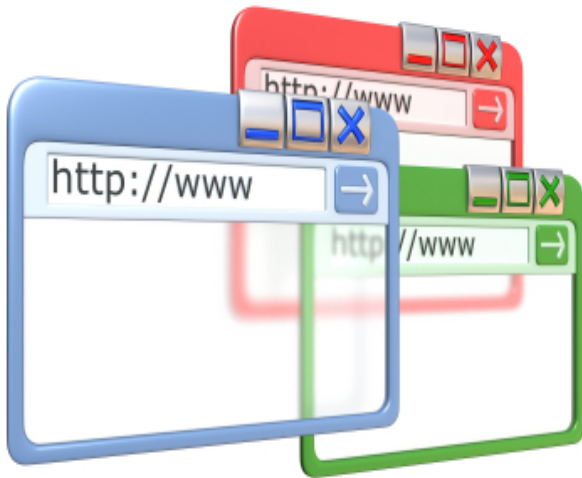
I would think the biggest issue would be EGA being stuck between IR and FT. It would allow for some diplomacy but not a lot. Generally three way games tend to devolve into two on one situation which is why you rarely see them in the board gaming world.

I would think the fact that everyone has units on both sides of any stalemate lines would go along toward keeping the game from bogging down. The only quibble I would have with this game is I'm not sure if IR would have adequate access to the Atlantic although they shouldn't need said access if they are over the stalemate line in central Europe, e.g. Pie-Tyr-Mun-Boh-Sil-War-Liv line.

Update on the Status of diplom.org

By Jim Burgess

On November 10th, the diplom.org web site went down for some maintenance/repairs, and in order to move the entire site to a cloud location where it could be more permanently and cheaply maintained. Unfortunately, although the originally anticipated plan was that the site would be down only for a few days, as of this publication the entire site is still down. And the plans and capability to put it back up remain uncertain. The files all are safe, so eventually they WILL be put back up, but I cannot tell you when that will happen. We as a hobby are crippled in a number of ways by this downtime.



First of course, diplom.org hosts the USAK Judge Diplomacy adjudicator. So all USAK games have been halted since November, and the longer it is down the more difficult it will be to start the games back up. Personally, diplom.org hosted the site where I keep my Diplomacy Szine, The Abyssinian Prince (TAP), so the back issues are unavailable, and I am unable to post the new issues (though many of them are available as subszines in Doug Kent's Eternal Sunshine issues). There are a number of older postal type Diplomacy szines hosted there, but these are mostly just historical artifacts that as noted are being preserved. So, the other parts of the Postal site are not that important in the short term. diplom.org also hosts a

number of mailing lists, including the TAP mailing list, so I have been quite hampered in not being able to send TAP out to my mailing list, I've just been notifying players. If you are a TAP subber, and want to see more recent issues, just E-mail me at jfburgess@gmail.com and I'll send them to you. There are other mail lists hosted there as well, including the DipPouch Council list and some other similar lists. The history of the Diplomatic Pouch and its future issues, of course, also are unavailable. The Diplomacy hobby is healthiest, in my view, when both Diplomacy World and the Diplomatic Pouch are vibrant and active. This issue of Diplomacy World is smaller than usual, and there is no Winter Pouch. That's not good. I hope we can fix both of those problems in 2017. Then, the diplom.org site hosts the FTF Tournament listing. We do have the very active Facebook groups that publicize tournaments, but people have gotten used to the existence and availability of the FTF Tournament listing. Not having it available will hurt travelers and tournament attendance. There are numerous other resources available on diplom.org that you may have noticed not being available. All I can say is that those of us who have been working on this are very sorry and are doing what we can to figure out how we are going to fix the site and get it back up running.

At present, we are considering some temporary fixes of some elements that we may get back up in the next week. In particular, the mail services may be able to migrated temporarily to a free place like gmail. This at least will allow us to collect and distribute mail. I'm not sure if that can allow USAK to run, but it will allow me to start sending TAP out again to my maillist. There may be some other temporary fixes that may be possible if the entire site cannot be put back up quickly. If any of you have ideas about how any of this can be done, feel free to communicate it to me and I'll take it back to the DipPouch Council to see if we can get it done. Ideally, of course, this whole note will be irrelevant within days. Again, all I can say on behalf of everyone involved that we've been bothered by this at least as much as any of you, and we desperately want things to be fixed. When they are this time, I think this fix will be more permanent. I ask for patience as we work on this. Happy New Year and best for your Diplomacy in 2017!

