

# Diplomacy World #142



Summer 2018 Issue

[www.diplomacyworld.net](http://www.diplomacyworld.net)

# Notes from the Editor

Welcome to the latest issue of **Diplomacy World**, the Summer 2018 issue. I was quite concerned as the deadline for this issue approached, because I had almost zero material in hand about ten days beforehand. Fortunately, my email box began to receive a number of articles in the final week, which filled out the issue nicely. I even decided to include Larry Peery's book review article at the end of the issue, despite it being a bit longer than I had expected.

Sometimes my job as Lead Editor of **Diplomacy World** can be a bit tedious. At other times it can seem unrewarding. And quite often it can feel very lonely, as if I'm in a big hall set up for Diplomacy games, but nobody else has showed up to play. Everything echoes and I'm all alone as people shuffle by and look in at me through the open door. (I've experienced that personally, the one year I tried to arrange a round or two of Diplomacy at TexiCon). But I admit I still get a thrill every time a submission arrives in my email box. It's like a sudden reminder that people DO read this thing. Yes, each issue still averages approximately 10,000 downloads during the four months after it is released (the three months before the following issue, and the one month following that) but in my brain that doesn't necessarily mean Diplomacy players are **reading** the zine, and **enjoying** the zine. After all, I delete hundreds of junk emails a day. Some of those are assuredly from mailing lists I purposely signed up for a long time ago, and I'm just too lazy to go through the process of clicking on "unsubscribe" to stop receiving them. How many people see that a new **Diplomacy World** has been released and download it out of habit, never to spend any time going through it? As with how many licks it takes to the Tootsie Roll center of a Tootsie Pop, the world may never know. (And, no kiddies, Mr. Owl's answer of "a-three" is not considered the final word on the topic).

I am making an effort to write a bit more myself, if only to set an example. I had the Monty Python variant last issue, and I'll probably finish a piece for #143. But even I didn't get around to writing for this issue. I try to do my best to cajole, remind, bother, beg, plead, and harass others to send a submission in. Accumulating enough material for an issue and staying on schedule are my two most important functions as Lead Editor. I can expect anyone to spend time working on articles if they can't feel secure that they'll see the light of day in a timely fashion. On *that* front, if no other, my second stint as Lead Editor has been a success.

I don't know if it is just me, or if my observations are correct...but it feels as though the hobby is more

fractionalized now than ever before. Each web site has a specific group of players, as does each local gaming club. There are still a dozen or two mega-hobbyists who travel to Diplomacy conventions and serve as crossover between the individual groups. But the cartilage and connective tissue between the organs and limbs of the Diplomacy hobby seem worn and damaged. To my mind, that's a bad thing. But I haven't a clue how to fix it. I think it lays in the hands of the newer generation of players. And I don't know if they see the same necessity as I do. I'm out of touch in a lot of ways, and this could simply be another of them.

I do know that I still bemoan the fact that so many face-to-face Diplomacy events don't take advantage of Diplomacy World to publicize in advance, and to advertise what a great time was had by all when it's over. Use David Hood as an example of what should be done. DixieCon is a long-running, well-respected, and fun event filled with gaming, food, and so much more all tied together by the Diplomacy board itself. He unfailingly supplies a one-page flyer for his event in advance, which I include in an issue. I don't know how many newcomers that attracts, but it's FREE, so it can't hurt. If nothing else it reminds people to keep it on their calendar. Sometimes he'll even write an article talking about the prior year and looking forward to the upcoming one. And then (as in this issue) he composes an article discussing what happened, who won, what else people did, includes a few photos...it seems so obvious, but hardly anybody bothers to put the work in these days. Memorial Day weekend in the Diplomacy community has been synonymous with DixieCon for a long time, and it is thanks to the efforts of David Hood and his cohorts that so many of us make that connection (whether we actually attend or not).

Okay, quarterly rant over. It wouldn't surprise me if this column is one that nearly everyone skips when they look at an issue. The dearth of letters this time around may be an example of that.

Remember, World DipCon is in October this year, in the Eashington, D.C. area! Get off your butt and see if you can make it!

***I'll close by reminding you the next deadline for Diplomacy World submissions is October 1st, 2018.***

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](mailto:diplomacyworld@yahoo.com)! See you in the fall, 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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## 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?

GenCon – August 3<sup>rd</sup> 2018 – August 5<sup>th</sup> 2018 – Indianapolis, IN – [www.gencon.com](http://www.gencon.com)

WeaselMoot – Friday August 31<sup>st</sup> 2018 – Sunday September 2<sup>nd</sup> 2018 - Chicago, IL – [www.windycityweasels.org](http://www.windycityweasels.org)

World DipCon – Friday October 5<sup>th</sup> 2018 – Sunday October 7<sup>th</sup> 2018 - Washington DC – [www.ptks.org](http://www.ptks.org)

Carnage – Friday November 2<sup>nd</sup> 2018 – Sunday November 4<sup>th</sup> 2018 – Killington, VT – [www.carnagecon.com](http://www.carnagecon.com)

Championnat de France – Saturday November 17<sup>th</sup> 2018 – Sunday November 18<sup>th</sup> 2018 - Paris, France

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## Ask the GM

By The GM

Dear GM,

I've never been able to win a Diplomacy game solo---I keep getting dragged into alliance wins. Any suggestions to help me in my plans for board domination?

Sincerely,

Need a Solo Win

*Dear Solo Win:*

*You're clearly not being ruthless enough, stop getting attached to your allies and start stabbing. Don't even wait for the reason for your alliance to end—stab early and often. That's the key to winning, having no emotional attachment to your so-called friends.*

*So grow a pair and learn to enjoy the laminations of your enemies' women over their dead bodies.*

*Your pal,*

*The GM*

Dear GM:

I have an idea for a way to improve Diplomacy so the greatest game ever is even better—what should I do with my brilliant idea?

All the Best,

Genius Idea

*Dear Genius:*

*First, you can't improve on Diplomacy—it's the greatest game ever created in the history of mankind.*

*Second, all brilliant ideas should be written up as articles and sent to the publisher Doug Kent. He's a lonely man with incontinence issues who appreciates any articles he can get for this rag.*

*Your pal,*

*The GM*



# How to Deal with a Proposal

By Chris Brand

Some people like to think about scoring systems – hunting for the ideal way to rate a game without a clear winner. Different tournaments use different systems, and over time some seem to get broader acceptance than others. But there's another factor in those games without a winner that seems to get less consideration and is also a bit simpler – draw votes. Being a simpler person, I've been giving some thought to them instead. Besides, voting seems to be a popular topic of conversation at the moment.

Obviously, there is a tie-in with the scoring system, if only in that some scoring systems really only work with "Draw Includes All Survivors" (DIAS). These are really a vote to "end the game as it stands". With other scoring systems, though, or in stand-alone games, it may be perfectly reasonable for some players to vote themselves out the draw. Some scoring systems award points for surviving but voting yourself out of the draw (which would presumably be the main reason to vote for a draw that excludes yourself).

The other way in which draw votes and scoring systems are related is that both affect the play of the tournament. A scoring system might encourage or discourage risky "do or die" play, or a dynamic balance-of-power style. I believe that how you do draw votes can have a similar effect.

So it's worth thinking about, particularly if you're running a tournament. Odd then, that I've seen very little variation in the 14 years I've been playing at tournaments. In this article I'm going to mention a few things worth considering.

The rule book is not much help, of course, saying simply that "players can end the game by agreement before a winner is determined". This could be interpreted as implying DIAS and no concessions.

The first one I've already mentioned – DIAS or not? Or "can you vote yourself out of the draw?". It's also worth considering whether you can concede a game, which is a very similar question, but it may be reasonable to have DIAS draws but to also allow concessions. A concession may, after all, simply be "so we're all agreed that there's no way to stop an English solo if we play for another year, in which case we may as well just end the game now".

Second consideration – when can you have a draw vote? Some tournaments say "no draw proposals before <some game year>". Are there limits on which season(s)

you can propose a draw? Can you have multiple proposals in one game year? What if the proposal is the same? In one season? Perhaps draw votes only make sense after the center-count has been done for a game year.

Third consideration – who gets to vote? This seems obvious – players who are still alive in the game (although it is worth thinking about edge cases like players with no units on the board, particularly if they own centers – what if they only own non-home centers?). Does the person proposing the draw get to vote, or are they automatically considered to be in-favor? I've played tournaments where this rule was in effect, and it was interesting to see how it affected the diplomacy – to the point where somebody said that they'd openly veto the draw unless one specific player was the proposer (and therefore couldn't vote against it).

Vetoes? Most tournaments seem to allow people to openly veto a draw proposal. This reduces the ability for players to use draw votes as a way to eat up their opponents' negotiating time.

Timing. With a central clock, voting is going to have to be "on the clock", but if games are running their own clocks then it's worth considering stopping the clock for draw votes. You would have to ensure that no negotiation takes place during the vote, but you do presumably have a TD or designate present, so hopefully that isn't too much of an issue.

Having decided what we're voting for, when they vote, who votes, whether people can veto and the timing, we now get to the actual mechanics of the vote. Most of the tournaments I've been to either use "put an army in the box to vote for the draw" or "put a red card in NAO to end the game" (or fancy draw vote cards) with the players only being told whether the game is over or to play on, but there are other options here, too.

Talking to Andrew Goff at Whipping, he said that some Australian tournaments have included draw votes with orders, with abstentions counting against. This is also the system used for postal games, of course, with the difference that in FTF it means that all the players know who voted which way. This has the advantage of not having to stop a clock or using up negotiating time. There's presumably no reason not to allow for multiple draw proposals in each season, so a player could vote "yes to EFG, no to EFGT", for example. Of course, you'd have to be clear about the expected format for draw vote

“orders”, and you would no doubt have to deal with both deliberate and accidental misorders.

At the Cascadia Open tournament last year and this, I used cards to vote but I revealed the numbers voting for and against (Whipping this year did the same). I didn't notice any huge effect from this change, and feedback from the players was generally positive. It would also be possible reveal the individual votes instead, although that may be tricky using playing cards. Another thing I have seen is the vote cards turned over one at a time until they are either all revealed or the first vote against is turned up, which gives slightly less information than a count but more than a straight pass/fail result. How does what players are told about the outcome of a vote affect play? Picture three identical games holding a draw vote where one game is told “play on”, another is told “1 in favor, 4 against” and the third is told “4 in favor, 1 against”. I can definitely see the next diplomacy phase being fairly different in those three cases, and of course knowing exactly who voted which way would be different again.

All of these options can be used at house games where there is no neutral person to oversee the vote, although playing cards and voting with orders are perhaps more

appropriate than “units in the box”, and of course with just the players there, you probably can't keep the counts secret (although you could use the “turn cards over one at a time” method to keep it partially secret). It probably is a good idea to agree on the rules for draws before you start playing a stand-alone game, rather than waiting until somebody proposes a draw!

The general philosophy in Diplomacy is that you can say what you like during negotiations but that the truth is known when the orders are read, so telling players who voted for and against a draw seems to fit that. Real-world elections and referenda have secret ballots but still tell you the counts. So it's curious that most tournaments seem to have adopted a “pass/fail” notification for draw votes.

In the interests of space, I'm going to end there, but it's definitely worth thinking about the effects on play of these various options. Ultimately, just as with a scoring system, a TD should be setting the rules for draw votes to encourage the style of play that they want to see at their tournament. Do give it some thought, TDs, rather than just doing “what's always been done”. Perhaps there is a method that suits your tournament better.

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## Dixiecon Report

By David Hood

Here we are again, time for another Dixiecon report - this time from the 32nd annual tournament held May 2018 in Chapel Hill, North Carolina. This year's event started with a bang, as we had nine players for open gaming on the Thursday night before the Con. In addition to the four, count em, FOUR boards of Terraforming Mars played that evening, the fellas also broke in a new game (Space Empires) and broke out a pretty old one (San Juan). Glorious time was had by all.

Which only the set the stage for an epic amount of open gaming which took place all day on Friday before the Diplomacy tournament began with the 6pm Round One. Britannia designer Lewis Pulsipher joined us again this year to get playtesters for some of his new game designs, including a Chinese civil war game called Mandate of Heaven that Robert Koehler and I tried out. Other titles seeing play before the official Dixiecon start that evening included Doom Fleets, Space Empires, Terraforming, Concordia, and the triumphant return of an old Dixie classic title - Titan!

We also had the first of many games throughout the weekend of Stratomatic Baseball. Apparently Yankees (not just the New York kind) actually care a lot about pro baseball. Who knew?

I knew the Diplomacy tournament was going to be large this year, but frankly the numbers continued to grow throughout the month of May and even after I arrived on Thursday night. One fellow, Emmanuel Brown, literally heard about the tournament while walking through Granville on Friday and, already knowing how to play Dip, joined us for Round One on the spot! He was joined by 10 other first-time Dixiecon attendees, most of whom were playing in their first Dip tournament of any kind.

No question the Hobby is seeing a bit of a resurgence in new players entering tournament play, which is obviously outstanding. Many folk are responsible for this, starting with Chris Martin. Eric Grinnell brought three new Kentuckians to go along with himself and his son Dan. Two of my friends from Hickory made the trip this year, Eric Erikson for Dip and Bill Morgan for non-Dip play. If you are reading this and know of some folk who need to learn Diplomacy, come jump on this bandwagon with us and start that recruiting!



Seersucker David

Anyway, back to the story. After giving out leftover awards from past Dixiecons (and giving Steve Koehler his Here I Stand pbem tournament trophy for WDC because, you gotta remember, WDC is now run out of Hickory NC just like Dixiecon is so I gotta do my part) the five boards of Dip started in earnest. Online variant master Alex Ronke's Austria took a three-way draw in board 1A with the FG of Pitkisser Jeff Ladd and grizzled Dixie veteran Edwin Turnage, making his return to the tournament. There were a couple of 4-way draws and the like as well - but I found Game 1E's result interesting - Tom Kobrin's 4-center England managed to get into a 3-way with Tim Jaxon's 13-center Italy and David Miller's 11-center Russia. That sounds like an interesting story - though I doubt Tom's version of the story would be remotely accurate.

Friday night also saw the start of our Iron Man tournament, which amalgamates a player's scores from all his non-Dip gaming during the tournament. As usual, we had a fair amount of folk who came just to play in the Iron Man. Games hitting the tables that night included Robo Rally (of course with people named Mathias hanging around, this was going to happen), Vying for Power, Terraforming Mars, Gin, The Blood of an Englishman, Nations, Codenames, Tichu, Scythe, Cash N Guns, and some Texas Hold Em.

The Saturday morning Dip round also doubles as our team tournament, as teams of three add their scores

from the round together to see who did the best job of picking teammates. Game 2A was a fun one, as hobby veterans Chris Martin and Jim Yerkey shared a three-way draw with new player Emily Turnage. Doug Moore took his shot in 2C with an Italian position at 9 centers in 1903, 13 by 1906, but stopped at 17 centers when the FGI was voted in at the end of 1908. Kudos to Clem Jayne and Jeff Ladd for stopping that freight train - Doug has rode that to victory many times before at tournaments past. Another important result was in 2D, where Andy Bartalone and Eric Grinnell garnered a 2-way draw with Austria and France - could one of them parlay that into a Dixiecon championship? Stay tuned folks.



Saturday during the daytime in the Iron Man event was also a busy time, as players were knocked out of Dip and thus knocked in to non-Dip play. Then, after the BBQ event, most everyone dove into their Iron Man nighttime gaming as well, so the total list of titles played Saturday is pretty long: Kolejka, Chess, Isle of Skye, Mai Jong, Game of Thrones, The Great Heartland Trading Co, Outpost, Railroad Tycoon, St Petersburg, Small



World, Mint Works, Nations, Stratomatic Baseball, and multiple boards of Terraforming, Viticulture, Roll for the Galaxy and Power Grid. Whew!



I thought I was going to be short of five boards of Dip for the Sunday morning round, but lucky for me my old buddy from many a Dixiecon past - Todd Craig - was able to make it over to fill out that last board. The last round is the only one with a time limit - it ends sometime between 3:30 and 5:30 which the players do not know. This year, as is often the case, the mere fact that a time limit may be looming was enough to get the games over without time actually having to be called. Probably the most important result here is the GT two-way in Game 3C between David Miller and Tom Kobrin, helping the former to win his first Dixiecon title, and the latter to nail down fourth place overall. Thus was Bartalone robbed of his chance to repeat his championship performance from 2017, taking second this year instead. Perennial contender Doug Moore took third. I was very pleased to see longtime Dip hobbyist but first-time Dixie attendee Tim Jaxon do well at fifth place. Dixiecon Hall of Fame members Hudson Defoe and Chris Martin tied for the last two spots on the Top Board.

The Iron Man continued on Sunday as well, with Roll for the Galaxy getting a lot of play, along with more Nations. After the awards ceremony and post-Tournament dinner together at a local eatery, it was back to Granville for many of us for open gaming until dawn. Unlike last year, it was actually NOT all Terraforming Mars. Indeed, the "Game of the Con" this year was probably Stratomatic Baseball, with Race for the Galaxy as a close second.



Programming Note: usually in these reports I recreate the info for each board, but now that these results show up in the World Diplomacy Database, you can look up each board there. Here is the link: [http://world-diplomacy-database.com/php/results/tournament\\_list.php](http://world-diplomacy-database.com/php/results/tournament_list.php)



Thanks to Michael Lowrey for all his hard work in scoring the Con, as usual. Thanks to those who helped with airport runs and other crucial assistance throughout the



weekend. And thanks to the 41 Dippers and 15 other gamers who joined us this year for Dixiecon 32. See y'all next time!

1. David Miller (MD) 404
2. Andy Bartalone (MD) 388
3. Doug Moore (OR) 380
4. Tom Kobrin (NC) 360
5. Tim Jaxon (CA) 344
6. Hudson Defoe (MD) 340
6. Chris Martin (MD) 340
8. Eric Grinnell (KY) 338.8
9. Chris Barfield (NC) 336
10. Emily Turnage (SC) 332
12. Jeff Ladd (VA) 328
13. Brian Ecton (MD) 312
14. Peter Yeargin (MD) 282.8
15. Vince Agosta (NC) 246.8
16. Greg Myers (NC) 218
17. Bill Hackenbracht (NC) 208
18. Clem Jayne (TN) 190
18. Brian Lee (VA) 190
20. Alex Ronke (NC) 188
21. Dan Grinnell (KY) 179
22. Jason Mastbaum (NY) 178.8
23. Jim Yerkey (MD) 174
24. Michael Binder (FL) 166
25. Tony Bilzi (NC) 161
26. Eric Erikson (NC) 160
27. Nick Koehler (NC) 144
28. Caleb Sloan (KY) 120
29. Jamison Coleman (KY) 73
30. Scott Crook (NC) 69
31. Robert Koehler (NC) 65
32. Tim Richardson (VA) 61
33. Harrison Smith (KY) 51
34. Jonathan Frank (MD) 43
35. Mitch McConeghey (NY) 39
36. Graham Woodring (VA) 10
36. Kendall Wright (SC) 10
- IN Bruce Duewer (TX) 166
- IN Todd Craig (NC) 86
- IN Emmanuel Brown (NC) 10
- IN Ed Rothenheber (MD) 0

#### BEST COUNTRIES

Austria Eric Grinnell 2way/13 centers  
England Peter Yeargin 3way/11  
France Andy Bartalone 2way/10  
Germany David Miller 2way/10  
Italy Doug Moore 3way/17  
Russia Doug Moore 3way/13  
Turkey Tom Kobrin 2way/11

DEATH WITH DIGNITIES: Kendall Wright, Robert Koehler, Mitch McConeghey, Scott Crook, Emily Turnage, Bill Hackenbracht

GOLDEN BLADE: Greg Myers

I GOT HAMMERED: Jonathan Frank

THE BRICK: Andy Bartalone, with assistance from Todd Craig

PLAYERS CHOICE: Emily Turnage

TEAM CHAMPIONS: The Underachievers (Moore, Martin, Bartalone)

IRON MAN TOURNAMENT (for non-Dip gaming):

- 1) Dave Long, 2) Michael Lowrey, 3) Kevin Brown

MOST POPULAR GAMES: Terraforming Mars, Roll for the Galaxy



# FLORENCE DIPLOMACY

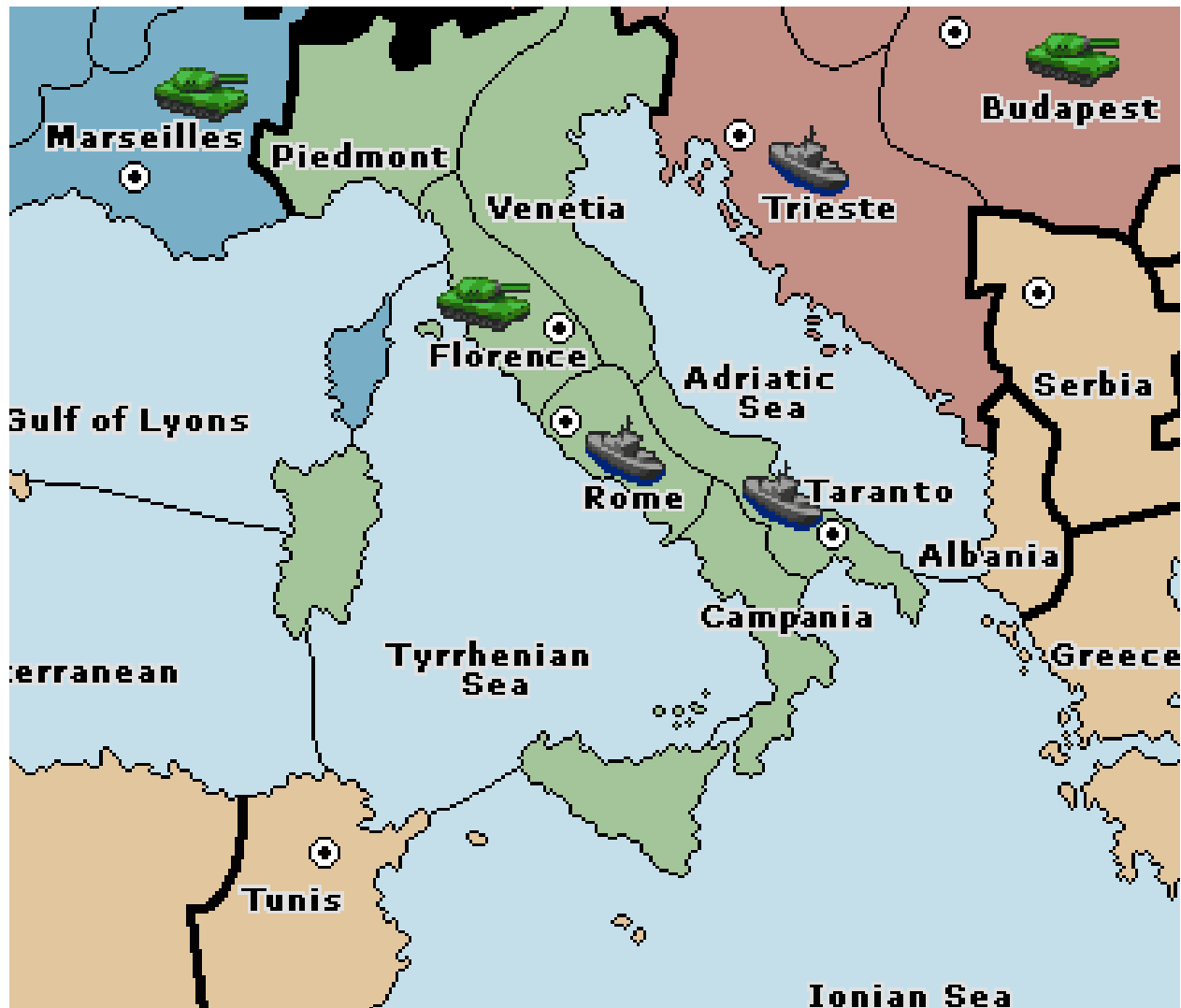
by Luiz L. S. Neto (a.k.a. Enriador)

There are many ways to play Diplomacy, and once you count the sheer number of variants lying around, the possibilities are nigh infinite. Some of these variants are huge overhauls of the game, completely changing how units, movement and even turns work. Other variants are subtler, aiming to change a little rule or two and still provide an experience unlike any other.

Today, I am going to show you **Florence**, a variant set in the Classic map with the goal of improving Italy's dynamics while trying to keep the map's borders untouched. It's actually a very old variant, existing

throughout history through different names with different authors in different places (much like the many variants called "Croatia"). However, given the lack of a formal introduction to it, I felt the need to give it a proper name.

As you can see below, unlike **Fleet Rome**, Austria cannot bully a fleet-heavy Italy so easily. Unlike **Milan**, no changes to the map's well-known borders are needed. So hopefully Florence will play out differently while still keeping a traditional feel. Well, let's wait no longer - here's the map:



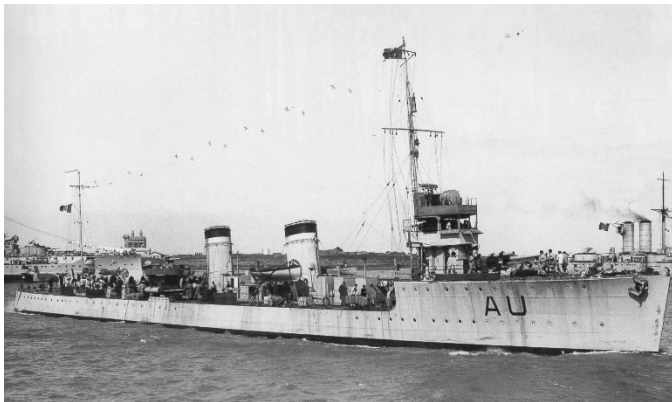
The first change is moving the Italian home supply center (and starting army) from Venice all the way to Tuscany. The main consequences are twofold: the border tension between Italy & Austria is alleviated (as they no longer

have adjacent home SCs) and Italy has an easier way going westwards against France (and consequently, a harder path towards Germany and the central parts of the map). Since Venice is no longer a home center, it's

renamed 'Venetia' (Ven); similarly, Tuscany is renamed 'Florence' (Flo) in order to reflect its new status.

The second change involves moving the Italian home supply center (and starting fleet) from Naples to nearby Apulia. This change enables Italy to build in the Adriatic Sea (compensating the loss of Venice as a build center) and allows a focus for tension for Italy & Austria across the Adriatic (similar to the struggles over the Black Sea and the English Channel). The new center also allows for entrance into the Ionian Sea and serves as the main springboard of eastern expansion. Accordingly, Naples is renamed 'Campania' (Cam) while Apulia is renamed 'Taranto' (Tar).

The third change is merely changing the starting unit in Rome – instead of an army we got a fleet. Coupled with the other two changes, a fleet in Rome enables Italy additional options regarding early expansion.



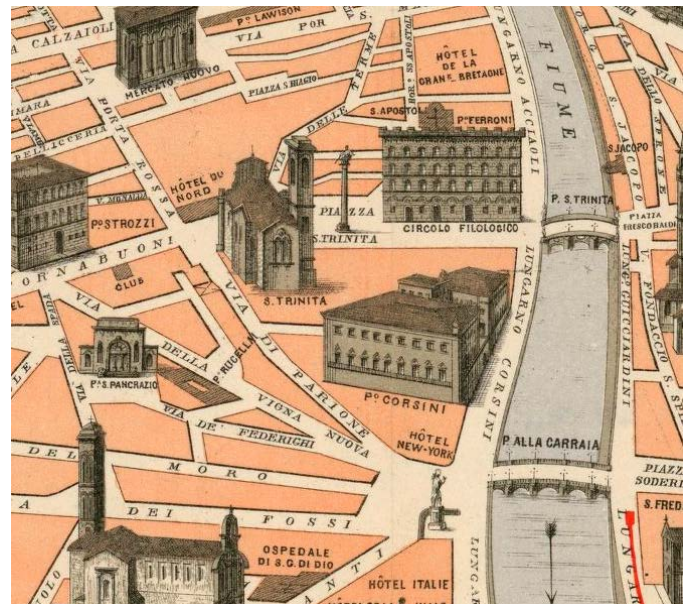
**Florence** transforms Italy into a primarily naval power – as a wise diplomat once said, “Italy is an island with land approaches” - a fact that should radically alter the way Italy plays the early game. The most notable example of it is that Italy can now afford to grab two neutral supply centers in 1901, an impossible feat in Classic and a massive boost to its diplomatic potential. No longer does Italy have to stab someone hardly to get the much-dreamed second build, as Greece is now fair game for an adventurous Italian who manages to convince either Austria or Turkey to lend support – sacrificing Tunis for more ambitious goals is not necessary in this variant.

An invasion of Austria is still perfectly feasible by moving A Flo-Ven, F Tar-Adr, with a supported attack on Trieste. In 1902 a build of Army Taranto allows Italy to convoy the army to Albania and create greater havoc.

Going after France should be more rewarding – Florence extends Italy's reach over Iberia, and F Tar-Ion-Tun permits F Rom to move for the Gulf of Lyon in Fall 1901 (while A Flo-Pie gives Marseilles some pressure).

Attacking Turkey is less of a long chore, as F Rom-Tyn-Tun gives you a sure build, with Fleet Taranto being free to sail into the Aegean Sea or the Eastern Mediterranean in Fall 1901.

Preying upon Germany is much harder as you only got one army at start. A land-based approach against Austria is equally challenging, at least in the first year. And though a couple of fleets allows Italy to rule the Mediterranean much earlier than in Classic, Italy will probably need inland centers to win – and these centers are further away from a build center thanks to the loss of Venice. In this map, Italy's fate will be decided by how fast it can build its naval supremacy and afford building armies for its northwards expansion.



I don't believe **Florence's** Italy is more likely to win a match. Heck, actually it takes a bit longer for Italy to reach 18 centers in **Florence** than in Classic! However, I believe this variant can spice up the old startup we are used to play and give Italy (and its players) more initial options – and thus fun!

(**Florence** will be available for play on [www.vDiplomacy.com](http://www.vDiplomacy.com) soon).



# Football Fever from Airstrip One

By Jon Hills

Hello and welcome back to Airstrip One.

The eagle-eyed amongst you may have noticed that last quarter's *Diplomacy World* was missing a note from your British Correspondent. And that was after having so confidently expressed my hope that this column might become a regular feature.

The fault is solely mine. I made the mistake of leaving my submission until the last minute and missed the deadline. The learning point for me - and perhaps all contributors - is to make sure that submissions are sent in as early as possible. The irony is that I had NMR'd with an article about NMRs!

*Incidentally, I hope that Doug does still publish that 'missing' letter as I thoroughly enjoyed writing it. **[[and you can find that article about ten pages later in this issue]].***

My topic for today's letter, however, is the FIFA World Cup Finals. For those that do not know, this is the culmination of an international football competition which occurs every four years and is comparable only with the Olympics in terms of the global media coverage that it receives. However, that coverage is less prevalent in North America as the US has yet to fully embrace 'soccer' as you call it.

I should clarify that the 'World Cup' is indeed a soccer tournament. Being born and bred in the UK, I am often struck by some of the differences between here and the US and realise that for many of you 'football' means something completely different; a game played with a vaguely oval ball but that isn't rugby and has far too many players in each team.

No matter much I enjoy *Diplomacy* - which is a lot! - footy will always be my first love, just as baseball was for Allan Calhamer. Hopefully it's a sport that more people in North America will learn to love too. Regrettably, the USA's national soccer team failed to qualify for these finals but all is not lost. The US, Canada and Mexico have succeeded in a joint bid to host the 2026 Finals, for which all three nations automatically qualify as hosts.

By the time you are reading this, the 2018 Finals will be in full swing and like all events of this nature, there will be wagers won and lost on the results. This highlights another little difference between the UK and the US - the way that gambling odds are expressed.

Under the US system, the odds of, say, Brazil winning the tournament might be +400. In the UK that would be expressed as a fraction; 4/1 - i.e. should the bet be successful, for every £1 wagered, £4 is received.

Odds vary from bookmaker to bookmaker but before the Finals started, England's odds for the same bet were about 17/1. For those unfamiliar with sports betting, this means that if you put £10 on England to win... you'll lose £10!



As you may have guessed, the public's expectations of an overall English victory are not high. Aside from winning in 1966 and reaching the semi-finals in 1990, we have a tendency to underperform at these sorts of tournaments. However, the expectations of the British media are still that England should win every game with ease and be crowned World Champions, with anything less being regarded as failure.

The reality, of course, is that England are extremely unlikely to scale such giddy heights but provided our squad of players make a decent fist of it - hopefully reaching at least the quarter-finals - then no one should be too disappointed.

Of course, this is a *Diplomacy* 'zine so what is the connection between the FIFA World Cup Finals and our board game of choice? Although tenuous, there are a few.

First off, this World Cup is one of those occasions when England can perhaps be seen as synonymous with the UK - just as in *Diplomacy*. None of the other 'home nations' - Scotland, Wales and Northern Ireland -

qualified for the Finals so England are carrying the hopes of almost the whole nation.



I say almost because about 3 million Scots will happily support England's opponents in any sporting fixture, purely as a matter of principle.

The second connection is that a good number of the competing nations – ten out of thirty-two - also appear as either Powers or Provinces on the standard *Diplomacy* board. Can you identify them?

Could you also name the two further competing nations whose territories appear on the standard board but are not in-play?

Apart from a small amount of kudos, there's no reward for correct answers but I'll accept responses to [jon.airstrip1@gmail.com](mailto:jon.airstrip1@gmail.com) with any 'winner' to be announced in the next letter. That's also the same address to which you can send feedback on the column, violently disagree with anything I've said or even suggest topics you'd like me to cover in future editions.