2nd Grand Prix Tournament of 2017



TotalCon 2017

February 24-26, 2017 - Best Western Royal Plaza, Marlborough, MA

4 Round Tournament (Friday 7pm,
Sat 10am, Sat 7pm and Sunday noon)

First Tournament in 4 Tournament Nor'Easter!
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Comments On Civil Disorder in Diplomacy

by Tim Haffey

In Diplomacy there are many things to think about. Especially for the Gamemaster. One thing that has always intrigued me is Civil Disorder. The rules on this are pretty clear. I will state them below just for the record.

"CIVIL DISORDER (taken from Avalon Hill's 2000 rules)

If you leave the game or otherwise fail to submit orders on a given Spring or Fall turn, it is assumed that your government has collapsed. Your units all hold in position, but do not support each other. If they are dislodged, they are disbanded. No new units are raised for the country.

If a country in civil disorder has to remove units the units farthest from the country are removed first. If units are equally distant then remove Fleets before Armies and then in alphabetical order by the provinces in which they are located.

It is probably best, if enough players are present, to allow someone else to replace any player who leaves the game. Players should decide what policies they will follow before starting the game."

Where it talks about removing units I kind of feel that the term farthest from the country is a little too vague. The farthest from the country's capital, captured or not, would be more precise. But that is just me.

What really gets my interest is the last paragraph. It seems to me that if a GM can have a house rule, agreed to by the players or not, about replacing the player for countrys that have gone into Civil Disorder, the GM should be able to write house rules for other ways of handing Civil Disorders in his game.

While many, if not most, GMs maintain standby lists to replace CD positions, there are various other ways that I have seen in games over the years that were actually used. Support orders by GM, units orders by the players, Simply remove all units in Civil Disorder from the board, the one I find crazy but, fun, is where the units are divided up between the country's neighbors. Let's look at each one of these.

Support Orders by the GM.

This is pretty simple, the GM, on his own, orders all Civil Disorder units of a country to support each other in any way he see fits. He can't move, convoy, or retreat but, he can support. This order remains in effect until, or if, the GM finds a replacement player or, the position is invaded and forced to lose centers. The reason for this option was to try to keep the position playable, as much as possible, for a replacement player to pick up.

Units ordered by a player.

Here the GM asks each player to submit orders for the country in Civil Disorder if they want to. And they usually do. The GM then selects one of the orders out of a box or something and then uses the orders selected as the orders for the country in Civil Disorder. So, the other players have no way of knowing what orders will be used and they have to guard against the orders being hostile to them because the rebel forces sided with someone else. It makes it a much more interesting game. You never know what the rebel forces (units in civil disorder) will do. Sometimes it may help you and sometimes it may not. Diplomacy usually increases between the players quite a bit with this rule in play.



Simply remove all units in civil Disorder.

The GM simply removes all of the units in Civil Disorder from the board. WOW, you should watch them scramble for position to take a center. Some are just taken by a close unit of another country without any problem but, sometimes there is a big fight over a center between two or even three countries. It is fun to watch. Again, this creates a lot of talk between the remaining players trying to make deals such as "I will take Ven and you can have Rom." or, whatever.

Divide the units up.



This one is a little strange. The GM takes the individual units and assigns them to the closest neighbors. They are still a unit of the country in civil disorder but they are ordered by the country to whom they are assigned. This usually creates a lot of diplomacy and chit chat among the players. Gets them talking.

For example, Italy is in Civil Disorder and has three units. One is in Pie and one in Ven and one in the Ionian Sea. So, the GM tells France that the Italian army in Pie is his to order as he see fit. He assigns A Ven to Austria with same conditions and the Fleet in the Ion is assigned to Turkey to move as he wants. The idea behind this is that the country has divided into three factions who have aligned with different countries. The rules that say a nation can not attack itself are suspended because it is no longer a nation but three rebel factions. In the game I saw this used and it worked out pretty well. France got Rom, Austria got Ven and Turkey got Nap and Tun.