Lastly, though, and perhaps rather surprisingly, the FIFA World Cup Finals have served as inspiration for a *Diplomacy* tournament.

In February this year, webdiplomacy.net launched the latest iteration of their own Diplomacy World Cup. This isn't a competition recognised beyond the bounds of the website but is hotly contested nonetheless and sees teams of four or five players - loosely affiliated along national or regional lines - competing in Full Press, Public press and Gunboat games on the Classic board.

As a two-round tournament, the more successful teams would then progress to a Grand Final, hopefully timed to coincide with the FIFA World Cup Finals.

This is not an official report on the tournament as it is still very much in progress. However, twenty one teams entered in all and were formed into three pools to contest five qualifying games two Gunboat, two Full Press and one Public Press. 'Team GB' – myself included - were placed in Pool B.



## FIFA WORLD CUP RUSSIA 2018

As is so often the case with the FIFA World Cup, the initial expectations for our representative team were high. This is the fourth running of this competition on the website and the UK's previous high point had been qualification for the final round in 2010.

Regrettably, though, the UK's national team once again reverted to type, our challenge petering out into abject humiliation. With two games still to conclude we currently sit bottom of our group, unable to progress to the final. The only points we have to show for our efforts so far having come from yours truly.

Although very disappointing, I have to say that I was still proud to make my 'international debut' as a player for Team GB and I would like to publicly thank the Tournament Director - goldfinger0303 - for some very smooth organisation as well the rest of our team for some highly entertaining banter as we watched our hopes sail off into a distant sunset.

Still. At least our early exit has left me plenty of time to enjoy the football!

Until next time.

# A Feast for a Doughboy or a Dipper

By Larry Peery (with thanks to Davud Hood and Fang Zheng)

## INTRODUCTION

Great Dramas, like Wars and DipCons require 3 Elements: Time, place, actors ---and the story of their interaction. Food or rations is what tie them together.

## COOKBOOKS AND MENU CARDS (IAW Recipe Cards)

Menus to feed armies of a few hundred thousand or even a few million men don't just grow on trees. Let's begin with ...

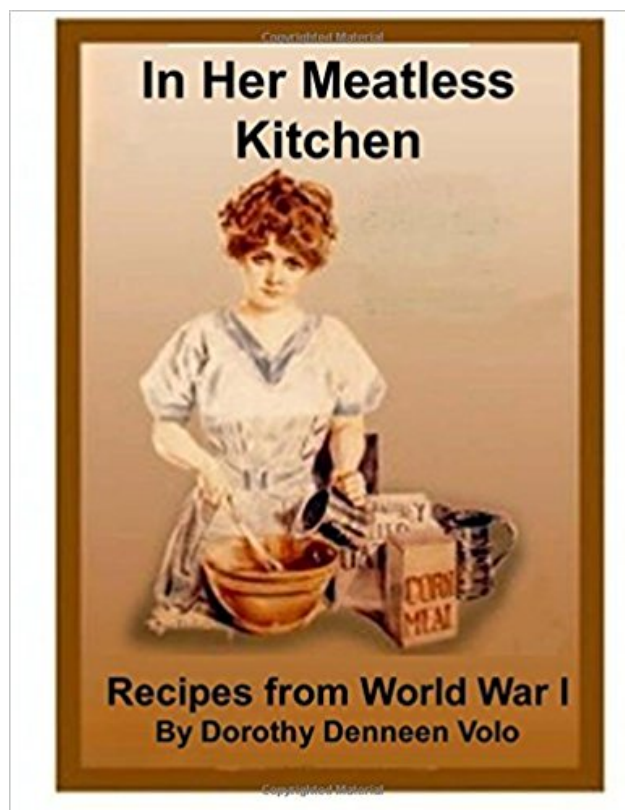
Great chefs, good cooks or GS92s (job classification for a culinary specialist in the military) are made, not born. Whether it's a 10-week basics course for a GS92 or a two-year specialist's course for a pastry chef; they all learn through a combination of classroom study, hands-on experience, and cookbooks (menu or recipe cards are standard-sized and formatted water-resistant, cards with printed recipes which are normally carried in a file box. A basic set for a GS92 numbers about 500 cards; while an executive chef's set in a five-star hotel numbers about 5,000 (Hilton used to require a \$25,000 deposit before issuing a set of cards to its chefs.) Most older chefs and cooks prefer the card system because it lets them pull out and use only the cards that need at the moment. Most younger chefs and cooks prefer a computerized, tablet form. Alas, the rest of us have to make do with the old-fashioned, traditional cookbook. Most home cooks have at least two and with five you can pretty much cover the basics. A home chef can easily have a hundred or more and a top culinary school like the CIA has a collection of over 25,000. And don't worry, hundreds more or being published in hard copy and online every year.

Here's a selection of WWI-related cookbooks that you may find interesting, if not always helpful. Most of them are in print and available in various formats online.

If Henry Ford was the father of the American auto industry; then Fanny Farmer was the mother of modern American cookery; and, coincidentally, both were important WWI figures in American history. Farmer published her cookbook in 1896 and died in 1915. In addition to recipes and cooking instructions, she also was among the first to discuss the importance of diet, nutrition and measurements in cooking.

The *Win the War Cook Book* was compiled for fund raising during the First World War in the St. Louis, Missouri region. It includes wheat and meat substitutes since those things were being rationed to send to the troops. A paperback edition was published this year.

*In Her Meatless Kitchen: Recipes from World War I* by Dorothy Volo. Published in 1918 the recipes in the new edition are unchanged but additional contemporary materials have been added.



*Champagne: How the World's Most Glamorous Wine Triumphed Over War and Hard Times* by Don and Petie Kladstrup tells the story of how the Champagne region, where most of the A.E.F. action in WWI took place, has evolved from the days of Attila to today --- and the many wars and battles fought over and in the area. The history and geography are fascinating but it's the colorful characters, like the Tattingers, of whom more later, that really bring the story to life.

Since our story is set in France and concerns French cooking during one of its most difficult times; we should include a couple of French cookbooks, n'est pas?

*Larousse Gastronomique: The World's Greatest Culinary Encyclopedia* is universally regarded as "the Bible of French cooking". It has recipes, history, and techniques; and each edition is different and reflects its own time. A serious French chef will have a copy of each edition. Whether they use them or not is an entirely



different question. I have a copy of the first American edition, published in 1961; which shows Americans were interested in French cooking even before Julia Child.

*The Escoffier Cookbook and Guide to the Fine Art of Cookery: For Connoisseurs, Chefs, Epicures Complete With 2,973 recipes.* And that pretty much says it all. It was published in 1903 and contains 900-plus pages.

*Le Repertoire De La Cuisine: The World-Renowned Classic Used by the Experts* was written by a student of Escoffier and published in 1914. It's simpler, shorter, and designed as a reference book for professional cooks. When Pershing dined at Crillon the recipes were probably from Escoffier. When he ate at the American Club they were probably from *Le Repertoire*.

Moving from the kitchens of the great chefs of Paris into the commissaries and field kitchens of the A.E.F. we're more likely to run into something like this:

*The Doughboy Cookbook* with recipes like Army Goulash, Bullets in a Pot, Corn Willy Hash, Doughboy Cabbage Soup, Fried Mush, Goldfish Loaf, Hardtack, Mess Sergeant's Java, Old Fashioned Doughnuts, Pum Frits, Slum, and S.O.S.

If you want the real thing and you're good navigating the internet you can find a number of official US Army publications: *Recipes used in the cooking schools, U.S. Army, 1906, 52 pp.*; *U.S. Army Recipes, 1916 ed.*; *U.S. Army TM 10-412 Army Recipes, 1944, 600 pp. of recipes.*

## EVOLUTION OF RATIONS

Now that we've seen where armies got their ideas for what kind of food and meals their soldiers might require, let's look at how they transformed that into what traditionally was called rations --- a ration being the amount of food and drink needed to keep a soldier going for a day. We'll look at the evolution of rations from the WWI-era, the WWII-era, and today's MREs.

As you would expect for a subject as important as army rations there's a lot of material online and in hard copy publication about them. Some of it applies to Navy, Marine and Air Force rations as well; although the consensus seems to be that the Air Force has the best food, the Navy's is next (with submariners eating the best), followed by the Marines; and the Army's rank dead last.

Various wiki and specialized WWI web sites have detailed articles on the long history and specific contents of various forms of rations.

WWI rations consisted of: Reserve ration, Trench ration, and the Emergency (or Iron) Ration (dating from 1907).

Trench rations were used early in the war and designed to protect the food and eaters from gas attack. The reserve ration was developed near the end of the war and intended for soldiers away from a garrison or field kitchen. In theory it consisted of 12 oz. of bacon or 16 oz. of a meat (usually corned beef) ration, two 8 oz. tins of hard bread or hardtack biscuits, coffee, sugar, tea and 10 cigarettes.

Meat Ration, Field Ration: between the two World Wars the meat ration evolved to include dried beef and canned corn beef, chocolate. In 1925 part of the beef and bread rations were replaced by canned pork and beans. Finally, in 1938, the Field Ration replaced the canned corn beef and canned pork and beans.

Garrison Rations in the A.E.F. were what soldiers supposedly ate when in the rear, reserves or where a division kitchen was available. This would include: 20 oz. of fresh beef (or equivalent fresh mutton; fresh, boneless beef; bacon, fresh pork; canned pork sausages or Vienna sausages; canned roast beef or corned beef; canned corn has; dried fish, canned fish; or cheese; 16 oz. of soft bread; baking powder, dry beans, rice; 20 oz. of fresh potatoes (or canned; fresh onions; canned tomatoes; other fresh vegetables as available), dehydrated vegetables, canned corn, canned peas; 3 oz. jam (or prunes, evaporated fruits) various condiments, tea, coffee, and 4 cigarettes.

In addition, each soldier was allowed a food package (usually sweets like cakes (more like bread loafs), cookies, etc.) from home or a Red Cross cake. These were the main sugar providers in their diet and averaged about 500 calories a day, in addition to their normal calories which ranged from 2,300 to 3,500 depending on the work they did.

The Army, working with the FDA and food providers at home and learning from the experiences of other Allied armies in the early years of the war, put a lot of effort into improving the nutritional value of the soldier's diet. The goal of the effort was simple: to produce well-muscled men with good fighting spirit.

To provide all this on a daily basis to the troops in the front line required, for an American division, two thousand men, a thousand horses, 240 huge trucks, plus a trainload of supplies and hundreds of civilian workers in various kitchens, bakeries, etc. All this was to provide a high-protein diet of hot food.

The battalion kitchen had to be portable and able to move on a moment's notice. Basically, it consisted of two large vats in which the food was prepared. These vats were often a major source of food-borne health problems caused by food safety issues, poor hygiene and sanitation measures. Kitchens above the battalion

level were less portable and usually stayed in a location for a longer period of time.

When, for whatever reason, the battalion kitchens were not available, the men resorted to their rations but those could only be opened by a commander's orders.

During the war problems with the food supply chain did develop. Bread would be days or week late and legend has it that soldiers in the trenches would feed it to the trench rats until they became tame enough to catch, cook, and eat. Tradition has it that brown rats were tastier than black ones. White rats were always bed but never eaten as they were considered a good luck charm for the trench. There is a report buried somewhere in the WWI Museum in Kansas City, MO of a brawl that broke out between two platoons when it was discovered one of them had "rat-napped" a white rat from another platoon's trench. Officers actually had to draw their side-arms to restore order.

Another the ad lib creations of hungry soldiers were: a dried ground turnip bread made from turnip roots; stinging nettles soup; pea soup and horsemeat (tradition required that only horses captured from the enemy be eaten, although occasionally they would buy horsemeat from neighboring French soldiers' kitchens.

WWI era military rations (1917- ), field rations



A.E.F. field rations

In his Memoirs, John J. Pershing did not mention the subject of rations or food even once for the A.E.F. Forage for the A.E.F. animals and food for civilians got at least one mention. On the subject of "supplies" there were references to: reserve depots planned, methods of purchase, negotiations with neutral countries for, plan for pooling, cooperative agreements, coordination and pooling, shortages, requirements of Meuse-Argonne campaign, deficient shipments of, and the supply depot at Gievres.

Since I'd never heard of Gievres I decided to pay it a visit courtesy of wiki, Google and Bing. Here's what I found and what I didn't find.

In 1911 the village had a population of 1,321 (up 1.8% in ten years). In 1921 it had a population of 2,166 (up 64% in ten years). The new supply center made a difference. FYI, today's population is 2,419.

Today there is no visible site for the depot. The area has returned to fields and forests, except for one go-cart race track! The only geographical reference to either War is one street named for Marshal LeClerc. The four RR lines connect the coastal ports and the battle areas to the North.

1,035 miles of standard gauge railroad were completed, most of it in yards at the great depots. At Gievres, where the largest storage depot was established, 143 miles of track were laid. A total of 23,000,000 square feet of covered storage was provided. Remount depots and veterinary hospitals accommodated 67,300 animals. In addition, there was an ice plant, a freezing room at the storage plant, and an ordinance depot.

All that remains is two vast areas covered in forest and grass lands next to large sections of the rail tracks that still pass through the village.

The train station on Google today looks just like the one in WWI-era videos of the arrival of the 32<sup>nd</sup> Division. The value of a "brand" in the food industry isn't what it used to be. Most of the big-name, big-dollar (billion plus) products are concentrated in a few areas: cereals, soups, snacks, etc. Peoples eating habits have changed faster than the food industry has kept up with them --- and Wall Street has noticed it.



The B.E.F. mess kit and rations



The A.E.F. mess kit

During its first months in France the A.E.F. depended heavily on the Allies for their field rations. Units stationed with the B.E.F. got their supplies and most of their equipment from the Brits. Those assigned to French units got the same. But as 1918 brought an expanded American S.O.S. (Services of Supply) system that stretched from the French ports to the frontlines, and more doughboys began to arrive (310,000 in one month in the summer) the supply of American –made field rations increased. The doughboys began to look for them and identify them by their “brands” or labels. This would become important after the end of the War when doughboys went home and started looking for those brands. For millions of young American soldiers this was their first exposure to something other than “mom’s cooking.” The gradual and then rapid shift from military supplier status in wartime to commercial brand provider in peacetime transformed American eating habits forever.

Here’s a partial list of some of the most popular field rations that are still sold today in American supermarkets. Although the last of the doughboys is gone the popularity of these brands continues and some continue to belong to that \$100 million a year sales club that defines success in the food products industry.

*Armour brand, Chicago, Corned Beef label, 1917.*



*Armour brand, Chicago, Vienna sausage 1917.*  
*Chef Boyardee brand, New York, multiple labels, 1915.*

*Hormel brand, Minnesota, Spam label, 1937.*  
*Campbell brand, New Jersey, Bouillon beef broth, 1897.1911,*  
*Graham Crackers, unknown, 1850s.*  
*Kraft brand, Velveeta label, New York, 1917*  
*Libby’s brand, Saur kraut label, Chicago, 1900s*  
*Libby’s brand, Corned Beef label, Chicago, 1900s.*

*Libby’s brand, Vienna sausage, Chicago, 1900s.*  
*Libby’s brand, Pickled Beets, Chicago, 1900s.*

WWII era military rations (1940s - ) C and K rations



WWII US Army field rations

During the boom years of the Roaring ‘20s many food processing companies over-expanded, only to collapse when The Depression hit. But, by the late 1930s, many forward-looking food processors saw the war clouds gathering in Europe and began to plan and act for the U.S. involvement they saw coming.

The American infantry soldier began WWII with the "combat" meal known officially as Field Ration, Type C. There were three individually boxed meals for breakfast, dinner (i.e., lunch), and supper. Soldiers quickly tired of these meat-and-hash meals because they were also served in the central mess tents when soldiers rotated off the front lines and yearned for more variety.



*Hormel brand, Minnesota, Spam label, 1937.*

*Hormel brand, Minnesota, Dinty Moore Beef*

*Stew, 1937*

*Dole brand, Honolulu, Sliced Pineapple, 1930s.*

*Kraft brand, Chicago, Mac and Cheese, 1937*

*Hershey's brand, Pennsylvania, Dark Chocolate*  
label, 1937

*Wrigley's brand, Chicago, chewing gum label,*  
1920s.

Vietnam – Gulf War era military rations (1973 -1980)  
MREs



Today's ALT MREs

Over time, rations didn't get any better in terms of content or taste. They got a longer shelf life and became easier to prepare. During the First World War, canned meats were replaced with lightweight preserved meats (salted or dried) to save weight and allow more rations to be carried by soldiers carrying their supplies on foot. At the beginning of World War II, a number of new field rations were introduced, including the Mountain ration and the Jungle ration. However, cost-cutting measures by Quartermaster Command officials during the latter part of World War II and the Korean War again saw the predominance of heavy canned C rations issued to troops, regardless of operating environment or mission. During WWII, over 100 million cans of Spam were sent to the Pacific. The use of canned wet rations continued through the Vietnam War, with the improved MCI field ration.

If you served in the near and Middle East wars after 1990 (Desert Storm onward) you've probably been exposed to MREs. Since you're still around to read this they can't be that bad; can they?



Sterno-Inferno lasted from the end of WWI until the Gulf Wars when it was replaced by a non-flaming chemical heating source.

What I found fascinating, even intriguing, as I researched this project was the internet cyber wall I ran into while trying to research MREs. I wasn't looking for any secret recipes, patented products information or trade secrets --- I just wanted to find out if any of the ration providers of the last hundred years had gone into the MRE bus. As far as I can determine the answer is no. Even after digging through four layers of corporate bureaucracies I couldn't really identify the makers of the military's MREs, only some commercial manufacturers and a lot of online suppliers --- most of who seemed like internet used-car salesmen.

If Hormel shipped 100 million cans of SPAM to the Pacific during WWII; how many MREs have been manufactured, sold and consumed in the last thirty years? Tens of millions? Hundreds of millions? How many more are sitting around in warehouses with a passed expiration date? Military use? Other official use? Commercial use? Black market?

List price, sale price; wholesale price, retail price; “discounted” price, black market price? It all added up to billions of dollars in sale and God-only-knows how much in profits.

#### **MENUS: THE ALLIES BREAK BREAD TOGETHER**

Not every soldier in WWI had the same kind or amount of rations, so let’s examine the various rations used by the British (and Dominions, Commonwealth, colonies, etc.), French (and their overseas possessions), and Germans. As you might guess protein, in the form of meat, and carbs, in the form of bread, were the mainstays. Although I doubt if one doughboy in a thousand knew what a carbohydrate was, the word actually dates back to the American Civil War.

Just a reminder: don’t forget that the Allies frequently shared their ration supplies with each other. Sometimes this was by design, as when the Brits and French supplied rations to American units assigned to their command (for example: there were four battalions of negro American soldiers assigned to French Army regiments during their stay in France. The French fed them and provided other support at the same level as they did for their own troops) and sometimes by necessity (when supplies ran low or failed to arrive on time). Most soldiers complained about their own rations, but they complained about other countries even more.

Note that the same item might have different names in different armies. For instance, bully beef (British) or corned beef (American) was a trench slang term coned from the French word Bouillon, meaning boiled, and the image of bulls depicted on the tin cans. This food item was also dubbed Corned Willie in reference to the German Kaiser.

**No utilitarian utensils were ever better named than the “mess kit”.**

Often the French poilu was fighting in his own backyard -- literally. The British, on a clear day, could see their homeland across the Channel. But the Americans were thousands of miles away from home. Still, many of those doughboys were immigrants or first-generation Americans who were raised on the food their mothers fixed and that was often the food of the “old country”. That food reminded them of home and their families. Hence the popularity, in a very primitive way, of what we would today call ethnic food. Although we may have been fighting the hated Boche in the fields of France, that didn’t stop German-American doughboys from scoffing down frankfurters, Vienna sausage, sauerkraut and pickled beets. Not only did the various armies bring their national dishes from home, they also took items they had learned to eat and like in France back home with them after the war. One classic example of this is that although only a few hundred Japanese soldiers and

sailors served with the A.E.F., they still managed to acquire a taste for American chewing gum. They took that taste and desire home with them. The results of this are that today Japan is the world’s third largest producer and consumer of chewing gum.

Earlier we saw what the typical doughboy ration consisted of. In comparison the theoretical daily rations for a British soldier were: 20 oz. of bread, 16 oz. of flour instead of above, 3 oz. of cheese, 4 oz. of jam, 4 oz. of oatmeal instead of bread, 1 pint of porter instead of rum, 4 oz. of dried fruit instead of jam, 4 oz. of butter/margarine. Obviously, the British diet lacked the variety and especially the vegetables the American diet had. Two things of interest were the fact that, even when food imports from Britain were in short supply, the British soldiers preferred their own rations to the French; and when the British and French troops were in the trenches together or in neighboring camps they rarely exchanged food supplies. The Americans, on the other hand, not only learned to forage for fresh fruits and vegetables during the harvest season, but also picked up some French cooking techniques, including the concept of braising tough meats instead of boiling them. Perhaps the greatest influence the French culinary habits had on the Americans came in 1919 when the war was officially over: over 200 American soldiers and officers, many of them cooks from the A.E.F. stayed in France and enrolled in French cooking schools, including nearly a hundred who signed up for classes, taught in English, at Cordon Bleu in Paris.



The most unpopular food item of WWI came from the beef of Australia and Argentina for the B.E.F. and Empire forces in the Mediterranean, India, etc. Unlike the Americans, who got no alcohol as part of their daily ration, the British soldiers got their porter's, the French and Italians got their wine, and the Germans and Belgians got their bier. War Culture – Trench Food (article)



Tommies chow down.

There are quite a few good articles available on Google about the food in the trenches in WWI. Or, if you happen to be in London during the WWI Centennial, the Imperial War Museum has an excellent new exhibit, *The Battle to Feed Tommy: New exhibition looks at the diet of a WWI soldier*. It covers everything from bully beef to bread made from pulverized straw.

Keep in mind that officers, in all the armies, ate better than their soldiers. That was a given, but it only applied in garrisons in the rear. In the trench everybody ate the same. That said the officers had two big advantages over the soldiers. First, most officers got long weekend passes and could freely move about, even venturing to Paris and the bigger towns. Soldiers rarely could go beyond the local commune on a one-day pass. In theory the French soldiers could even go home, although that didn't always work out. Except for officers, few of the Brits managed to get back to England for reasons of distance, time and money. And most American soldiers hadn't been overseas long enough to earn a leave if it were available. During WWI there were hundreds of American officers based in Paris or nearby. They got a daily meal allowance, in the form of a chit) of \$1.25 a day for lunch and \$1.75 a day for dinner. For pay, non-star officers got about \$70 a month, most generals (BG and MG) got a \$100, and privates got \$7 a month.

Remembering that for the French, British, and Belgians the war lasted some four years and that most of the A.E.F. never got to France and most of those that did were there less than a year; it seems to say that: for the French soldiers rations were of a reasonable quality and quantity, except in peak battle periods; for the British soldiers rations generally declined in both quality and quantity as the war progressed, and during peak battle periods they were often in short supply; the Belgians had to rely on the British and French for their supplies since most of Belgium was occupied by the Germans (Interestingly, the Belgians never imported any native troops from their colonies.), so they took what they could get; and the Americans generally had rations of decent quality, although sometimes in short supply especially as the size of the A.E.F. grew rapidly in the spring and summer of 1918. Bottom line: soldiers, at least on the

western front, do go hungry, but they didn't actually starve the way they did on the eastern front.

So much for the trenches, what of the food situation at home?

In the UK, people on the farms continued to eat as they traditionally had: The Ploughman's Lunch (bread, cheese, pickle, onions and a pint) was the daily ration of farm workers. There was heavy rationing in the cities and towns and the lower and middle classes made due with what they could get. And, as always, the wealthy and nobility continued on. After a bit of menu adjusting and finding a replacement in 1914 for a long-time head chef, Simpson's on the Strand, one of the oldest and most famous restaurants in London, soldiered on with its 100-man brigade who served up 1,400 pounds of English meat, 300 pounds of turbot, 100 pounds of Scotch salmon, and two wagonfuls of vegetables a day -- all washed down with dozens of bottles of Champagne that managed to get through the battle lines from Epernay to the cellars of London's finest hotels and restaurants. In the middle, the average restaurant was required to have a completely meat-free diet one day a week.

My old haunt, New Hall, in Sutton Coalfield near Birmingham, actually boomed (literally) during the War as local factories turned out rifles, artillery pieces and tanks for the Army. I was intrigued that the major arms factories continued throughout the war to run 2 production lines for farm equipment for every 1 tank production line. Very different from France where the Renault factory on its own island in the Seine in Paris went to full-time war production, even after the Russian Revolution (the Renault plant was the center of the French communist movement). Business at New Hall, converted into a hotel and officers' quarters, did well and Champagne sales soared as production at the nearby plants increased.

Across the Channel, or La Manche ("the sleeve") as the French called it, Paris went on doing what it does best --- being Paris ---- even in the deepest of crises. The Germans at the door of Paris in 1914 and in 1918 did not prevent the Parisians from continuing to live and those with money or connections lived very well indeed. The middle class suffered some inconvenience, and the poor lived a little worse than they traditionally had.

The French poliu nickname for his rations was Ratatouille Froide and basically, he survived on bread, wine and what he could scavenge or forage at home (or savage and ravage on foreign soil). The importance and symbolism of bread and wine in this still deeply religious and Catholic country may explain why the soldiers were so picky about their bread and wine. They would tolerate a short supply for a short time, but any decline in quality



could and did lead to protests and, on some occasions, even mutinies.

The wine didn't have to be the best Bordeaux or Burgundy, a good Beaujolais or Languedoc was OK, but God save the wine merchant who tried to pass off Algerian plonk as a French wine. The same applied to the bread. It didn't have to be hot or even fresh, but God save the baker that served up bread within the proper ingredients of flour, yeast and salt; and the crust must be crusty whether it was a baguette or a loaf or hard or soft.

**Pinard** is a French term for wine (particularly red wine), popularized as the label for the ration of wine issued to French troops during the First World War. The term became wrapped up in the public conception of the poilu ("hairy one", the typical French foot soldier) and his beloved pinard, joined together in a "cult of wine."



But the poilus didn't survive just on bread and wine. Far from it. The French had a secret weapon that their allies and enemies didn't understand or appreciate. It was the billeting system. Yes, that same billeting system that the Americans had come to hate when the Hessians moved in during their Revolution. Instead of building large camps and garrisons for their armies the French quartered them among the towns and communes they were to protect, housing them in the homes of local patriotic (or better yet, non-patriotic) citizens. The soldier got a home, the government got free accommodations, the economy got a good return on its investment, and the farmers got a source of labor during harvest and planting time (assuming combat conditions allowed). It was a win-win situation for everybody except, well, maybe the pregnant daughter whose boyfriend got killed in the fighting.

These billeted soldiers were expected to help their hosts around the farm and in return got access to fresh food, especially fruits and vegetables. While other armies suffered from vitamin deficiencies; the French "feasted" on fresh apples, pears, asparagus and harcouit vertes. It was this exposure to French cuisine in the field that the doughboys brought home with them, along with an acquired taste for asparagus and green beans; which may explain why the sale of those vegetables in the New York produce markets increased twenty-times over starting in 1920.

So, the French taught the American doughboys about wine, bread and fresh retables; but what of the Germans?

Perhaps you remember in 1990 when the U.S. Congress it a fit of patriotic zeal changed the names of Pommes Frites (French Fries) to Freedom Fries in its taxpayer-subsidized restaurants? Well, there was a similar case back in 1917 when the newspapers pushed for a change of name for the HAMBURGER to the Liberty Steak. Yes, it really happened, although it didn't last much longer than the Freedom Fries.

# Ripples in the Runway of Airstrip One

By Jon Hills

Hello and welcome back to Airstrip One.

After saying that I hoped this column might become a regular feature in *Diplomacy World*, I was committed to having another go. I am therefore grateful for the positive feedback received over the last quarter; please keep it coming. Your comments and suggestions are always welcome at [jon.airstrip1@gmail.com](mailto:jon.airstrip1@gmail.com).

I was also keen to avoid - as I'm sure too was Doug Kent - the dreaded NMR (No Moves Received). One thing I've noticed about the *Diplomacy* hobby is that a failure to submit orders (or in this case, copy) is only slightly less acceptable than murder, rape or incest.

The format for this column is to take topical news items from the UK and try to give them a *Diplomacy*-related twist and in mid-March the news broke of the sad passing of Professor Stephen Hawking. Here was a story of international significance that I could not ignore. The challenge, though, was to make the *Diplomacy* link.



As Hawking had spent most of his life in and around Cambridge University, my first port of call was the website of the aptly-named Cambridge University Diplomacy & Board Gaming Society - <http://www.dip.soc.ucam.org/>. This has been in existence for over thirty years, which possibly makes it one of the oldest *Diplomacy* games clubs in the UK. By comparison, the London Diplomacy Club was only founded in about 2016. Sadly, though, Professor Hawking did not appear anywhere in the Society's published records. A similar search for Oxford University, where he studied as an undergraduate, also came up blank. For all his brilliance I could only conclude, therefore, that Hawking was not an active Dipper - unless, like the Kennedy's, he only played private games!

It then occurred to me that the link was not through the man himself but through his work, specifically, one of his greatest achievements; the Waveform of the Universe.

You'll forgive me if I simplify this slightly (my studies in Physics effectively ended at age fourteen) but essentially, the Waveform is a mathematical expression of the entire history of the universe in a single equation. That is pretty damn impressive. Hawking had theorized that in order to have a Big Bang, the Universe had to have developed from an infinitesimally small point - called a Singularity. However, he was then able to demonstrate mathematically that in the end it would contract back into another such point. If you plotted that on a graph then it would look like a wave or ripple, rising and falling

Now whenever I think about waves my mind goes back to throwing stones into a pond as a child. My main concern was how big a splash I could make. However, a physicist would be more interested in the waves created, how fast they move through the water, how far apart they were spaced. This would give them the information to be able to tell that childhood me how big that splash really was.

Hawking was answering that sort of question but on a cosmological scale.

Waves and ripples are everywhere, whether in the space-time continuum or your local pond and you also get them in *Diplomacy*, where even a small error can create a decent splash. Only last week, as Austria, I mistakenly let Turkey into Greece having previously kept him well-contained. The combination of my poor positioning and the additional build Turkey gained allowed him to break out of his corner. With a little help from France it turned what was a strong position for me into one that rapidly fell apart.

However, the largest splashes are those caused when someone NMR's and on those occasions the ripples and waves can crash tsunami-like across the board.

The NMR represents a fundamental difference between face-to-face (i.e. social or tournament play) and distance gaming (play by mail, e-mail or on-line). Although possible, especially in tournament play, a failure to submit orders will not usually be a surprise. The fact that Clive was stuck in the toilet at the crucial moment will be known to all interested parties. However, when playing remotely it will often come as a shock. There may be clues of an impending NMR - perhaps a player has not

answered anyone's correspondence or has not accessed their on-line account within a given period - but these are only hints. Certainty only comes when it is too late.

In these situations, the internet NMR'er can tend to get treated rather poorly. It saddens me when I see keyboard condemnation meted out to some hapless beggar who has missed a particular deadline.

The NMR ripple is a direct consequence of Allan Calhamer's original rule-set\* from 1959 - let unordered units stand (and be removed from play if dislodged) and let late-comers pick up these vacant positions if they want to. This practical solution, which was devised for face-to-face play, acknowledged that NMRs and subsequent Civil Disorders were part and parcel of the game and its elegant simplicity has meant that it has remained essentially unchanged for almost sixty years and across all formats. However, having a Power's units suddenly stand idle will create imbalance and can skew a game's outcome. It is the frustration that this has caused players over the decades – and I suspect especially from the 'play by mail' era when games represented a much greater emotional and time commitment - that make NMRs so resented. Sadly, in internet play, that resentment can sometimes be expressed in quite vitriolic language or 'trolling' that would almost never happen face to face.

The question is, though, does this matter? Perhaps it doesn't. However, my concern is that having too severe an attitude towards the NMR can act as a discouragement, especially to newer players. Surely the best way to ensure that someone never plays our game again is to publicly vilify them for every mistake that they make.

*Diplomacy* is a simple game to learn but can also something of an acquired taste and anything that creates a potential barrier to players sticking with it is ripe for challenge. Notwithstanding the success of clubs like the London Diplomacy Club or the Cambridge University Diplomacy & Board Gaming Society, many of the new players that regularly join our hobby do so on-line. We need to try to keep these people involved so that they can become the club members, tournament players and *Diplomacy World* readers of the future. This fresh blood brings variety as well as a regular supply of naive victims - *mwah, ha, hah!* - which make the game better and more interesting for all.

Forgiving is easy.  
Trusting? Not so  
much.

Now, don't misunderstand me. I'm not advocating a change to the rules or a frivolous attitude towards our game commitments. I believe that we all have a duty to our fellow players to see out our positions with integrity, even when the board is running against us. However, that takes a degree of maturity and for us all to remember that this is 'just' a game. No one's lives are at stake; only our enjoyment.

Allan Calhamer realized that it was unrealistic to expect every game to run in a perfectly ordered way so, as a community, why should we put some higher expectation on ourselves? Perhaps we should be more accepting that NMRs are just as much a feature of the game as bounces, stabs or alliances?

So, the next time someone misses a move and it costs you a centre or allows someone else to solo, try to take a moment to think why. Perhaps they had a real life problem to deal with. Maybe they have fallen into that trap of committing to too many games simultaneously.

Or maybe, just maybe, it was unintentional.