Neutral

Nation in civil Disorder becomes NEUTRAL

One other that is really strange. I only saw this used in one game. Italy, again, was in civil disorder and the GM declared it to be neutral. What? He placed a unit in each home center and said that Italy had gone neutral and could not be attacked by anyone. Armies could pass through like Tyr-Pie or Pie-Tyr and the sea lanes were open, but it makes it almost impossible to get a solo because three centers were taken off the board. The game ended in a draw but Italy was not in it. I don't think I like this one at all. It's hard enough to get a solo now. Well, what do you think, are these guys crazy or what?

Standby Lists

Of course there is the old standby list approach. The problem I experienced with this was I would get say five or six people to agree to be a standby if I needed one. However, when I called on them they had a hundred excuses why they couldn't take a position. So, if you have good reliable people this should work well but, if not it is not much use. I got it, go NEUTRAL.

The Modern Sneak: Is Screenshotting Conversations “Sneaky?”

By Bob Durfee

It can be difficult with email communication to employ as sneaky tactics as some found in the Postal game, where the opportunities to doctor up false messages are much more readily available (or at least seemed to be. I am a youngster that had no chance to discover Diplomacy during the Postal era). Yet, as I have been running a mini E-Zine for both new recruits and more experienced players, I've seen one diplomatic tactic used that makes me question its effects and purposes: The electronic screenshot.

Back in high school, the screenshot was not used in a couple of the games I participated in, but the similar email forward was used as a crude way to triumphantly prove a point or rub it in a stabbed ally's face. This game, stocked with mostly more subtle and older players, saw five people who knew each other personally, with two others that were strangers to the big five. Nevertheless, negotiations proceeded, and there was no obvious crude alliance against the two outsiders.

However, one particular outsider, Russia, did feel the strain of having to discern untruthfulness from sincerity

through mere emails, while the Big Five could talk face to face and more easily root out deception. With all of his neighbors sending words of friendship to him, he was having difficulty in choosing the most worthy ally. Then, one of them, Austria, sent him a screenshotted email from Germany about an alliance to attack Russia.

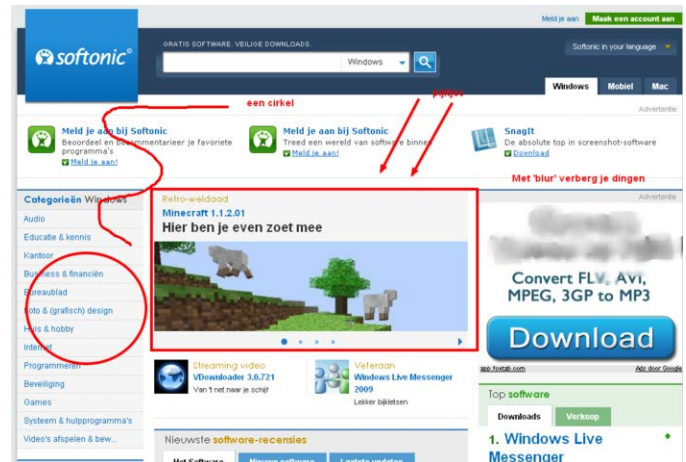
Russia took this as a sign of honesty and straight play, and sided with Austria, and with some other countries, they have since forced Germany down to one supply center at the time of writing.

Yet, is email screenshotting actually a useful or honest tactic? The player in particular who did it seemed to think it indicated his honesty and showed the duplicity of the supposed two faced Germany, and so evidently did Russia, who switched sides after the incident. I'm less likely to think it is an honest tool, more importantly, I don't think its that useful of a tool either. Dealing with the first point, screenshotting an email from a third party to show honesty does the opposite in my mind. It shows that no email to that player is safe, but rather sends risk the exposure of their private correspondence to third parties. While it may be a short term tactic to show honesty in one particular relationship, I see it as poisoning the well of future games. I would be very nervous about sending direct emails to such a player, and may resort to meaningless platitudes depending on the situation.



This also begins to drift to the second issue: it probably isn't that useful of a tactic either. Many good Diplomacy

players (I'd say most) will not send outright declarations of war to each other, and rather, will try to at least appear friendly to all players. Showing such an email doesn't prove anything about such a player besides the fact that the player is nuanced enough to talk to all sides in friendly terms, to preserve more diplomatic wiggle room. The only time this tactic would be of any use to the player receiving a screenshotted email is the times when there would be no incentive for the person taking the screenshot to actually forward it.