\*With grateful thanks to [www.diplomacy-archive.com](http://www.diplomacy-archive.com)



# Diplomacy World Demo Game

## “Eclipse” – 2017A

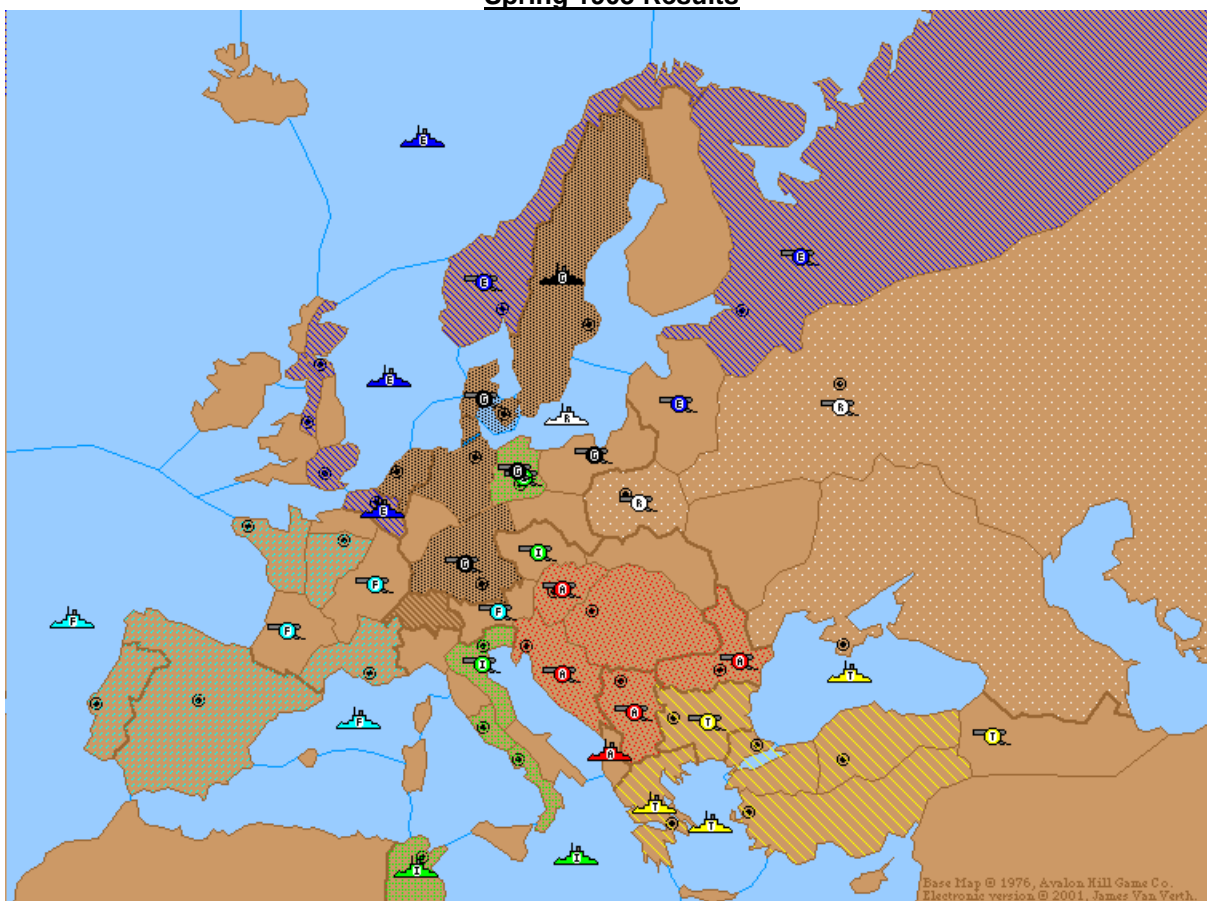
### The Players:

**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 1903 Results



**Austria:** F Albania - Adriatic Sea (\*Bounce\*), A Rumania Hold, A Serbia Supports A Rumania, A Trieste - Tyrolia (\*Bounce\*), A Vienna - Tyrolia (\*Bounce\*).

**England:** F Belgium Supports F North Sea, A Edinburgh – Norway, F North Sea Supports F Belgium, A Norway - St Petersburg, F Norwegian Sea Convoys A Edinburgh – Norway, A St Petersburg - Livonia.

**France:** A Burgundy Supports A Ruhr – Munich, F Gulf of Lyon - Tyrrhenian Sea (\*Bounce\*),

A Spain – Gascony, A Tyrolia Supports A Bohemia - Vienna (\*Cut\*),  
 F Western Mediterranean - Mid-Atlantic Ocean.

**Germany:** A Denmark - Kiel (\*Bounce\*), A Munich – Berlin, A Prussia Supports A Munich – Berlin,  
 A Ruhr – Munich, F Sweden - Denmark (\*Bounce\*).

**Italy:** A Berlin—Kiel (\*Dislodged\*, retreat to Silesia or OTB), A Bohemia - Vienna (\*Fails\*),  
 F Ionian Sea - Adriatic Sea (\*Bounce\*), F Tunis - Tyrrhenian Sea (\*Bounce\*),  
A Venice - Trieste (\*Fails\*).

**Russia:** F Baltic Sea - Denmark (\*Bounce\*), A Silesia – Warsaw, A Ukraine - Moscow.

**Turkey:** F Ankara - Black Sea, A Bulgaria Supports F Greece, F Constantinople - Aegean Sea,  
 F Greece Supports F Constantinople - Aegean Sea, A Smyrna - Armenia.

### Summer 1903 Results



**Austria:** Has F Albania, A Rumania, A Serbia, A Trieste, A Vienna.

**England:** Has F Belgium, A Livonia, F North Sea, A Norway, F Norwegian Sea, A St Petersburg.

**France:** Has A Burgundy, A Gascony, F Gulf of Lyon, F Mid-Atlantic Ocean, A Tyrolia.

**Germany:** Has A Berlin, A Denmark, A Munich, A Prussia, F Sweden.

**Italy:** Retreat A Berlin - Silesia..Has A Bohemia, F Ionian Sea, A Silesia, F Tunis, A Venice.

**Russia:** Has F Baltic Sea, A Moscow, A Warsaw.

**Turkey:** Has F Aegean Sea, A Armenia, F Black Sea, A Bulgaria, F Greece.

## Spring and Summer 1903 Commentary:

### Commentators by Typeface:

**Rick Desper**

*Christopher Martin*

Jack McHugh

I'd venture to say we are seeing a few games within a game going on here. I'll start with Turkey and move north from there. We have Tanya continuing her slow yet inexorable build up with her continuing to deploy westward toward every Sultan's mid game objective the Tyrrhenian Sea whilst keeping a wary eye on Chris' Italy and Nicholas' Austria. At the same time the Otto(wo)man will pick up Sev in the Fall as Doug's Russia continues to falter under hammer blows from Edi's England and Conrad's Germany. Overall a good turn for Turkey.

Nicholas and Chris continue their "frenemies" relationship as Chris gets booted from Berlin after trying to swipe Vie from Nicholas. The Italian and Austrian fleets bounce over the Adriatic as well. This doesn't bode well for either power as England, Turkey and France will only continue to grow in power as A/I fight themselves into a stalemate.

As I've alluded to already, Doug's Russia is collapsing through no error fault in Doug's play. Russia tends to do very well or collapse very quickly, clearly this is a case of the latter. Although Edi has managed to slip yet another army into Scandinavia, due to the limits of the geography of the Diplomacy board, Edi will still need help to dislodge Doug from War/Mos.

It will be interesting to see what Tanya does once she slips her army into Sev: does she support Edi into Mos? Support Doug to hold Mos? Cut a deal with England to get support into Moscow or vice-versa? For now I would expect her to support Russia's hold on Mos/War since I don't see what England would offer Turkey to convince Turkey support A StP-Mos. Edi has never been one to give away a center that he thinks his without something in return and I'm sure he thinks War/Mos belong to England and I also don't see much Turkey can offer England for now.

I've covered most of England--the only fly in the English soup is France's move A Spa-Gas and F WMe-MAO--clearly anti-English move as there is no reason for French armed forces to deploying units toward the Channel unless a war with England is contemplated. This actually increases Tanya's leverage as Edi will want to get Turkey more builds to get her moving westward ASAP.

Andrew's France had the most interesting moves this time around. While he did have a standoff with Italy in the Tyrrhenian Sea, it smells like a planned bounce to this commentator. e.g. a set up as if Andrew had simply left F WMed in place it could have supported F GoL-Tys so it would have fallen to France.

Meanwhile Andrew cleverly supports Germany back into Mun which takes Chris' Italy down a notch while making Conrad's Germany stronger. Conrad is a useful insurance policy against England while holding back Austria and Italy from the stalemate line while Turkey lurks in the background and breaking out of her restricted set up. Thus threatening both Austria and Italy.

The French support of Italy into Vie appears to show France's preference for Italy over Austria--although anyone could see this support was likely to be cut by Austria and it was. So while I suspect France is paying lip-service to supporting Italy, beyond France not attacking Italy, I would be surprised to see much actual support forthcoming in the immediate future. France has no interest in helping Italy pick up any centers till France gets a few more dots for France.

Previously, I have discussed France's move of A Spa-Gas and F WMe-MAO, I only want to add this: it appears Andrew has decided to let Italy survive for now so he can take care of his English problem. I suspect Italy could not work out a satisfactory deal



with either Edi's England or Nicholas' Austria or France wants to allow Tanya's Turkey to grow stronger and is counting on the Austria-Italy failed alliance to keep all three busy while France takes care of England.

All in all, a most interesting turn.

As for the summer retreat of Italy A Ber-Sil, it was the best retreat available, although if Italy loses any centers this year, I would expect that army to be removed first.

*Unlike Jack, I'd be surprised to see Goff straight up attack Edi - though "Dealing with the English problem" is probably what is going on here. Goff avoids the classic French blunder of committing too heavily to the Med when England is doing well in the north; will Edi turn over Belgium as a sign of goodwill, perhaps allowing Goff to place another fleet in the Med? Possibly. Especially if the "Western Triple" continues - in which case, Edi takes Moscow now, with Conrad cutting supports. There is little for Doug to do about it, and not much leverage he can offer any longer. He might try to poach Kiel?*

*Tanya almost has to take Sev, as Doug's position collapses. Will she "do the right thing" and convoy Bulgaria over, allowing Nicolas some space in the Balkans? Probably not - if anything she could rotate Bulgaria into Greece, putting her fleets into Aeg/EMed, preparing to force the Ionian while not allowing an aggressive retreat.*

*In the center of the board, there is little good for anyone. Conrad regains Berlin, but will he be allowed to build? Edi could very plausibly take Holland while Goff takes Belgium. In the I/A fight, Chris has some very hard choices to make here - what do you do with F Ionian? Allowing Austria into the Adriatic is Awful. Supporting to*

*hold will not work if A/I coordinate. It looks like its time to "Invite France to Help" - a tough spot from which few Italians recover.*

*I wouldn't be at all surprised to see Bohemia S Tyr -> Vie / Ven -> Tri here, punishing Nicolas. This is what I see Goff banking on with the move to Gascony and the MAO - Chris helping him forward across the stalemate line is better than convoying an army into Tuscany and forcing Italy to collapse. But Nicolas knows the attack on Vienna is an option, and will be working hard to offer other solutions. Possibly he takes this moment to run in on Tanya? I don't think that's a winning move, but he'd have a hard time recovering from the loss of Vienna without really giving her an opening.*

*As Jack says, an eventful season, lots of good play here!*

**Strategically a very interesting move. Tactically we are set up to have a relatively straightforward Fall move. Doug's Russia looks like he'll be the first one down - his only real hope is that Tanya takes Sev while Edi doesn't take Moscow yet. But I suspect Edi will take Moscow immediately just to avoid such a possibility.**

**The cooperation in the West stands in stark contrast to the chaos in the East. With Goffy putting Conrad back in Munich, it seems like Germany will be kept around a while longer, at least to serve as a counter-balance to E and F, and perhaps to be a useful ally for one against the other later in the game.**

**Tanya should be able to get by as the corner power in the East for a while longer. I expect her to take Sev and the Ionian to set up a position as the last road block for the Western Triple, with the expectation that it won't last.**

**As for Chris and Nicholas, they seem to badly need a new diplomatic direction in this game. It's not too late yet, but it will be soon.**

### **Fall 1903 Results**

**Austria:** F Albania Supports F Greece - Ionian Sea, A Rumania - Galicia, A Serbia - Bulgaria, A Trieste - Tyrolia, ~~A Vienna - Trieste~~ (\*Dislodged\*, retreat to Budapest or OTB).

**England:** F Belgium - English Channel (\*Bounce\*), A Livonia - Moscow, F North Sea - English Channel (\*Bounce\*), A Norway Supports A St Petersburg, F Norwegian Sea Supports A Norway, A St Petersburg Supports A Livonia - Moscow.

**France:** A Burgundy - Munich (\*Fails\*), A Gascony - Spain, F Gulf of Lyon - Tyrrhenian Sea (\*Bounce\*), F Mid-Atlantic Ocean - Western Mediterranean, A Tyrolia - Vienna.

**Germany:** A Berlin - Kiel (\*Bounce\*), A Denmark - Kiel (\*Bounce\*), A Munich - Silesia (\*Fails\*), A Prussia - Warsaw (\*Bounce\*), F Sweden - Baltic Sea (\*Fails\*).

**Italy:** A Bohemia Supports A Tyrolia - Vienna, ~~F Ionian Sea Supports F Greece - Albania~~ (\*Dislodged\*, retreat to Eastern Mediterranean or Adriatic Sea or Apulia or Naples or OTB), A Silesia - Warsaw (\*Bounce\*),

F Tunis - Tyrrhenian Sea (\*Bounce\*), A Venice - Trieste (\*Bounce\*).

**Russia:** F Baltic Sea Supports A Moscow - Livonia (\*Cut\*), A Moscow - Livonia (\*Dislodged\*, retreat to Ukraine or OTB), A Warsaw Supports A Moscow - Livonia (\*Cut\*).

**Turkey:** F Aegean Sea Supports F Greece - Ionian Sea, A Armenia - Sevastopol, F Black Sea Supports A Armenia - Sevastopol, A Bulgaria - Greece, F Greece - Ionian Sea.



### Autumn 1903 Results

**Austria:** Retreat A Vienna-OTB.. Has F Albania, A Bulgaria, A Galicia, A Tyrolia.

**England:** Has F Belgium, A Moscow, F North Sea, A Norway, F Norwegian Sea, A St Petersburg.

**France:** Has A Burgundy, F Gulf of Lyon, A Spain, A Vienna, F Western Mediterranean.

**Germany:** Has A Berlin, A Denmark, A Munich, A Prussia, F Sweden.

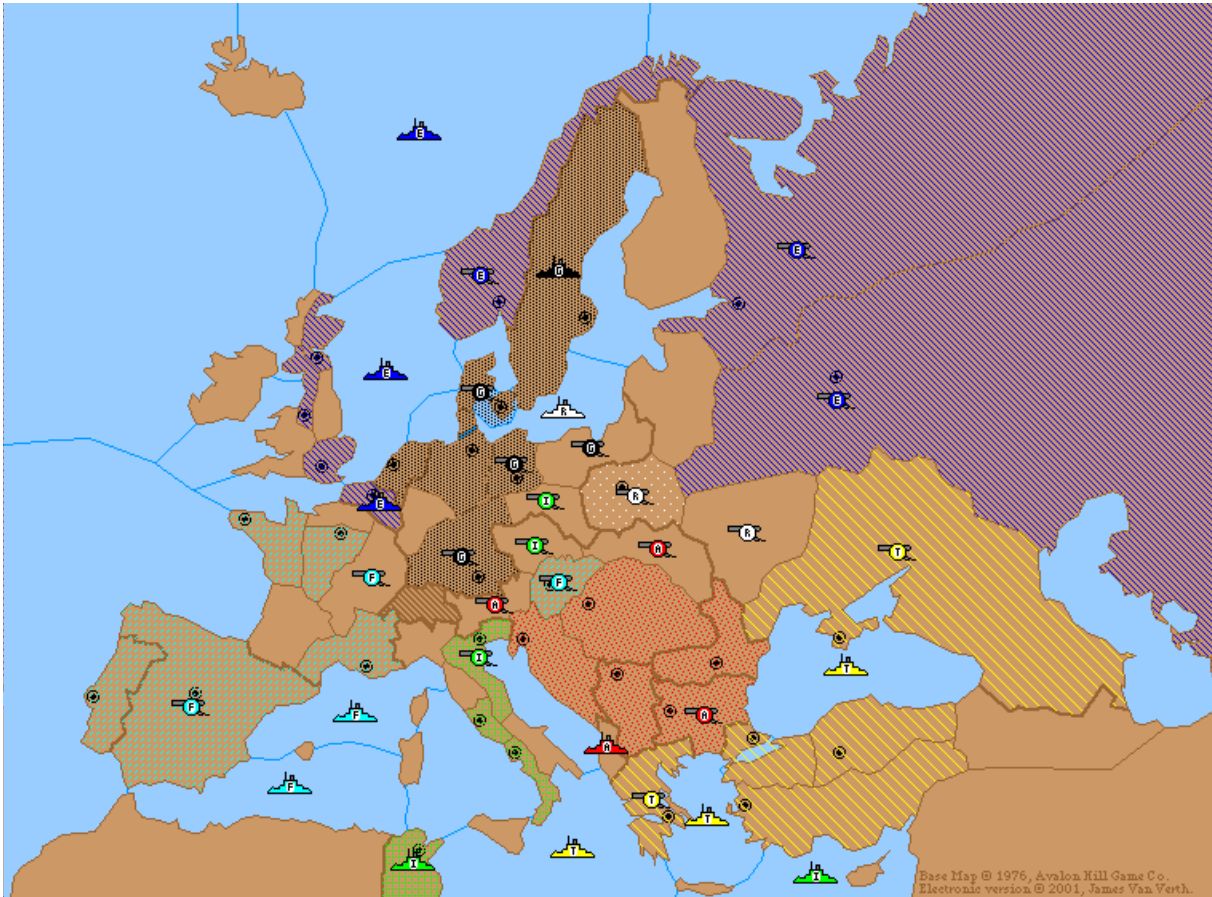
**Italy:** Retreat F Ionian Sea - Eastern Mediterranean... Has A Bohemia, F Eastern Mediterranean, A Silesia, F Tunis, A Venice.

**Russia:** Retreat A Moscow - Ukraine.. Has F Baltic Sea, A Ukraine, A Warsaw.

**Turkey:** Has F Aegean Sea, F Black Sea, A Greece, F Ionian Sea, A Sevastopol.

### Supply Center Chart

|          |   |
|----------|---|
| Austria: | Budapest, Bulgaria, Rumania, Serbia, Trieste=5, Build 1                         |
| England: | Belgium, Edinburgh, Liverpool, London, Moscow, Norway, St Petersburg=7, Build 1 |
| France:  | Brest, Marseilles, Paris, Portugal, Spain, Vienna=6, Build 1                    |
| Germany: | Berlin, Denmark, Holland, Kiel, Munich, Sweden=6, Build 1                       |
| Italy:   | Naples, Rome, Tunis, Venice=4, Remove 1   |
| Russia:  | Warsaw=1, Remove 2  |
| Turkey:  | Ankara, Constantinople, Greece, Sevastopol, Smyrna=5, Even                      |



## PRESS

From Silesia To Warsaw:



### **opportunistic**

ˈɒpətjuːˈnɪstɪk/

*adjective*

1. exploiting immediate opportunities, especially regardless of planning or principle.

"an opportunistic political lightweight"

○ ECOLOGY

(of a plant or animal) able to spread quickly in a previously unexploited habitat.

"opportunistic populations colonizing new substrates"

○ MEDICINE

(of a microorganism or an infection

caused by it) affecting patients only or chiefly when the immune system is depressed.



## Fall and Autumn 1903 Commentary:

### Commentators by Typeface:

**Rick Desper**

*Christopher Martin*

**Jack McHugh**

*A Western Triple featuring Edi Birsan is a fearsome thing. I've been on both sides of it and all I can say is you have to be just about perfect to defend against it, and he's very very good at managing the needs of the other players, so talking them into turning on him / each other is almost impossible.*

*Here we see that play out. Chris's Italy, given no good choices, decides to get on the W3 bandwagon, putting Goff in Vienna and taking the aggressive retreat to the Eastern Med. Conrad's Germany builds, finally regaining his home SCs. And Doug's Russia is down to his final center through - as has been noted more than once - no fault of his own.*

*Nicolas and Tanya are in a world of hurt, and while Tanya less so at the moment than Nicolas, it is really only a matter of time, and a question of what the West wants in the endgame. The fall of Moscow means Tanya's growth is finished, unless it is through Nicolas. Nicolas taking Bulgaria means Tanya doesn't build, increasing the pain of the fleet in the Eastern Med. Another Austrian army is probably better than another Turkish Fleet at this point, as far as that goes, but that is small comfort.*

*Chris will remove the army in Silesia almost certainly. His usefulness to Goff continues but it his two fleets that really matter. Goff might play aggressively next turn, where he convoys to Tuscany and gets support to the TYS in the Spring (which suggests he may build another fleet in Brest as a counter to Edi's growth), rendering Tanya's ability to convoy to Naples moot. Or he might play it closer to the vest considering that Conrad & Edi could now roll into France with numbers.*

*Conrad builds an Army, though he'd like a fleet. It is hard to imagine him getting "permission" to do that at this point, so if he does that will signal a real change in the alliance structure in the west.*

*Tanya and Nicolas have to hope for something to change, or E/F/G will roll right through them.*

**The resurrection of Conrad's Germany is complete. I hope he solos.**

**Italy seems to have joined the Western Triple, making it a Western Quad. You might think one of Goffy's neighbors would be hostile to him. If you think so, you're underestimating him.**

**Doug is reduced to just Warsaw, which he cannot hold against The Quad.**

**A/T are down to 10 SCs, which isn't really enough to resist anything. But Tanya can probably hold out and wait for the Quad to fracture.**

**I don't really think Goff entered this game to demonstrate just how he can carebear with all of his neighbors to invade Turkey. Something will change, and soon. Edi is pretty much out of interesting things to do.**

**Feels like Conrad will be the power broker here. After all, had E&F wanted to squish G, they could have done so already. So I would guess one of the two is keeping Conrad around to help attack the other. Also, my money would be on Goffy being the Man With The Plan.**

*I agree with most of what my fellow commentators have been saying. I side with Rick on Tanya's Turkey, I disagree with Chris who keeps acting as if Austria and Turkey are tied at the hip to each other. Yes, they have been working together but clearly Turkey is in a much better position due to the geography of the board.*

*As I said before, a large part of Turkey's early development is dictated by her restricted access to the rest of the board. This disadvantage is now an advantage as Tanya is equally hard to get to as it was for her to get to the rest of the board. I agree with Rick, she can wait for Western Triple (or Quadruple if you count Italy) to fall apart.*

*Conrad's Germany is back, but to what end? He is still surrounded by all the other players save Turkey. As Rick points out he lives at the sufferance of his "allies" England and France. There is nowhere for Conrad to go at that this point.*

*Actually the same can be said of France and England - they have reached the geographical and political end*

of this Western Triple. As both Chris and Rick point out, Chris' Italy has decided to join with the Western Triple and help himself to some of Nicholas' Austrian centers. Not that Italy had much of a choice, with three French units facing him and no pressure on France from anywhere, the writing on the wall was plain to see. Italy's only hope is to help himself to some Austrian dots and hope to keep being useful to France or Turkey.

I do think we are nearing the end of the beginning as one power is just about out--Doug's Russia, who the brunt of the Western Triple--and another is big trouble--Nicholas' Austria, who is stuck between two power, Italy and Turkey desperate for centers, with no allies--so we will soon be down to five powers with two clear riders (France and England) and two horses (Italy and Germany) with one power maneuvering on the outside for position (Turkey).

### Winter 1903 Results



**Austria:** Build A Budapest..Has F Albania, A Budapest, A Bulgaria, A Galicia, A Tyrolia.

**England:** Build A Edinburgh.. Has F Belgium, A Edinburgh, A Moscow, F North Sea, A Norway, F Norwegian Sea, A St Petersburg.

**France:** Build A Marseilles..Has A Burgundy, F Gulf of Lyon, A Marseilles, A Spain, A Vienna, F Western Mediterranean.

**Germany:** Build A Kiel..Has A Berlin, A Denmark, A Kiel, A Munich, A Prussia, F Sweden.

**Italy:** Remove A Silesia..Has A Bohemia, F Eastern Mediterranean, F Tunis, A Venice.

**Russia:** Remove F Baltic Sea, A Ukraine..Has A Warsaw.

**Turkey:** Has F Aegean Sea, F Black Sea, A Greece, F Ionian Sea, A Sevastopol.

## Winter 1903 Commentary:

### Commentators by Typeface:

**Rick Desper**

Christopher Martin

Jack McHugh

*No real surprises here with this Winter turn. As my fellow commentator Chris called it, Conrad's Germany goes with A Kie. Russia keeps his last center with A War. France builds an A Mar which is bad news, although not completely unexpected since the alternative is to take one of his two Western allies in England or Germany.*

*Next year we should finally see France do something beyond shuffling in and out of the Med and Iberia in the south. Most likely an attack on Italy. This is good news for Turkey as Tanya can concentrate on Austria.*

*Conversely this is bad news for both Italy and Austria. Turkey holds them off in the south as the Western alliance bears down on them from the north and west.*

*The only thing to note here beyond what Jack has said above is that Goff's build limits his ability to engage with Edi in England, while the same is not true of Edi's build in Edi (Which I know is his preferred build location when playing England). Before Goff can really engage further east he must be concerned about Bel -> Eng + Edi -> Bel + Mun -> Bur + Kie -> Ruh; H has to be concerned about it, but I'd be surprised to see it happen. Edi Birsan and Goff are both long-game players, and the chance to move some pieces around without upsetting anyone new is right up their alley.*

*Frankly, I wouldn't be surprised to see this go 11/11/11/1 with Tanya on the one - I've done it with Edi, and in a demo game like this, it would be just like him to demonstrate that geography isn't always destiny.*

**Neptune is pissed.**

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## Xenogotic: Pass in Review

### Summer 2018 Book Reviews and a Few Digressions

By Larry Peery (with a kow tow to Fang Zheng)

Note: Items are rated on a five point (one low, five high) scale in two areas: content and style. Books are recommended using a three star rosette system with @@@ being a purchase (for your library) and read, @@ being a borrow (from a friend or library) and read, @ being a pass.

#### Introduction

Usually summertime is a time when most readers are looking for something light and easy to read at the beach, on the balcony, or on the patio. Well, if that's what you're looking for perhaps you should consider turning to Part B of my summer reviews; which will be published soon in a forthcoming issue of The Diplomatic Pouch; and features no less than ten biographies of some pretty remarkable people.

Here my first three selections all have a Germanic theme of some kind. The first deals with the grand strategy of the Hapsburg Empire which will appeal to two groups of

Dippers: those who have been frustrated playing Austria by their inability to create a winning grand strategy; and those who will be amazed to discover that the Hapsburgs even did have a grand strategy to hold their vast and diversified empire together. My second choice, if I had to describe it in one word, would be a depressing one. It's the story of the history and legacy of the German Jews and the Great War. Still, it's an important subject that needed attention so the book is worth reading. I confess, my favorite of the three is the third one; which tells the story of the struggle between Britain and Germany over the Heligoland --- island and bay --- that included two naval battles in WWI and one aerial battle in WWII. I enjoyed the book tremendously but I was amazed at where my mind went after reading it. More on that below.

This has been a year when stories with diplomatic over- and under-tones about Asia have filled the media; and by coincidence I have no less than five books for you



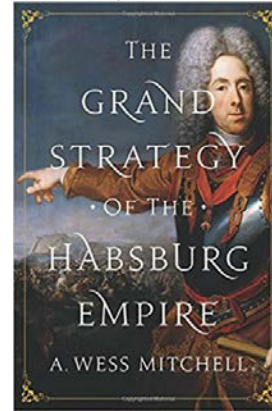
that deal with Asia in one way or another. If you haven't read a translation of Sun Tzu's classic *The Art of War* lately (say in the last fifty years or so) I suggest you try this one and; while you're at it; read a short essay that applies some of that inscrutable Chinese wisdom to modern geopolitical geography. The Chinese have been trying to escape Western domination for a long time; and I've included yet another story of that effort. Personally, looking back after studying China's history for over fifty years I've come to realize that, for me, it was really a simple story. The battle between the Old China and the New China climaxed in 1963 in a conflict that was fought on two fronts: In Beijing, Mao was trying to force the Chinese onto a new path and they were resisting fiercely. In Hollywood, Samuel Bronston and Nicholas Ray were making a movie called "Fifty Five Days at Peking" with Charlton Heston as a one-man army trying to keep the bad guys out of town while he won the leading lady's heart. The end result: a victory for the geographers who finally got to rewrite the maps to show Peking was really Beijing. My last two choices are very much about contemporary China, although the first manages to link China's past to the present and future and how that may effect America's interests in the country. Last, I have a book so new it hasn't even been officially published yet, although everybody is already talking about it. There must be a lot of pre-publication comp copies floating around online. If you enjoyed reading *The Pentagon Papers* or *The Warren Report* than you'll enjoy *The 2020 Commission Report on the North Korean Nuclear Attacks Against the United States: A Speculative Novel*. Whether it's a novel, futurology, or history only time will tell.

The last three books on my list all deal, in one or another, with the dip portion of my dip&DIP concept, but each offers some serious brain food for the thinking Diplomacy player. Charles W. Freeman, Jr., one of America's most highly-respected professional diplomats, recently gave a series of three lectures which; I am sure; will eventually appear in book form. They deal with diplomacy, strategy, tactics and risk-management; and they're filled with lessons for Diplomacy players as well as diplomats-to-be. Niall Ferguson, successor-in-waiting to Henry Kissinger, has another best-selling book with a catchy title that manages to link Freemasons and Facebook users: an intriguing thought if there ever was one. Finally, the idea of speeding up to be late is a thought that boggles my mind; and that reaction came after I skimmed (quickly) the book!

As a bonus item I've included a little blurb on a recently closed art show called *The Art of Diplomacy*; which was organized by the Sister Cities project, something I strongly support. At first glance it doesn't have anything to do with being a book or the game Diplomacy; which is why I found it appealing. It's a change of a pace and that's something I think diplomacy and Diplomacy need

right now. Badly. Take a look and see if you agree with me.

### THE GRAND STRATEGY OF THE HAPSBURG EMPIRE; BY A. WESS MITCHELL (2018)



3/3, @@

#### The Habsburg Empire's grand strategy for outmaneuvering and outlasting stronger rivals in a complicated geopolitical world

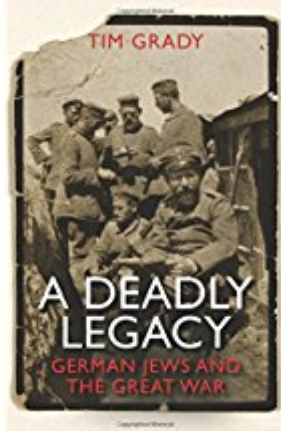
The Habsburg Empire of Austria (not to be confused with the Hapsburg Empire of Spain) is one of the few empires in history to have lasted more than a thousand years: a fact much noted by its few fans and most often ignored by everyone else. This is the story of how it did it. The author calls it a "grand strategy". Others might call it an accident.

(SPOILER ALERT) Unfortunately Mitchell ends his story with the Austro-Prussian War of 1866, just when things were getting interesting. I suspect that he did it for two reasons: 1) the publisher had a fit because the book was already over 600 pages; and/or 2) the publisher realized a second volume would be even more profitable than the first.

Certainly there are lessons here for the Diplomacy player: the importance of time in the game, dividing ones enemies, concentrating forces for maximum gain, and cutting losses when necessary are all sound precepts for a Dipper. Perhaps most important, the book writes about the importance of adaptive statecraft --- a concept that may seem foreign to many Dippers who are used to playing the same old game DipCon after DipCon.

Before reading the book check out the author's wiki bio. It's quite impressive. Here's an American academic who is fluent in German, interested in imperial German history, and a professional diplomat to boot. With qualifications like that and a book like this Mitchell may be on his way to being the next Niall Ferguson (who wants to be the next Henry Kissinger wannabe) wannabe.

**A DEADLY LEGACY: GERMAN JEWS AND THE GREAT WAR; by Tim Grady (2018)**



3/3/, @@

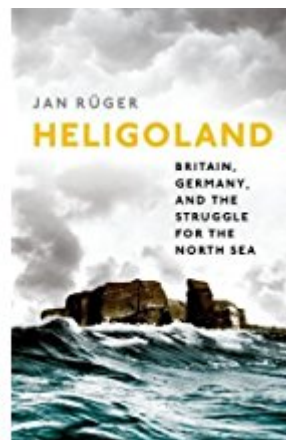
As I wrote earlier this is a depressing book. Even more, it is a sad book. When you think about those 12,000 German Jews who died in the service of the Empire you can't help to wonder how many of them might have done great things had they lived.

This book is the first to offer a full account of the varied contributions of German Jews to Imperial Germany's endeavors during the Great War. Historian Tim Grady (who is neither German nor Jewish as far as I can tell) examines the efforts of the 100,000 Jewish soldiers who served in the German military (12,000 of whom died), as well as the various activities Jewish communities supported at home, such as raising funds for the war effort and securing vital food supplies. However, Grady's research goes much deeper: he shows that German Jews were never at the periphery of Germany's warfare, but were in fact heavily involved.

The author finds that many German Jews were committed to the same brutal and destructive war that other Germans endorsed, and he discusses how the conflict was in many ways lived by both groups alike. What none could have foreseen was the dangerous legacy they created together, a legacy that enabled Hitler's rise to power and planted the seeds of the Holocaust to come.