All is fair in Diplomacy, and it is true that the email version of the game has led perhaps to less room for underhanded deceptions. Yet screenshotting emails is one tactic that I would suggest avoiding. First, it is certainly deceptive, even if used allegedly as a ploy to show honesty. Taking someone's words out of potential context and sending them to an unwanted third party is deceptive, even if it is an undoctored use of their own words. Secondly, the practice is fraught with both long term and short term flaws as discussed above. There are hopefully other ways to be underhanded in an email format that are more useful (although not more honest).



ON LEO BELGICUS, LEO BRITANICUS & DAEDONGYEOJIDO

By Larry Peery

"If the Rules of Diplomacy are its brain; then the Map is its heart." --- Allan B. Calhamer

INTRODUCTION

Keep in mind as you read this that we are talking about a period of a little more than 270 years when these maps were created during a time when the worlds of art and science were developing rapidly. On the artistic side we can see this in the maps as they evolved from simple line drawings in a single color to woodblocks and then metal etchings done with hand coloring. On the scientific side we can see this in the maps as the size of the areas that are either wrongly charted or missing steadily declines.

We begin with what I call "The Allan B. Calhamer Map" which deals with Calhamer's early interest in maps and how that affected the origins of Diplomacy. After a bit of history and "What ifs?" we get to the heart of the material: three sections on The Spanish Netherlands, The British Empire and Korea --- all from a cartographical peerispective. I've also included copies of some of the correspondence involved in creating this article. Many illustrations, maps and much reference material are also included.

Those interested in the following topics may find this of interest: Calhamer, Diplomacy, maps, cartography, Belgium & Holland, The British Empire, and Korea

BACKGROUND

The Spanish Netherlands or Belgium, the Southern (or Catholic) part of The Netherlands and Holland (which eventually included more provinces as it expanded) and Luxemburg are a special case in the history of dip&DIP.

There have been more battles fought in and wars fought over this area than any comparably sized area in the world I suspect. As for Dip, all you have to do is ask, "Who gets Belgium?" and you'll start a war in any Dip game.

At the time every major power in Western Europe and a few beyond lusted after The Spanish Netherlands, but that's too complicated a story to retell here. Suffice it to say that the area's wealth, reasons of religion and dynastic politics, and its situation at the mouths of the Rivers Scheldt and Meuse/Maas have made it a highly desirable addition to any near-by country that could hang on to it.

England never really much wanted The Spanish Netherlands, because it knew of the headaches that would involve, but it also didn't want Spain, Austria, or France to have them either. The result, as they say, is history and in this case that history extends for hundreds of years, numerous wars and countless battles --- fascinating but too complicated for a Californians like me.

THE ALLAN B. CALHAMER MAP

We've all heard (from Allan B. Calhamer himself if we were old or lucky enough or read in articles by or about him) the story of how he and one of his friends were rummaging around in the attic (nobody's ever said exactly whose attic or what they were looking for) when he came across an old Atlas with some maps of pre-WWI Europe as I recall. Such were the beginnings of Diplomacy. That happened sometime around the end of WWII.



The above classroom size, hanging map of Europe was produced by Rand McNally from the late 1950s to well into the 1960s. It was used in almost every school in the USA during that time. Although the political boundaries and such changed with each new edition of the map, the

topographical system and colors didn't. It's also worth noting that most school districts didn't update their maps unless they had to. Old schools had old maps. New schools had new maps. And that's the way it was.

I saw a copy of the above map online for sale for USD 60. Compare that with the prices for the Leo Belgicus below. The atlas version of this map is probably what inspired Calhamer's early thinking about Diplomacy, although it may have been one showing an earlier historical period.

All you have to do is look at the location of The Spanish Netherlands on this map and you'll realize how important: strategically, tactically and diplomatically they were then and then are now. Some geographical facts never change.

BUT WHAT IF?

Now, move ahead to a few weeks ago when I was rummaging around on Google and Wiki in search of a subject for a Diplomacy-related article for DW or TDP. On that day I got an email from Richard Cloward at the La Jolla Map & Atlas Museum. After re-reading it I went back to the Map Museum's web site and gave it another look. Eureka! I found it. Such were the beginnings of this article.

But what if Toby, Jean-Louis and Sebastian were play-testing a new Dip variant devoted to this time and place? What would the game board look like? Here are some possibilities.

LEO BELGICUS

One idea might be based on LEO BELGICUS, a whole collection of "cult" maps with quite a history --- a history that would have attracted Allan's interest I'm sure. So who are we not to inquire further?

Let's move forward a few hundred years and imagine a recent DipCon in England, Belgium or The Netherlands.

History

The earliest Leo Belgicus was drawn by the Austrian cartographer Michael Aitzinger in 1583, when the Netherlands were fighting the Eighty Years' War for Independence against the Hapsburgs, both Austrian and Spanish. The motif was inspired by the heraldic figure of the lion, occurring in the coats of arms of several of the Netherlands, namely: Brabant, Flanders, Frisia, Guelders, Hainout, Holland, Limburg, Luxembourg and Zeeland, as well as those of William of Orange.

Aitzinger's map was the first of many. There were three different designs. In the most common one, the lion's head was located in the northeast of the country and the

tail in the southeast. The most famous version is that of [Claes Janszoon Visscher](#), which was published in 1609 on the occasion of the [Twelve Years' Truce](#). A less common design reversed the position of the lion, as shown in the *Leo Belgicus* by [Jodocus Hondius](#).

The third version was published in the later stages of the war, and after the independence of the Dutch Republic was confirmed in the Peace of Westphalia (1648). It is called the *Leo Hollandicus*, the Holland Lion, and shows only the province of Holland. One of the earliest versions was published by Visscher around 1625.

Note on the name "Leo Belgicus"

Although the name "Belgica" is now reserved for the Southern Netherlands ("Belgium"), before the division of the Low Countries into a southern and a northern half in the 16th century, the name referred to the entire Low Countries, and was the usual Latin translation of "the Netherlands" (which name then covered the current territory of the Netherlands, Luxembourg, Belgium and a small part of northern France). For example, several contemporary maps of the Dutch Republic, which consisted of the Northern Netherlands, and therefore has almost no intersection with the country of Belgium, show the Latin title *Belgium Foederatum*.

Here's a Dutchman's version of the same story:

The Leo Belgicus is a lion transposed on a map of the area, its ferocity symbolizing the belligerence of a nation fighting for its life. [...] In the 16th century, that general area was also known as the Seventeen Provinces, first under Burgundian and later Spanish tutelage. As the plural description suggests, these provinces were a loose confederation with little or no unifying 'national' sentiment.

That changed when religious upheavals pitted the increasingly protestant and independent-minded locals against their staunchly catholic Spanish overlords. The old Roman toponym Belgica was used to provide the entire Low Countries with a single geographic denominator.

The Austrian cartographer baron Michael Aitzinger, probably inspired by the prevalence of lions in the coats of arms of many of the Seventeen Provinces, drew the first Leo Belgicus in 1583, fifteen years into the Eighty Years' War of the Spanish in the Netherlands. The long war soon became a stalemate, with neither party able to achieve total victory.

I remember the story being told slightly differently in history class, with emphasis being laid on Charles V being a good egg, on account of him being [a local boy](#) (born in Ghent), but his son Philip being a degenerate Spaniard with whom we wanted to have nothing to do.



DOETECUM, Johna van Leo Belgicus

Bonus Question: What is the link between this map and the author of this article?



DOETECUM, Johna van Leo Belgicus

The Cartographer of this version of Doetecum Map was Hondius, Henricus who created it in 1630 in The Hague. The map is 430 by 550 mm (17 by 21.75 inches).

Rare separately issued map of Holland in the shape of a lion.

The map was first published by Johan van Doetecum in 1598. We know the plate was still in van Doetecum's possession in 1626, as an inventory was made of his stock after the death of his wife Magdalena. The plate then passed into the hands of Henricus Hondius when, in 1630, van Doetecum's stock was auctioned off following his death.

It would seem that Hondius wasted no time in reissuing the plate, as the date in imprint has been rather clumsily altered to 1630, and his monogram added. The only other amendment to the plate is to the English coat-of-arms, which now includes the lion of Scotland and the harp of Ireland.