Still, the book leaves me with a big question: why didn't a German Jew write it?

**HELIGOLAND: BRITAIN, GERMANY AND THE STRUGGLE FOR THE NORTH SEA; by Jan R ger (2017)**



5/4, \*\*

"On 18 April 1947, British forces set off the largest non-nuclear explosion in history. The target was a small island in the North Sea, thirty miles off the German coast, which for generations had stood as a symbol of Anglo-German conflict: Heligoland.

A long tradition of rivalry was to come to an end here, in the ruins of Hitler's island fortress. Pressed as to why it was not prepared to give Heligoland back, the British government declared that the island represented everything that was wrong with the Germans: "If any tradition was worth breaking, and if any sentiment was worth changing, then the German sentiment about Heligoland was such a one."

Drawing on a wide range of archival material, Jan R ger explores how Britain and Germany have collided and collaborated in this North Sea enclave. For much of the nineteenth century, this was Britain's smallest colony, an inconvenient and notoriously discontented outpost at the edge of Europe. Situated at the fault line between imperial and national histories, the island became a metaphor for Anglo-German rivalry once Germany acquired it in 1890. Turned into a naval stronghold under the Kaiser and again under Hitler, it was fought over in both world wars. Heavy bombardment by the Allies reduced it to ruins, until the Royal Navy re-took it in May 1945. Returned to West Germany in 1952, it became a showpiece of reconciliation, but one that continues to bear the scars of the twentieth century.

Tracing this rich history of contact and conflict from the Napoleonic Wars to the Cold War, Heligoland brings to life a fascinating microcosm of the Anglo-German relationship. For generations this cliff-bound island expressed a German will to bully and battle Britain; and it mirrored a British determination to prevent Germany from establishing hegemony on the Continent. Caught in between were the Heligolandians and those involved with them: spies and smugglers, poets and painters, sailors

and soldiers.

Heligoland is the compelling story of a relationship which has defined modern Europe.” But it is more than that. And that’s worth a detour in our review.

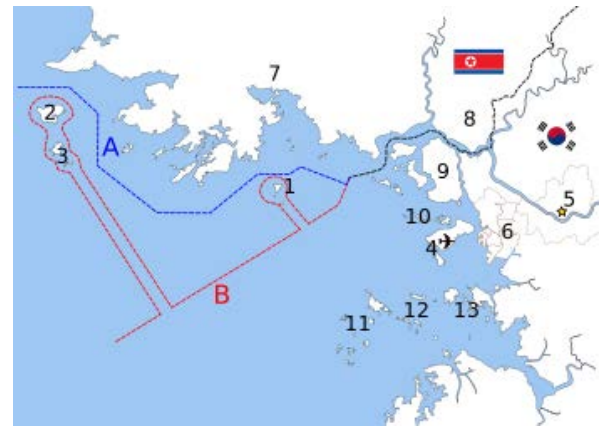
The Heligoland Bight is the bay at the mouth of the Elbe River. In that Bay, about thirty miles off the coast, sits Heligoland, the populated island with a small harbor; and a second, unpopulated island which serves as the local airport. Yes, that long, skinny tail on the map is the airport runway!



Coordinates: [54°10'57"N 7°53'07"E](#)

Take a good luck at that island on a Google or Bing map.

The main Heligoland Island covers approximately 448 sq. acres or .7 square miles, and has a population of about 1,400. Riker's Island in New York City covers an area of 413 acres and had a population of over 5,000 prisoners at its maximum. Governor's Island, also in New York, covers 172 acres and Vatican City covers 107 acres with about 800 residents. In comparison, the Ile de Cite in Paris covers about 35 acres and has a population of about 500 (not counting the jail).



Coordinate 37° 40' 0" N, 125° 41' 47" E

Now take a good look at this map, the island of Yeonpyeong and the surrounding estuary area on a Google or Bing map.

Yeonpyeong Island covers 2.81 sq. miles and has a population of 1,780 (plus additional military personnel).

Comparing Heligoland Island's history with Germany and Britain as Rugen tells it with the history of Yeonpyeong-myeon history with South and North Korea as you can read here [https://www.ncnk.org/sites/default/files/issue-briefs/NCNK\\_Issue\\_Brief\\_NLL\\_September\\_2011.pdf](https://www.ncnk.org/sites/default/files/issue-briefs/NCNK_Issue_Brief_NLL_September_2011.pdf) isn't as far a reach as you might think. I found it fascinating.

You may, for instance, remember the Bombardment of Yeonpyeong Island incident in 2010 which you can read about here [https://en.wikipedia.org/wiki/Bombardment\\_of\\_Yeonpyeong](https://en.wikipedia.org/wiki/Bombardment_of_Yeonpyeong). And most Dippers of a certain age have heard the story of MacArthur's landing at Incheon across the bay,



but that wasn't the first time the United States invaded Korea in this area.

The story goes back even further. Did you know, for instance, that the U.S. Navy sent three warships to invade Korea in 1871. Here's the wiki-based story on that:



Ganghwa Island, also known as Ganghwado, is a South Korean island in the estuary of the Han River. It lies in the Yellow Sea off Korea's west coast, separated from Gimpo on the South Korean mainland by a narrow channel spanned by two bridges and from Kaesong in North Korea by the main channel of the Han River. Yeonpyong Island is one of the three on the left of the map, below the dotted line.

Ganghwa Island is strategically located, controlling access to the river which runs through the former Joseon and present South Korean capital Seoul, a city of 20 million-plus people. Its fortifications were repeatedly attacked during the 19<sup>th</sup> century. With an area of 116.8 sq. miles, it now constitutes part of the city of Incheon. It has a population of 65,500 people.

#### **Invasion of Korea by the three U.S. warships in 1871**

"In 1866, the *General Sherman* arrived at Pyongyang through the Daedong River. The owner of this ship was American, but the ship's captain was Danish, and crews were Chinese and British. One of them was pastor Thomas, who was traveling for missionary work to Joseon. Initially, Pyongyang governor Park Gyu-su, who was Park Ji-won's grandson, informed about his refusal of the trade and advised them to go back.

Some people of Pyongyang provided pork and chicken to them, even ignoring the kidnapping Lee Ik-Hyun, a Joseon soldier who had shoot a cannon at the boat, killing 7. Citizens and Park were furious. Park ordered to open fire on the ship. The *General Sherman* and all the crew was burned.(Yes, that's the original wiki text.)

In 1871, America finally decided on an expedition to Joseon to open a port. America ordered the Joseon expedition to Asia under fleet commander Rogers.

On June 1, American forces forced navigation of the Ganghwa strait. When the fleet arrived at Sondolmok, it was attacked by a Ganghwa artillery unit.

American forces scorched Chojjin Fort and destroyed it with naval gunfire. And then the American army took over Deokjinjin Fort on June 11, finally conducted Gwangseongbo operation. After an hour of shelling land and water at the same time, American army captured and took over Gwangseongbo.

During the fighting the lost 3 soldiers killed in battle and 10 wounded. Joseon losses were 350 killed in battle and 20 wounded.

After the battle the King erected monuments in each region of the whole country that said, "If you don't fight against the western barbarians, it means you negotiate for peace. And that is selling our country." In addition, he strengthened the nation's isolationist policy." --- from wiki

The monument in Ganghwa, site of the battle, is a bit different. It is called "Monument of the sea", and carved on the front is the line, "I am guarding the sea gate, thus foreign ships cannot pass." There is a bullet mark on it that remains to this day. Nobody knows where it came from.

Eventually the Japanese occupied Korea and after World War II Korea was divided into two parts, roughly along the 38<sup>th</sup> Parallel. Then came the long Korean War between the North and its allies China and Russia; and the South and its fifty-five allies from all over the world. Again a stalemate ended in a division of the peninsula along an artificial boundary drawn by an American colonel on a National Geographic map.

Times are beginning to change in Korea, just as they did in Germany nearly thirty years ago. Germany reunified peacefully and Koreans, at least in the South, took note. It was as early as 1994 that the first dialogue took place between diplomats, politicians and historians of the newly unified Germany and the South Koreans on how Germany did it. Did the South Koreans learn anything? Were the North Koreans listening? Learn more about that here:

<http://www.dw.com/en/germany-to-offer-south-korea-tips-on-reunification/a-17954420>

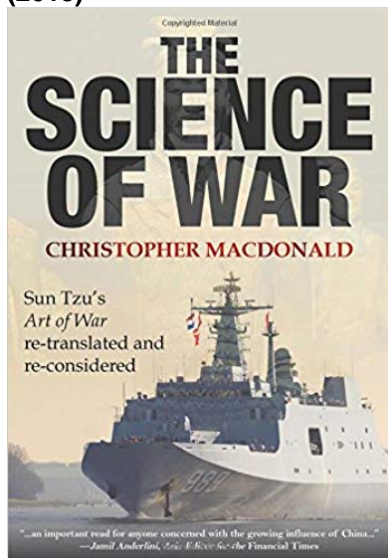
<https://www.38north.org/2016/11/rfrank110316/> The  
Unification Cases of Germany and Korea: A  
Dangerous Comparison (Part 1 of 2)

*Interestingly, the Germans seem far more skeptical about the possibilities of such an event as do the Koreans. Could it be that the West is failing to understand the depth of the Korean desire for reunification?*

<https://www.38north.org/2016/12/rfrank120816/> (Part 2  
of 2)

*One of the ironies of reviewing history books is that so often they end with the thought, "Only time will tell..." After all, what is history except time?*

THE SCIENCE OF WAR; by Christopher MacDonald  
(2018)



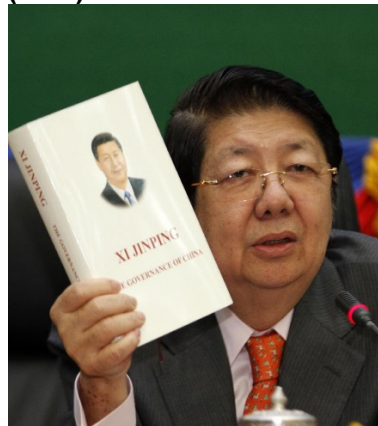
4/4, @@

“ In *The Science of War*, Christopher MacDonald tells how those principles and teachings first crystallized into the Sun Tzu treatise *The Art of War* and how they guide China's military and political leaders to this day. Supported by a masterly new translation of Sun Tzu's classic, MacDonald analyses what the application of that ancient system of thought bodes for military strategy in the region.

A thoughtful, fluid translation that highlights the clarity of Sun Tzu's insights on conflict and grand strategy. MacDonald's introduction to the Sun Tzu offers fascinating context on the textual origin of Sun Tzu's military classic, the biographical evidence for "Sun Tzu" and the use of Sun Tzu's tactics in military campaigns through history. Especially illuminating is the author's analysis on Sun Tzu's influence on the strategic thinking of the PRC in relation to Taiwan.” --- from the publisher.

Sun Tzu is like Chinese food --- he always leaves you hungry for more, even when you haven't digested what's on your plate.

THE MANY PROVERBS OF CHINESE DIPLOMACY:  
THE SEVEN TIMES ANCIENT WISDOM MET WITH  
MODERN GEOPOLITICS; an essay by Lee Ferran  
(2018)



3/3, @@

<http://www.realclearlife.com/politics/many-proverbs-chinese-diplomacy/>

This brief essay takes some samples from classic Chinese proverbs relating to diplomacy and suggests how they might be used to understand modern Chinese diplomacy . Anyone familiar with the writings of the Chinese classics on geopolitical and military matters who has read the writings of Xi on these subjects can see that the words of today echo the words of the ancients, if not always their actions.



“Tell me, Mario: what exactly don't you understand about the word digression?” ☺

Here's an example of what it takes to carry on a Diplomacy-related dialogue between an American hobby relic and a Chinese hobby mandarin-on-the-Go!

Greetings!

While we are patiently waiting for Baron's recovery --- What else can we do since he's the patient? --- I have a statement/question I'd like your opinion on. At this point I am mainly interested in your comments on the statement. However, if you want to respond please do.

Statement: Every armchair gamer has a favorite general, but not every folding chair Dipper has a favorite diplomat.

Do you agree? Yes or No. Why?

Optional question: If you do have a favorite diplomat who is it? Why?

If I get some good feedback I'll expand the poll and discussion.

/s/ Larry Peery

Please explain what you mean.

/s/ Fang Zheng

Hej, Fang!

Nothing profound in that line, just a bit of history.

The reference is to two of the three kinds of chairs that have been in common use (at least in the western world) in the last hundred and fifty years or so.

Way back when arm chairs were usually reserved for guests or important people. Kids and such sat on stools. They had a high back and arm rests, hence the name. Those would have been used by the first serious war gamers, hence the reference to favorite generals, who were students and teachers at the various war colleges (Naval College, War College, and the military academies). Those schools had pretty sophisticated war games even before WWI. Right up until 1940 the US Navy War College had a big table-top (sort of like your map board only about 10 times larger) exercise every year. It lasted a week or so and involved a hundred people. There were usually two favorite scenarios: an attack on the Panama Canal and an attack on Pearl Harbor. Panama was the favorite with the gamers and the Navy's top strategists. These officers in training usually had favorite generals and admirals based on our Revolutionary and Civil Wars. They tended to follow regional lines. Students from the southern states wanted to be Robert E. Lee or Stonewall Jackson, although Jackson was everybody's favorite general. Popular admirals were John Paul Jones and Farragut. Of course the British admirals were popular, the French less so, and I doubt if anybody had heard of Zheng He, Yi Sun-Sin or Togo early on, although Yamamoto had fans in the US Navy even during WWII.

Folding chairs have been around a long time and are known for being able to fold (save storage space), not having any arm rests, and being uncomfortable after more than 30 minutes. Eventually they had built-in pads and that made them more tolerable. They were popular with schools, churches, meeting halls, etc. and

eventually replaced benches. They are still used in many places because they are cheap. You can buy one for \$20 or so. Many of the early DipCons were held in schools and used folding chairs and tables. Hence the reference to folding chairs Dippers. Interestingly, real diplomats (e.g. Americans, anyway) tend to sit on the floor and avoid chairs and couches except in formal meetings. If they're sitting on the floor, eating pizza and drinking Pepsi that means they are seriously working --- often as long as 18 hours a day. This was common in Vienna during the talks with Iran a few years ago. I have some great photos of John Kerry, our Secretary of State, (who is a very rich man married to an even richer woman). sitting on the floor eating pizza with his hands and sauce running down his nice white shirt and tie.

The second point here is that most Diplomacy players don't tend to admire real diplomats the way war gamers admire their favorite admirals and generals. In the USA in recent years we've had two famous diplomats: George C. Marshall (who was a general in WWII) and Henry Kissinger (who very few people admire). China's equivalent would be Chou and Wang, I suppose, although I think Q. Qing was a better professional diplomat.

In the last thirty-years or so (maybe forty) folding chairs have been replaced by stackable chairs. I'm sure you've seen them. They cost more to buy but they have advantages: they last longer, they are stronger, they take up less space when stored, and then can be set up and put away more quickly. Most hotels, colleges, and churches have them now.

So those were my thoughts (conscious or otherwise) when I wrote that line. Besides, I thought it sounded good. :-)

OK, back to work.

Nice explanation. Now I get what you mean to say.

Just like you mentioned, war-gamers usually have their favorite generals while most diplomacy players don't have real diplomats who they admire. Why?

I racked my brains and found my answer as following,

Serious wargames tries a lot to simulate real wars. Based on that war-gamers are(or they believe they are) playing generals' roles when they play. However, as a dipper, we seldom have a strong feeling that we are playing the role of real diplomats because everyone knows, that not like wargames, diplomacy game's first priority is not to simulate a real diplomacy situation. Instead, diplomacy game is rather abstract, with simple rules, simple game board but rich interactions among players.



From another perspective, you need to act like a good general to win a wargame (including Good luck). But you don't need to be a good diplomat to win a diplomacy game. After all real diplomat's work is far different from playing diplomacy game on a board.

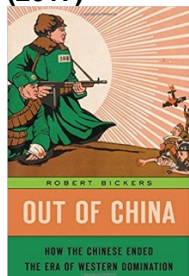
Wargames are mostly history simulation based which force players to learn history and famous history generals. On the other hand, we don't need to learn history to play a diplomacy game.

In a word, the game design and game philosophy of wargames brings a strong feeling-connection between wargamers and historical generals and drives wargamers to learn from history and real general.

Just some fast thoughts as an outsider.

Best,  
Fang

**OUT OF CHINA: HOW THE CHINESE ENDED THE ERA OF WESTERN DOMINATION; by Robert Bickers (2017)**



3/3, @@

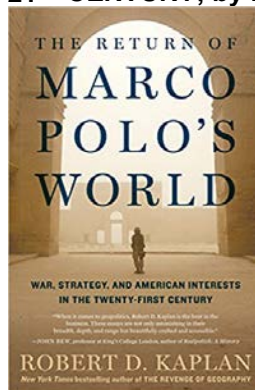
"Nationalism matters in China, and what matters in China matters to everyone. China's new nationalism, Robert Bickers shows, is rooted not in its present power but in shameful memories of its former weaknesses. Invaded, humiliated, and looted in the nineteenth and twentieth centuries by foreign powers, China looks out at the twenty-first century through the lens of the past. History matters deeply to Beijing's current rulers, and *Out of China* explains why.

Bickers tracks the long, often agonizing process by which the Chinese regained control of their own country. He describes the corrupt, lurid modernity of prewar Shanghai, the often tiny patches of extraterritorial land controlled by foreign powers, the entrepôts of Hong Kong and Macao, and the myriad means—through armed threats, technology, and legal chicanery—by which China was kept subservient until, gradually, it emerged from Western control. This plural and partial subjugation of China is a story that involves not only European powers and Japan but also the United States.

This complex history must be grasped not to atone for the sins of the past but to recognize China's internationalized landscapes with all their contradictions, violence, cosmopolitanism, and ambitions. The story of the foreign presence in China in the nineteenth and twentieth centuries is too important to be left in the hands of the Chinese party-state and its approved script. *Out of China* is essential reading for anyone wishing to understand what shapes China's view of the world in the twenty-first century." --- from the publisher.

While much of what Bickers has written is correct; I still take issue with his basic premise. I don't happen to believe that China's people or government today are particularly interested in their past (especially the very old and the very young ones). I suggest they are both more interested in what they've always been interested in: getting on with their lives and leaving a bigger life to those who will follow. All you have to do is go to Beijing and walk around the Forbidden City, --- over-flowing with foreign tourists and bumpkins from the villages the locals will tell you (Keep in mind that only 15% of the population of Beijing today was actually born there or has the highly-desired local permanent resident status.); --- and then walk through the fast-disappearing hutongs, filled with ex-patriot residents willing to pay outrageous rents and curious tourist; --- to see where it's at. Then, take a walk through the underground subway/tunnel system Beijing where a million residents live in the old bomb shelters built in Mao's time because they can't afford anything better. And finally, come up to the surface and go out to the Olympics Park area surrounded by row after row of new, modern high-rise apartment buildings that are empty because no one can afford to live in them. Still, money cannot sit idle in a bank that might collapse tomorrow. Better to invest it in real estate and hope for that 25% return your parents' claim they made when times were good, but what they don't tell you is how much they lost when times were bad. That's the dream of China for tomorrow, not the nightmare of the past.

**RETURN OF MARCO POLO'S WORLD: WAR, STRATEGY AND AMERICAN INTERESTS IN THE 21<sup>ST</sup> CENTURY; by Robert D. Kaplan (2018)**



4/4, @@

**A bracing assessment of U.S. foreign policy and world disorder over the past two decades, anchored by a major new Pentagon-commissioned essay—from the renowned geopolitical analyst and bestselling author of *The Revenge of Geography* and *The Coming Anarchy*.**

**“Elegant and humane . . . [a] prophecy from an observer with a depressingly accurate record of predictions.”—Bret Stephens, *The New York Times Book Review***

“In the late thirteenth century, Marco Polo began a decades-long trek from Venice to China. The strength of that Silk Road—the trade route between Europe and Asia—was a foundation of Kublai Khan’s sprawling empire. Now, in the early twenty-first century, the Chinese regime has proposed a land-and-maritime Silk Road that duplicates exactly the route Marco Polo traveled.

In the major lead essay, recently released by the Pentagon’s Office of Net Assessment, Robert D. Kaplan lays out a blueprint of the world’s changing power politics that recalls the late thirteenth century. As Europe fractures from changes in culture and migration, Eurasia coheres into a single conflict system. China is constructing a land bridge to Europe. Iran and India are trying to link the oil fields of Central Asia to the Indian Ocean. America’s ability to influence the power balance in Eurasia is declining.”

This is Kaplan’s first collection of essays since his classic *The Coming Anarchy* was published in 2000

**“These essays constitute a truly path breaking, brilliant synthesis and analysis of geographic, political, technological, and economic trends with far-reaching consequences. *The Return of Marco Polo’s World* is another work by Robert D. Kaplan that will be regarded as a classic.”—General David Petraeus (U.S. Army, Ret.)**

Like all collections of essays, Kaplan’s book suffers from the same problem as the others, an uneven level of achievement. Still, he’s a masterful writer writing about things that he knows and that are important, so it’s worth reading.

It strikes me as hypocritical that after all these years of America (and other Westerners) taking advantage of China and the Chinese (and other Asians as well) and not feeling a bit of remorse about it (Well, the continuing presence of so many American missionaries in China

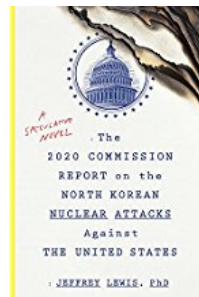
and Korea may dispute that.) we are now screaming bloody murder (or unfair trade practices) when the flip-flop is on the wrong foot.

**THE 2020 COMMISSION REPORT ON THE NORTH KOREAN NUCLEAR ATTACKS AGAINST THE UNITED STATES: A SPECULATIVE NOVEL; by Jeffrey Lewis (2018)**

3/3, @@

To understand what is happening in Korea today we need to know what happened between North Korea, China, Russia, South Korea and the United States back in the late 40s and 50s. We laugh about the Kim dynasty but without understanding the roles of the grandfather, father and son --- and especially their formative years in Russia or Switzerland --- we will not be able to understand how Korea got where it is today and where it might go next.

Kim knows what happened to Gorbachev and he knows what happened to Gaddafi. He’s determined that won’t happen to him. Lewis, who is definitely a man on a mission in this novel, approaches a usually very technical subject (nuclear disarmament) in a very dramatic fashion. Since the early days of the Strategic Arms Limitation Talks; politicians, diplomats and military experts have been trying to rid the world of the reality of nuclear war. It hasn’t happened. Most of us wish it would, but wishes haven’t been able to make it so. Can Lewis make it happen or will his book end up on the shelf covered with dust by next summer alongside copies of previous summer reads like *Dr. Strangelove*, *Fail Safe* and *On the Beach*?



**America lost 1.4 million citizens in the North Korean attacks of March 2020. This is the final, authorized report of the government commission charged with investigating the calamity.**

“The skies over the Korean Peninsula on March 21, 2020, were clear and blue.” So begins this sobering report on the findings of the Commission on the Nuclear Attacks against the United States, established by law by Congress and President Donald J. Trump to investigate the horrific events of the next three days. An independent, bipartisan panel led by nuclear expert Jeffrey Lewis, the commission was charged with finding

and reporting the relevant facts, investigating how the nuclear war began, and determining whether our government was adequately prepared for combating a nuclear adversary and safeguarding U.S. citizens. Did President Trump and his advisers understand North Korean views about nuclear weapons? Did they appreciate the dangers of provoking the country's ruler with social media posts and military exercises? Did the tragic milestones of that fateful month—North Korea's accidental shoot-down of Air Busan flight 411, the retaliatory strike by South Korea, and the tweet that triggered vastly more carnage—inevitably lead to war? Or did America's leaders have the opportunity to avert the greatest calamity in the history of our nation?

Answering these questions will not bring back the lives lost in March 2020. It will not rebuild New York, Washington, or the other cities reduced to rubble. But at the very least, it might prevent a tragedy of this magnitude from occurring again. It is this hope, more than any other that inspired *The 2020 Commission Report*." --- from the publisher.

**FREEMAN'S THREE-PART SERIES ON DIPLOMACY STRATEGY, TACTICS AND RISK-MANAGEMENT: a series of lectures; by Charles W. Freeman, Jr. (2018)**



5/4, @@

Forget Kissinger, Fergusson, Kaplan and Friedman --- if you have to read just one author's work on diplomacy this summer read Freeman! Oh, and don't try to do it at the beach --- you'll fry your brain.

Ever since the first edition of *Diplomat's Dictionary* appeared in 1994; students, scholars and professionals have been using it as a reference book. Now, three books and countless essays and lectures later Freeman could easily and rightfully be called "the thinking man's diplomat".

You can find out more about Ambassador Freeman (USFS Ret.) and his work on his web site at the Watson Institute at Brown University (The temptation to mention Freeman's work in diplomacy in the same article with Jim Burgess's work in Diplomacy --- both at Brown --- is just impossible to resist.) or on his author's page on Amazon.com.

Here I just want to mention a series of three lectures --- now available as essays and, I expect, soon in a book --- on the subject of diplomacy that Freeman gave. They are:

March 19, 2018: [Diplomacy as Strategy: Remarks to the Watson Institute of International and Public Affairs](#)

April 5, 2018: [Diplomacy as Tactics: Remarks to the Watson Institute of International and Public Affairs](#)

April 16, 2018: [Diplomacy as Risk Management: Remarks to the Watson Institute of International and Public Affairs](#)

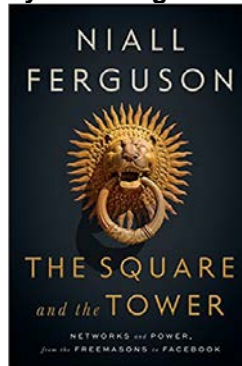
(Those aren't live links but you can find them on the Watson Institute site.)

These three independent, yet connected, lectures on diplomatic doctrine are worthwhile reading for any student or practitioner of diplomacy, or any fan or player of the game of Diplomacy for that matter.

"At its most basic level, diplomacy is the management of foreign relations to reduce risk to the nation while promoting its interests abroad. In this task, diplomacy's success is measured more by what it precludes than by what it achieves. One can never prove that what didn't happen would have happened if one had not done this or that. But, for the most part in foreign affairs, the fewer the surprises and the less the stress, the better." --- Charles W. Freeman, Jr.

"At its most basic level, Diplomacy is the management of a game to reduce the risk to the power being played while promoting its interests abroad. In this task, Diplomacy success is measured more by what it precludes (elimination) than by what it achieves (victory). One can never prove that what didn't happen would have happened if one had not done this or that. But, for the most part in Diplomacy, the fewer the surprises and the less the stress, the better. Unless, of course, you're a player of the caliber of Yann or Cyrille or the temperament of Edi --- in which case success is measured more by what is achieved (victory) than by what it precludes (elimination)." --- C'est peerimoi

**THE SQUARE AND THE TOWER: NETWORKS AND POWER, FROM THE FREEMASONS TO FACEBOOK; by Niall Ferguson (2018)**



4/4, @@



**The instant *New York Times* bestseller.**

**A brilliant recasting of the turning points in world history, including the one we're living through, as a collision between old power hierarchies and new social networks.**

**"Captivating and compelling." —*The New York Times***

**"Niall Ferguson has again written a brilliant book...In 400 pages you will have restocked your mind. Do it." —*The Wall Street Journal***

**"*The Square and the Tower*, in addition to being provocative history, may prove to be a bellwether work of the Internet Age." —*Christian Science Monitor***

"Most history is hierarchical: it's about emperors, presidents, prime ministers and field marshals. It's about states, armies and corporations. It's about orders from on high. Even history "from below" is often about trade unions and workers' parties. But what if that's simply because hierarchical institutions create the archives that historians rely on? What if we are missing the informal, less well documented social networks that are the true sources of power and drivers of change?

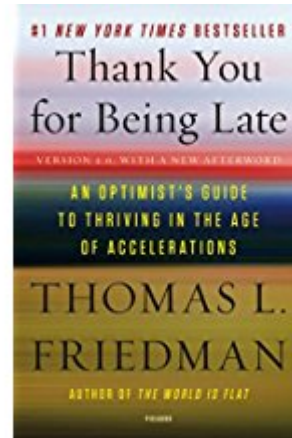
The 21st century has been hailed as the Age of Networks. However, in *The Square and the Tower*, Niall Ferguson argues that networks have always been with us, from the structure of the brain to the food chain, from the family tree to freemasonry. Throughout history, hierarchies housed in high towers have claimed to rule, but often real power has resided in the networks in the town square below. For it is networks that tend to innovate. And it is through networks that revolutionary ideas can contagiously spread. Just because conspiracy theorists like to fantasize about such networks doesn't mean they are not real.

From the cults of ancient Rome to the dynasties of the Renaissance, from the founding fathers to Facebook, *The Square and the Tower* tells the story of the rise, fall and rise of networks, and shows how network theory--concepts such as clustering, degrees of separation, weak ties, contagions and phase transitions--can transform our understanding of both the past and the present.

Just as *The Ascent of Money* put Wall Street into historical perspective, so *The Square and the Tower* does the same for Silicon Valley. And it offers a bold prediction about which hierarchies will withstand this latest wave of network disruption--and which will be toppled." --- From the publisher.

And that just about says it all, leaving me with just one question, "How many Freemasons are fans of Niall Ferguson?"

**THANK YOU FOR BEING LATE: AN OPTIMIST'S GUIDE TO THRIVING IN THE AGE OF ACCELERATIONS; by Thomas L. Friedman (2017), version 2.0**



4/4, @@@

**#1 *New York Times* Bestseller • *Los Angeles Times* Bestseller**

**One of *The Wall Street Journal's* 10 Books to Read Now • One of *Kirkus Reviews's* Best Nonfiction Books of the Year • One of *Publishers Weekly's* Most Anticipated Books of the Year**

**Shortlisted for the OWL Business Book Award and Longlisted for the Financial Times and McKinsey Business Book of the Year Award  
Version 2.0, Updated and Expanded, with a New Afterword**

"We all sense it—something big is going on. You feel it in your workplace. You feel it when you talk to your kids. You can't miss it when you read the newspapers or watch the news. Our lives are being transformed in so many realms all at once—and it is dizzying.

In *Thank You for Being Late*, version 2.0, with a new afterword, Thomas L. Friedman exposes the tectonic movements that are reshaping the world today and explains how to get the most out of them and cushion their worst impacts. His thesis: to understand the twenty-first century, you need to understand that the planet's three largest forces—Moore's law (technology), the Market (globalization), and Mother Nature (climate change and biodiversity loss)—are accelerating all at once. These accelerations are transforming five key realms: the workplace, politics, geopolitics, ethics, and community. The year 2007 was the major inflection point: the release of the iPhone, together with advances in silicon chips, software, storage, sensors, and

networking, created a new technology platform that is reshaping everything from how we hail a taxi to the fate of nations to our most intimate relationships. It is providing vast new opportunities for individuals and small groups to save the world—or to destroy it.

With his trademark vitality, wit, and optimism, Friedman shows that we can overcome the multiple stresses of an age of accelerations—if we slow down, if we dare to be late and use the time to reimagine work, politics, and community. *Thank You for Being Late* is an essential guide to the present and the future.” --- From the publisher

When reading Niall Ferguson I always get the feeling that he thinks he knows more than I do. When reading Thomas Friedman I always get the feeling that maybe he does know more than I do. I'm not sure, but I'm willing to give him the benefit of the doubt.

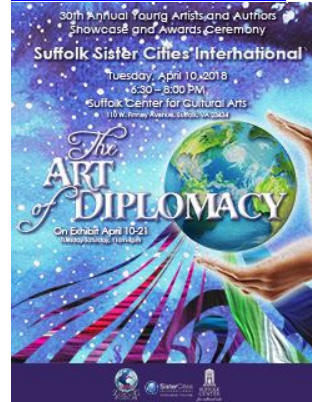
It's not that I don't want to resist Friedman's theory; it's just that I'm in no hurry to embrace it. And, as I've gotten older I find that I'm in less and less of a hurry to do so. I'm not sure how long ago that started. It might have been with the first word processor in 1978 (Remember WordStar, a year before Word Perfect?) or the first digital cell phone in 1973 (I remember that because my company paid Motorola \$250,000 (\$1,418,000 today) to install the first such system in San Diego based on the idea that they could replace 30 dedicated land phone lines with 4 new ones, including one “private” line for the company CEO.) At first I embraced CDs, but after buying nearly a thousand of them I fought back. Today I have a dozen or so (only because they were inscribed or autographed for me) but I still have my multi-thousand collection of LP discs. I've done better lately and am doing just fine without a cell phone, ipad, tablet, etc. etc. I know it's hard on my high-tech friends, but I'm happier for it.

So, read Friedman's book and see if you've got the guts to take the deceleration pledge?

**“THE ART OF DIPLOMACY” an art exhibit sponsored by the Suffolk Sister Cities International 30<sup>th</sup> annual Young Artists and Authors Showcase at the Suffolk Center for the Cultural Arts; and is running until April 19<sup>th</sup>.**



<https://www.suffolksistercitiesinternational.com/artists--authors-showcase.html>



The Diplomats (Dipset) – Cam’ron, Jim Jones, Juelz Satana, Freekey Zekey in concert in Norfolk on June 23<sup>rd</sup>.

You might be wondering why I included *The Art of Diplomacy* in this collection of book reviews. After all, it has nothing to do with Diplomacy, little to do with diplomacy, and it's not even a book. I did it to teach you the same lesson it taught me --- just as you can't judge a book by its cover, so you can't judge a book or an art show by its title.

Enjoy a summer full of reading.



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