Thanx to the good people at Map & Atlas Museum of La Jolla, CA for permission to use and information this map. For more about the Museum check out their web site at <http://www.lajollamapmuseum.org/> I encourage you to visit it and check out their Diplocentric collection! A special thanx to Michael R. Stone, Museum Founder, and Capt. Richard Cloward, USN (ret) richard@lajollamapmuseum.org, Director, for their assistance.

If you're looking to buy your own copy of a Leo Belgicus map they are occasionally available on line for somewhere between \$13K and \$70K according to Cloward. In 2013 Crouch Rare Books brought a collection of Leo Belgicus maps, in three styles, including the first one created by Austrian cartographer Michael Aitzinger in 1583 at the dawn of the Eighty Years' War and the famous "Peaceful Lion" engraved by Claes Janszoon Visscher in 1609 at the end of the Twelve Years' Truce. Collectors were able to buy the whole group for USD 450,000 or individual maps from \$25,000 to \$100,000 and apparently someone did because they are all now marked SOLD on the Crouch web site.



The first Leo Belgicus

The Cartographer of this version of Doetecum Map was Hondius, Henricus who created it in 1630 in The Hague. The map is 430 by 550 mm (17 by 21.75 inches).

The first map called Leo Belgicus was created by Michael von Aitzing and published by Gerardus Campensis in Cologne in 1583. It is 370 by 455 mm (14.5 by 18 inches)



Gerritsz' Lion Passant

This Leo Belgicus Map was created by Hessel Gerritsz and published by Cornelis Dankerts in Amsterdam in 1640. The dimensions are 430 by 560 mm (17 by 22 inches).



Leo Belgicus by Hondius & Gerritsz, 1630

ADDITIONAL INFORMATION

For additional information on the Leo Belgicus maps I suggest starting with a Wiki search on the name. The article includes a great deal of interesting and useful information, including enlargements and details on 9 of the various Leo Belgicus maps. A follow up search on any of the specific maps, cartographers or publishers mentioned will lead to more information. Here are the Leo Belgicus maps shown in Wiki's entry. There are many, many more out there just waiting for you to discover them.



• *Leo Belgicus* by Aitsinger/Hogenberg, 1583



• *Leo Belgicus* by Claes Janszoon Visscher, 1609



• *Leo Belgicus* by [Jodocus Hondius](#), 1611



• *Leo Belgicus* by [Kaerius](#) (vd Keere), 1617



• *Leo Belgicus* by Hondius & Gerritsz, 1630



• *Leonis Hollandiae* by Visscher 1648



• *Leo* by Visscher, 1650



• *Leo* by Schenk 1707

https://en.wikipedia.org/wiki/Leo_Belgicus

A Ask.com, Google or Yahoo search on the first Leo Belgicus will lead to lots more information.

A more generalized search using Google will turn up many entries by various rare map and book dealers on various versions of the Leo Belgicus maps. Often these ads have better and enlargeable photos of the maps, background information, and a for sale or sold guide.

There are also some sites out there that only be described as a labor of love by those interested in the Leo Belgicus maps. Here's one example that includes several enlargeable images.

<https://chiefwritingwolf.com/2013/03/29/leo-belgicus-art-of-the-lion/>

THE BRITISH INFLUENCE

Moving a few centuries and 579 leagues, 193 miles or 310 kilometers) away, we cross La Manche or Het Kanaal to consider the case of the British Empire and its geographical scope. No maps are offered here as there are countless versions of them online.

Those of you of a certain age, and it gets older and older as the years go by, may remember the days when every high school history classroom had a large roll-up world map on the wall over the blackboard. And whenever the teacher pulled it down the first thing you couldn't help but notice was now pink so much of the map was. That was because the British Empire or Commonwealth as it came to be called was always shown in a kind of raspberry pink color. Why pink? I have no knowledge, but I do have some ideas ☺

A lot of Dippers --- well, at least a lot of the British Dippers --- are fascinated by The Empire. No need to identify which Empire of course --- to the Brits there is only one: The British Empire.

But to others what is fascinating is not the long list of territories and people that were a part of the British Empire but those territories and peoples that they never quite managed to add to their worldwide version of Monopoly. These are the places where Britain's fleet, diplomacy and gold failed it.

The following article; which I happened across while researching the Leo Belgicus topic; makes a nice companion piece. Besides, if you read it carefully it may broaden your vocabulary, at least for words that end in - logical.

"There Are Only 22 Countries in the World That the British Haven't Invaded"

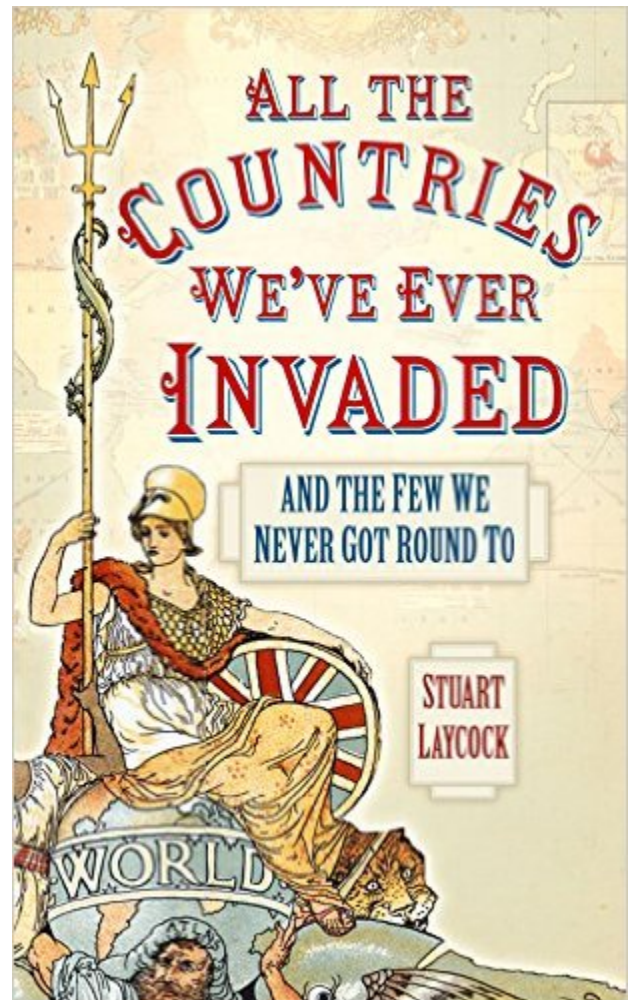


Image credit: Getty Images

Of the almost 200 current member states (and one observer state) of the United Nations, the British have at some point in history, invaded and established a military presence in 171 of them. Can you name them all?

This is what British historian Stuart Laycock learned after his son asked him how many countries Britain had invaded. He dug into the history of almost 200 nations and found only 22 that the Brits hadn't marched into. He talks about each one in "All the Countries We've Ever Invaded: And the Few We Never Got Round to", released in 2012. (More on that here: <https://www.amazon.co.uk/All-Countries-Weve-Ever-Invaded/dp/0752479695>) In the meantime, can you name them?

One reviewer called Laycock's book "fun"; and I suppose it is until you remember that in the name of establishing and maintaining the British Empire Britain killed and enslaved more people over a broader area over a longer time than any other empire in history.



There's a little wiggle room to make some arguments with Laycock's number. For example, he lists the countries based on their current geographic borders and names, and some of the invasions occurred when one or

both of those things were different. Some of them even happened before the formation of the British state. "Invasion" is defined pretty broadly, too, and includes raids or intrusions into a territory by British pirates, privateers or armed explorers operating with approval of the Crown. If you don't quibble with his methodology, though, Britain has an impressive 88 percent world domination rate.

Here are the members of this exclusive club, the countries that Britain hasn't invaded (and that should maybe be a little wary now):

Andorra
Belarus
Bolivia
Burundi
Central African Republic
Chad
Congo, Republic of
Guatemala
Ivory Coast
Kyrgyzstan
Liechtenstein
Luxembourg
Mali
Marshall Islands
Monaco
Mongolia
Paraguay
Sao Tome and Principe
Sweden
Tajikistan
Uzbekistan
Vatican City

From an article, used by permission, by Matt Sniak [The Telegraph](#).

Bonus Question: The headquarters of the United Nations is New York, NY in the USA. Can you name the other three cities and countries that are considered "headquarters" of the United Nations organization? (Answer below.)

DAEDONGYEOJIDO

Two hundred and seventy-eight years later on the other side of the world in Korea a cartographer and geologist named Kim Jeong-Ho was doing the same thing for many of the same reasons that Doetecum had nearly three centuries earlier.

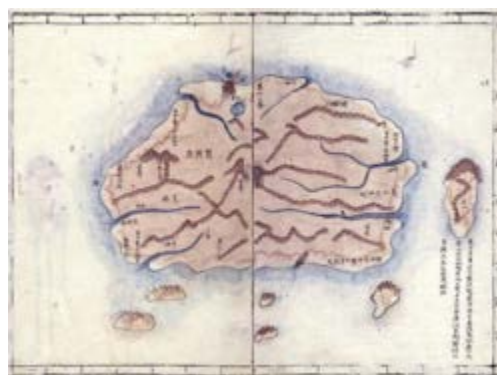
Known in the West as "The Great Map of the East Land" this is a fascinating work of art, an advanced work of science, and a national treasure of Korea. Produced in the Chosun Dynasty this large scale map was the major product of pre-modern Korean cartography.

The biggest obvious difference between the Daedongyeojido and Leo Belgicus maps is their size. The Leo Belgicus was 14.5 by 18 inches done on one wood block. The Daedongyeojido required 70 woodblocks engraved on both sides and covered an area 12 by 22 feet!

For more information on the Daedongyeojido Map and the story of how it almost got on the Korean 100,000 won note read the Wiki entry and be sure to check out the jpeg file.



Daedongyeojido (complete)



"Daedongyeojido"(1861) Ulleungdo and Usan (one of 70 woodblocks)

<https://en.wikipedia.org/wiki/Daedongyeojido>

And be on the lookout for the about to be released (2015/2016) South Korean motion picture "Gosanja, Daedongyeojido". Based on the 2009 novel "Gosanja" by Park Bum-Shin the movie is the first historical film directed by twenty movie veteran director Kang Woo-

Suk. It will feature one of Korea's top-ten box office draws, Cha Seung-Won, in the title role. The plot is simple: "Kim Jeon-g Ho's father died due to an erroneous map. Because of this, Kim has a strong desire to make his own map. He begins a complete block map of Joseon.

ANSWER TO BONUS QUESTIONS

In the first Leo Belgicus map right above; where the right leg joins the body of the lion is a small orange-ish yellow area surrounding the town of Peer; the ancestral home of the Peerys.

Besides New York, NY in the USA; Geneva, Switzerland; Vienna, Austria; and Nairobi, Kenya are considered to be UN headquarters cities.

CONCLUSION

It's entirely possible that in five hundred or even a thousand years geographers and students of geography will talk about Bing, Google Earth, Google Maps, and

all the rest of the online map and atlases available today the same way we talk about the cartographers and map publishers of their day.

That would be a shame and missing a key point: Today cartography has become 99.9% science and .1% publicity. Then cartography was about 50% science (or perhaps science-fiction) and 50% art. Many of the best cartographers of the day were artists in their own right: book makers, wood block printers, and metal etching artists --- anything to make a doubloon. I suspect fans of maps and atlases today subconsciously still realize this and that is why a good, old map or atlas will hold their attention the way a Google, Bing, or Wikimapia image on a screen never will, or so I hope.

I leave you with visions of Allan B. Calhamer rummaging in his attic looking for an old map or atlas, visiting the Map Gallery in The Vatican (more on that in an upcoming article), visiting the Map & Atlas Museum in La Jolla, California or taking in an exhibition at Daniel Crouch in London.

Selected Upcoming Conventions

Find Conventions All Over the World at <http://diplom.org/Face/cons/index.php>
(site down at the moment)

Cascadia Open - Saturday January 28th 2017 - Sunday January 29th 2017 - Vancouver BC, Canada - Contact: Chris Brand (chris.brand "of" shaw.ca)

Totalcon 2017 - Friday February 24th 2017 - Sunday February 26th 2017 - Best Western Royal Plaza, Marlborough, MA - <http://www.totalcon.com/index.html>

San Jose Whipping - Saturday April 1st 2017 - Sunday April 2nd 2017 - San Jose, CA - <http://www.facebook.com/events/699733520176819/>

WorldDipCon - Friday July 7th 2017 - Sunday July 9th 2017 - St. John's College, Oxford, U.K. - <http://wdc2017.com>
